

GLADIUS TASK FORCE

DETACHMENT RULE

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:

This unit is eligible to shoot in a turn in which it Advanced.

Tactical Doctrine:

This unit is eligible to shoot and declare a charge in a turn in which it Fell Back.

Assault Doctrine:

This unit is eligible to declare a charge in a turn in which it Advanced.

ENHANCEMENTS

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 40 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.

STRATAGEMS

Armour of Contempt - 1 CP

When: Opponent's Shooting or Fight phase, after an enemy unit selects its targets.

Target: One **ADEPTUS ASTARTES** unit from your army targeted by the attacking unit.

Effect: While the attacking unit makes its attacks, worsen the Armour Penetration of its attacks against your unit by 1.

Only in Death Does Duty End - 2 CP

When: Fight phase, after an enemy unit selects its targets.

Target: One **ADEPTUS ASTARTES** unit targeted by the attacking unit.

Effect: Until the end of the phase, destroyed models in your unit that haven't fought yet can fight after the attacking unit finishes its attacks, then are removed from play.

Honour the Chapter - 1CP

When: Fight phase.

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

Effect: Melee weapons in your unit gain **[LANCE]** until the end of the phase. If under the Assault Doctrine, improve their Armour Penetration by 1.

Storm of Fire - 1CP

When: Your Shooting phase.

Target: One **ADEPTUS ASTARTES** unit that has not shot this phase.

Effect: Ranged weapons in your unit gain **[IGNORES COVER]** until the end of the phase. If under the Devastator Doctrine, improve their Armour Penetration by 1.

Squad Tactics - 1CP

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

Target: One **ADEPTUS ASTARTES INFANTRY** or **MOUNTED** unit within 9" of that enemy unit.

Effect: Your unit makes a Normal move of up to D6", or up to 6" if under the Tactical Doctrine.

Restrictions: Cannot target a unit within Engagement Range of enemy units.

1ST COMPANY TASKFORCE

DETACHMENT RULE

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.

ENHANCEMENTS

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.

STRATAGEMS

ARMOUR OF CONTEMPT - 1CP

When: Opponent's Shooting or Fight phase, after an enemy selects its targets.

Target: One **ADEPTUS ASTARTES** unit selected as a target.

Effect: Worsen the Armour Penetration of enemy

attacks against your unit by 1 until the end of their attacks.

HEROES OF THE CHAPTER - 1CP

When: Your Shooting or Fight phase.

Target: One **TERMINATOR**, **BLADEGUARD VETERAN**, **STERNGUARD VETERAN**, or **VANGUARD VETERAN** unit that hasn't shot or fought this phase.

Effect: +1 to Hit rolls. If Below Half-strength, also +1 to Wound rolls.

TERRIFYING PROFICIENCY - 1CP

When: Your Fight phase.

Target: One **TERMINATOR**, **BLADEGUARD VETERAN**, **STERNGUARD VETERAN**, or **VANGUARD VETERAN** unit that charged and destroyed an enemy unit this phase.

Effect: In your opponent's next Command phase, enemy units within 6" take a Battle-shock test. If Below Half-strength, they suffer -1 to the test.

DUTY AND HONOUR - 1CP

When: Your Movement phase.

Target: One **TERMINATOR**, **BLADEGUARD VETERAN**, **STERNGUARD VETERAN**, or **VANGUARD VETERAN** unit within range of an objective you control.

Effect: That objective stays under your control even if you have no models within range, until your opponent captures it.

ORBITAL TELEPORTARIUM - 1CP

When: End of opponent's Fight phase.

Target: One **TERMINATOR** unit.

Effect: Remove unit from the battlefield and place it in Strategic Reserves. It arrives in the next Movement phase via Deep Strike.

Restrictions: Cannot be used if unit is in Engagement Range.

LEGENDARY FORTITUDE - 1CP

When: Opponent's Charge phase, after an enemy unit ends a Charge move.

Target: One **TERMINATOR**, **BLADEGUARD VETERAN**, **STERNGUARD VETERAN**, or **VANGUARD VETERAN** unit in Engagement Range.

Effect: Until the end of the turn, reduce the Damage of attacks against the unit by 1.

ANVIL SIEGE FORCE

DETACHMENT RULE

Any ranged weapons that are 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.

ENHANCEMENTS

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.

STRATAGEMS

Armour of Contempt - 1 CP

When: Opponent's Shooting or Fight phase, after an enemy unit selects its targets.
Target: One **ADEPTUS ASTARTES** unit selected as a target of the enemy's attacks.
Effect: Worsen the Armour Penetration of enemy attacks against your unit by 1 until the end of their attacks.

Rigid Discipline - 1 CP

When: End of the Fight phase.

Target: One **ADEPTUS ASTARTES** unit within Engagement Range of enemy units.

Effect: Unit can Fall Back up to 6". Must end move wholly within your deployment zone or near an objective marker.

Not One Step Back - 1 CP

When: Your Command phase.

Target: One **ADEPTUS ASTARTES**

INFANTRY unit within range of an objective marker.

Effect: Double the unit's Objective Control (OC) for the turn. The unit must Remain Stationary.

No Threat Too Great - 2 CP

When: Your Shooting phase.

Target: One **ADEPTUS ASTARTES** unit that hasn't shot this phase.

Effect: Models can re-roll Wound rolls for ranged attacks against **MONSTERS** or **VEHICLES** until the end of the phase.

Battle Drill Recall - 1 CP

When: Your Shooting phase.

Target: One **ADEPTUS ASTARTES** unit that hasn't shot this phase.

Effect: Unit gains **SUSTAINED HITS 1**. If it Remained Stationary, Critical Hits trigger on unmodified Hit rolls of 5+.

Hail of Vengeance - 2 CP

When: Opponent's Shooting phase, after an enemy unit finishes its attacks.

Target: One **ADEPTUS ASTARTES** unit with models destroyed by the enemy unit.

Effect: Your unit can shoot back as if it were your Shooting phase, but can only target the enemy unit that attacked it.



STORM LANCE TASKFORCE

DETACHMENT RULE

ADEPTUS ASTARTES units from your army are eligible to declare a charge in a turn in which they Advanced or Fell Back.

ENHANCEMENTS

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.

STRATAGEMS

ARMOUR OF CONTEMPT - 1CP

When: Opponent's Shooting or Fight phase, after an enemy selects its targets.

Target: One ADEPTUS ASTARTES unit selected as a target.

Effect: Worsen the Armour Penetration of enemy attacks against your unit by 1 until the end of their attacks.

BLITZING FUSILLADE - 1CP

When: Your Shooting phase.

Target: One ADEPTUS ASTARTES unit that hasn't shot this phase.

Effect: Ranged weapons gain ASSAULT. If they already have ASSAULT, they gain SUSTAINED HITS 1 instead.

FULL THROTTLE - 2CP

When: Your Movement phase.

Target: One ADEPTUS ASTARTES MOUNTED or VEHICLE (excluding WALKERS).

Effect: If unit Advances, add 6" to Move (or 9" if MOUNTED) instead of rolling.

SHOCK ASSAULT - 1CP

When: Your Charge phase.

Target: One ADEPTUS ASTARTES MOUNTED unit that hasn't charged this phase.

Effect: Unit can re-roll Charge rolls, and melee weapons gain LANCE until the end of the turn.

RIDE HARD, RIDE FAST - 1CP

When: Your Opponent's Shooting phase, after an enemy selects targets.

Target: One ADEPTUS ASTARTES MOUNTED or FLY VEHICLE unit that was targeted.

Effect: Until end of phase, enemy attacks suffer -1 to Hit and -1 to Wound against your unit.

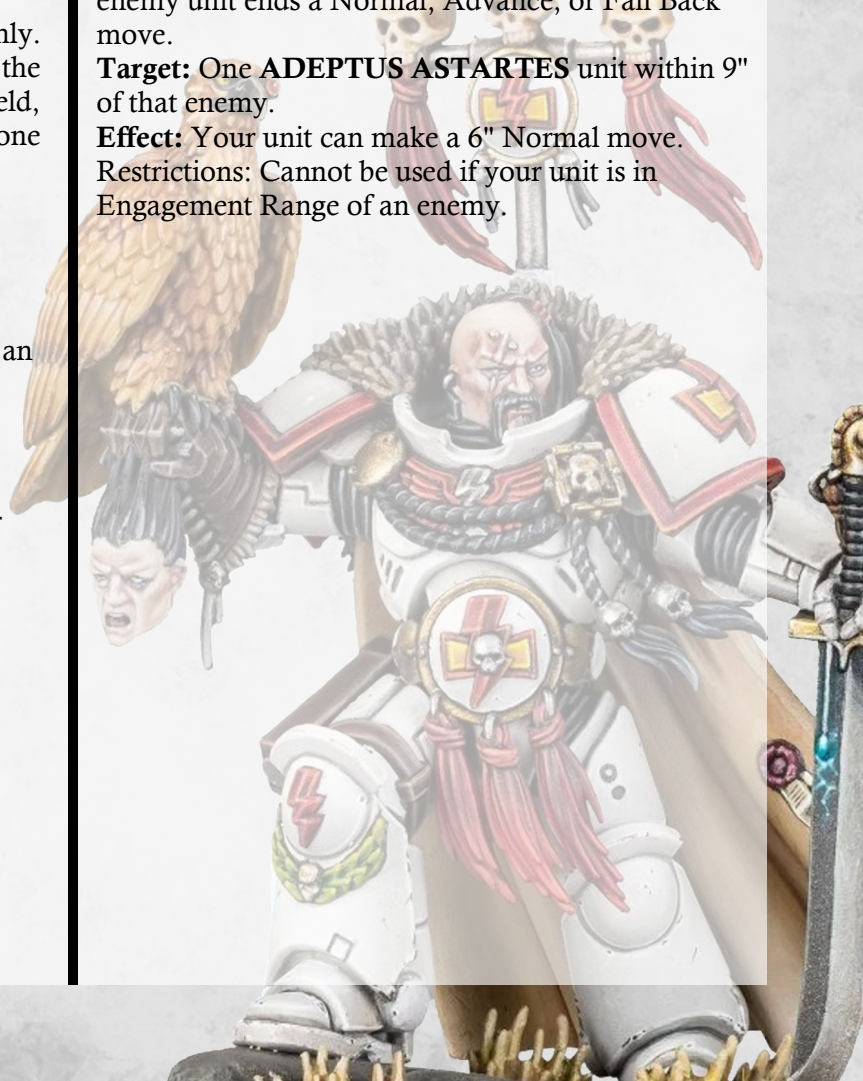
WIND-SWIFT EVASION - 1CP

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

Target: One ADEPTUS ASTARTES unit within 9" of that enemy.

Effect: Your unit can make a 6" Normal move.

Restrictions: Cannot be used if your unit is in Engagement Range of an enemy.



FIRESTORM ASSAULT

DETACHMENT RULE

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.

ENHANCEMENTS

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.

STRATAGEMS

ARMOUR OF CONTEMPT - 1CP

When: Opponent's Shooting or Fight phase, after an enemy selects its targets.

Target: One **ADEPTUS ASTARTES** unit selected as a target.

Effect: Worsen the Armour Penetration of enemy attacks against your unit by 1 until the end of their attacks.

CRUCIBLE OF BATTLE - 1CP

When: Your Shooting or Fight phase.

Target: One **ADEPTUS ASTARTES INFANTRY** unit that hasn't shot or fought this phase.

Effect: Attacks against the closest eligible target within 6" gain +1 to Wound rolls.

RAPID EMBARKATION - 1CP

When: End of the Fight phase.

Target: One empty **ADEPTUS ASTARTES TRANSPORT** and one **INFANTRY** unit wholly within 6".

Effect: **INFANTRY** unit embarks into the **TRANSPORT**.

Restrictions: Cannot target **INFANTRY** in Engagement Range, that cannot embark in the **TRANSPORT**, or that disembarked this turn.

IMMOLATION PROTOCOLS - 2CP

When: Your Shooting phase.

Target: One **ADEPTUS ASTARTES** unit that hasn't shot this phase.

Effect: Torrent weapons gain **DEVASTATING WOUNDS** until the end of the phase.

ONSLAUGHT OF FIRE - 1CP

When: Your Shooting phase.

Target: One **ADEPTUS ASTARTES** unit that disembarked from a **TRANSPORT** this turn and hasn't shot yet.

Effect: Attacks against the closest eligible target within 12" gain +1 to Hit rolls. If an enemy model is destroyed, its unit must take a Battle-shock test.

BURNING VENGEANCE - 1CP

When: Opponent's Shooting phase, after an enemy resolves attacks.

Target: One **ADEPTUS ASTARTES TRANSPORT** that was targeted by enemy attacks.

Effect: One embarked unit may disembark as if it were the Movement phase, then shoot as if it were the Shooting phase, but must target only the enemy unit that attacked it (if eligible).



VANGUARD SPEARHEAD

DETACHMENT RULE

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.

ENHANCEMENTS

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.

STRATAGEMS

A DEADLY PRIZE - 1CP

When: Start of Command phase.

Target: One ADEPTUS ASTARTES INFANTRY or MOUNTED unit within range of an objective you control.

Effect: The objective is Sabotaged and stays under your control even without models present. While Sabotaged, if an enemy unit ends a move within range, roll a D6—on a 2+, it suffers D3 mortal wounds.

ARMOUR OF CONTEMPT - 1CP

When: Opponent's Shooting or Fight phase, after they select targets.

Target: One ADEPTUS ASTARTES unit targeted by enemy attacks.

Effect: Until enemy attacks are resolved, worsen the AP of those attacks by 1.

SURGICAL STRIKES - 2CP

When: Fight phase.

Target: One ADEPTUS ASTARTES INFANTRY unit that hasn't fought this phase.

Effect: Until the end of the phase, melee weapons gain PRECISION.

STRIKE FROM THE SHADOWS - 1CP

When: Your Shooting phase.

Target: One ADEPTUS ASTARTES INFANTRY unit that hasn't shot this phase.

Effect: Until the end of the phase, ranged attacks against targets more than 12" away gain +1 to BS and AP. If attacks destroy a model, that enemy unit must take a Battle-shock test.

CALCULATED FEINT - 1CP

When: Opponent's Charge phase, after they declare a charge.

Target: One ADEPTUS ASTARTES INFANTRY unit selected as a charge target.

Effect: Your unit can make a Normal move of D6" (or 6" if PHOBOS or SCOUT SQUAD).

Restrictions: Cannot be used if the unit is in Engagement Range.

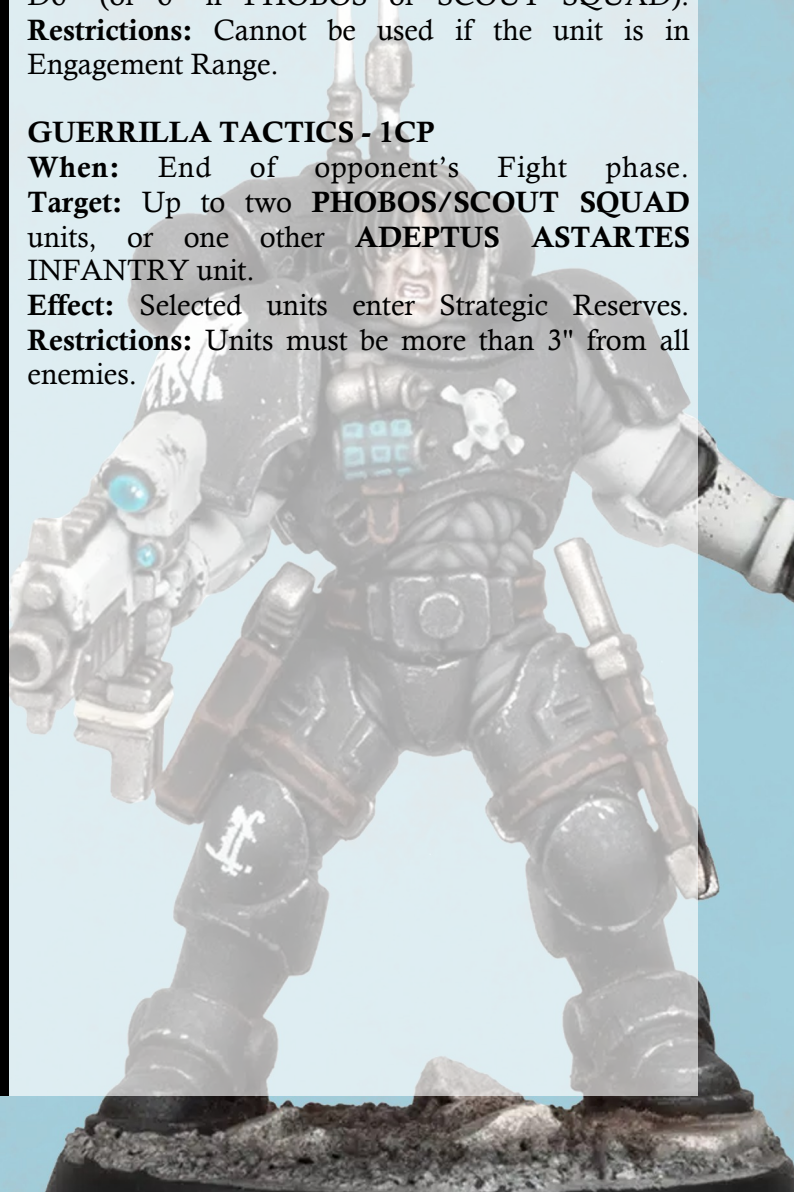
GUERRILLA TACTICS - 1CP

When: End of opponent's Fight phase.

Target: Up to two PHOBOS/SCOUT SQUAD units, or one other ADEPTUS ASTARTES INFANTRY unit.

Effect: Selected units enter Strategic Reserves.

Restrictions: Units must be more than 3" from all enemies.



IRONSTORM SPEARHEAD

DETACHMENT RULE

Once per phase foreach **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.

ENHANCEMENTS

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 Omnissiah 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.

STRATAGEMS

UNBOWED CONVICTION - 1CP

When: Command phase.

Target: One **ADEPTUS ASTARTES** unit below Starting Strength.

Effect: Unit ignores any or all modifiers to its characteristics, rolls, or tests (except saving throws) until the end of the turn.

ARMOUR OF CONTEMPT - 1CP

When: Opponent's Shooting or Fight phase, after an enemy selects its targets.

Target: One **ADEPTUS ASTARTES** unit selected as a target.

Effect: Worsen the Armour Penetration of enemy attacks against your unit by 1 until the end of their attacks.

MERCY IS WEAKNESS - 2CP

When: Your Shooting or Fight phase.

Target: One **ADEPTUS ASTARTES** unit that hasn't shot or fought this phase.

Effect: Attacks against units below Starting Strength gain **SUSTAINED HITS 1. VEHICLES** score Critical Hits on unmodified Hit rolls of 5+.

VENGEFUL ANIMUS - 1CP

When: Any phase, after an **ADEPTUS ASTARTES VEHICLE** with Deadly Demise is destroyed.

Target: The destroyed **VEHICLE**.

Effect: Automatically inflict mortal wounds from Deadly Demise - do not roll.

ANCIENT FURY - 1CP

When: Your Command phase.

Target: One **ADEPTUS ASTARTES WALKER**.

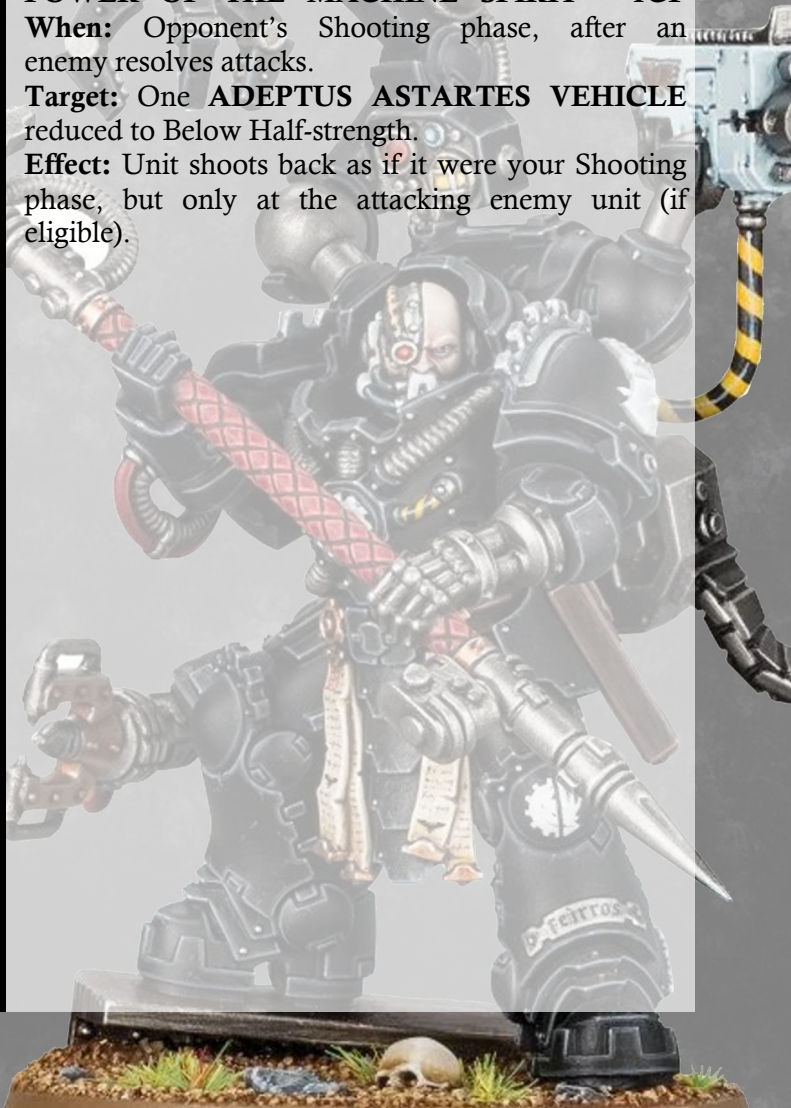
Effect: Until your next Command phase, +1 to Move, Toughness, Leadership, Objective Control, and Hit rolls.

POWER OF THE MACHINE SPIRIT - 1CP

When: Opponent's Shooting phase, after an enemy resolves attacks.

Target: One **ADEPTUS ASTARTES VEHICLE** reduced to Below Half-strength.

Effect: Unit shoots back as if it were your Shooting phase, but only at the attacking enemy unit (if eligible).



LIBRARIUS CONCLAVE

DETACHMENT RULE

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.

ENHANCEMENTS

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.

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.

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".

Fusillade 15 pts

ADEPTUS ASTARTES PSYKER model only.

Ranged weapons equipped by models in the bearer's unit have the [ANTIMONSTER 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.

STRATAGEMS

ARMOUR OF CONTEMPT - 1CP

When: Opponent's Shooting or Fight phase, after an enemy selects its targets.

Target: One **ADEPTUS ASTARTES** unit selected as a target.

Effect: Worsen the Armour Penetration of enemy attacks against your unit by 1 until the end of their attacks.

SENSORY ASSAULT - 1CP

When: Command phase.

Target: One **PSYKER** unit.

Effect: Select an enemy unit within 18" and visible to the target **PSYKER**. It becomes pinned (-2 Move, -2 Charge rolls). If Telepathy is active, it must also take a Battle-shock test at -1.

FIERY SHIELD - 1CP

When: Fight phase, after an enemy selects its targets.

Target: One **INFANTRY** or **MOUNTED** unit within 18" of a friendly **PSYKER**.

Effect: -1 to Hit rolls against your unit. If Pyromancy is active, weapons targeting your unit gain [HAZARDOUS].

IRON ARM - 1CP

When: Your Fight phase.

Target: One **INFANTRY** unit within 18" of a friendly **PSYKER** that hasn't fought yet.

Effect: +1 Strength to melee weapons, or +2 if Biomancy is active.

ASSAIL - 1CP

When: Your Shooting phase.

Target: One **PSYKER** unit eligible to shoot.

Effect: Select an enemy unit within 18" (excluding Lone Operatives). Roll 6D6, adding +1 if Telekinesis is active; for each 4+, the target suffers 1 mortal wound.

PRESCIENT PRECISION - 1CP

When: Your Shooting phase.

Target: One **PSYKER** unit that hasn't shot this phase.

Effect: Attacks gain [LETHAL HITS], and also [IGNORES COVER] if Divination is active.