

ORBITAL ASSAULT FORCE

ENHANCEMENTS

Laurels of Thunder

15 pts

ADEPTUS ASTARTES model only. You can re-roll Charge rolls made for the bearer's unit in a turn in which it was set up on the battlefield.

Veteran of the Vanguard

20 pts

ADEPTUS ASTARTES model only. Models in the bearer's unit have the Scouts 6" ability.

Orbital Uplink Reliquary

25 pts

ADEPTUS ASTARTES model only. After both players have deployed their armies, select up to three ADEPTUS ASTARTES units from your army and redeploy them. When doing so, you can set those units up in Strategic Reserves if you wish, regardless of how many units are already in Strategic Reserves.

Dedicated Gunship

15 pts

ADEPTUS ASTARTES TERMINATOR model only. Once per battle, at the end of your opponent's Fight phase, if the bearer's unit is not within Engagement Range of one or more enemy units, the bearer can use this Enhancement. If it does, remove the bearer's unit from the battlefield and place it into Strategic Reserves.

DETACHMENT-REGEL

Rapid-drop Deployment Through the use of teleportation, Drop Pods and gunship insertion, entire strike forces of Space Marines and even their armoured support can deploy from orbit in a matter of moments, a capability that in and of itself has won entire wars. At the start of the Declare Battle Formations step, select a number of ADEPTUS ASTARTES units (excluding TITANIC units) from your army based on the battle size, as shown below. Models in those units have the Deep Strike ability.

BATTLE SIZE NUMBER OF UNITS Incursion 2 Strike Force 3 Onslaught 4

Each time an ADEPTUS ASTARTES model from your army makes an attack, if it was set up on the battlefield this turn, re-roll a Wound roll of 1. If it disembarked from a DROP POD this turn, re-roll a Hit roll of 1 as well.

STRATAGEMS

1 CP

ORBITAL ASSAULT FORCE –
STRATEGIC PLOY STRATAGEM · WAHAPEDIA

COMMAND

SUPPRESSION STRAFING**When:** Command phase.**Target:** One ADEPTUS ASTARTES unit from your army.**Effect:** Select one enemy unit visible to and within 18" of your unit. That enemy unit takes a Battle-shock test. When doing so, subtract 1 from that test and, if that test is failed, until the start of your next turn, that enemy unit is suppressed. While a unit is suppressed, each time a model in that unit makes an attack, subtract 1 from the Hit roll.**Restriction:** You cannot use this Stratagem more than once per battle round.

1 CP

ORBITAL ASSAULT FORCE – BATTLE
TACTIC STRATAGEM · WAHAPEDIA

SHOOTING

AUTO-SENSE COORDINATION**When:** Your Shooting phase or the Fight phase.**Target:** One ADEPTUS ASTARTES unit from your army that has not been selected to shoot or fight this phase.**Effect:** Select the [LETHAL HITS] or [SUSTAINED HITS 1] ability. Until the end of the phase, weapons equipped by models in your unit have this ability in a turn in which they disembarked from a Drop Pod or while targeting an enemy unit within 12".

1 CP

ORBITAL ASSAULT FORCE –
STRATEGIC PLOY STRATAGEM · WAHAPEDIA

SHOOTING

BLIND SCREEN**When:** Your opponent's Shooting phase, just after an enemy unit has selected its targets.**Target:** One ADEPTUS ASTARTES unit (excluding Titanic units) from your army that was selected as the target of one or more of the attacking unit's attacks and one friendly Adeptus Astartes Smoke Vehicle or Drop Pod unit within 9" of it.**Effect:** Until the end of the phase, models in your units have the Stealth ability and each time a ranged attack targets one of your units, models in that unit have the Benefit of Cover against that attack.

1 CP

ORBITAL ASSAULT FORCE – BATTLE
TACTIC STRATAGEM · WAHAPEDIA

SHOOTING

TACTICAL DECAPITATION**When:** Your Shooting phase or the Fight phase.**Target:** One ADEPTUS ASTARTES unit from your army that has not been selected to shoot or fight this phase.**Effect:** Until the end of the phase, weapons equipped by models in your unit have the [PRECISION] ability and each time a model in your unit makes an attack that targets a CHARACTER unit, add 1 to the Hit roll.

1 CP

ORBITAL ASSAULT FORCE – STRATEGIC
PLOY STRATAGEM · WAHAPEDIA

FIGHT

ONWARD FOR THE EMPEROR**When:** End of your opponent's Fight phase.**Target:** One Adeptus Astartes Infantry unit from your army that was not set up on the battlefield this turn and one friendly Transport it is able to embark within.**Effect:** If your ADEPTUS ASTARTES unit is wholly within 6" of that TRANSPORT, it can embark within it.

1 CP

ORBITAL ASSAULT FORCE – STRATEGIC
PLOY STRATAGEM · WAHAPEDIA

FIGHT

SHOCK ONSLAUGHT**When:** Fight phase.**Target:** One ADEPTUS ASTARTES unit from your army that has not been selected to fight this phase.**Effect:** Until the end of the phase, each time a model in your unit makes a Pile-in or Consolidation move, it can move up to 6" instead of up to 3".