

CERAMITE SENTINELS

6 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Honour Indefatigable

25 pts

GRAVIS model only. The first time the bearer is destroyed, roll one D6 at the end of the phase. On a 2+, set the bearer back up on the battlefield, as close as possible to where it was destroyed and not within Engagement Range of any enemy units, with its full wounds remaining.

Castellum Omnivox

20 pts

ADEPTUS ASTARTES model only. Each time the bearer's unit makes a Fall Back move, select one of the following to apply to that unit until the end of the turn:

That unit is eligible to perform an Action in a turn in which it Fell Back. That unit is eligible to shoot and declare a charge in a turn in which it Fell Back.

Spy-skull Data Link

15 pts

ADEPTUS ASTARTES model only. Ranged weapons equipped by models in the bearer's unit have the [IGNORES COVER] ability.

Defensive Mastery

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, regardless of how many units are already in Strategic Reserves.

DETACHMENT RULE

Adaptive Defence These Space Marines are experts in fighting from rapidly prepared defensive positions. They are able to maximise the potential of almost any terrain to serve as an ad-hoc strongpoint, rapidly assessing optimal firing lines and punishing the foe's every attempt to advance and dislodge them. Each time an ADEPTUS ASTARTES model from your army makes an attack, if that model's unit is within a terrain feature, re-roll a Hit roll of 1 and re-roll a Wound roll of 1.

ADEPTUS ASTARTES units from your army gain the ENTRENCHED keyword while all of the following are true:

That unit is within a terrain feature. That unit was not set up on the battlefield this turn. No model in that unit has moved more than 3" this turn.

STRATAGEMS (6/6)

1 CP CERAMITE SENTINELS – BATTLE TACTIC STRATAGEM

COMMAND

UNYIELDING MIGHT

When: Command phase.

Target: One ADEPTUS ASTARTES unit from your army that is within Engagement Range of one or more enemy units.

Effect: Until the start of your next Command phase, add 1 to the Objective Control characteristics of models in your unit.

1 CP CERAMITE SENTINELS – BATTLE TACTIC 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 CERAMITE SENTINELS – BATTLE TACTIC STRATAGEM

SHOOTING

AUGMENTED TARGETING

When: Your Shooting phase.

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

Effect: Select either the [SUSTAINED HITS 1] or [LETHAL HITS] abilities. Until the end of the phase, ranged weapons equipped by models in your unit have the selected ability. If your unit is ENTRENCHED, until the end of the phase, ranged weapons equipped by models in your unit have the [SUSTAINED HITS 1] and [LETHAL HITS] abilities instead.

1 CP CERAMITE SENTINELS – STRATEGIC PLOY STRATAGEM

SHOOTING

EVASIVE REPOSITIONING

When: Your opponent's Shooting phase, just after an enemy unit has shot.

Target: One Adeptus Astartes Infantry or Adeptus Astartes Mounted unit from your army that was selected as the target of one or more of the attacking unit's attacks.

Effect: Your unit can make a Normal move of up to D6". If your unit is ENTRENCHED, you can re-roll the D6 to determine how far your unit can move.

2 CP CERAMITE SENTINELS – BATTLE TACTIC STRATAGEM

SHOOTING

PRIORITY STRIKE

When: Your Shooting phase or the Fight phase.

Target: One Adeptus Astartes Infantry or Adeptus Astartes Mounted unit from your army that has not been selected to shoot or fight this phase.

Effect: Until the end of the phase, each time a model in your unit makes an attack that targets a CHARACTER, MONSTER or VEHICLE unit, you can re-roll the Wound roll.

1 CP CERAMITE SENTINELS – EPIC DEED STRATAGEM

FIGHT

STAND TO THE END

When: 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 end of the phase, each time a model in your unit is destroyed, if that model has not fought this phase, roll one D6, adding 1 to the result if it is an ENTRENCHED unit: on a 4+, do not remove it from play. That destroyed model can fight after the attacking unit has finished making its attacks, and is then removed from play.