

WRATH OF THE ROCK

6 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Deathwing Assault

15 pts

Deathwing model with the Deep Strike ability only. The bearer's unit can be set up using the Deep Strike ability in the Reinforcements step of your first, second or third Movement phase, regardless of any mission rules.

Tempered in Battle (Aura)

10 pts

Adeptus Astartes model only. While a friendly Adeptus Astartes unit is within 6" of this model, you can re-roll Battle-shock and Leadership tests taken for that unit.

Lord of the Ravenwing

10 pts

Ravenwing model only. You can re-roll Advance and Charge rolls made for the bearer's unit.

Ancient Weapons

25 pts

Adeptus Astartes model only. Improve the Strength characteristic of melee weapons equipped by the bearer by 2, and improve the Armour Penetration and Damage characteristics of those weapons by 1.

DETACHMENT RULE

Each time an attack targets an Adeptus Astartes Infantry or Adeptus Astartes Mounted unit from your army, if the Strength characteristic of that attack is greater than the Toughness characteristic of that unit, subtract 1 from the Wound roll.

STRATAGEMS (6/6)

1 CP WRATH OF THE ROCK – STRATEGIC PLOY STRATAGEM

COMMAND

LION'S WILL

When: Command phase.

Target: One ADEPTUS ASTARTES unit from your army that is within Engagement Range of one or more enemy units.

Effect: Until the start of your next Command phase, add 1 to the Objective Control characteristic of models in your unit. In addition, until the end of the turn, if your unit does not have the Deathwing, Ravenwing or Vehicle keyword, each time a model in your unit makes an attack, add 1 to the Hit roll.

1 CP WRATH OF THE ROCK – BATTLE TACTIC STRATAGEM

MOVEMENT

TACTICAL MASTERY

When: Your Movement phase.

Target: One ADEPTUS ASTARTES unit from your army.

Effect: Until the end of the turn, your unit is eligible to shoot and declare a charge in a turn in which it Advanced. If your unit has the Ravenwing keyword, it is also eligible to shoot and declare a charge in a turn in which it Fell Back.

1 CP WRATH OF THE ROCK – 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 WRATH OF THE ROCK – STRATEGIC PLOY STRATAGEM

SHOOTING

RELICS OF THE DARK AGE

When: Your Shooting phase.

Target: One Adeptus Astartes Infantry or Adeptus Astartes Mounted unit from your army that has not been selected to shoot this phase.

Effect: Until the end of the phase, add 2 to the Strength characteristic of ranged weapons equipped by models in your unit.

1 CP WRATH OF THE ROCK – STRATEGIC PLOY STRATAGEM

CHARGE

LEONINE AGGRESSION

When: End of your opponent's Charge phase.

Target: One ADEPTUS ASTARTES unit from your army within 3" of one or more enemy units, or one Deathwing unit from your army within 6" of one or more enemy units.

Effect: Your unit now declares a charge that only targets one or more of those enemy units, and you resolve that charge.

Restriction: Note that even if this charge is successful, your unit does not receive any Charge bonus this turn.

2 CP WRATH OF THE ROCK – BATTLE TACTIC STRATAGEM

ANY

INESCAPABLE JUSTICE

When: Any phase, just after your Oath of Moment target is destroyed.

Target: One Adeptus Astartes Character unit that is on the battlefield.

Effect: Select one enemy unit within 12" and visible to your unit. That enemy unit becomes your Oath of Moment target until the start of your next Command phase.