

ORBITAL ASSAULT FORCE

ENHANCEMENTS

Laurels of Thunder

15 pts

ADEPTUS ASTARTES model only. You can re-roll Charge rolls made for the bearer's unit in a turn in which it was set up on the battlefield.

Veteran of the Vanguard

20 pts

ADEPTUS ASTARTES model only. Models in the bearer's unit have the Scouts 6" ability.

Orbital Uplink Reliquary

25 pts

ADEPTUS ASTARTES model only. After both players have deployed their armies, select up to three ADEPTUS ASTARTES units from your army and redeploy them. When doing so, you can set those units up in Strategic Reserves if you wish, regardless of how many units are already in Strategic Reserves.

Dedicated Gunship

15 pts

ADEPTUS ASTARTES TERMINATOR model only. Once per battle, at the end of your opponent's Fight phase, if the bearer's unit is not within Engagement Range of one or more enemy units, the bearer can use this Enhancement. If it does, remove the bearer's unit from the battlefield and place it into Strategic Reserves.

DETACHMENT-REGEL

Rapid-drop Deployment Through the use of teleportation, Drop Pods and gunship insertion, entire strike forces of Space Marines and even their armoured support can deploy from orbit in a matter of moments, a capability that in and of itself has won entire wars. At the start of the Declare Battle Formations step, select a number of ADEPTUS ASTARTES units (excluding TITANIC units) from your army based on the battle size, as shown below. Models in those units have the Deep Strike ability.

BATTLE SIZE NUMBER OF UNITS Incursion 2 Strike Force 3 Onslaught 4

Each time an ADEPTUS ASTARTES model from your army makes an attack, if it was set up on the battlefield this turn, re-roll a Wound roll of 1. If it disembarked from a DROP POD this turn, re-roll a Hit roll of 1 as well.

STRATAGEMS

1 CP

ORBITAL ASSAULT FORCE –
STRATEGIC PLOY STRATAGEM

COMMAND

As the Space Marines storm forward, their gunships

When: Command phase.

Target: One Adeptus Astartes unit from your army.

Effect: Select one enemy unit visible to and

1 CP

ORBITAL ASSAULT FORCE –
STRATEGIC PLOY STRATAGEM

SHOOTING

Autolaunchers spit a precogitated spread of blind

When: Your opponent's Shooting phase, just after an

Target: One Adeptus Astartes unit (excluding

Effect: Until the end of the phase, models in your

1 CP

ORBITAL ASSAULT FORCE – BATTLE
TACTIC STRATAGEM

SHOOTING

By binding the datafeeds from their auto-senses,

When: Your Shooting phase or the Fight phase.

Target: One Adeptus Astartes unit from your

Effect: Select the [LETHAL HITS] or

1 CP

ORBITAL ASSAULT FORCE – BATTLE
TACTIC STRATAGEM

SHOOTING

By rapidly eliminating localised enemy leaders, the

When: Your Shooting phase or the Fight phase.

Target: One Adeptus Astartes unit from your

Effect: Until the end of the phase, weapons

1 CP

ORBITAL ASSAULT FORCE – STRATEGIC
PLOY STRATAGEM

FIGHT

The sheer devastating momentum of a Space

When: Fight phase.

Target: One Adeptus Astartes unit from your army

Effect: Until the end of the phase, each time a

1 CP

ORBITAL ASSAULT FORCE – STRATEGIC
PLOY STRATAGEM

FIGHT

There is always another battle to be fought, and the

When: End of your opponent's Fight phase.

Target: One Adeptus Astartes Infantry unit from

Effect: If your Adeptus Astartes unit is wholly