

# ORBITAL ASSAULT FORCE

6 Stratagems · 4 Enhancements

## ENHANCEMENTS (4)

### 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 RULE

Rapid-drop DeploymentThrough 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 SIZENUMBER OF UNITSIncursion2Strike Force3Onslaught4

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 (6/6)

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