

WARHAMMER 40,000

1 CP CORE STRATAGEM

COMMAND

Insane Bravery

When: Battle-shock step of your Command phase, just before you make a battle-shock roll for a friendly unit.

Target: That unit.

Effect: That battle-shock roll is automatically successful.

Restriction: You cannot use this stratagem more than once per battle.

1 CP CORE STRATAGEM

MOVEMENT

Fire Overwatch

When: End of your opponent's Movement phase.

Target: One friendly unengaged unit (excluding TITANIC units).

Effect: Your unit shoots using snap shooting: it can only target one visible enemy unit within 24", each attack only hits on an unmodified hit roll of 6, and you cannot re-roll hit rolls. Until the end of the phase, your unit is not eligible to start an action.

1 CP CORE STRATAGEM

MOVEMENT

Rapid Ingress

When: End of your opponent's Movement phase.

Target: One friendly unit that is in strategic reserves (excluding AIRCRAFT).

Effect: Your unit makes an ingress move.

Restriction: You cannot use this stratagem during the first battle round.

1 CP CORE STRATAGEM

SHOOTING

Explosives

When: Your Shooting phase.

Target: One friendly unengaged EXPLOSIVES/GRENADES unit that is eligible to shoot and did not make an advance move this turn.

Effect: Resolve the following sequence: 1. Select one EXPLOSIVES/GRENADES model in your unit. 2. Select one unengaged enemy unit within 8" of and visible to that model. 3. Roll six D6: for each 4+, that enemy unit suffers 1 mortal wound.

1 CP CORE STRATAGEM

SHOOTING

Smokescreen

When: Start of your opponent's Shooting phase.

Target: One friendly SMOKE unit.

Effect: Until the end of the phase, each time an attack targets either your SMOKE unit, or a unit that is not fully visible to the attacking model because of one or more models in your SMOKE unit, the target has the benefit of cover against that attack.

1 CP CORE STRATAGEM

CHARGE

Command Re-Roll

When: Any phase, just after you make one of the following rolls for a friendly unit or model: Advance roll, Charge roll, Damage roll, Hazard roll, Hit roll, Save roll, Wound roll, or a roll to determine the number of attacks generated with a weapon.

Target: That unit or model.

Effect: You re-roll that roll. If you are rolling more than one dice together, select one of those dice to re-roll (excluding charge rolls, which you must re-roll in full).

1 CP CORE STRATAGEM

CHARGE

Crushing Impact

When: Your Charge phase, just after a friendly MONSTER/VEHICLE unit ends a charge move.

Target: That MONSTER/VEHICLE unit.

Effect: Resolve the following sequence: 1. Select one enemy unit engaged with your unit. 2. Select one model in your unit engaged with that enemy unit. 3. Roll a number of D6 equal to the T characteristic of that model: for each 1, your unit suffers 1 mortal wound; for each 5+, that enemy unit suffers 1 mortal wound (to a maximum of 6 mortal wounds per unit).

1 CP CORE STRATAGEM

CHARGE

Heroic Intervention

When: End of your opponent's Charge phase.

Target: One friendly unengaged unit within 12" of one or more enemy units. You can only select a VEHICLE unit if it is a CHARACTER/WALKER unit.

Effect: Resolve a charge with your unit. While doing so, before making the charge roll, you must select one of the following modes: Leap to Defend (when selecting charge targets, you can only select enemy units that made a charge move this phase and are within the maximum distance); or Into the Fray, +1CP (when making the charge roll, if the result is greater than 6 after modifiers, change it to 6; when selecting charge targets, you can select any enemy units that are within 6" of your unit and within the maximum distance).

2 CP CORE STRATAGEM

FIGHT

Counteroffensive

When: Fight step of your opponent's Fight phase, just after an enemy unit has resolved its attacks.

Target: One friendly unit that is eligible to fight.

Effect: Until the end of the phase, your unit has the Fights First ability and it must be the next unit you select to fight.

1 CP CORE STRATAGEM

FIGHT

Epic Challenge

When: Fight phase, just after a friendly CHARACTER unit is selected to fight.

Target: That CHARACTER unit.

Effect: Select one CHARACTER model in your unit. Until the end of the phase, that model's melee weapons have the [PRECISION] ability.