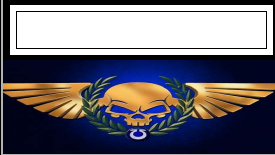


ADEPTUS ASTARTES ULTRAMARINE FIRESTORM ASSUALT FORCE



WARLORD LEADERS
UNITS
OATH OF MOMENT

FIRESTORM ASSUALT FORCE ENHANCEMENTS

ENHANCEMENT	PT.	BEARER	DESCRIPTION
WAR-TEMPERED ARTIFICE	25		+3 STRENGHT FOR BEARER'S MELEE WEAPONS.
FORGED IN BATTLE	15		WHEN LEADING UNIT, ONCE PER TURN, UNIT'S MODEL CAN CHANGE HIT ROLL OR SAVING ROLL TO UNMODIFIED 6.
ADAMANTINE MANTLE	20		-1 DAMAGE FOR ALLOCATED ATTACKS. MELTA OR TORRENT WEAPONS HAVE DAMAGE CHARACTERISTIC OF 1.
CHAMPION OF HUMANITY TACTICUS	10		MODEL'S IN BEARERS UNIT IGNORES ALL MODIFIERS TO CHARACTERISTICS, ROLLS, AND TESTS. EXCLUDING SAVING THROWS.

DETACHMENT RULES

ABILITY	DESCRIPTION
CLOSE-RANGE ERADICATION	RANGED WEAPONS HAVE [ASSUALT] ABILITY. +1 STRENGHT VERSUS UNITS TARGETED WITHIN 12".

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 STRENGHT. IF STRENGHT IS > ENEMY'S TOUGHNESS, ROLL ADDITIONAL 2D6. ROLLS OF 5+ INFLICT 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.

FIRESTORM ASSUALT FORCE STATAGEMS

STRATAGEM	CP.	TURN	PHASE USED	DESCRIPTION
ARMOUR OF CONTEMPT	1	ENEMY'S	SHOOT/ FIGHT	-1 AP FROM ENEMY ATTACKS FOR SELECTED UNIT.
BURNING VENGEANCE TRANSPORT	1	ENEMY'S	SHOOTING	AFTER BEING TARGETED ONE UNIT CAN DISEMBARK AS IF MOVEMENT PHASE AND SHOOT TARGETING UNIT.
CRUCIBLE OF BATTLE INFANTRY	1	MARINE'S	SHOOT/ FIGHT	UNIT THAT TARGETS CLOSEST ENEMY WITHIN 6" ADDS 1 TO WOUND ROLL.
IMMOLATION PROTOCOLS	1	MARINE'S	SHOOTING	UNTIL END OF PHASE, UNIT'S TORRENT WEAPONS HAVE [DEVASTATING WOUNDS] ABILITY.
ONSLAUGHT OF FIRE DISEMBARKED INFANTRY	2	MARINE'S	SHOOTING	UNTIL END OF PHASE, +1 HIT ROLL AGAINST TARGETS WITHIN 12". IF ENEMY MODEL IS DESTROYED, UNIT MUST TAKE BATTLE-SHOCK TEST.
RADIP EMBARKATION TRANSPORT ,INFANTRY	1	EITHER	END OF FIGHT	UNIT WHOLLY WITHIN 6" OF EMPTY TRANSPORT CAN EMBARK WITHIN TRANSPORT.

WAR JOURNAL

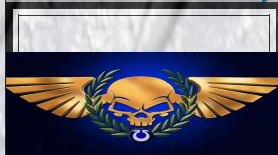
BATTLE ROUN

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COMMAND POINTS

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ADEPTUS ASTARTES ULTRAMARINE 1ST COMPANY TASK FORCE



WARLORD LEADERS

UNITS

OATH OF MOMENT

1ST COMPANY TASK FORCE ENHANCEMENTS

ENHANCEMENT	PT.	BEARER	DESCRIPTION
THE IMPERIUM'S SWORD	25		+1 ATTACKS FOR BEARER. ONCE PER BATTLE AT THE START OF ANY PHASE, EXTENDS TO REST OF MODEL'S UNIT UNTIL PHASE'S END.
FEAR MADE MANIFEST	30		WHEN ENEMY UNIT WITHIN 6" FAILS BATTLE-SHOCK TEST, ONE UNIT IS DESTROYED. ONCE PER BATTLE, D3 ARE DESTROYED.
rites of war	10	TERMINATOR	+1 OBJECTIVE CONTROL FOR BEARER. ONCE PER BATTLE AT THE START OF ANY PHASE, EXTENDS TO REST OF MODEL'S UNIT.
IRON RESOLVE	15	TERMINATOR	"FEEL NO PAIN +5" FOR BEARER. ONCE PER BATTLE AFTER BEARER'S UNIT IS SELECTED AS A TARGET, EXTENDS TO REST OF MODEL'S UNIT.

DETACHMENT RULES

ABILITY	CONDITIONS	DESCRIPTION
EXTREMIS-LEVEL THREAT	ONCE PER BATTLE, COMMAND PHASE	UNTIL NEXT COMMAND PHASE, RE-ROLL WOUND ROLL AGAINST OATH OF MOMENT TARGETS

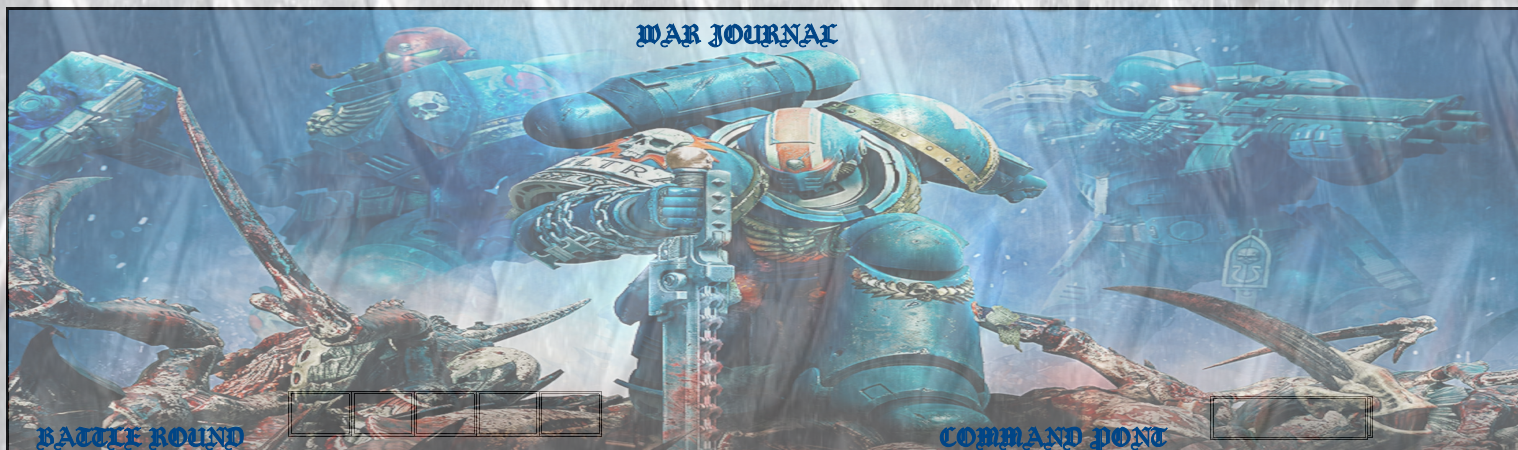
GENERAL STRATAGEMS

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 STRENGHT. IF STRENGHT 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.

1ST COMPANY TASK FORCE STRATAGEMS

STRATAGEM	CP.	TURN	PHASE USED	DESCRIPTION
ARMOUR OF CONTEMPT	1	ENEMY'S	SHOOT/ FIGHT	-1 AP FROM ENEMY ATTACKS FOR SELECTED UNIT AFTER DECLARED AS TARGET.
DUTY AND HONOUR <small>TERMINATOR, STERGAURD VETAN</small>	1	MARINE'S	MOVEMENT	OBJECTIVE MAKER REMAINS UNDER CONTROL AFTER LEAVING UNTIL CONTROLLED BY ENEMY.
HEROES OF THE CHAPTER <small>TERMINATOR, STERNGAURD VETAN</small>	1	MARINE'S	SHOOT/ FIGHT	+1 HIT ROLL. IF UNIT IS HALF STRENGHT, +1 WOUND ROLL
ORBITAL TELEPORTATION <small>TERMINATOR</small>	1	MARINE'S	FIGHT	AT END OF OPPONENT'S FIGHT PHASE. UNIT PLACED INTO STATEGIC RESERVES. ARRIVES AS DEEP STRIKE REINFORCEMENTS IN NEXT MOVEMENT PHASE.
TERRIFYING PROFICIENCY <small>TERMINATOR, STERNGAURD VETAN</small>	1	MARINE'S	FIGHT	ENEMY UNITS WITHIN 6" OF CHOSEN UNIT MUST TAKE BATTLE-SHOCK TEST IN ENEMY'S NEXT COMMAND PHASE. UNITS BELOW HALF STRENGHT ROLL AT -1.
LEGENDARY FORTITUDE <small>TERMINATOR, STERNGAURD VETAN</small>	1	ENEMY'S	CHARGE	-1 DAMAGE FROM ATTACKS ALLOCATED TO CHOSEN UNIT.

WAR JOURNAL



BATTLE ROUND

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COMMAND POINT

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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 ASSUALT DOCTRINE IS ACTIVE.
ADEPT OF THE CODEX	20		CAPTAIN ONLY. CAN SELECT TACTICAL DOCTRINE FOR BEARER'S UNIT IN COMMAND PHASE
FIRE DISIPLINE	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.
ASSUALT		UNITS CAN CHARGE AFTER ADVANCING.

GENERAL STRATAGEMMS

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 STRATAGEMMS

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 ASSUALT 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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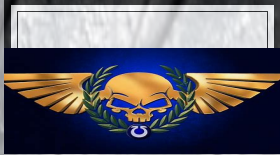
BATTLE ROUND

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COMMAND POINTS

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ADEPTUS ASTARTES ULTRAMARINE IRONSTORM SPEARHEAD



WARLORD LEADERS
UNITS
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 ½ 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 ½ STRENGTH CAN SHOOT BACK AGAINST THAT UNIT.

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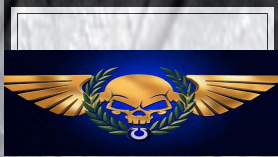
BATTLE ROUN

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COMMAND POINTS

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ADEPTUS ASTARTES ULTRAMARINE LIBRARIAN CONCLAVE TASK FORCE



WARLORD LEADERS
UNITS
OATH OF MOMENT

LIBRARIUS CONCLAVE TASK FORCE ENHANCEMENTS

ENHANCEMENT	PT.	BEARER	DESCRIPTION
CELERITY PSYKER	30		BEARER'S UNIT CAN CHARGE WHEN IT HAS ADVANCED. IF BIOMANCY IS ACTIVE, CAN CHARGE AFTER FALLING BACK.
OBFUSCATION PSYKER	20		ENEMY CANNOT USE OVERWATCH STATAGEM TO FIRE ON BEARER'S UNIT. IF TELEPATHY IS ACTIVE. CANNOT BE TARGETED BY RANGE ATTACKS >18".
FUSILLADE PSYKER	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 TELEKINESIS 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

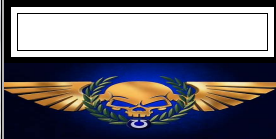
STRATAGEM	CP.	TURN	PHASE USED	DESCRIPTION
NEW ORDERS	1	MARINE'S	END OF COMMAND	DISCARD AND REDRAW ACTIVE SECONDARY MISSION CARD.
SENSORY ASSUALT	1	ANY	COMMAND	ENEMY UNIT WITHIN 18" AND VISIBLE TO PSYKER. UNTIL START OF NEXT TURN, ENEMY UNIT IS PINNED (-2" MOVE AND -2 FOR CHARGE ROLLS. IF TELEPATY IS 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 [LETHAL HITS] AND [IGNORES COVER] ABILITY AS WELL 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 UNTIL UNIT HAS FINISHED IT'S ATTACKS.

WAR JOURNAL

BATTLE ROUND

COMMAND POINTS

ADEPTUS ASTARTES ULTRAMARINE STORMBLANCE TASK FORCE



WARLORD LEADERS
UNITS
OATH OF MOMENT

STORMBLANCE TASKFORCE ENHANCEMENTS

ENHANCEMENT	PT.	BEARER	DESCRIPTION
PORTENTS OF WISDOM	15		WHILE THE BEARER IS LEADING A UNIT, ADVANCE ROLLS CAN BE RE-ROLLED.
FEINTING WITHDRAWAL	10		WHILE THE BEARER IS LEADING A UNIT, UNIT CAN SHOOT IN TURN IT FELL BACK.
FURY OF THE STORM MOUNTED	25		+1 STRENGTH AND ARMOUR PENETRATION FOR MEELE WEAPONS. AFTER SUCCESSFUL CHARGE, +2 S AND AP.
HUNTER'S INSTINCT MOUNTED	30		IF BEARER'S UNIT IS IN STRATEGIC RESERVES. TREAT ACTUAL BATTLE ROUND AS ONE HIGHER.

DETACHMENT RULES

ABILITY	DESCRIPTION
LIGHTNING ASSUALT	UNITS CAN CHARGE AFTER ADVANCING OF FALLING BACK.

GENERAL STRATAGEMMS

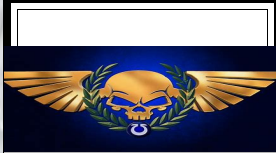
STRATAGEM	CP.	TURN	PHASE USED	DESCRIPTION
COMMAND RE-ROLL	1	EITHER	ANY	RE-ROLL HIT, WOUND, SAVING, DAMAGE, ADVANCE, CHARGE, OR # OF ATTACKS.
COUNTER-OFFENSIVE	2	EITHER	FIGHT	FIGHT NEXT AFTER ENEMY HAS FOUGHT.
EPIC CHALLENGE	1	EITHER	FIGHT	SELECTED CHARACTER'S MEELE WEAPONS GAIN [PRECISION] ABILITY.
INSANE 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 MEELE 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.

STORMBLANCE TASK FORCE STATAGEMMS

STRATAGEM	CP.	TURN	PHASE USED	DESCRIPTION
ARMOUR OF CONTEMPT	1	EITHER	SHOOT/ FIGHT	-1 AP FROM ENEMY ATTACKS FOR SELECTED UNIT.
FULL THROTTLE MOUNTED, VEHICLE (NON-WALKER)	2	MARINE'S	MOVEMENT	NO ADVANCE ROLL, ADD 6" TO MODELS MOVE. IF MOUNTED, ADD 9" UNTIL END OF PHASE.
WIND-SWIFT EVASION MOUNTED, INFANTRY	1	ENEMY'S	MOVEMENT	UNIT WITHIN 9" OF ENEMY UNIT AND NOT IN ENGAGEMENT RANGE CAN MAKE A NORMAL MOVE OF 6".
BLITZING FUSILLADE	1	MARINE'S	SHOOTING	RANGED WEAPONS HAVE [ASSUALT] ABILITY. IF WEAPONS ALREADY HAVE [ASSUALT] THEY GAIN [SUSTAINED HITS 1] UNTIL END OF PHASE.
RIDE HARD, RIDE FAST MOUNTED, FLY	1	ENEMY'S	SHOOTING	-1 HIT ROLL AND WOUND ROLL FOR SELECTED TARGETED UNIT UNTIL END OF PHASE.



ADEPTUS ASTARTES ULTRAMARINE VANGAURD SPEARHEAD



**WARLORD LEADERS
UNITS
OATH OF MOMENT**

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 [PERCISION 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.

WAR JOURNAL

BATTLE ROUND

COMMAND POINTS