

ADEPTUS ASTARTES ULTRAMARINE GLADIUS TASK FORCE



WARLORD LEADERS
UNITS
OATH OF MOMENT

GLADIUS TASK FORCE ENHANCEMENTS

ENHANCEMENT	PT.	BEARER	DESCRIPTION
ARTIFICER ARMOUR	10		SAVE CHARACTERISTIC OF 2+. FEEL NO PAIN 5+ ABILITY.
THE HONOUR VEHEMENT	15		+1 ATTACK AND STRENGTH FOR MELEE WEAPONS. +2 IF ASSAULT DOCTRINE IS ACTIVE.
ADEPT OF THE CODEX	20		CAPTAIN ONLY. CAN SELECT TACTICAL DOCTRINE FOR BEARER'S UNIT IN COMMAND PHASE
FIRE DISCIPLINE	30		RANGED WEAPS IN BEARER'S UNIT GAIN [SUSTAINED HITS 1]. 5+ SCORES CRITICAL HIT IF DEV. DOCT IS ACTIVE.

DETACHMENT RULES

DOCTRINE	RD. (ONCE PER BATTLE)	DESCRIPTION
DEVASTATOR		UNITS CAN SHOOT AFTER ADVANCING.
TACTICAL		UNITS CAN SHOOT AND CHARGE AFTER FALLING BACK.
ASSAULT		UNITS CAN CHARGE AFTER ADVANCING.

GENERAL STRATAGEMS

STRATAGEM	CP.	TURN	PHASE USED	DESCRIPTION
COMMAND RE-ROLL	1	EITHER	ANY	RE-ROLL HIT, WOUND, SAVING, DAMAGE, ADVANCE, CHARGE, OR # OF ATTACKS.
COUNTER-OFFENSIVE	2	EITHER	FIGHT	FIGHT NEXT AFTER ENEMY HAS FOUGHT.
EPIC CHALLENGE	1	EITHER	FIGHT	SELECTED CHARACTER'S MELEE WEAPONS GAIN [PRECISION] ABILITY.
INSANE BRAVERY	1	MARINE'S	COMMAND	CHOSEN UNIT AUTOMATICALLY PASSES BATTLE-SHOCK TEST.
GRENADE	1	MARINE'S	SHOOTING	UNIT WITH GRENADE KEYWORD THAT HAS NOT SHOT. ENEMY UNIT VISIBLE AND WITHIN 8" OF GRENADE UNIT. ROLLS OF 4+ ON 6D6 INFLECTS 1 MORTAL WOUND.
TANK SHOCK	1	MARINE'S	CHARGE	AFTER VEHICLE ENDS CHARGE MOVE, AGAINST SELECTED ENEMY UNIT IN ENGAGEMENT RANGE. ROLL D6 EQUAL TO SELECTED MELEE WEAPON'S STRENGTH. IF STRENGTH IS > ENEMY'S TOUGHNESS, ROLL ADDITIONAL 2D6. ROLLS OF 5+ INFLECT 1 MORTAL WOUND, MAXIMUM 6 MORTAL WOUNDS.
RAPID INGRESS	1	ENEMY'S	MOVEMENT	AT END OF ENEMY'S MOVEMENT PHASE, RESERVE UNIT SET UP AS REINFORCEMENTS. TRIGGERS UNIT WITH DEEP STRIKE ABILITY.
FIRE OVERWATCH	1	ENEMY'S	MOV / CHRGE	AFTER ENEMY ENDS A MOVE OR CHARGE, TARGETS VISIBLE ENEMY UNIT (NON-TITANIC) WITHIN 24" AS IF SHOOTING PHASE, ROLL OF 6 TO HIT.
GO TO GROUND	1	ENEMY'S	SHOOTING	AFTER OPPONENT HAS SELECTED TARGETS, SELECTED INFANTRY UNIT HAS INVULNERABLE SAVE 6+ AND BENEFIT OF COVER.
SMOKESCREEN	1	ENEMY'S	SHOOTING	AFTER OPPONENT HAS SELECTED TARGETS, ONE SMOKE UNIT GAINS BENEFIT OF COVER AND [STEALTH] ABILITY.
HEROIC INTERVENTION	2	ENEMY'S	CHARGE	AFTER OPPONENT'S CHARGE, UNIT ELIGIBLE TO CHARGE (NO VEHICLES UNLESS WALKER) WITHIN 6" OF THAT UNIT CAN RESOLVE ITS OWN CHARGE.

GLADIUS TASK FORCE STRATAGEMS

STRATAGEM	CP.	TURN	PHASE USED	DESCRIPTION
ARMOUR OF CONTEMPT	1	EITHER	SHOOT/ FIGHT	-1 AP FROM ENEMY ATTACKS FOR SELECTED UNIT.
ONLY IN DEATH DOES DUTY END	2	ENEMY'S	FIGHT	SELECTED UNIT CAN ATTACK BEFORE BEING REMOVED AFTER BEING DESTROYED.
HONOUR THE CHAPTER	1	MARINE'S	FIGHT	SELECTED UNIT'S WEAPONS GAIN [LANCE] ABILITY. +1 AP IF ASSAULT DOCTRINE IS ACTIVE.
ADAPTIVE STRATEGY	1	MARINE'S	COMMAND	SELECTED UNIT CAN EMPLOY COMBAT DOCTRINE OF CHOICE, EVEN IF PREVIOUSLY SELECTED.
STORM OF FIRE	1	MARINE'S	SHOOTING	SELECTED UNIT'S RANGED WEAPONS GAINS [IGNORES COVER]. IF DEV. DOCTRINE IS ACTIVE, +1 AP.
SQUAD TACTICS	1	ENEMY'S	MOVEMENT	SELECTED INFANTRY OR MOUNTED UNIT WITHIN 9" OF ENEMY THAT JUST MOVED CAN MOVE D6". CAN MOVE 6" IF TACTICAL DOCTRINE IS ACTIVE.

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BATTLE ROUND

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COMMAND POINTS

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ADEPTUS ASTARTES ULTRAMARINE IRONSTORM SPEARHEAD



WARLORD LEADERS
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OATH OF MOMENT

IRONSTORM SPEARHEAD ENHANCEMENTS

ENHANCEMENT	PT.	BEARER	DESCRIPTION
THE FLESH IS WEAK	10		BEARER HAS "FEEL NO PAIN 4+" ABILITY.
MASTERS OF MACHINE WAR	20		IN COMMAND PHASE, SELECTED VEHICLE WITHIN 6" OF BEARER CAN SHOOT AFTER ADVACING OR FALLING BACK UNTIL START OF MARINE'S NEXT COMMAND PHASE.
TARGET AUGURY WEB	30		IN COMMAND PHASE, SELECTED VEHICLE WITHIN 6" OF BEARER HAS [LETHAL HITS] ADDED TO WEAPONS UNTIL START OF MARINE'S NEXT COMMAND PHASE.
ADEPT OF THE OMNISSIAH TECHMARINE	35		ONCE PER BATTLE, FAILED SAVING THROW FOR VEH WITHIN 6" OF BEARER REDUCES DAMAGE TAKEN TO 0.

DETACHMENT RULES

ABILITY	DESCRIPTION
ARMoured WRATH	ONCE PER PHASE FOR EACH UNIT RE-ROLL ONE HIT ROLL, WOUND ROLL, OR DAMAGE ROLL FOR ONE MODEL IN THAT UNIT.

GENERAL STRATAGEMS

STRATAGEM	CP.	TURN	PHASE USED	DESCRIPTION
COMMAND RE-ROLL	1	EITHER	ANY	RE-ROLL HIT, WOUND, SAVING, DAMAGE, ADVANCE, CHARGE, OR # OF ATTACKS.
COUNTER-OFFENSIVE	2	EITHER	FIGHT	FIGHT NEXT AFTER ENEMY HAS FOUGHT.
EPIC CHALLENGE	1	EITHER	FIGHT	SELECTED CHARACTER'S MELEE WEAPONS GAIN [PRECISION] ABILITY.
INSANE BRAVERY	1	MARINE'S	COMMAND	CHOSEN UNIT AUTOMATICALLY PASSES BATTLE-SHOCK TEST.
GRENADE	1	MARINE'S	SHOOTING	UNIT WITH GRENADE KEYWORD THAT HAS NOT SHOT. ENEMY UNIT VISIBLE AND WITHIN 8" OF GRENADE UNIT. ROLLS OF 4+ ON 6D6 INFLECTS 1 MORTAL WOUND.
TANK SHOCK	1	MARINE'S	CHARGE	AFTER VEHICLE ENDS CHARGE MOVE, AGAINST SELECTED ENEMY UNIT IN ENGAGEMENT RANGE. ROLL D6 EQUAL TO SELECTED MELEE WEAPON'S STRENGTH. IF STRENGTH IS > ENEMY'S TOUGHNESS, ROLL ADDITIONAL 2D6. ROLLS OF 5+ INFLECT 1 MORTAL WOUND, MAXIMUM 6 MORTAL WOUNDS.
RAPID INGRESS	1	ENEMY'S	MOVEMENT	AT END OF ENEMY'S MOVEMENT PHASE, RESERVE UNIT SET UP AS REINFORCEMENTS. TRIGGERS UNIT WITH DEEP STRIKE ABILITY.
FIRE OVERWATCH	1	ENEMY'S	MOV / CHRGE	AFTER ENEMY ENDS A MOVE OR CHARGE, TARGETS VISIBLE ENEMY UNIT (NON-TITANIC) WITHIN 24" AS IF SHOOTING PHASE, ROLL OF 6 TO HIT.
GO TO GROUND	1	ENEMY'S	SHOOTING	AFTER OPPONENT HAS SELECTED TARGETS, SELECTED INFANTRY UNIT HAS INVULNERABLE SAVE 6+ AND BENEFIT OF COVER.
SMOKESCREEN	1	ENEMY'S	SHOOTING	AFTER OPPONENT HAS SELECTED TARGETS, ONE SMOKE UNIT GAINS BENEFIT OF COVER AND [STEALTH] ABILITY.
HEROIC INTERVENTION	2	ENEMY'S	CHARGE	AFTER OPPONENT'S CHARGE, UNIT ELIGIBLE TO CHARGE (NO VEHICLES UNLESS WALKER) WITHIN 6" OF THAT UNIT CAN RESOLVE ITS OWN CHARGE.

IRONSTORM SPEARHEAD STATAGEMS

STRATAGEM	CP.	TURN	PHASE USED	DESCRIPTION
ARMOUR OF CONTEMPT	1	EITHER	SHOOT/ FIGHT	-1 AP FROM ENEMY ATTACKS FOR SELECTED UNIT.
UNBOWED CONVICTION	1	MARINE'S	COMMAND	CHOSEN UNIT BELOW HALF STRENGTH IGNORES ALL MODIFIERS FOR ANY ROLL EXCLUDING SAVING ROLLS. NO MODIFIER'S ON CHARACTERISTICS AS WELL.
VENGEFUL AMINUS	1	ANY	ANY	AFTER VEHICLE IS DESTROYED, DEADLY DEMISE AUTOMATICALLY INFLECTS MORTAL WOUNDS.
MERCY IS WEAKNESS	2	MARINE'S	SHOOT/ FIGHT	CHOSEN UNIT'S ATTACKS HAVE [SUSTAINED HITS 1] AGAINST UNITS BELOW 1/2 STRENGTH. AGAINST VEHICLES, UNMODIFIED HIT ROLL OF 5+ SCORES CRITICAL HIT.
POWER OF THE MACHINE SPIRIT	1	ENEMY'S	SHOOTING	CHOSEN UNIT THAT WAS REDUCED TO BELOW 1/2 STRENGTH CAN SHOOT BACK AGAINST THAT UNIT.

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BATTLE ROUND

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COMMAND POINTS

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ADEPTUS ASTARTES ULTRAMARINE LIBRARIAN CONCLAVE TASK FORCE



WARLORD LEADERS
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OATH OF MOMENT

LIBRARIUS CONCLAVE TASK FORCE ENHANCEMENTS

ENHANCEMENT	PT.	BEARER	DESCRIPTION
CELERITY <small>PSYKER</small>	30		BEARER'S UNIT CAN CHARGE WHEN IT HAS ADVANCED. IF BIOMANCY IS ACTIVE, CAN CHARGE AFTER FALLING BACK.
OBFUSCATION <small>PSYKER</small>	20		ENEMY CANNOT USE OVERWATCH STATAGEM TO FIRE ON BEARER'S UNIT. IF TELEPATHY IS ACTIVE. CANNOT BE TARGETED BY RANGE ATTACKS >18".
FUSILLADE <small>PSYKER</small>	35		RANGED WEAPONS IN BEARER'S UNIT HAVE [ANTI-MONSTER 5+] AND [ANTI-VEHICLE 5+]. IF PYROMANCY IS ACTIVE, RANGED WEAPONS FOR ARMY HAVE [SUSTAINED HITS 1]. IF TELKINESIS IS ACTIVE, RANGED WEAPONS HAVE RANGE +6".

DETACHMENT RULES

PSYCHIC DISCIPLINE <small>CHOOSE AT START OF BATTLE ROUND</small>	DESCRIPTION <small>APPLIES TO PSYCHERS</small>
BIOMANCY	+2" TO M TO MODELS IN UNIT.
DIVINATION	UNIT'S MODELS RE-ROLL HIT ROLL OF ONE AND WOUND ROLL OF 1.
PYROMANCY	+1 AP FOR RANGED ATTACK = OR < 12"
TELEKINESIS	-1 STRENGTH FROM RANGED ATTACKS.
TELEPATHY	WHEN MAKING AN ATTACK, IGNORE WEAPON SKILL, BALLISTIC SKILL, ANY HIT ROLL MODIFIERS.

GENERAL STRATAGEMS

STRATAGEM	CP.	TURN	PHASE USED	DESCRIPTION
COMMAND RE-ROLL	1	EITHER	ANY	RE-ROLL HIT, WOUND, SAVING, DAMAGE, ADVANCE, CHARGE, OR # OF ATTACKS.
COUNTER-OFFENSIVE	2	EITHER	FIGHT	FIGHT NEXT AFTER ENEMY HAS FOUGHT.
EPIC CHALLENGE	1	EITHER	FIGHT	SELECTED CHARACTER'S MELEE WEAPONS GAIN [PRECISION] ABILITY.
INSANE BRAVERY	1	MARINE'S	COMMAND	CHOSEN UNIT AUTOMATICALLY PASSES BATTLE-SHOCK TEST.
GRENADE	1	MARINE'S	SHOOTING	UNIT WITH GRENADE KEYWORD THAT HAS NOT SHOT. ENEMY UNIT VISIBLE AND WITHIN 8" OF GRENADE UNIT. ROLLS OF 4+ ON 6D6 INFLECTS 1 MORTAL WOUND.
TANK SHOCK	1	MARINE'S	CHARGE	AFTER VEHICLE ENDS CHARGE MOVE, AGAINST SELECTED ENEMY UNIT IN ENGAGEMENT RANGE. ROLL D6 EQUAL TO SELECTED MELEE WEAPON'S STRENGTH. IF STRENGTH IS > ENEMY'S TOUGHNESS, ROLL ADDITIONAL 2D6. ROLLS OF 5+ INFLECT 1 MORTAL WOUND, MAXIMUM 6 MORTAL WOUNDS.
RAPID INGRESS	1	ENEMY'S	MOVEMENT	AT END OF ENEMY'S MOVEMENT PHASE, RESERVE UNIT SET UP AS REINFORCEMENTS. TRIGGERS UNIT WITH DEEP STRIKE ABILITY.
FIRE OVERWATCH	1	ENEMY'S	MOV / CHRGE	AFTER ENEMY ENDS A MOVE OR CHARGE, TARGETS VISIBLE ENEMY UNIT (NON-TITANIC) WITHIN 24" AS IF SHOOTING PHASE, ROLL OF 6 TO HIT.
GO TO GROUND	1	ENEMY'S	SHOOTING	AFTER OPPONENT HAS SELECTED TARGETS, SELECTED INFANTRY UNIT HAS INVULNERABLE SAVE 6+ AND BENEFIT OF COVER.
SMOKESCREEN	1	ENEMY'S	SHOOTING	AFTER OPPONENT HAS SELECTED TARGETS, ONE SMOKE UNIT GAINS BENEFIT OF COVER AND [STEALTH] ABILITY.
HEROIC INTERVENTION	2	ENEMY'S	CHARGE	AFTER OPPONENT'S CHARGE, UNIT ELIGIBLE TO CHARGE (NO VEHICLES UNLESS WALKER) WITHIN 6" OF THAT UNIT CAN RESOLVE ITS OWN CHARGE.

LIBRARIUS CONCLAVE TASK FORCE STRATAGEMS

STRATAGEM	CP.	TURN	PHASE USED	DESCRIPTION
NEW ORDERS	1	MARINE'S	END OF COMMAND	DISCARD AND REDRAW ACTIVE SECONDARY MISSION CARD.
SENSORY ASSUALT	1	ANY	COMMAND	ENEMY UNIT WITHIN 18" AND VISIBLE TO PSYKER. UNTIL START OF NEXT TURN, EMENY UNIT IS PINNED (-2" MOVE AND -2 FOR CHARGE ROLLS. IF TELEPATY IS ACTIVE, ENEMY UNIT MUST TAKE BATTLE-SHOCK TEST -1.
ASSAIL	1	MARINE'S	SHOOTING	ENEMY UNIT WITHIN 18" AND VISIBLE TO PSYKER (EXCLUDING LONE OPERATIVE UNITS). ROLL 6D6 ADDING 1 TO EACH ROLL IF TELEKINESIS IS ACTIVE. FOR EACH 4+, ENEMY UNIT TAKES 1 MORTAL WOUND.
PRECIENT PRECISION	1	MARINE'S	SHOOTING	UNTIL END OF PHASE, ATTACKS HAVE [LETAHAL HITS] AND [IGNORES COVER] ABILITY AS WLL AS IF DIVINATION ABILITY IS ACTIVE.
FIERY SHEILD	1	ANY	FIGHT	FRIENDLY INFANTRY OR MOUNTED UNIT ENEMY WITHIN 18" AND VISIBLE TO PSYKER. -1 HIT ROLL AGAINST UNIT AND IF PYROMANCY IS ACTIVE, ENEMY WEAPONS HAVE [HAZARDOUS] ABILITY.
IRON ARM	1	ANY	FIGHT	FRIENDLY INFANTRY UNIT ENEMY WITHIN 18" AND VISIBLE TO PSYKER. +1 STRENGTH FOR MELEE WEAPONS, +2 IF BIOMANCY IS ACTIVE.
ARMOUR OF CONTEMPT	1	ENEMY'S	SHOOT/ FIGHT	-1 AP FOR ENEMY ATTACKS UNTILL UNIT HAS FINISHED IT'S ATTACKS.

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BATTLE ROUND

COMMAND POINTS

ADEPTUS ASTARTES ULTRAMARINE VANGAURD SPEARHEAD



WARLORD LEADERS
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VANGAURD SPEARHEAD ENHANCEMENTS

ENHANCEMENT	PT.	BEARER	DESCRIPTION
THE BLADE DRIVEN DEEP INFANTRY	25		WHILE THE BEARER IS LEADING A UNIT, MODELS IN THAT UNIT HAVE THE INFILTRATORS ABILITY.
GHOSTWEAVE CLOAK	10		BEARER HAS THE STEALTH AND LONE OPERATIVE ABILITIES.
EXECUTE AND REDEPLOY PHOBOS	20		AFTER BEARER'S UNIT HAS SHOT AND IS NOT WITHIN ENGAGEMENT RANGE, IT CAN MAKE A MOVE UP TO 6". CANNOT CHARGE UNTIL END OF TURN.
SHADOW WAR VETERAN PHOBOS	30		BEARER HAS LORD OF DECEIT (AURA) ABILITY: ENEMY STATAGEMS TARGETING THEIR UNIT WITHIN 12" INCREASES COST OF STRATAGEM BY 1 COMMAND POINT.

DETACHMENT RULES

ABILITY	DESCRIPTION
SHADOW MASTERS	RANGED ATTACKS AGAINST AT GREATER THAN 12" ARE -1 HIT ROLL AND TARGET HAS BENEFIT OF COVER.

GENERAL STRATAGEMS

STRATAGEM	CP.	TURN	PHASE USED	DESCRIPTION
COMMAND RE-ROLL	1	EITHER	ANY	RE-ROLL HIT, WOUND, SAVING, DAMAGE, ADVANCE, CHARGE, OR # OF ATTACKS.
COUNTER-OFFENSIVE	2	EITHER	FIGHT	FIGHT NEXT AFTER ENEMY HAS FOUGHT.
EPIC CHALLENGE	1	EITHER	FIGHT	SELECTED CHARACTER'S MELEE WEAPONS GAIN [PRECISION] ABILITY.
INSANE BRAVERY	1	MARINE'S	COMMAND	CHOSEN UNIT AUTOMATICALLY PASSES BATTLE-SHOCK TEST.
GRENADE	1	MARINE'S	SHOOTING	UNIT WITH GRENADE KEYWORD THAT HAS NOT SHOT. ENEMY UNIT VISIBLE AND WITHIN 8" OF GRENADE UNIT. ROLLS OF 4+ ON D6 INFLECTS 1 MORTAL WOUND.
TANK SHOCK	1	MARINE'S	CHARGE	AFTER VEHICLE ENDS CHARGE MOVE, AGAINST SELECTED ENEMY UNIT IN ENGAGEMENT RANGE. ROLL D6 EQUAL TO SELECTED MELEE WEAPON'S STRENGTH. IF STRENGTH IS > ENEMY'S TOUGHNESS, ROLL ADDITIONAL 2D6. ROLLS OF 5+ INFLECT 1 MORTAL WOUND, MAXIMUM 6 MORTAL WOUNDS.
RAPID INGRESS	1	ENEMY'S	MOVEMENT	AT END OF ENEMY'S MOVEMENT PHASE, RESERVE UNIT SET UP AS REINFORCEMENTS. TRIGGERS UNIT WITH DEEP STRIKE ABILITY.
FIRE OVERWATCH	1	ENEMY'S	MOV / CHRG	AFTER ENEMY ENDS A MOVE OR CHARGE, TARGETS VISIBLE ENEMY UNIT (NON-TITANIC) WITHIN 24" AS IF SHOOTING PHASE, ROLL OF 6 TO HIT.
GO TO GROUND	1	ENEMY'S	SHOOTING	AFTER OPPONENT HAS SELECTED TARGETS, SELECTED INFANTRY UNIT HAS INVULNERABLE SAVE 6+ AND BENEFIT OF COVER.
SMOKESCREEN	1	ENEMY'S	SHOOTING	AFTER OPPONENT HAS SELECTED TARGETS, ONE SMOKE UNIT GAINS BENEFIT OF COVER AND [STEALTH] ABILITY.
HEROIC INTERVENTION	2	ENEMY'S	CHARGE	AFTER OPPONENT'S CHARGE, UNIT ELIGIBLE TO CHARGE (NO VEHICLES UNLESS WALKER) WITHIN 6" OF THAT UNIT CAN RESOLVE ITS OWN CHARGE.

VANGAURD SPEARHEAD STATAGEMS

STRATAGEM	CP.	TURN	PHASE USED	DESCRIPTION
ARMOUR OF CONTEMPT	1	ENEMY'S	SHOOT/ FIGHT	-1 AP FROM ENEMY ATTACKS FOR SELECTED UNIT.
A DEADLY PRIZE MOUNTED, INFANTRY	1	MARINE'S	COMMAND	OBJECTIVE MARKER SABOTAGED BY CONTROLLING UNIT. +2 ON D6 INFLECTS D3 MORTAL WOUNDS ON ENEMY UNIT THAT ENDS ANY MOVE WITHIN RANGE OF OBJECTIVE UNTIL ENEMY CONTROL.
STRIKE FROM THE SHADOWS INFANTRY	1	MARINE'S	SHOOTING	UNTIL END OF PHASE RANGED ATTACKS GREATER THAN 12" GAIN +1 BS AND AP. IF ENEMY MODEL IS DESTROYED, REST OF UNIT MUST TAKE BATTLE-SHOCK TEST.
GUERRILLA TACTICS 2 PHOBOS OR SCOUT, INFANTRY	1	ENEMY'S	FIGHT	AFTER ENEMY'S FIGHT PHASE, CHOSEN UNIT 3" FROM ENEMY MODELS PLACED INTO STATEGIC RESERVES.
SURGICAL STRIKES INFANTRY	2	MARINE'S	SHOOTING	UNTIL END OF PHASE, CHOSEN UNIT'S MELEE WEAPONS HAVE [PRECISION ABILITY].
CALCULATED FEINT INFANTRY	1	ENEMY'S	CHARGE	CHOSEN UNIT CAN MAKE NORMAL MOVE OF UP TO D6" (6" FOR SCOUT OR PHOBOS UNITS) WHEN DECLARED AS TARGET OF CHARGE.

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BATTLE ROUND

COMMAND POINTS