

RAGE-CURSED ONSLAUGHT

0 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Carmine Reliquary

30 pts

Chaplain model only. Models in the bearer's unit have the Scouts 6" ability. Each time you take a

Battle-shock test for an Adeptus Astartes unit within 6" of the bearer, you can re-roll the result

Master of the Red Thirst

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.

Sanguinary Tear (Aura)

35 pts

Adeptus Astartes model only. While a friendly Death Company unit is within 6" of the bearer, add 1 to

the Strength characteristic of weapons equipped by models in that unit.

Angel's Fang

25 pts

Adeptus Astartes model only. Each time the bearer makes a melee attack that targets a Character,

Monster or Vehicle unit, that attack has the [SUSTAINED HITS 2] ability.

DETACHMENT RULE

Each time an Adeptus Astartes model from your army makes a melee attack, re-roll a Wound roll of 1.

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 1 to the Attacks characteristic of melee weapons equipped by models in that unit. If your unit is Battle-shocked, add 2 to the Attacks characteristic of melee weapons equipped by models in that unit instead.