

ANVIL SIEGE FORCE

6 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Architect of War

25 pts

Adeptus Astartes model only. While the bearer is leading a unit, ranged weapons equipped by models in that unit have the [IGNORES COVER] ability.

Indomitable Fury

20 pts

Gravis Model only. The first time the bearer is destroyed, roll on D6 at the end of the phase. On a 2+ set the bearer back 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.

Fleet Commander

15 pts

Captain model only. Once per battle, at the start of your Shooting phase, you can select one point on the battlefield and place a marker on that point. At the start of your next Shooting phase, place another marker on the battlefield within 12" of the center of the first marker, then draw a straight line between the center of each of these markers. Roll one D6 for each unit that line passes over or through: on a 3+ that unit suffers D3 mortal wounds. Both markers are then removed.

Stoic Defender

15 pts

Adeptus Astartes model only. While the bearer is leading a unit, models in that unit have the Feel No Pain 6+ ability while they are within range of an objective marker you control and, while that unit is Battle-shocked, halve the Objective Control characteristic of models in that unit instead of changing it to 0

DETACHMENT RULE

Ranged weapons equipped by Adeptus Astartes models from your army have the [HEAVY] ability. If such a weapon already has this ability, each time an attack is made with that weapon, if the attacking model's unit Remained Stationary this turn, add 1 to the Wound roll.

STRATAGEMS (6/6)

1 CP ANVIL SIEGE FORCE – STRATEGIC PLOY STRATAGEM

COMMAND

NOT ONE BACKWARDS STEP

When: Your Command phase.

Target: One ADEPTUS ASTARTES INFANTRY unit from your army within range of an objective marker.

Effect: Until the end of the turn, double the Objective Control characteristic of models in your unit, but it must Remain Stationary this turn.

1 CP ANVIL SIEGE FORCE – 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 ANVIL SIEGE FORCE – BATTLE TACTIC STRATAGEM

SHOOTING

BATTLE DRILL RECALL

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, ranged weapons equipped by models in your unit have the [SUSTAINED HITS 1] ability. If your unit Remained Stationary this turn, then until the end of the phase, each time a model in your unit makes a ranged attack, a successful unmodified Hit roll of 5+ scores a Critical Hit.

2 CP ANVIL SIEGE FORCE – STRATEGIC PLOY STRATAGEM

SHOOTING

HAIL OF VENGEANCE

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

Target: One ADEPTUS ASTARTES unit from your army that had one or more of its models destroyed as a result of the attacking unit's attacks.

Effect: Your unit can shoot as if it were your Shooting phase, but must target only that enemy unit when doing so, and can only do so if that enemy unit is an eligible target.

2 CP ANVIL SIEGE FORCE – BATTLE TACTIC STRATAGEM

SHOOTING

NO THREAT TOO GREAT

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 a ranged attack that targets a MONSTER or VEHICLE unit, you can re-roll the Wound roll.

1 CP ANVIL SIEGE FORCE – STRATEGIC PLOY STRATAGEM

FIGHT

RIGID DISCIPLINE

When: End of the Fight phase.

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

Effect: Your unit can immediately make a Fall Back move of up to 6".

Restriction: When making that move, your unit must end that move either wholly within your deployment zone or within range of an objective marker.