

HAMMER OF AVERNII

6 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Spiritus Ferrum

25 pts

Adeptus Astartes model only. Add 1 to the Attacks characteristic of the bearer's melee weapons. Once per battle, at the start of any phase, the bearer can use this Enhancement. If it does, until the end of the phase, add 1 to the Attacks characteristic of melee weapons equipped by all other models in the bearer's unit as well.

Medusan Roar [Aura]

30 pts

Adeptus Astartes model only. While an enemy unit (excluding Monsters and Vehicles) is within 6" of

the bearer, each time that unit fails a Battle-shock test, one model in that unit is destroyed (chosen by

its controlling player). Once per battle, when such an enemy unit fails a Battle-shock test, you can choose for D3 models in that unit to be destroyed in this way instead.

Iron Laurel

10 pts

Adeptus Astartes model only. Improve the Objective Control characteristic of the bearer by 1. Once per battle, at the start of any phase, the bearer can use this Enhancement. If it does, until the end of the phase, add 1 to the Objective Control characteristic of all other models in the bearer's unit as well.

Steel Font

15 pts

Adeptus Astartes Terminator model only. While the bearer is leading a unit, in your Command phase, you can return 1 destroyed Bodyguard model to that unit.

DETACHMENT RULE

Each time a model from your army with the Oath of Moment ability makes an attack that targets your Oath of Moment target, you can re-roll a Wound roll of 1.

RECALCULATING

Once per battle round, after your Oath of Moment target is destroyed, if a Caanok Var model from your army is on the battlefield, select one enemy unit visible to that model. That enemy unit becomes your Oath of Moment target until you select a new one.

STRATAGEMS (6/6)

1 CP HAMMER OF AVERNII – STRATEGIC PLOY STRATAGEM

MOVEMENT

These custom-built servo-skulls detach from augmetic

When: Your Movement phase.

Target: One Adeptus Astartes Dreadnought,

Effect: That objective marker remains under your

1 CP HAMMER OF AVERNII – 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 its

1 CP HAMMER OF AVERNII – BATTLE TACTIC STRATAGEM

SHOOTING

The Iron Hands elite kill with machine-like

When: Your Shooting phase or the Fight phase.

Target: One Adeptus Astartes Dreadnought,

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

1 CP HAMMER OF AVERNII – BATTLE TACTIC STRATAGEM

CHARGE

Gene-wrought flesh reinforced by hardened augmetics

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

Target: One Adeptus Astartes Terminator,

Effect: Until the end of the turn, each time an attack

1 CP HAMMER OF AVERNII – STRATEGIC PLOY STRATAGEM

FIGHT

Running endless up-to-the-second cogitations of their

When: Your Fight phase.

Target: One Adeptus Astartes Dreadnought,

Effect: Select either the [SUSTAINED HITS 1] or

1 CP HAMMER OF AVERNII – STRATEGIC PLOY STRATAGEM

FIGHT

Terminators withdraw from the fight during a lull, board

When: End of your opponent's Fight phase.

Target: One Adeptus Astartes Terminator unit

Effect: Remove your unit from the battlefield and