

LIBERATOR ASSAULT GROUP

6 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Icon of the Angel

20 pts

Adeptus Astartes model only. Each time an enemy unit (excluding Monsters and Vehicles) within Engagement Range of the bearer's unit is selected to Fall Back, models in that enemy unit must take Desperate Escape tests as if their unit was Battle-shocked. When doing so, if that enemy unit is also Battle-shocked by other means, subtract 1 from each of those Desperate Escape tests.

Speed of the Primarch

25 pts

Adeptus Astartes model only. Once per battle, at the start of the Fight phase, the bearer can use this Enhancement. If it does, until the end of the phase, models in the bearer's unit have the Fights First ability

Rage-Fuelled Warrior

35 pts

Adeptus Astartes model only. Once per battle, at the start of the Fight phase, the bearer can use this Enhancement. If it does, until the end of the phase, the bearer's melee weapons have the [SUSTAINED HITS 3] ability.

Gift of Foresight

15 pts

Adeptus Astartes model only. Once per battle round, just after making a Hit roll, a Wound roll or a saving throw for the bearer, you can treat the result as a unmodified 6 instead.

DETACHMENT RULE

Each time an Adeptus Astartes unit from your army is selected to fight, if that unit made a Charge move this turn, until the end of the phase, add 2 to the Strength characteristic and add 1 to the Attacks characteristic of melee weapons equipped by models in that unit.

STRATAGEMS (6/6)

1 CP

LIBERATOR ASSAULT GROUP – STRATEGIC PLOY
STRATAGEM

MOVEMENT

AGGRESSIVE ONSLAUGHT**When:** Your Movement phase, just after an Adeptus Astartes unit from your army has Advanced.**Target:** That ADEPTUS ASTARTES unit.**Effect:** Until the end of the turn, your unit is eligible to either shoot or declare a charge, even though it Advanced. You can instead choose for your unit to give in to the Red Thirst; if it does, it becomes Battle-shocked (but the effects of this Stratagem still apply to it) and until the end of the turn, your unit is eligible to both shoot and declare a charge, even though it Advanced.

1 CP

LIBERATOR ASSAULT GROUP – STRATEGIC PLOY
STRATAGEM

MOVEMENT

RELENTLESS ASSAULT**When:** Your Movement phase, just after an ADEPTUS ASTARTES unit from your army Falls Back.**Target:** That ADEPTUS ASTARTES unit.**Effect:** Until the end of the turn, your unit is eligible to either shoot or declare a charge even though it Fell Back. You can instead choose for your unit to give in to the Red Thirst; if it does, it becomes Battle-shocked (but the effects of this Stratagem still apply to it) and until the end of the turn, your unit is eligible to both shoot and declare a charge, even though it Fell Back.

1 CP

LIBERATOR ASSAULT GROUP – 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

LIBERATOR ASSAULT GROUP – BATTLE TACTIC
STRATAGEM

CHARGE

SAVAGE ECHOES**When:** Your opponent's Charge phase.**Target:** One ADEPTUS ASTARTES unit from your army that was just charged by an enemy unit.**Effect:** Select either the Strength or Attacks characteristic of melee weapons equipped by models in your unit. Until the end of the turn, add 1 to the selected characteristic. You can instead choose for your unit to give in to the Red Thirst; if it does, it becomes Battle-shocked (but the effects of this Stratagem still apply to it) and until the end of the turn, add 1 to the Strength and Attacks characteristics of melee weapons equipped by models in your unit.

1 CP

LIBERATOR ASSAULT GROUP – BATTLE TACTIC
STRATAGEM

FIGHT

RED RAMPAGE**When:** Fight phase.**Target:** One ADEPTUS ASTARTES unit from your army that has not been selected to fight this phase.**Effect:** Select either the [LANCE] or [LETHAL HITS] abilities. Until the end of the phase, melee weapons equipped by models in your unit have the selected ability. You can instead choose for your unit to give in to the Red Thirst; if it does, then it becomes Battle-shocked (but the effects of this Stratagem still apply to it) and until the end of the phase, melee weapons equipped by models in your unit have the [LANCE] and [LETHAL HITS] abilities.

1 CP

LIBERATOR ASSAULT GROUP – STRATEGIC PLOY
STRATAGEM

ANY

ANGELIC GRACE**When:** Any phase, just after an ADEPTUS ASTARTES unit from your army has a mortal wound allocated to it.**Target:** That ADEPTUS ASTARTES unit.**Effect:** Until the end of the phase, models in your unit have the Feel No Pain 5+ ability against mortal wounds.