

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.

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.

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.

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

Knowing that this strategically vital site must be

When: Command phase.

Target: One Adeptus Astartes unit from your army

Effect: Until the start of your next Command phase,

1 CP CERAMITE SENTINELS – BATTLE TACTIC STRATAGEM

SHOOTING

Auto-sense targeting subroutines specially adapted

When: Your Shooting phase.

Target: One Adeptus Astartes unit from your army

Effect: Select either the [SUSTAINED HITS 1] or

1 CP CERAMITE SENTINELS – STRATEGIC PLOY STRATAGEM

SHOOTING

Codex doctrine when conducting an aggressive

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

Target: One Adeptus Astartes Infantry or

Effect: Your unit can make a Normal move of up to

1 CP CERAMITE SENTINELS – BATTLE TACTIC STRATAGEM

SHOOTING

Eliminating key enemy assets is crucial to stalling

When: Your Shooting phase or the Fight phase.

Target: One Adeptus Astartes Infantry or

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

1 CP CERAMITE SENTINELS – BATTLE TACTIC STRATAGEM

SHOOTING

The belligerence of the Adeptus Astartes combined

When: Your opponent's Shooting phase or the

Target: One Adeptus Astartes unit from your army

Effect: Until the attacking unit has finished making

1 CP CERAMITE SENTINELS – EPIC DEED STRATAGEM

FIGHT

Aware of how vital it is that the defence line holds,

When: Fight phase, just after an enemy unit has

Target: One Adeptus Astartes unit from your army

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