

C O D E X

# IMPERIUM - IMPERIAL FISTS

newvision

# INHALTSVERZEICHNIS

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# DETACHMENT OVERVIEW

13 Detachments

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6 Stratagems · 4 Enhancements

**Anvil Siege Force**

6 Stratagems · 4 Enhancements

**Ironstorm Spearhead**

6 Stratagems · 4 Enhancements

**Firestorm Assault Force**

6 Stratagems · 4 Enhancements

**Stormlance Task Force**

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**Vanguard Spearhead**

6 Stratagems · 4 Enhancements

**1st Company Task Force**

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6 Stratagems · 4 Enhancements

**Armoured Speartip**

6 Stratagems · 4 Enhancements

**Headhunter Task Force**

6 Stratagems · 4 Enhancements

# GLADIUS TASK FORCE

6 Stratagems · 4 Enhancements

## ENHANCEMENTS (4)

### Artificer Armour

10 pts

ADEPTUS ASTARTES model only. The bearer has a Save characteristic of 2+ and the Feel No Pain 5+ ability.

### The Honour Vehement

15 pts

ADEPTUS ASTARTES model only. Add 1 to the Attacks and Strength characteristics of the bearer's melee weapons. While the bearer is under the effects of the Assault Doctrine, add 2 to the Attacks and Strength characteristics of the bearers melee weapons instead.

### Adept of the Codex

20 pts

CAPTAIN model only. At the start of your Command phase, if the bearer is on the battlefield, instead of selecting a Combat Doctrine to be active for your army, you can select the Tactical Doctrine. If you do, until the start of your next Command phase, that Combat Doctrine is active for the bearer's unit only, even if you have already selected that Combat Doctrine to be active for your army this battle.

### Fire Discipline

25 pts

ADEPTUS ASTARTES model only. While the bearer is leading a unit, ranged weapons equipped by models in that unit have the [SUSTAINED HITS 1] ability. In addition, while the bearer's unit is under the effects of the Devastator Doctrine, you can reroll Advance rolls made for that unit.

## DETACHMENT RULE

The Codex Astartes has proven its worth as a superb treatise on warfare over countless battlefields, and has remained so even after ten thousand years. Many Space Marines hold its wisdom in awe, and exemplify its teachings, employing a flexible set of combat doctrines to eliminate their enemy. Few opponents can withstand the fury of such an onslaught. At the start of your Command phase, you can select one of the Combat Doctrines listed below. Until the start of your next Command phase, that Combat Doctrine is active and its effects apply to all ADEPTUS ASTARTES units from your army. You can only select each Combat Doctrine once per battle.

**Devastator Doctrine** The Codex Astartes details the strategic value of overwhelming firepower applied to key targets while advancing into position to eliminate threats. This unit is eligible to shoot in a turn in which it Advanced.

**Tactical Doctrine** As the warring armies close upon one another and vicious fire-fights erupt, the Codex lays out strategies for swiftly seizing the initiative and combining versatility with firepower. This unit is eligible to shoot and declare a charge in a turn in which it Fell Back.

**Assault Doctrine** The Codex Astartes leaves no doubt that the killing blow in most engagements must be delivered with a decisive close-quarters strike. It presents plentiful tactical means to achieve this end. This unit is eligible to declare a charge in a turn in which it Advanced.

## STRATAGEMS (6/6)

**1 CP** GLADIUS TASK FORCE – STRATEGIC PLOY STRATAGEM

**COMMAND**

### ADAPTIVE STRATEGY

**When:** Your Command phase.

**Target:** One ADEPTUS ASTARTES unit from your army.

**Effect:** Select the Devastator Doctrine, Tactical Doctrine or Assault Doctrine.

Until the start of your next Command phase, that Combat Doctrine is active for that unit instead of any other Combat Doctrine that is active for your army, even if you have already selected that doctrine this battle.

**1 CP** GLADIUS TASK FORCE – STRATEGIC PLOY STRATAGEM

**MOVEMENT**

### SQUAD TACTICS

**When:** Your opponent's Movement phase, just after an enemy unit ends a Normal, Advance or Fall Back move.

**Target:** One Adeptus Astartes Infantry or Adeptus Astartes Mounted unit from your army that is within 9" of the enemy unit that just ended that move.

**Effect:** Your unit can make a Normal move of up to D6", or a Normal move of up to 6" instead if it is under the effects of the Tactical Doctrine.

**Restriction:** You cannot select a unit that is within Engagement Range of one or more enemy units.

**1 CP** GLADIUS TASK FORCE – 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** GLADIUS TASK FORCE – BATTLE TACTIC STRATAGEM

**SHOOTING**

### STORM OF FIRE

**When:** Your Shooting phase.

**Target:** One ADEPTUS ASTARTES unit from your army that has not been selected to shoot this phase.

**Effect:** Until the end of the phase, ranged weapons equipped by models in your unit have the [IGNORES COVER] ability. If your unit is under the effects of the Devastator Doctrine, until the end of the phase, improve the Armour Penetration characteristic of such weapons by 1 as well.

**1 CP** GLADIUS TASK FORCE – BATTLE TACTIC STRATAGEM

**FIGHT**

### HONOUR THE CHAPTER

**When:** Fight phase.

**Target:** One ADEPTUS ASTARTES unit from your army.

**Effect:** Until the end of the phase, melee weapons equipped by models in your unit have the [LANCE] ability. If your unit is under the effects of the Assault Doctrine, until the end of the phase, improve the Armour Penetration characteristic of such weapons by 1 as well.

**2 CP** GLADIUS TASK FORCE – EPIC DEED STRATAGEM

**FIGHT**

### ONLY IN DEATH DOES DUTY END

**When:** 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 end of the phase, each time a model in your unit is destroyed, if that model has not fought this phase, do not remove it from play. The destroyed model can fight after the attacking model's unit has finished making its attacks, and is then removed from play.

# ANVIL SIEGE FORCE

6 Stratagems · 4 Enhancements

## ENHANCEMENTS (4)

### Indomitable Fury

20 pts

GRAVIS model only. The first time the bearer is destroyed, roll one D6 at the end of the phase. 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 its full wounds remaining.

### Fleet Commander

15 pts

CAPTAIN model only. Once per battle, at the start of your Shooting phase, you can select one point on the battlefield and place a marker on that point. At the start of your next Shooting phase, place another marker on the battlefield within 12" of the centre of the first marker, then draw a straight line between the centre of each of these markers. Roll one D6 for each unit that line passes over or through: on a 3+, that unit suffers D3 mortal wounds. Both markers are then removed.

### Stoic Defender

15 pts

ADEPTUS ASTARTES model only. While the bearer is leading a unit, models in that unit have the Feel No Pain 6+ ability while they are within range of an objective marker you control and, while that unit is Battle-shocked, halve the Objective Control characteristic of models in that unit instead of changing it to 0.

### Architect of War

25 pts

ADEPTUS ASTARTES model only. While the bearer is leading a unit, ranged weapons equipped by models in that unit have the [IGNORES COVER] ability.

## DETACHMENT RULE

Shield of the ImperiumAcross blood-drenched battlefields, within towering citadels and isolated orbital stations, the Angels of Death throw back tides of traitors, mutants, xenos and heretics, and purge enemy holdings of foes thanks to their disciplined strategies and fighting skills. All who oppose them are met with volleys of deadly accurate firepower long before they reach the battle-brothers' razor-sharp blades.Ranged weapons equipped by ADEPTUS ASTARTES models from your army have the [HEAVY] ability. If such a weapon already has this ability, each time an attack is made with that weapon, if the attacking model's unit Remained Stationary this turn, add 1 to the Wound roll.

## STRATAGEMS (6/6)

**1 CP** ANVIL SIEGE FORCE – STRATEGIC PLOY STRATAGEM

**COMMAND**

### NOT ONE BACKWARDS STEP

**When:** Your Command phase.

**Target:** One ADEPTUS ASTARTES INFANTRY unit from your army within range of an objective marker.

**Effect:** Until the end of the turn, double the Objective Control characteristic of models in your unit, but it must Remain Stationary this turn.

**1 CP** ANVIL SIEGE FORCE – 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** ANVIL SIEGE FORCE – BATTLE TACTIC STRATAGEM

**SHOOTING**

### BATTLE DRILL RECALL

**When:** Your Shooting phase.

**Target:** One ADEPTUS ASTARTES unit from your army that has not been selected to shoot this phase.

**Effect:** Until the end of the phase, ranged weapons equipped by models in your unit have the [SUSTAINED HITS 1] ability. If your unit Remained Stationary this turn, then until the end of the phase, each time a model in your unit makes a ranged attack, a successful unmodified Hit roll of 5+ scores a Critical Hit.

**2 CP** ANVIL SIEGE FORCE – STRATEGIC PLOY STRATAGEM

**SHOOTING**

### HAIL OF VENGEANCE

**When:** Your opponent's Shooting phase, just after an enemy unit has resolved its attacks.

**Target:** One ADEPTUS ASTARTES unit from your army that had one or more of its models destroyed as a result of the attacking unit's attacks.

**Effect:** Your unit can shoot as if it were your Shooting phase, but must target only that enemy unit when doing so, and can only do so if that enemy unit is an eligible target.

**2 CP** ANVIL SIEGE FORCE – BATTLE TACTIC STRATAGEM

**SHOOTING**

### NO THREAT TOO GREAT

**When:** Your Shooting phase.

**Target:** One ADEPTUS ASTARTES unit from your army that has not been selected to shoot this phase.

**Effect:** Until the end of the phase, each time a model in your unit makes a ranged attack that targets a MONSTER or VEHICLE unit, you can re-roll the Wound roll.

**1 CP** ANVIL SIEGE FORCE – STRATEGIC PLOY STRATAGEM

**FIGHT**

### RIGID DISCIPLINE

**When:** End of the Fight phase.

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

**Effect:** Your unit can immediately make a Fall Back move of up to 6".

**Restriction:** When making that move, your unit must end that move either wholly within your deployment zone or within range of an objective marker.

# IRONSTORM SPEARHEAD

6 Stratagems · 4 Enhancements

## ENHANCEMENTS (4)

### Target Augury Web

30 pts

TECHMARINE model only. In your Command phase, select one ADEPTUS ASTARTES VEHICLE model within 6" of the bearer. Until the start of your next Command phase, weapons equipped by that VEHICLE model have the [LETHAL HITS] ability.

### The Flesh is Weak

10 pts

ADEPTUS ASTARTES model only. The bearer has the Feel No Pain 4+ ability.

### Adept of the Ommissiah

35 pts

TECHMARINE model only. Once per battle round, when a saving throw is failed for a friendly ADEPTUS ASTARTES VEHICLE model within 6" of the bearer, you can change the Damage characteristic of that attack to 0.

### Master of Machine War

20 pts

ADEPTUS ASTARTES model only. In your Command phase, select one ADEPTUS ASTARTES VEHICLE model within 6" of the bearer. Until the start of your next Command phase, that VEHICLE is eligible to shoot even if it Fell Back or Advanced this turn.

## DETACHMENT RULE

Armoured WrathAn Ironstorm Spearhead's commanders guide their assault with pre-cogitated fire solutions, cycling data-gheist inloads and whispered binharic auguries. These ensure their warriors, and the belligerent machine spirits inhabiting their war engines, deliver their fire with inescapable accuracy.Once per phase for each ADEPTUS ASTARTES unit in your army, you can re-roll one Hit roll, one Wound roll or one Damage roll made for a model in that unit.

## STRATAGEMS (6/6)

**1 CP** IRONSTORM SPEARHEAD – EPIC DEED STRATAGEM **COMMAND**

### ANCIENT FURY

**When:** Your Command phase.

**Target:** One ADEPTUS ASTARTES WALKER model from your army.

**Effect:** Until the start of your next Command phase, improve your model's Move, Toughness, Leadership and Objective Control characteristics by 1 and each time your model makes an attack, add 1 to the Hit roll.

**1 CP** IRONSTORM SPEARHEAD – BATTLE TACTIC STRATAGEM **COMMAND**

### UNBOWED CONVICTION

**When:** Command phase.

**Target:** One ADEPTUS ASTARTES unit from your army that is below its Starting Strength.

**Effect:** Until the end of the turn, your unit can ignore any or all modifiers to its characteristics and/or to any roll or test made for it (excluding modifiers to saving throws).

**1 CP** IRONSTORM SPEARHEAD – 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.

**2 CP** IRONSTORM SPEARHEAD – BATTLE TACTIC STRATAGEM **SHOOTING**

### MERCY IS WEAKNESS

**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, each time a model in your unit makes an attack that targets a unit that is below its Starting Strength, that attack has the [SUSTAINED HITS 1] ability, and when making such an attack, if the attacking model is a VEHICLE, a successful unmodified Hit roll of 5+ scores a Critical Hit.

**1 CP** IRONSTORM SPEARHEAD – EPIC DEED STRATAGEM **SHOOTING**

### POWER OF THE MACHINE SPIRIT

**When:** Your opponent's Shooting phase, just after an enemy unit has resolved its attacks.

**Target:** One ADEPTUS ASTARTES VEHICLE unit from your army that was reduced to Below Half-strength as a result of the attacking unit's attacks.

**Effect:** Your unit can shoot as if it were your Shooting phase, but must target only that enemy unit when doing so, and can only do so if that enemy unit is an eligible target.

**1 CP** IRONSTORM SPEARHEAD – EPIC DEED STRATAGEM **ANY**

### VENGEFUL ANIMUS

**When:** Any phase, just after an ADEPTUS ASTARTES VEHICLE model from your army with the Deadly Demise ability is destroyed.

**Target:** That ADEPTUS ASTARTES VEHICLE model. You can use this Stratagem on that model even though it was just destroyed.

**Effect:** Do not roll one D6 to determine whether mortal wounds are inflicted by your model's Deadly Demise ability. Instead, mortal wounds are automatically inflicted.

# FIRESTORM ASSAULT FORCE

6 Stratagems · 4 Enhancements

## ENHANCEMENTS (4)

### Champion of Humanity

10 pts

TACTICUS model only. While the bearer is leading a unit, models in that unit can ignore any or all modifiers to their characteristics and/or to any roll or test made for them (excluding modifiers to saving throws).

### War-tempered Artifice

25 pts

ADEPTUS ASTARTES INFANTRY model only. Add 3 to the Strength characteristic of the bearer’s melee weapons.

### Forged in Battle

15 pts

ADEPTUS ASTARTES model only. While the bearer is leading a unit, once per turn, after making a Hit roll or a saving throw for a model in that unit, you can change the result of that roll to an unmodified 6.

### Adamantine Mantle

20 pts

ADEPTUS ASTARTES model only. Each time an attack is allocated to the bearer, subtract 1 from the Damage characteristic of that attack. If that attack was made with a Melta or Torrent weapon, change the Damage characteristic of that attack to 1 instead.

## DETACHMENT RULE

Close-range EradicationThe Space Marines are the Emperor’s finest shock troops, striking at the foe before they can react. In their rapid, mechanised assaults, Space Marines smash aside the enemy, destroying them at close quarters without mercy.Ranged weapons equipped by ADEPTUS ASTARTES models from your army have the [ASSAULT] ability, and each time an attack made with such a weapon targets a unit within 12”, add 1 to the Strength characteristic of that attack.

## STRATAGEMS (6/6)

**1 CP** FIRESTORM ASSAULT FORCE – 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** FIRESTORM ASSAULT FORCE – BATTLE TACTIC STRATAGEM

**SHOOTING**

### BURNING VENGEANCE

**When:** Your opponent's Shooting phase, just after an enemy unit has resolved its attacks.

**Target:** One ADEPTUS ASTARTES TRANSPORT unit from your army that was selected as the target of one or more of the attacking unit's attacks.

**Effect:** One unit embarked within that TRANSPORT can disembark as if it were your Movement phase, and can then shoot as if it were your Shooting phase, but must target only that enemy unit when doing so, and can only do so if that enemy unit is an eligible target.

**1 CP** FIRESTORM ASSAULT FORCE – BATTLE TACTIC STRATAGEM

**SHOOTING**

### CRUCIBLE OF BATTLE

**When:** Your Shooting phase or the Fight phase.

**Target:** One ADEPTUS ASTARTES INFANTRY unit from your army that has not been selected to shoot or fight this phase.

**Effect:** Until the end of the phase, each time a model in your unit makes an attack that targets the closest eligible target within 6", add 1 to the Wound roll.

**2 CP** FIRESTORM ASSAULT FORCE – BATTLE TACTIC STRATAGEM

**SHOOTING**

### IMMOLATION PROTOCOLS

**When:** Your Shooting phase.

**Target:** One ADEPTUS ASTARTES unit from your army that has not been selected to shoot this phase.

**Effect:** Until the end of the phase, Torrent weapons equipped by models in that unit have the [DEVASTATING WOUNDS] ability.

**1 CP** FIRESTORM ASSAULT FORCE – BATTLE TACTIC STRATAGEM

**SHOOTING**

### ONSLAUGHT OF FIRE

**When:** Your Shooting phase.

**Target:** One ADEPTUS ASTARTES unit from your army that disembarked from a TRANSPORT this turn and has not been selected to shoot this phase.

**Effect:** Until the end of the phase, each time a model in your unit makes a ranged attack that targets the closest eligible target within 12", add 1 to the Hit roll. If one or more enemy models are destroyed as the result of any of those attacks, select one of those destroyed models; that destroyed model's unit must take a Battle-shock test.

**1 CP** FIRESTORM ASSAULT FORCE – STRATEGIC PLOY STRATAGEM

**FIGHT**

### RAPID EMBARKATION

**When:** End of the Fight phase.

**Target:** One ADEPTUS ASTARTES TRANSPORT unit from your army that has no models embarked within it, and one ADEPTUS ASTARTES INFANTRY unit from your army wholly within 6" of that TRANSPORT.

**Effect:** Your INFANTRY unit can embark within that TRANSPORT.

**Restriction:** You cannot target an INFANTRY unit that is within Engagement Range of one or more enemy units, that cannot normally embark within that TRANSPORT, or that disembarked from a TRANSPORT this turn.

# STORMLANCE TASK FORCE

6 Stratagems · 4 Enhancements

## ENHANCEMENTS (4)

### Fury of the Storm

25 pts

ADEPTUS ASTARTES MOUNTED model only. Improve the Strength and Armour Penetration characteristics of the bearer's melee weapons by 1. Each time the bearer ends a Charge move, until the end of the turn, improve the Strength and Armour Penetration characteristics of the bearers melee weapons by 2 instead.

### Portents of Wisdom

15 pts

ADEPTUS ASTARTES model only. While the bearer is leading a unit, you can re-roll Advance rolls made for that unit.

### Feinting Withdrawal

10 pts

ADEPTUS ASTARTES model only. While the bearer is leading a unit, that unit is eligible to shoot in a turn in which it Fell Back.

### Hunter's Instincts

25 pts

ADEPTUS ASTARTES MOUNTED model only. If the bearer's unit is in Strategic Reserves, for the purposes of setting up that unit on the battlefield, treat the current battle round number as being one higher than it actually is.

## DETACHMENT RULE

Lightning AssaultThe warriors of a Stormlance Task Force employ high-speed tactics and hit-and-run warfare. They do battle on the move, wrong-footing their enemies with breakneck manoeuvres and melting away one moment only to crash home like a thunderbolt the next.ADEPTUS ASTARTES units from your army are eligible to declare a charge in a turn in which they Advanced or Fell Back.

## STRATAGEMS (6/6)

**2 CP** STORMLANCE TASK FORCE – WARGEAR STRATAGEM

**MOVEMENT**

### FULL THROTTLE

**When:** Your Movement phase.

**Target:** One ADEPTUS ASTARTES MOUNTED or ADEPTUS ASTARTES VEHICLE unit (excluding WALKERS) from your army.

**Effect:** Until the end of the phase, if your unit Advances, do not make an Advance roll for it. Instead, until the end of the phase, add 6" to the Move characteristic of models in your unit, or 9" instead if your unit is MOUNTED.

**1 CP** STORMLANCE TASK FORCE – STRATEGIC PLOY STRATAGEM

**MOVEMENT**

### WIND-SWIFT EVASION

**When:** Your opponent's Movement phase, just after an enemy unit ends a Normal, Advance or Fall Back move.

**Target:** One Adeptus Astartes Infantry or Adeptus Astartes Mounted unit from your army that is within 9" of that enemy unit.

**Effect:** Your unit can make a Normal move of up to 6".

**Restriction:** You cannot select a unit that is within Engagement Range of one or more enemy units.

**1 CP** STORMLANCE TASK FORCE – 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** STORMLANCE TASK FORCE – BATTLE TACTIC STRATAGEM

**SHOOTING**

### BLITZING FUSILLADE

**When:** Your Shooting phase.

**Target:** One ADEPTUS ASTARTES unit from your army that has not been selected to shoot this phase.

**Effect:** Until the end of the phase, ranged weapons equipped by models in your unit have the [ASSAULT] ability. If such a weapon already has this ability, until the end of the phase, that weapon has the [SUSTAINED HITS 1] ability as well.

**1 CP** STORMLANCE TASK FORCE – BATTLE TACTIC STRATAGEM

**SHOOTING**

### RIDE HARD, RIDE FAST

**When:** Your opponent's Shooting phase, just after an enemy unit has selected its targets.

**Target:** One ADEPTUS ASTARTES MOUNTED or ADEPTUS ASTARTES FLY VEHICLE 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 an attack targets your unit, subtract 1 from the Hit roll and subtract 1 from the Wound roll.

**1 CP** STORMLANCE TASK FORCE – BATTLE TACTIC STRATAGEM

**CHARGE**

### SHOCK ASSAULT

**When:** Your Charge phase.

**Target:** One ADEPTUS ASTARTES MOUNTED unit from your army that has not declared a charge this phase.

**Effect:** Until the end of the turn, you can re-roll Charge rolls made for your unit and melee weapons equipped by models in that unit have the [LANCE] ability.

# VANGUARD SPEARHEAD

6 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

The Blade Driven Deep

25 pts

ADEPTUS ASTARTES INFANTRY model only. While the bearer is leading a unit, models in that unit have the Infiltrators ability.

Ghostweave Cloak

15 pts

ADEPTUS ASTARTES model only. The bearer has the Stealth and Lone Operative abilities.

Execute and Redeploy

20 pts

PHOBOS model only. In your Shooting phase, after the bearer's unit has shot, if that unit is not within Engagement Range of one or more enemy units, it can make a Normal move of up to 6". If it does, until the end of the turn, that unit is not eligible to declare a charge. This cannot allow the bearer's unit to move more than once in your Shooting phase.

Shadow War Veteran

30 pts

PHOBOS model only. Gain following ability:  
  
Lord of Deceit (Aura): Each time your opponent targets a unit from their army with a Stratagem, if that unit is within 12" of this model, increase the cost of that use of that Stratagem by 1CP.

DETACHMENT RULE

Shadow MastersThe warriors of a Vanguard Spearhead slip through the shadows, half-seen spectres barely visible to the foe. Enemies blaze away into the gloom with increasing panic, their shots flying wide as covert specialists encircle their victims and prepare to level the killing blow.Each time a ranged attack targets an ADEPTUS ASTARTES unit from your army, unless the attacking model is within 12", subtract 1 from the Hit roll and the target has the Benefit of Cover against that attack.

STRATAGEMS (6/6)

**1 CP** VANGUARD SPEARHEAD – WARGEAR STRATAGEM **COMMAND**

### A DEADLY PRIZE

**When:** Start of the Command phase.

**Target:** One ADEPTUS ASTARTES INFANTRY or ADEPTUS ASTARTES MOUNTED unit from your army within range of an objective marker you control.

**Effect:** That objective marker is said to be Sabotaged, and 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. While an objective marker is Sabotaged and under your control, each time an enemy unit ends a Normal, Advance, Fall Back or Charge move within range of that objective marker, roll one D6: on a 2+, that enemy unit suffers D3 mortal wounds.

**1 CP** VANGUARD SPEARHEAD – 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** VANGUARD SPEARHEAD – BATTLE TACTIC STRATAGEM

**SHOOTING**

### STRIKE FROM THE SHADOWS

**When:** Your Shooting phase.

**Target:** One ADEPTUS ASTARTES INFANTRY unit from your army that has not been selected to shoot this phase.

**Effect:** Until the end of the phase, each time a model in your unit makes a ranged attack that targets an enemy unit that is more than 12" away, improve the Ballistic Skill and Armour Penetration characteristics of that attack by 1. If one or more enemy models are destroyed as a result of those attacks, select one of those destroyed models; that destroyed model's unit must take a Battle-shock test.

**1 CP** VANGUARD SPEARHEAD – STRATEGIC PLOY STRATAGEM

**CHARGE**

### CALCULATED FEINT

**When:** Your opponent's Charge phase, just after an enemy unit declares a charge.

**Target:** One ADEPTUS ASTARTES INFANTRY unit from your army that was selected as a target of that charge.

**Effect:** Your unit can make a Normal move of up to D6", or up to 6" instead if it is a PHOBOS or Scout SQUAD unit.

**Restriction:** You cannot select a unit that is within Engagement Range of one or more enemy units.

**1 CP** VANGUARD SPEARHEAD – STRATEGIC PLOY STRATAGEM

**FIGHT**

### GUERRILLA TACTICS

**When:** End of your opponent's Fight phase.

**Target:** Up to two PHOBOS and/or SCOUT SQUAD units from your army, or one other ADEPTUS ASTARTES INFANTRY unit from your army.

**Effect:** Remove those units from the battlefield and place them into Strategic Reserves.

**Restriction:** Each unit selected for this Stratagem must be more than 3" away from all enemy models.

**2 CP** VANGUARD SPEARHEAD – BATTLE TACTIC STRATAGEM

**FIGHT**

### SURGICAL STRIKES

**When:** Fight phase.

**Target:** One ADEPTUS ASTARTES INFANTRY unit from your army that has not been selected to fight this phase.

**Effect:** Until the end of the phase, melee weapons equipped by models in your unit have the [PRECISION] ability.

# 1ST COMPANY TASK FORCE

6 Stratagems · 4 Enhancements

## ENHANCEMENTS (4)

### The Imperium's Sword

25 pts

ADEPTUS ASTARTES model only. Add 1 to the Attacks characteristic of the bearers melee weapons. Once per battle, at the start of any phase, the bearer can use this Enhancement. If it does, until the end of the phase, add 1 to the Attacks characteristic of melee weapons equipped by all other models in the bearer's unit as well.

### Fear Made Manifest (Aura)

30 pts

ADEPTUS ASTARTES model only. While an enemy unit (excluding MONSTERS and VEHICLES) is within 6" of the bearer, each time that unit fails a Battle-shock test, one model in that unit is destroyed (chosen by its controlling player). Once per battle, when such an enemy unit fails a Battle-shock test, you can choose for D3 models in that unit to be destroyed in this way instead.

### Rites of War

10 pts

ADEPTUS ASTARTES TERMINATOR model only. Improve the Objective Control characteristic of the bearer by 1. Once per battle, at the start of any phase, the bearer can use this Enhancement. If it does, until the end of the phase, add 1 to the Objective Control characteristic of all other models in the bearer's unit as well.

### Iron Resolve

15 pts

ADEPTUS ASTARTES TERMINATOR model only. The bearer has the Feel No Pain 5+ ability. Once per battle, after the bearer's unit is selected as the target of one or more attacks, the bearer can use this Enhancement. If it does, until the end of the phase, models in the bearer's unit have the Feel No Pain 5+ ability.

## DETACHMENT RULE

Extremis-level ThreatThe 1st Company's veterans have fought at the forefront of their Chapter's wars for many mortal lifespans. Experience has taught them to identify the foe's lethal threats and to lead their battle-brothers to purge them from existence. Once per battle, in your Command phase, you can use this ability. If you do, until the start of your next Command phase, each time a model from your army with the Oath of Moment ability makes an attack that targets your Oath of Moment target, you can re-roll the Wound roll as well.

## STRATAGEMS (6/6)

**1 CP**

1ST COMPANY TASK FORCE – STRATEGIC PLOY STRATAGEM

**MOVEMENT**

### DUTY AND HONOUR

**When:** Your Movement phase.**Target:** One ADEPTUS ASTARTES TERMINATOR, BLADEGUARD VETERAN SQUAD, STERNGUARD VETERAN SQUAD or VANGUARD VETERAN SQUAD unit from your army within range of an objective marker you control.**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.**1 CP**

1ST COMPANY TASK FORCE – 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**

1ST COMPANY TASK FORCE – BATTLE TACTIC STRATAGEM

**SHOOTING**

### HEROES OF THE CHAPTER

**When:** Your Shooting phase or the Fight phase.**Target:** One ADEPTUS ASTARTES TERMINATOR, BLADEGUARD VETERAN SQUAD, STERNGUARD VETERAN SQUAD or VANGUARD VETERAN SQUAD unit from your army that has not been selected to shoot or fight this phase.**Effect:** Until the end of the phase, each time a model in your unit makes an attack, add 1 to the Hit roll. If your unit is Below Half-strength, add 1 to the Wound roll as well.**1 CP**

1ST COMPANY TASK FORCE – BATTLE TACTIC STRATAGEM

**CHARGE**

### LEGENDARY FORTITUDE

**When:** Your opponent's Charge phase, just after an enemy unit ends a Charge move.**Target:** One ADEPTUS ASTARTES TERMINATOR, BLADEGUARD VETERAN SQUAD, STERNGUARD VETERAN SQUAD or VANGUARD VETERAN SQUAD unit from your army within Engagement Range of that enemy unit.**Effect:** Until the end of the turn, each time an attack is allocated to a model in your unit, subtract 1 from the Damage characteristic of that attack.**1 CP**

1ST COMPANY TASK FORCE – STRATEGIC PLOY STRATAGEM

**FIGHT**

### ORBITAL TELEPORTARIUM

**When:** End of your opponent's Fight phase.**Target:** One ADEPTUS ASTARTES TERMINATOR unit from your army.**Effect:** Remove your unit from the battlefield and place it into Strategic Reserves. It will arrive back on the battlefield in the Reinforcements step of your next Movement phase using the Deep Strike ability.**Restriction:** You cannot select a unit that is within Engagement Range of one or more enemy units.**1 CP**

1ST COMPANY TASK FORCE – STRATEGIC PLOY STRATAGEM

**FIGHT**

### TERRIFYING PROFICIENCY

**When:** Your Fight phase.**Target:** One ADEPTUS ASTARTES TERMINATOR, BLADEGUARD VETERAN SQUAD, STERNGUARD VETERAN SQUAD or VANGUARD VETERAN SQUAD unit from your army that made a Charge move this turn and destroyed one or more enemy units this phase.**Effect:** In your opponent's next Command phase, each enemy unit within 6" of your unit must take a Battle-shock test. If the unit taking that test is Below Half-strength, subtract 1 from that test. Enemy units affected by this Stratagem do not need to take any other Battle-shock tests in the same phase.

# LIBRARIUS CONCLAVE

6 Stratagems · 4 Enhancements

## ENHANCEMENTS (4)

### Prescience

25 pts

ADEPTUS ASTARTES PSYKER model only (excluding TERMINATOR models). Once per turn, when an enemy unit ends a Normal, Advance or Fall Back move within 9" of the bearer's unit, the bearer's unit can make a Normal move of up to D6", or up to 6" instead if the Divination Discipline is active for your army.

### Obfuscation

20 pts

ADEPTUS ASTARTES PSYKER model only. Enemy units cannot use the Fire Overwatch Stratagem to shoot at the bearer's unit, and if the Telepathy Discipline is active for your army, the bearer's unit cannot be targeted by ranged attacks unless the attacking model is within 18".

### Celerity

30 pts

ADEPTUS ASTARTES PSYKER model only. The bearer's unit is eligible to declare a charge in a turn in which it Advanced, and if the Biomancy Discipline is active for your army, it is eligible to declare a charge in a turn in which it Fell Back.

### Fusillade

35 pts

ADEPTUS ASTARTES PSYKER model only. Ranged weapons equipped by models in the bearer's unit have the [ANTI-MONSTER 5+] and [ANTI-VEHICLE 5+] abilities, and:

The [SUSTAINED HITS 1] ability if the Pyromancy Discipline is active for your army. Add 6" to the Range characteristic of those weapons if the Telekinesis Discipline is active for your army.

## DETACHMENT RULE

Psychic Disciplines Librarians spend their lives mastering psychic disciplines, learning how to manipulate the energies of the Immaterium to confound their foes and embolden their battle-brothers. At the start of the battle round, select one of the following Psychic Disciplines. Until the end of the battle round, that Psychic Discipline is active and its effects apply to all ADEPTUS ASTARTES PSYKER units from your army.

#### Biomancy Discipline

Add 2" to the Move characteristic of models in this unit.

#### Divination Discipline

Each time a model in this unit makes an attack, re-roll a Hit roll of 1 and re-roll a Wound roll of 1.

#### Pyromancy Discipline

Each time a ranged attack made by a model in this unit targets an enemy unit within 12", improve the Armour Penetration characteristic of that attack by 1.

#### Telekinesis Discipline

Each time a ranged attack targets this unit, subtract 1 from the Strength characteristic of that attack.

#### Telepathy Discipline

Each time a model in this unit makes an attack, you can ignore any or all modifiers to that attack's Weapon Skill or Ballistic Skill characteristics and/or any or all modifiers to the Hit roll.

## STRATAGEMS (6/6)

1 CP

LIBRARIUS CONCLAVE – STRATEGIC PLOY  
STRATAGEM

COMMAND

### SENSORY ASSAULT

**When:** Command phase.

**Target:** One Adeptus Astartes Psyker unit from your army.

**Effect:** Select one enemy unit that is within 18" of and visible to one PSYKER model in your unit. Until the start of your next turn, that enemy unit is pinned. While a unit is pinned, subtract 2 from that unit's Move characteristic and subtract 2 from Charge rolls made for it. In addition, if the Telepathy Discipline is active for your army, that enemy unit must take a Battle-shock test, subtracting 1 from the result.

1 CP

LIBRARIUS CONCLAVE – STRATEGIC PLOY  
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** LIBRARIUS CONCLAVE – STRATEGIC PLOY STRATAGEM

SHOOTING

### ASSAIL

**When:** Your Shooting phase.

**Target:** One Adeptus Astartes Psyker unit from your army that is eligible to shoot.

**Effect:** Select one enemy unit within 18" of and visible to one or more PSYKER models in your unit (excluding units with the Lone Operative ability), and roll six D6, adding 1 to each result if the Telekinesis Discipline is active for your army: for each 4+, that enemy unit suffers 1 mortal wound.

**1 CP** LIBRARIUS CONCLAVE – STRATEGIC PLOY STRATAGEM

SHOOTING

### PRESCIENT PRECISION

**When:** Your Shooting phase.

**Target:** One Adeptus Astartes Psyker unit from your army that has not been selected to shoot this phase.

**Effect:** Until the end of the phase, each time a model in your unit makes an attack, that attack has the [LETHAL HITS] ability, and the [IGNORES COVER] ability as well if the Divination Discipline is active for your army.

**1 CP** LIBRARIUS CONCLAVE – STRATEGIC PLOY STRATAGEM

FIGHT

### FIERY SHIELD

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

**Target:** One Adeptus Astartes Infantry or Adeptus Astartes Mounted unit from your army that is within 18" of one or more friendly Adeptus Astartes Psyker models, and 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 an attack targets your unit, subtract 1 from the Hit roll, and if the Pyromancy Discipline is active for your army, weapons that target your unit have the [HAZARDOUS] ability.

**1 CP** LIBRARIUS CONCLAVE – STRATEGIC PLOY STRATAGEM

FIGHT

### IRON ARM

**When:** Fight phase.

**Target:** One Adeptus Astartes Infantry unit from your army that is within 18" of one or more Adeptus Astartes Psyker models from your army and has not been selected to Fight this phase.

**Effect:** Until the end of the phase, add 1 to the Strength characteristic of melee weapons equipped by models in your unit, or add 2 if the Biomancy Discipline is active for your army.

# BASTION TASK FORCE

6 Stratagems · 4 Enhancements

## ENHANCEMENTS (4)

### Eye of the Primarch

10 pts

ADEPTUS ASTARTES model only. Ranged weapons equipped by the bearer and BATTLELINE models in the bearer's unit have the [PRECISION] ability.

### Hero of the Chapter

20 pts

ADEPTUS ASTARTES model only. While the bearer is leading a unit, the bearer has the BATTLELINE keyword.

### Blades of Valour

15 pts

ADEPTUS ASTARTES model only. Improve the Armour Penetration characteristic of melee weapons equipped by the bearer and BATTLELINE models in the bearer's unit by 1.

### Bombast Omnivox

15 pts

ADEPTUS ASTARTES model only. Each time you select the bearer's unit as the target of a Stratagem, roll one D6, adding 1 if the bearer's unit has the BATTLELINE keyword: on a 4+, you gain 1CP.

## DETACHMENT RULE

Interlocking TacticsEmploying the full breadth of combined arms tactics taught by the Codex Astartes, mainstay squads hit and fade, blunting enemy attacks while acquiring auspex data to guide the targeting of their more heavily armed comrades.ADEPTUS ASTARTES BATTLELINE units from your army:

Are eligible to shoot and declare a charge in a turn in which they Advanced or Fell Back.Are eligible to start to perform an Action in a turn in which they Advanced or Fell Back.

Each time an ADEPTUS ASTARTES BATTLELINE unit from your army is selected to attack, after resolving those attacks, select one enemy unit hit by one or more of those attacks. Until the end of the turn, that enemy unit is auspex scanned. Each time an ADEPTUS ASTARTES model from your army makes an attack that targets an auspex scanned unit, re-roll a Hit roll of 1.

## STRATAGEMS (6/6)

1 CP

BASTION TASK FORCE – BATTLE TACTIC  
STRATAGEM

SHOOTING

**All too aware of their vital role in holding the foe at**

**When:** Your opponent's Shooting phase or the

**Target:** One Adeptus Astartes Battleline unit

**Effect:** Until the end of the phase, each time an

1 CP

BASTION TASK FORCE – STRATEGIC PLOY  
STRATAGEM

SHOOTING

**An auspex-guided hail of shock charges blinds the**

**When:** Your Shooting phase or the Fight phase, just

**Target:** That Adeptus Astartes Battleline unit.

**Effect:** When an enemy unit is auspex scanned

1 CP

BASTION TASK FORCE– STRATEGIC PLOY  
STRATAGEM

SHOOTING

**Employing auspex data to reveal weak points in the**

**When:** Your Shooting phase or the Fight phase, just

**Target:** That Adeptus Astartes Battleline unit.

**Effect:** When an enemy unit is auspex scanned as

1 CP

BASTION TASK FORCE – BATTLE TACTIC  
STRATAGEM

SHOOTING

**Holding to the teachings of the Codex Astartes, these**

**When:** Your Shooting phase or the Fight phase.

**Target:** One Adeptus Astartes unit from your

**Effect:** Until the end of the phase, each time a

1 CP

BASTION TASK FORCE – STRATEGIC PLOY  
STRATAGEM

SHOOTING

**Tactical scans and cogitator analysis have revealed**

**When:** Your Shooting phase or your Charge phase.

**Target:** One Adeptus Astartes unit (excluding

**Effect:** Until the end of the phase, your unit is

1 CP

BASTION TASK FORCE – BATTLE TACTIC  
STRATAGEM

SHOOTING

**With their frailties exposed by the harsh glare of**

**When:** Your Shooting phase or the Fight phase.

**Target:** One Adeptus Astartes unit from your

**Effect:** Select the [LETHAL HITS] or

# ORBITAL ASSAULT FORCE

6 Stratagems · 4 Enhancements

## ENHANCEMENTS (4)

### 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 RULE

Rapid-drop DeploymentThrough 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 SIZENUMBER OF UNITSIncursion2Strike Force3Onslaught4

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 (6/6)

1 CP

ORBITAL ASSAULT FORCE – STRATEGIC PLOY  
STRATAGEM

COMMAND

**As the Space Marines storm forward, their gunships**

**When:** Command phase.

**Target:** One Adeptus Astartes unit from your army.

**Effect:** Select one enemy unit visible to and

1 CP

ORBITAL ASSAULT FORCE – STRATEGIC PLOY  
STRATAGEM

SHOOTING

**Autolaunchers spit a precogitated spread of blind**

**When:** Your opponent's Shooting phase, just after an

**Target:** One Adeptus Astartes unit (excluding

**Effect:** Until the end of the phase, models in your

1 CP

ORBITAL ASSAULT FORCE – BATTLE TACTIC  
STRATAGEM

SHOOTING

**By binding the datafeeds from their auto-senses,**

**When:** Your Shooting phase or the Fight phase.

**Target:** One Adeptus Astartes unit from your

**Effect:** Select the [LETHAL HITS] or

1 CP

ORBITAL ASSAULT FORCE – BATTLE TACTIC  
STRATAGEM

SHOOTING

**By rapidly eliminating localised enemy leaders, the**

**When:** Your Shooting phase or the Fight phase.

**Target:** One Adeptus Astartes unit from your

**Effect:** Until the end of the phase, weapons

1 CP

ORBITAL ASSAULT FORCE – STRATEGIC PLOY  
STRATAGEM

FIGHT

**The sheer devastating momentum of a Space**

**When:** Fight phase.

**Target:** One Adeptus Astartes unit from your army

**Effect:** Until the end of the phase, each time a

1 CP

ORBITAL ASSAULT FORCE – STRATEGIC PLOY  
STRATAGEM

FIGHT

**There is always another battle to be fought, and the**

**When:** End of your opponent's Fight phase.

**Target:** One Adeptus Astartes Infantry unit from

**Effect:** If your Adeptus Astartes unit is wholly

# CERAMITE SENTINELS

6 Stratagems · 4 Enhancements

## ENHANCEMENTS (4)

### Honour Indefatigable

25 pts

GRAVIS model only. The first time the bearer is destroyed, roll one D6 at the end of the phase. 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 its full wounds remaining.

### Spy-skull Data Link

15 pts

ADEPTUS ASTARTES model only. Ranged weapons equipped by models in the bearer's unit have the [IGNORES COVER] ability.

### Castellum Omnivox

20 pts

ADEPTUS ASTARTES model only. Each time the bearer's unit makes a Fall Back move, select one of the following to apply to that unit until the end of the turn:

That unit is eligible to perform an Action in a turn in which it Fell Back. That unit is eligible to shoot and declare a charge in a turn in which it Fell Back.

### Defensive Mastery

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, regardless of how many units are already in Strategic Reserves.

## DETACHMENT RULE

**Adaptive Defence** These Space Marines are experts in fighting from rapidly prepared defensive positions. They are able to maximise the potential of almost any terrain to serve as an ad-hoc strongpoint, rapidly assessing optimal firing lines and punishing the foe's every attempt to advance and dislodge them. Each time an ADEPTUS ASTARTES model from your army makes an attack, if that model's unit is within a terrain feature, re-roll a Hit roll of 1 and re-roll a Wound roll of 1.

ADEPTUS ASTARTES units from your army gain the ENTRENCHED keyword while all of the following are true:

That unit is within a terrain feature. That unit was not set up on the battlefield this turn. No model in that unit has moved more than 3" this turn.

## STRATAGEMS (6/6)

1 CP

CERAMITE SENTINELS – BATTLE TACTIC  
STRATAGEM

COMMAND

### Knowing that this strategically vital site must be

**When:** Command phase.

**Target:** One Adeptus Astartes unit from your army

**Effect:** Until the start of your next Command phase,

1 CP

CERAMITE SENTINELS – BATTLE TACTIC  
STRATAGEM

SHOOTING

### Auto-sense targeting subroutines specially adapted

**When:** Your Shooting phase.

**Target:** One Adeptus Astartes unit from your army

**Effect:** Select either the [SUSTAINED HITS 1] or

1 CP

CERAMITE SENTINELS – STRATEGIC PLOY  
STRATAGEM

SHOOTING

### Codex doctrine when conducting an aggressive

**When:** Your opponent's Shooting phase, just after an

**Target:** One Adeptus Astartes Infantry or

**Effect:** Your unit can make a Normal move of up to

1 CP

CERAMITE SENTINELS – BATTLE TACTIC  
STRATAGEM

SHOOTING

### Eliminating key enemy assets is crucial to stalling

**When:** Your Shooting phase or the Fight phase.

**Target:** One Adeptus Astartes Infantry or

**Effect:** Until the end of the phase, each time a

1 CP

CERAMITE SENTINELS – BATTLE TACTIC  
STRATAGEM

SHOOTING

### The belligerence of the Adeptus Astartes combined

**When:** Your opponent's Shooting phase or the

**Target:** One Adeptus Astartes unit from your army

**Effect:** Until the attacking unit has finished making

1 CP

CERAMITE SENTINELS – EPIC DEED STRATAGEM

FIGHT

### Aware of how vital it is that the defence line holds,

**When:** Fight phase, just after an enemy unit has

**Target:** One Adeptus Astartes unit from your army

**Effect:** Until the end of the phase, each time a

# ARMoured SPEARTIP

6 Stratagems · 4 Enhancements

## ENHANCEMENTS (4)

### Liberator

15 pts

ADEPTUS ASTARTES model only. If you control an objective marker at the end of your Command phase, and the bearer's unit (or any HEAVY TRANSPORT it is embarked within) is within range of that objective marker, that objective marker remains under your control until your opponent's Level of Control over that objective marker is greater than yours at the end of a phase.

### Shock Deployment

20 pts

ADEPTUS ASTARTES TERMINATOR or GRAVIS model only. In your Shooting phase, each time the bearer's unit is selected to shoot, if it disembarked from a TRANSPORT this turn, until the end of the phase, ranged weapons equipped by models in that unit have the [SUSTAINED HITS 1] ability.

### Tip of the Spear

40 pts

ADEPTUS ASTARTES model only. If the bearer starts the battle embarked within a TRANSPORT, that TRANSPORT has the Scouts 6" ability.

### Armoured Commander

25 pts

ADEPTUS ASTARTES model only. Once per turn, in your Movement phase, the bearer can use this Enhancement. If it does, select one friendly ADEPTUS ASTARTES TRANSPORT that is in Strategic Reserves. Until the end of the phase, for the purposes of setting up that TRANSPORT on the battlefield, treat the current battle round number as being one higher than it actually is.

## DETACHMENT RULE

Rapid DeploymentLand Raider, Repulsors and other armoured transports plunge headlong into the heart of enemy formations, weathering heavy firepower to deploy their cargo of elite Space Marines into battle.Each time an ADEPTUS ASTARTES unit from your army disembarks from a TRANSPORT (excluding FLY) that made a Normal or Advance move this phase (excluding those that arrived from Strategic Reserves), that disembarked unit can make a Normal move of up to D6", or a Normal move of up to D3+3" instead if that TRANSPORT is a HEAVY TRANSPORT (see below).

### Keywords

ADEPTUS ASTARTES TRANSPORT units from your army (excluding FLY) that have a Wounds characteristic of 14+ have the HEAVY TRANSPORT keyword.

## STRATAGEMS (6/6)

**1 CP** ARMoured SPEARTIP – STRATEGIC PLOY STRATAGEM

MOVEMENT

**Coaxing the utmost from roaring engines, transport**

**When:** Your Movement phase.

**Target:** One Adeptus Astartes Transport unit

**Effect:** Until the end of the phase, units can

**1 CP** ARMoured SPEARTIP – STRATEGIC PLOY STRATAGEM

MOVEMENT

**The mightiest Space Marine transports are**

**When:** Your Movement phase.

**Target:** One Adeptus Astartes Transport unit

**Effect:** Until the end of the phase, each time your

**1 CP** ARMoured SPEARTIP – BATTLE TACTIC STRATAGEM

SHOOTING

**Emerging from their transports, Space Marine**

**When:** Your Shooting phase.

**Target:** One Adeptus Astartes unit from your army

**Effect:** Until the end of the phase, each time a

**1 CP** ARMoured SPEARTIP – STRATEGIC PLOY STRATAGEM

SHOOTING

**The belligerence of the Adeptus Astartes, combined**

**When:** Your opponent's Shooting phase or the

**Target:** One Adeptus Astartes unit from your army

**Effect:** Until the attacking unit has finished making

**1 CP** ARMoured SPEARTIP – WARGEAR STRATAGEM

FIGHT

**With steely discipline, Space Marine battle-brothers**

**When:** End of the Fight phase.

**Target:** One Adeptus Astartes Infantry unit from

**Effect:** If your Adeptus Astartes Infantry unit

**1 CP** ARMoured SPEARTIP – EPIC DEED STRATAGEM

ANY

**In a last act of vengeance, the doomed crew of this**

**When:** Any phase, just after a Heavy Transport

**Target:** That Heavy Transport unit, if you rolled

**Effect:** Your unit can make a Normal or Fall Back

# HEADHUNTER TASK FORCE

6 Stratagems · 4 Enhancements

## ENHANCEMENTS (4)

### Redoubtable Machine Spirit

25 pts

ADEPTUS ASTARTES VEHICLE model only. The bearer has a 5+ invulnerable save and, at the end of your Command phase, the bearer regains 1 lost wound.

### Gunnery Honours

20 pts

ADEPTUS ASTARTES VEHICLE model only. Once per phase, you can re-roll one Hit roll, one Wound roll and one Damage roll for the bearer.

### Firestorm Coordinators

20 pts

ADEPTUS ASTARTES VEHICLE model only. Ranged weapons equipped by the bearer have the [SUSTAINED HITS 1] ability.

### Astartes Tank Ace (Aura)

40 pts

ADEPTUS ASTARTES VEHICLE model only. In your Shooting phase, while a friendly ADEPTUS ASTARTES VEHICLE unit is within 6" of the bearer, ranged weapons equipped by models in that unit have the [ASSAULT] ability.

## DETACHMENT RULE

Target SightedSpace Marine crews are relentless in their pursuit of assigned targets, coaxing every last trace of power from their war machines and demonstrating exemplary gunnery even under heavy fire.Each time a TANK ACE unit from your army (see below) Advances, do not make an Advance roll for it. Instead, until the end of the phase, add 6" to the Move characteristic of models in that unit.

Each time a TANK ACE unit from your army shoots in your Shooting phase, if that unit did not Advance this turn, you can re-roll the Damage roll.

### KEYWORDS

ADEPTUS ASTARTES VEHICLE units from your army (excluding FORTIFICATIONS, DROP PODS, WALKERS and units that can FLY) have the TANK ACE keyword.

In the Muster Armies step, you can select up to three TANK ACE units from your army to gain the CHARACTER keyword.

Designer's Note: This means that the selected units can be given Enhancements, and one of them can be selected as your WARLORD.

## STRATAGEMS (6/6)

1 CP

HEADHUNTER TASK FORCE – STRATEGIC PLOY  
STRATAGEM

MOVEMENT

**Reacting swiftly to enemy movements, this tank's**

**When:** Your opponent's Movement phase, just

**Target:** One Tank Ace unit from your army

**Effect:** Your unit can make a Normal move of up

1 CP

HEADHUNTER TASK FORCE – STRATEGIC PLOY  
STRATAGEM

SHOOTING

**Advanced targeting systems and the skill of**

**When:** Your Shooting phase.

**Target:** One Adeptus Astartes unit from your army

**Effect:** Until the end of the phase, your unit is

1 CP

HEADHUNTER TASK FORCE – EPIC DEED  
STRATAGEM

SHOOTING

**Bellicose in the extreme, this vehicle's machine**

**When:** Your opponent's Shooting phase, just after an

**Target:** One Tank Ace unit from your army

**Effect:** Your unit can shoot as if it were your

1 CP

HEADHUNTER TASK FORCE – BATTLE TACTIC  
STRATAGEM

SHOOTING

**Space Marines are ruthless in culling weakened foes.**

**When:** Your Shooting phase.

**Target:** One Tank Ace unit from your army that has

**Effect:** Until the end of the phase, each time a

1 CP

HEADHUNTER TASK FORCE – BATTLE TACTIC  
STRATAGEM

SHOOTING

**Targeting vulnerable joints or seams between**

**When:** Your Shooting phase.

**Target:** One Tank Ace unit from your army that has

**Effect:** Until the end of the phase, each time a

1 CP

HEADHUNTER TASK FORCE – STRATEGIC PLOY  
STRATAGEM

SHOOTING

**The belligerence of the Adeptus Astartes, combined**

**When:** Your opponent's Shooting phase or the

**Target:** One Adeptus Astartes unit from your army

**Effect:** Until the attacking unit has finished making

# DARNATH LYSANDER

100 PTS



| M  | T | SV | W | LD | OC |    |
|----|---|----|---|----|----|----|
| 5" | 5 | 2+ | 7 | 6+ | 1  | 4+ |

## MELEE WEAPONS

| WEAPON                                 | RANGE | A | WS | S  | AP | D |
|----------------------------------------|-------|---|----|----|----|---|
| Fist of Dorn <b>DEVASTATING WOUNDS</b> | Melee | 5 | 2+ | 10 | -3 | 3 |

### AUFSTELLUNG

1x Darnath Lysander

Equipped with: Fist of Dorn

## ABILITIES

### CORE - Leader

#### Icon of Obstinacy

Each time an attack targets this model's unit, if the Strength characteristic of that attack is greater than or equal to the Toughness characteristic of that unit, subtract 1 from the Wound roll.

#### Inspiring Commander

If you include this model in your army, until the end of the battle, non-Character models in Terminator Assault Squad and Terminator Squad units from your army have an Objective Control characteristic of 2 while they are not Battle-shocked.

#### Rampart

Once per battle, at the start of any phase, this model can use this ability. If it does, until the end of the phase, this model has a 2+ invulnerable save.

### Leader

This model can be attached to the following units:

- TERMINATOR ASSAULT SQUAD
- TERMINATOR SQUAD

## WEAPON RULES

### DEVASTATING WOUNDS

Each time an attack made with a **DEVASTATING WOUNDS** weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by **DEVASTATING WOUNDS** weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a **DEVASTATING WOUNDS** weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

## CORE RULES

### ◆ Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

### ◆ Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.



# PEDRO KANTOR

80 PTS



M

6"

T

4

SV

2+

W

5

LD

6+

OC

1

4+

## RANGED WEAPONS

| WEAPON                                                   | RANGE | A | BS | S | AP | D |
|----------------------------------------------------------|-------|---|----|---|----|---|
| Dorn's Arrow <b>RAPID FIRE 2</b> <b>SUSTAINED HITS 1</b> | 24"   | 2 | 2+ | 5 | -1 | 2 |

## MELEE WEAPONS

| WEAPON              | RANGE | A | WS | S | AP | D |
|---------------------|-------|---|----|---|----|---|
| Fist of Retribution | Melee | 5 | 2+ | 8 | -3 | 3 |

AUFSTELLUNG

1x Pedro Kantor

Equipped with: Dorn's Arrow, Fist of Retribution

## ABILITIES

### CORE - Leader

#### Inspiring Commander

If you include this model in your army, until the end of the battle, non-Character models in Sternguard Veteran Squad units from your army have an Objective Control characteristic of 2 while they are not Battle-shocked.

#### Oath of Rynn

Once per battle, at the start of either player's Command phase, this model can use this ability. When it does, until the end of the turn, add 1 to the Attacks characteristic of weapons equipped by models in this model's unit.

### To the Last

While this model is leading a unit, each time a model in that unit makes an attack, add 1 to the Hit roll if that unit is below its Starting Strength, and add 1 to the Wound roll as well if that unit is Below Half-strength.

### Leader

This model can be attached to the following units:

- BLADEGUARD VETERAN SQUAD
- COMPANY HEROES
- STERNGUARD VETERAN SQUAD
- TACTICAL SQUAD

## WEAPON RULES

### RAPID FIRE

This ability always takes the form **[RAPID FIRE X]**. Each time you gather attack dice for a **[RAPID FIRE]** weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.  
*Example: If a **[RAPID FIRE 1]** weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

### SUSTAINED HITS

This ability always takes the form **[SUSTAINED HITS X]**. Each time an attack made with a **[SUSTAINED HITS]** weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.  
*Example: An attack made with a **[SUSTAINED HITS 2]** weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the **[SUSTAINED HITS 2]** ability).*



## CORE RULES

### ◆ **Feel No Pain 6+**

This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

### ◆ **Leader**

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.



# TOR GARADON

80 PTS



M

5"

T

6

SV

3+

W

6

LD

6+

OC

1

4+

## RANGED WEAPONS

| WEAPON                                    | RANGE | A | BS | S | AP | D |
|-------------------------------------------|-------|---|----|---|----|---|
| Artificer Grav Gun <b>ANTI-VEHICLE 2+</b> | 18"   | 2 | 2+ | 5 | -1 | 2 |

## MELEE WEAPONS

| WEAPON           | RANGE | A | WS | S  | AP | D |
|------------------|-------|---|----|----|----|---|
| Hand of Defiance | Melee | 5 | 2+ | 12 | -2 | 2 |

AUFSTELLUNG

1x Tor Garadon

Equipped with: Artificer Grav Gun, Hand of Defiance

## ABILITIES

### CORE - Leader

#### Siege Captain

Each time this model makes an attack that targets a Monster, Vehicle, or Fortification unit, improve the Strength, Armour Penetration and Damage characteristics of that attack by 2.

### Signum Array

While this model is leading a unit, ranged weapons equipped by models in that unit have the [IGNORES COVER] ability.

### Leader

This model can be attached to the following units:

- AGGRESSOR SQUAD
- ERADICATOR SQUAD
- HEAVY INTERCESSOR SQUAD

## WEAPON RULES

**ANTI**

This ability always takes the form **[ANTI-X Y+]**. Each time an attack is made with an **[ANTI]** weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an **[ANTI-VEHICLE 4+]** weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an **[ANTI-PSYKER 2+]** weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

## CORE RULES

### Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.



# PUNKTELISTE

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| EINHEIT          | PUNKTE  |
|------------------|---------|
| Darnath Lysander | 100 pts |
| Pedro Kantor     | 80 pts  |
| Tor Garadon      | 80 pts  |

## ENHANCEMENTS — GLADIUS TASK FORCE

| ENHANCEMENT         | PUNKTE |
|---------------------|--------|
| Artificer Armour    | 10 pts |
| The Honour Vehement | 15 pts |
| Adept of the Codex  | 20 pts |
| Fire Discipline     | 25 pts |

## ENHANCEMENTS — ANVIL SIEGE FORCE

| ENHANCEMENT      | PUNKTE |
|------------------|--------|
| Indomitable Fury | 20 pts |

| ENHANCEMENT      | PUNKTE |
|------------------|--------|
| Fleet Commander  | 15 pts |
| Stoic Defender   | 15 pts |
| Architect of War | 25 pts |

## ENHANCEMENTS — IRONSTORM SPEARHEAD

| ENHANCEMENT            | PUNKTE |
|------------------------|--------|
| Target Augury Web      | 30 pts |
| The Flesh is Weak      | 10 pts |
| Adept of the Omnissiah | 35 pts |
| Master of Machine War  | 20 pts |

## ENHANCEMENTS — FIRESTORM ASSAULT FORCE

| ENHANCEMENT           | PUNKTE |
|-----------------------|--------|
| Champion of Humanity  | 10 pts |
| War-tempered Artifice | 25 pts |
| Forged in Battle      | 15 pts |
| Adamantine Mantle     | 20 pts |

## ENHANCEMENTS — STORMLANCE TASK FORCE

| ENHANCEMENT         | PUNKTE |
|---------------------|--------|
| Fury of the Storm   | 25 pts |
| Portents of Wisdom  | 15 pts |
| Feinting Withdrawal | 10 pts |
| Hunter's Instincts  | 25 pts |

## ENHANCEMENTS — VANGUARD SPEARHEAD

| ENHANCEMENT           | PUNKTE |
|-----------------------|--------|
| The Blade Driven Deep | 25 pts |
| Ghostweave Cloak      | 15 pts |
| Execute and Redeploy  | 20 pts |
| Shadow War Veteran    | 30 pts |

## ENHANCEMENTS — 1ST COMPANY TASK FORCE

| ENHANCEMENT               | PUNKTE |
|---------------------------|--------|
| The Imperium's Sword      | 25 pts |
| Fear Made Manifest (Aura) | 30 pts |

| ENHANCEMENT  | PUNKTE |
|--------------|--------|
| Rites of War | 10 pts |
| Iron Resolve | 15 pts |

## ENHANCEMENTS — LIBRARIUS CONCLAVE

| ENHANCEMENT | PUNKTE |
|-------------|--------|
| Prescience  | 25 pts |
| Celerity    | 30 pts |
| Obfuscation | 20 pts |
| Fusillade   | 35 pts |

## ENHANCEMENTS — BASTION TASK FORCE

| ENHANCEMENT         | PUNKTE |
|---------------------|--------|
| Eye of the Primarch | 10 pts |
| Hero of the Chapter | 20 pts |
| Blades of Valour    | 15 pts |
| Bombast Omnivox     | 15 pts |

## ENHANCEMENTS — ORBITAL ASSAULT FORCE

| ENHANCEMENT              | PUNKTE |
|--------------------------|--------|
| Laurels of Thunder       | 15 pts |
| Veteran of the Vanguard  | 20 pts |
| Orbital Uplink Reliquary | 25 pts |
| Dedicated Gunship        | 15 pts |

## ENHANCEMENTS — CERAMITE SENTINELS

| ENHANCEMENT          | PUNKTE |
|----------------------|--------|
| Honour Indefatigable | 25 pts |
| Castellum Omnivox    | 20 pts |
| Spy-skull Data Link  | 15 pts |
| Defensive Mastery    | 25 pts |

## ENHANCEMENTS — ARMOURED SPEARTIP

| ENHANCEMENT      | PUNKTE |
|------------------|--------|
| Liberator        | 15 pts |
| Tip of the Spear | 40 pts |

| ENHANCEMENT        | PUNKTE |
|--------------------|--------|
| Shock Deployment   | 20 pts |
| Armoured Commander | 25 pts |

## ENHANCEMENTS — HEADHUNTER TASK FORCE

| ENHANCEMENT                | PUNKTE |
|----------------------------|--------|
| Redoubtable Machine Spirit | 25 pts |
| Gunnery Honours            | 20 pts |
| Firestorm Coordinators     | 20 pts |
| Astartes Tank Ace (Aura)   | 40 pts |