

GODHAMMER ASSAULT FORCE

6 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Paragon of Fury

25 pts

Adeptus Astartes model only. Add 2 the Strength characteristic of melee weapons equipped by the bearer. Each time a melee attack made by the bearer is allocated to an enemy model, if the bearer disembarked from a Transport this turn, add 1 to the Damage characteristic of that attack.

Battle-Psalm Precentor

10 pts

ADEPTUS ASTARTES model only. Each time the bearer's unit declares a charge, if an enemy unit takes a Battle-shock test as a result of the Shock and Awe detachment rule, subtract 1 from that Battle-shock test.

Augury Servo-Host

15 pts

ADEPTUS ASTARTES model only. At the start of your shooting phase, select one enemy unit within 12" of and visible to the bearer. Until the end of the phase, models in that unit cannot have the Benefit of Cover.

Herald of the Sacred Slaughter

15 pts

ADEPTUS ASTARTES model only. In the Declare Battle Formations step, if the bearer starts the battle embarked within a DEDICATED TRANSPORT, that DEDICATED TRANSPORT has the Scouts 9" ability.

DETACHMENT RULE

- Each time an Adeptus Astartes unit from your army declares a charge, if it disembarked from a Transport this turn, after selecting the targets of that charge, select one of those targets; that enemy unit must take a Battle-shock test.
- Each time an Adeptus Astartes unit from your army makes a melee attack, if it disembarked from a Transport this turn, add 1 to the Hit roll.

STRATAGEMS (6/6)

1 CPGODHAMMER ASSAULT FORCE – STRATEGIC
PLOY STRATAGEM**MOVEMENT**

GAUNTLET OF THE GOD-EMPEROR

When: Your Movement phase.**Target:** One Adeptus Astartes Vehicle model from your army that has not been selected to move this phase.**Effect:** Until the end of the phase, each time your model makes a Normal or Advance move, it can move horizontally through terrain features.**1 CP**GODHAMMER ASSAULT FORCE – STRATEGIC
PLOY STRATAGEM**MOVEMENT**

UNCOMPROMISING EGRESS

When: Your Movement phase.**Target:** One Land Raider model from your army that has not been selected to move this phase.**Effect:** One ADEPTUS ASTARTES unit embarked within your LAND RAIDER can disembark. When doing so, models in that unit can be set up anywhere on the battlefield wholly within 6" of your LAND RAIDER and can be set up within Engagement Range of one or more enemy units.**2 CP**GODHAMMER ASSAULT FORCE – BATTLE TACTIC
STRATAGEM**SHOOTING**

BLESSED HULL

When: Your opponent's Shooting phase, just after an enemy unit has selected its targets.**Target:** One Adeptus Astartes Vehicle 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 an attack is allocated to a model in your unit, subtract 1 from the Damage characteristic of that attack.**1 CP**GODHAMMER ASSAULT FORCE – STRATEGIC PLOY
STRATAGEM**CHARGE**

FOCUSED HATRED

When: Your Charge phase, just after you make a Charge roll for an ADEPTUS ASTARTES unit from your army that disembarked from a Transport this turn.**Target:** That ADEPTUS ASTARTES unit.**Effect:** Until the end of the phase, each time your unit makes a Charge move, models in your unit can move through models (when doing so, its models can move within Engagement Range of enemy models, but they can only end that move within Engagement Range of enemy models if those enemy models belong to a unit that your unit declared a charge against this turn).**1 CP**GODHAMMER ASSAULT FORCE – STRATEGIC PLOY
STRATAGEM**FIGHT**

A CEASELESS CAUSE

When: End of the Fight phase.**Target:** One Adeptus Astartes Infantry unit from your army that was eligible to fight this phase.**Effect:** If your unit is not within Engagement Range of one or more enemy units, it can make a Normal move of up to 6". It cannot embark within a Transport at the end of this move if it disembarked from a TRANSPORT this turn.**1 CP**GODHAMMER ASSAULT FORCE – BATTLE TACTIC
STRATAGEM**FIGHT**

CONDEMNATORY INFO-SCREED

When: Your Fight phase.**Target:** One ADEPTUS ASTARTES 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 an attack, if it disembarked from a Transport this turn, re-roll a Wound roll of 1. If that TRANSPORT has the Land Raider keyword, you can re-roll the Wound roll instead.