

ARMoured SPEARTIP

6 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Liberator

15 pts

ADEPTUS ASTARTES model only. If you control an objective marker at the end of your Command phase, and the bearer's unit (or any HEAVY TRANSPORT it is embarked within) is within range of that objective marker, that objective marker remains under your control until your opponent's Level of Control over that objective marker is greater than yours at the end of a phase.

Tip of the Spear

40 pts

ADEPTUS ASTARTES model only. If the bearer starts the battle embarked within a TRANSPORT, that TRANSPORT has the Scouts 6" ability.

Shock Deployment

20 pts

ADEPTUS ASTARTES TERMINATOR or GRAVIS model only. In your Shooting phase, each time the bearer's unit is selected to shoot, if it disembarked from a TRANSPORT this turn, until the end of the phase, ranged weapons equipped by models in that unit have the [SUSTAINED HITS 1] ability.

Armoured Commander

25 pts

ADEPTUS ASTARTES model only. Once per turn, in your Movement phase, the bearer can use this Enhancement. If it does, select one friendly ADEPTUS ASTARTES TRANSPORT that is in Strategic Reserves. Until the end of the phase, for the purposes of setting up that TRANSPORT on the battlefield, treat the current battle round number as being one higher than it actually is.

DETACHMENT RULE

Rapid DeploymentLand Raider, Repulsors and other armoured transports plunge headlong into the heart of enemy formations, weathering heavy firepower to deploy their cargo of elite Space Marines into battle.Each time an ADEPTUS ASTARTES unit from your army disembarks from a TRANSPORT (excluding FLY) that made a Normal or Advance move this phase (excluding those that arrived from Strategic Reserves), that disembarked unit can make a Normal move of up to D6", or a Normal move of up to D3+3" instead if that TRANSPORT is a HEAVY TRANSPORT (see below).

Keywords

ADEPTUS ASTARTES TRANSPORT units from your army (excluding FLY) that have a Wounds characteristic of 14+ have the HEAVY TRANSPORT keyword.

STRATAGEMS (6/6)

1 CP ARMOURD SPEARTIP – STRATEGIC PLOY STRATAGEM

MOVEMENT

ADVANCED DEPLOYMENT

When: Your Movement phase.

Target: One Adeptus Astartes Transport unit from your army that has not been selected to move this phase.

Effect: Until the end of the phase, units can disembark from your TRANSPORT after it has Advanced. Units that do so count as having made a Normal move this phase, and cannot declare a charge in the same turn (unless your TRANSPORT has the Assault Ramp ability), but can otherwise act normally.

1 CP ARMOURD SPEARTIP – STRATEGIC PLOY STRATAGEM

MOVEMENT

CERAMITE SLEDGEHAMMER

When: Your Movement phase.

Target: One Adeptus Astartes Transport unit from your army that has not been selected to move this phase.

Effect: Until the end of the phase, each time your unit makes a Normal or Advance move, it can move horizontally through terrain features. In addition, if your unit is a Heavy Transport, when making this move, your unit can move through enemy models (excluding MONSTERS and VEHICLES) and can move within Engagement Range of such models, but cannot end that move within Engagement Range of them, and any Desperate Escape test is automatically passed.

1 CP ARMOURD SPEARTIP – STRATEGIC PLOY STRATAGEM

SHOOTING

ARMOUR OF CONTEMPT

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.

Target: One ADEPTUS ASTARTES unit from your army that was selected as the target of one or more of the attacking unit's attacks.

Effect: Until the attacking unit has finished making its attacks, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.

1 CP ARMOURD SPEARTIP – BATTLE TACTIC STRATAGEM

SHOOTING

PURGATION DOCTRINE

When: Your Shooting phase.

Target: One ADEPTUS ASTARTES unit from your army that has not been selected to shoot this phase.

Effect: Until the end of the phase, each time a model in your unit makes an attack, add 1 to the Hit roll (if your unit disembarked from a Heavy Transport this turn, add 1 to the Wound roll as well).

1 CP ARMOURD SPEARTIP – WARGEAR STRATAGEM

FIGHT

RAPID EMBARKATION

When: End of the Fight phase.

Target: One Adeptus Astartes Infantry unit from your army that is not within Engagement Range of one or more enemy units, and one friendly Heavy Transport it is able to embark within.

Effect: If your ADEPTUS ASTARTES INFANTRY unit is wholly within 6" of that HEAVY TRANSPORT, it can embark within it.

1 CP ARMOURD SPEARTIP – EPIC DEED STRATAGEM

ANY

MACHINE WRATH

When: Any phase, just after a Heavy Transport unit from your army with the Deadly Demise ability is destroyed.

Target: That HEAVY TRANSPORT unit, if you rolled a 6 for its Deadly Demise ability. You can use this Stratagem on that unit even though it was just destroyed.

Effect: Your unit can make a Normal or Fall Back move before its Deadly Demise ability is resolved, and before any embarked units perform an Emergency Disembarkation. When making this move, your unit can move through enemy models (excluding MONSTERS and VEHICLES) and can move within Engagement Range of such models, but cannot end that move within Engagement Range of them, and any Desperate Escape test is automatically passed.