

THE LOST BRETHREN

6 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Blood Shard

25 pts

Death Company model only. The first time the bearer is destroyed, at the end of the phase, roll one D6: on a 2+, set the bearer back up on the battlefield as close as possible to where it was destroyed and not within Engagement Range of any enemy units, with 3 wounds remaining.

Sanguinius' Grace

20 pts

Death Company model only. Once per battle at the end of the Fight phase, if the bearer is within Engagement Range of three or more enemy models, the bearer can fight one additional time.

To Slay the Warmaster

15 pts

Death Company Model only. Once per battle, at the start of the Fight Phase, if the bearer is within Engagement Range of one or more enemy Character units, you can select one of those Character units and roll six D6: for each 4+, one Character model in that unit suffers 1 mortal wound.

Vengeful Onslaught

10 pts

Death Company model only. If the bearer is destroyed, until the end of your next turn, each time a friendly Death Company model make an attack, add 1 to the Hit roll.

DETACHMENT RULE

Each time a Death Company model from your army makes a melee attack, re-roll a Wound roll of 1 if that model's unit is below Starting Strength; if that model's unit is Below Half-strength, you can re-roll the Wound roll instead.

STRATAGEMS (6/6)

1 CP THE LOST BRETHREN – STRATEGIC PLOY STRATAGEM

MOVEMENT

WRATHFUL RAMPAGE

When: Your Movement phase, just after a Death Company unit from your army Advances.

Target: That DEATH COMPANY unit.

Effect: Until the end of the turn, your unit is eligible to declare a charge in a turn in which it Advanced. If your unit is within 12" of one or more friendly Chaplain models, or it is below its Starting Strength, until the end of the turn, your unit is eligible to shoot and declare a charge in a turn in which it Advanced.

1 CP THE LOST BRETHREN – 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 THE LOST BRETHREN – EPIC DEED STRATAGEM

FIGHT

FINAL RETRIBUTION

When: Fight phase, just after an enemy unit has selected its targets.

Target: One Death Company 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 a model in your unit is destroyed, if that model has not fought this phase, roll one D6, adding 1 to the result if your unit is within 12" of one or more friendly Chaplain models; on a 4+, do not remove it from play. The destroyed model can fight after the attacking unit has finished making its attacks, and is then removed from play.

1 CP THE LOST BRETHREN – BATTLE TACTIC STRATAGEM

FIGHT

FURIOUS ONSLAUGHT

When: Fight phase.

Target: One Death Company unit from your army, just before that unit Pile-in.

Effect: Until the end of the phase, each time a model in your unit makes a Pile-in move, it can move up to D3+3" instead of up to 3". If your unit is within 12" of one or more friendly Chaplain models, or if it is below Starting Strength, it can move up to 6" instead. In either case, it can only do so provided your unit ends that Pile-in move in Unit Coherency and within Engagement Range of one or more enemy units.

1 CP THE LOST BRETHREN – BATTLE TACTIC STRATAGEM

FIGHT

LOST TO RAGE

When: Fight phase.

Target: One Death Company unit from your army that is below Starting Strength and has not been selected to fight this phase.

Effect: Until the end of the phase, improve the Attacks, Strength and Armour Penetration characteristics of melee weapons equipped by models in your unit by 1 and, unless your unit is within 12" of one or more friendly Chaplain models, until the end of the phase, those weapons have the [HAZARDOUS] ability.

1 CP THE LOST BRETHREN – EPIC DEED STRATAGEM

ANY

GLORIOUS SACRIFICE

When: Any phase.

Target: One Death Company unit from your army that was just destroyed while it was within range of an objective marker you controlled. You can use this Stratagem on that unit even though it was just destroyed.

Effect: That objective marker remains under your control, even if you have no models within range of it, until your opponent controls it at the start or end of any turn.