

COMPANIONS OF VEHEMENCE

6 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Incendiary Animus

25 pts

CHAPLAIN or JUDICIAR model only. Improve the Armour Penetration characteristic of melee weapons equipped by models in the bearer's unit by 1

Merciless Denunciation

25 pts

CHAPLAIN or JUDICIAR model only. Each time a model in the bearer's unit makes a melee attack, you can re-roll the hit roll.

Oathbound Exemplar

15 pts

ADEPTUS ASTARTES INFANTRY model only. Add 1 to the Advance rolls made for the bearer's unit. If the mission pack you are playing features Actions, the bearer's unit is eligible to start to perform an Action in a turn in which it Advanced.

Zealous Vanguard

20 pts

ADEPTUS ASTARTES model only. Models in the bearer's unit have the Scouts 6" ability.

DETACHMENT RULE

You can re-roll Advance and Charge rolls made for Adeptus Astartes unit from your army.

STRATAGEMS (6/6)

1 CPCOMPANIONS OF VEHEMENCE – STRATEGIC
PLOY STRATAGEM**MOVEMENT**

HERESY BEGETS RETRIBUTION

When: Your opponent's Movement phase, just after an enemy unit ends a Normal, Advance or Fall Back move.

Target: One Chaplain or Judiciar unit from your army that is within 9" of that enemy unit and is not within Engagement Range of one or more enemy units.

Effect: Your unit can make a Retribution move. To do so, roll one D6: models in your unit move a number of inches up to the result, but your unit must end that move as close as possible to the closest enemy unit (excluding AIRCRAFT). When doing so, those models can be moved within Engagement Range of that enemy unit.

1 CPCOMPANIONS OF VEHEMENCE – STRATEGIC PLOY
STRATAGEM**CHARGE**

DREAD CRUSADERS

When: Your opponent's Charge phase, just after an enemy unit declares a charge.

Target: One Adeptus Astartes Infantry unit from your army that was selected as one of the targets of that charge.

Effect: That enemy unit must take a Battle-shock test, subtracting 1 from the result.

1 CPCOMPANIONS OF VEHEMENCE – BATTLE TACTIC
STRATAGEM**FIGHT**

DEVOUT PUSH

When: Fight phase.

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

Effect: Until the end of the phase, each time a model in your unit makes a Pile-in or Consolidation move, it can move up to 6" instead of up to 3".

Restriction: A unit cannot be targeted with this and the Hearts Hardened to Duty Stratagem in the same phase unless it has the Chaplain or Judiciar keywords.

1 CPCOMPANIONS OF VEHEMENCE – BATTLE TACTIC
STRATAGEM**FIGHT**

FOR THE EMPEROR'S HONOUR!

When: Fight phase.

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

Effect: Until the end of the phase, melee weapons equipped by models in your unit have the [PRECISION] ability.

1 CPCOMPANIONS OF VEHEMENCE – STRATEGIC PLOY
STRATAGEM**FIGHT**

HEARTS HARDENED TO DUTY

When: Fight phase, just before an Adeptus Astartes Infantry unit from your army Consolidates.

Target: That ADEPTUS ASTARTES INFANTRY unit.

Effect: Until the end of the phase, each time a model in your unit makes a Consolidation move, it does not need to end that move closer to the closest enemy model (or the closest enemy unit if the Suffer Not the Unclean to Live Vow is active for it).

1 CPCOMPANIONS OF VEHEMENCE – BATTLE TACTIC
STRATAGEM**FIGHT**

PIOUS ENMITY

When: Fight phase.

Target: One Chaplain or Judiciar unit from your army that has not been selected to fight this phase.

Effect: Until the end of the phase, each time a model in your unit makes a melee attack that targets an enemy unit, re-roll a Hit roll of 1. If that target is a MONSTER or VEHICLE unit, re-roll a Wound roll of 1 as well.