

**Core Stratagem**

**INSANE BRAVERY**

Use this Stratagem before you take a Morale test for a unit in your army. That test is automatically passed (do not roll any dice). You can only use this Stratagem once per battle.

2

**Core Stratagem**

**COUNTER-OFFENSIVE**

Use this Stratagem after an enemy unit has fought in this turn. Select one of your own eligible units and fight with it next.

2

**Core Stratagem**

**DESPERATE BREAKOUT**

Use this Stratagem in your Movement phase. Select one unit from your army that has not been selected to move this phase and which is in Engagement Range with at least one enemy unit. Roll one D6 for each model in that unit; for each result of 1, one model in that unit of your choice is destroyed. Assuming that unit was not destroyed, it can now attempt to Fall Back, and when doing so its models can be moved across enemy models as if they were not there. Any model in that unit that ends its Fall Back move within Engagement Range of any enemy model is destroyed. Assuming the unit is not destroyed, it cannot do anything else this turn (i.e. it cannot attempt to manifest psychic powers, shoot, declare a charge, be selected to fight etc.), even if it has a rule that would allow it to do so after Falling Back.

2

**Core Stratagem**

**FIRE OVERWATCH**

Use this Stratagem after an enemy unit has declared a charge against one or more units from your army. One of the units that was chosen as the target of that charge can fire Overwatch before the charge roll is made.

1

**Core Stratagem**

**EMERGENCY DISEMBARKATION**

Use this Stratagem when a TRANSPORT model from your army is destroyed. All units that are embarked within that model can be set up wholly within 6" of the destroyed model when they disembark instead of the normal 3" before the model itself is removed from the battlefield. These units are not affected by the destroyed model's Explodes ability (or equivalent) — instead you must roll one D6 for each model you just set up on the battlefield. Instead of one model that disembarked (your choice) being destroyed for each roll of 1, one model that disembarked (your choice) is destroyed for each roll of 1 or 2. Units cannot declare a charge or perform a Heroic Intervention in the same turn that they disembarked from a destroyed TRANSPORT model.

1

**Core Stratagem**

**CUT THEM DOWN**

Use this Stratagem when an enemy unit Falls Back, before any models in that unit are moved. Roll one D6 for each model from your army that is within Engagement Range of that enemy unit; for each result of 6, that enemy unit suffers 1 mortal wound.

1

**Core Stratagem**

**COMMAND RE-ROLL**

Use this Stratagem after you have made a hit roll, a wound roll, a damage roll, a saving throw, an Advance roll, a charge roll, a Psychic test, a Deny the Witch test or you have rolled the dice to determine the number of attacks made by a weapon. Re-roll that roll, test or saving throw.

1

**Adeptus Astartes Wargear**

**GRAV PULSE**

Crews of gravitic battle tanks can discharge directed pulses of gravitic force through their ventral plates.

Use this Stratagem in either:  
Your Movement phase, when an ADEPTUS ASTARTES REPULSOR FIELD unit from your army Falls Back. Until the end of the turn, that unit is still eligible to shoot even though it Fell Back.

Your opponent's Charge phase, when an ADEPTUS ASTARTES REPULSOR FIELD unit from your army is selected as a target of a charge. Until the end of the phase, subtract 2 from charge rolls made for any unit that declares a charge against that REPULSOR FIELD unit.

1



### Adeptus Astartes Strategic Ploy

#### HAMMER OF WRATH

Space Marines with jump packs crash into combat with bonebreaking force.

Use this Stratagem in your Charge phase, when an ADEPTUS ASTARTES JUMP PACK unit from your army finishes a charge move. Select one enemy unit within Engagement Range of that JUMP PACK unit and roll one D6 for each model in that JUMP PACK unit that is within Engagement Range of that enemy unit. For each dice result that equals or exceeds that enemy unit's Toughness characteristic, it suffers 1 mortal wound.

1

### Adeptus Astartes Strategic Ploy

#### HIT-AND-RUN WARFARE

Space Marine pilots receive advanced training in handling their vehicles, and have preternatural reaction speeds.

Use this Stratagem in your Movement phase, when an ADEPTUS ASTARTES BIKER, LAND SPEEDER or STORM SPEEDER unit from your army Falls Back. That unit is still eligible to shoot this turn even though it Fell Back.

1

### Adeptus Astartes Requisition

#### HERO OF THE CHAPTER

Every Space Marine is a champion in their own right, a posthuman demigod who stands between Mankind and the darkness.

Use this Stratagem before the battle, when you are mustering your army, if your WARLORD has the ADEPTUS ASTARTES keyword. Select one ADEPTUS ASTARTES CHARACTER model from your army (excluding named characters) and determine one Warlord Trait for it (this must be a Warlord Trait it can have); that model it is only regarded as your WARLORD for the purposes of that Warlord Trait. Each Warlord Trait in your army must be unique (if randomly generated, re-roll duplicate results), and you cannot use this Stratagem to give a model two Warlord Traits. You can only use this Stratagem once, unless you are playing a Strike Force battle (in which case, you can use this Stratagem twice) or an Onslaught battle (in which case, you can use this Stratagem three times).

1

### Adeptus Astartes Requisition

#### RELIC OF THE CHAPTER

In times of great need, the Space Marine Chapters will unleash the full power of their armouries, equipping their battle-brothers with artefacts of extraordinary power.

Use this Stratagem before the battle, when you are mustering your army, if your WARLORD has the ADEPTUS ASTARTES keyword. Select one ADEPTUS ASTARTES CHARACTER model from your army and give them one Chapter Relic (this must be a Relic they could have). Each Relic in your army must be unique, and you cannot use this Stratagem to give a model two Relics. You can only use this Stratagem once, unless you are playing a Strike Force battle (in which case, you can use this Stratagem twice) or an Onslaught battle (in which case, you can use this Stratagem three times).

1

### Adeptus Astartes Epic Deed

#### COMBAT REVIVAL

With decades of experience, the Apothecary confidently works with at high speed to return wounded brothers to the fray.

Use this Stratagem at the end of your Movement phase. Select one <CHAPTER> APOTHECARY unit from your army and then select one friendly <CHAPTER> INFANTRY or <CHAPTER> BIKER unit (excluding an INVADER ATV SQUAD) that is not at its Starting Strength and is within 3" of that <CHAPTER> APOTHECARY. One of the selected unit's destroyed models is returned to its unit with its full wounds remaining.

1

### Adeptus Astartes Epic Deed

#### COMMANDING ORATORY

Fuelled by battlefield adrenaline, the Chaplain recites his litanies with even greater fervour, inspiring the warriors around him.

Use this Stratagem at the start of any of your phases other than your Command phase. Select one ADEPTUS ASTARTES CHAPLAIN unit from your army that has not recited a litany this turn. That model can recite one litany that has not already been recited by a friendly model this turn. That litany is automatically inspiring (do not roll) and takes effect until the start of your next Command phase.

2

### Adeptus Astartes Epic Deed

#### POWER OF THE MACHINE SPIRIT

There are many tales of machine spirits wreaking havoc on the foe, even after their crew are slain and critical systems are failing.

Use this Stratagem in your Command phase. Select one ADEPTUS ASTARTES MACHINE SPIRIT model from your army. Until the start of your next Command phase, that model is considered to have its full wounds remaining for the purposes of determining what characteristics on its profile to use.

2

### Adeptus Astartes Epic Deed

#### ARMOUR OF CONTEMPT

The belligerency of some Adeptus Astartes machine spirits makes them unyielding foes to face.

Use this Stratagem in any phase, when an ADEPTUS ASTARTES VEHICLE model from your army would lose a wound as the result of a mortal wound. Until the end of the phase, each time that model would lose a wound as the result of a mortal wound, roll one D6: on a 5+, that wound is not lost.

1



### Adeptus Astartes Wargear

#### AUSPEX SCAN

Nearby motion and radiation signatures are detected by a handheld device, forewarning the bearer of ambushes.

Use this Stratagem at the end of the Reinforcements step of your opponent's Movement phase. Select one ADEPTUS ASTARTES INFANTRY unit from your army that is not within Engagement Range of any enemy units. That unit can shoot as if it were your Shooting phase, but its models can only target a single eligible enemy unit that was set up as Reinforcements this turn and that is within 12" of their unit when doing so.

2

### Adeptus Astartes Strategic Ploy

#### ORBITAL BOMBARDMENT

The Chapter's orbiting star ships stand ready to unleash hell.

Use this Stratagem in your Command phase, if an ADEPTUS ASTARTES WARLORD from your army is on the battlefield. Select one point on the battlefield and place a marker on that point. At the start of your next Command phase, roll one D6 for each unit within 6" of the centre of that marker, adding 1 if the unit being rolled for is within 3" of the centre of the marker and subtracting 1 if the unit being rolled for is a CHARACTER. On a 2-5, that unit suffers D3 mortal wounds, and on a 6+, that unit suffers D6 mortal wounds. The marker is then removed. You can only use this Stratagem once.

3

### Adeptus Astartes Strategic Ploy

#### GUERRILLA TACTICS

At the opportune moment, Space Marine infiltration units slip away from battle, only to relocate and strike the foe again.

Use this Stratagem in your Movement phase, when a PHOBOS unit from your army that is more than 6" from any enemy models is selected to move. If the mission you are playing is using the Strategic Reserves rule, place that unit into Strategic Reserves. That unit cannot arrive from Strategic Reserves in the same turn it is placed into Strategic Reserves.

1

### Adeptus Astartes Strategic Ploy

#### SUPPRESSION FIRE

Few indeed are the foes who can hope to escape the savage barrage of Space Marine artillery with their wits intact.

Use this Stratagem in your Shooting phase, when a WHIRLWIND model from your army is selected to shoot. Until the end of the phase, each time that model makes an attack with a weapon that has the Blast ability, if a hit is scored for that attack, then until the start of your next turn the target cannot fire Overwatch or Set to Defend, and cannot be selected to fight until all eligible units from your army have done so.

1

### Adeptus Astartes Strategic Ploy

#### ADAPTIVE STRATEGY

The tenets of the Codex Astartes allow for unorthodox use of combat tactics and the employment of divergent strategic doctrines if doing so will lead to victory.

Use this Stratagem in your Command phase, if a <CHAPTER> WARLORD from your army is on the battlefield and a combat doctrine is active for your army. Select one <CHAPTER> CORE unit from your army that is on the battlefield. Until the start of your next Command phase, each time a model in that unit makes an attack, the Devastator Doctrine, Tactical Doctrine and Assault Doctrine are considered to be active for that attack.

2

### Adeptus Astartes Strategic Ploy

#### STEADY ADVANCE

A measured advance allows Space Marines to unleash a steady stream of fire.

Use this Stratagem in your Movement phase, when an ADEPTUS ASTARTES INFANTRY unit from your army makes a Normal Move. Until the end of the turn, that unit is considered to have Remained Stationary.

2

### Adeptus Astartes Strategic Ploy

#### UNCOMPROMISING FIRE

Switching weapons to full auto, the Space Marines unleash a short-lived but inescapable hail of fire.

Use this Stratagem in your Shooting phase. Select one ADEPTUS ASTARTES INFANTRY unit from your army that is performing an action. That unit can shoot this phase without that action failing.

2

### Adeptus Astartes Strategic Ploy

#### SKILLED RIDERS

Space Marine riders and pilots rely on their post-human reflexes to weave around incoming fire.

Use this Stratagem in your opponent's Shooting phase, when an ADEPTUS ASTARTES BIKER, LAND SPEEDER or STORM SPEEDER unit from your army that Advanced is selected as the target of a ranged attack. Until the end of the phase, each time an attack is made against that unit, subtract 1 from that attack's hit roll.

1

### Ultramarines Epic Deed

#### *INSPIRING COMMAND*

The heroes of Ultramar are amongst the most skilled and inspirational orators in the entire Imperium. When they speak, their words are law.

Use this Stratagem at the start of the Shooting phase or the Fight phase. Select one **ULTRAMARINES CHAPTER MASTER**, **ULTRAMARINES CAPTAIN** or **ULTRAMARINES LIEUTENANT** model from your army. Until the end of the phase, the range of that model's aura abilities is increased by 3" (to a maximum of 9").

1

### Ultramarines Battle Tactic

#### *VENGEANCE FOR CALTH*

The Mark of Calth is never truly at an end. For some acts of infamy, there can be no forgiveness, even should the stars themselves burn out.

Use this Stratagem when an **ULTRAMARINES** unit from your army is chosen to fight with in the Fight phase. Until the end of the phase, when resolving an attack made with a melee weapon by a model in that unit against a **WORD BEARERS** unit, you can re-roll the hit roll and you can re-roll the wound roll.

1

### Ultramarines Battle Tactic

#### *MARTIAL PRECISION*

The Ultramarines are exemplars of precise and deadly battlecraft, and when roused, their wrath is inescapable.

Use this Stratagem before resolving an attack made by an **ULTRAMARINES** model from your army in your Shooting phase. When resolving that attack, do not make a hit roll: it automatically scores a hit.

1

### Adeptus Astartes Wargear

#### *SMOKESCREEN*

Throwing down a hail of smoke grenades or deploying their smoke launchers, the Space Marines screen themselves from the enemy.

Use this Stratagem in your opponent's Shooting phase, when an **ADEPTUS ASTARTES SMOKESCREEN** unit from your army is selected as the target of an attack. Until the end of the phase, each time an attack is made against that unit, subtract 1 from that attack's hit roll.

1

### Adeptus Astartes Wargear

#### *FLAKK MISSILE*

Flakk missiles are designed to eliminate aircraft by unleashing a payload of shrapnel that shreds armour and vital systems.

Use this Stratagem in your Shooting phase, when an **ADEPTUS ASTARTES INFANTRY** model from your army targets an **AIRCRAFT** unit with a missile launcher. You can only make one attack with that weapon this phase, but add 1 to that attack's hit roll. If a hit is scored, the target suffers 2D3 mortal wounds and the attack sequence ends.

1

### Adeptus Astartes Wargear

#### *HELLFIRE SHELLS*

Originally devised to counter large Tyranid bio-forms, hellfire rounds fill the target with mutagenic acid upon detonation.

Use this Stratagem in your Shooting phase, when an **ADEPTUS ASTARTES INFANTRY** model from your army shoots with a heavy bolter, a hellstorm heavy bolter or an executor heavy bolter. You can only make one attack with that weapon this phase, but if a hit is scored, the target suffers D3 mortal wounds and the attack sequence ends (if a hit is scored against a **MONSTER** unit, that unit suffers 3 mortal wounds instead of D3).

1

### Adeptus Astartes Wargear

#### *MELTA BOMB*

Melta bombs are fusion charges designed to burn through an armoured hull in a matter of seconds.

Use this Stratagem in the Fight phase, when an **ADEPTUS ASTARTES MELTA BOMB** unit from your army is selected to fight. Select one model in that unit; that model can only make one attack this phase, and must target an enemy **VEHICLE** unit with that attack, but if a hit is scored, that unit suffers 2D3 mortal wounds and the attack sequence ends.

1

### Adeptus Astartes Wargear

#### *TREMOR SHELLS*

These shells burrow deep into the ground before detonating; though the force of the blast is reduced, the resulting shock wave is sufficient to hurl the foe from their feet.

Use this Stratagem in your Shooting phase, when selecting a target for a **THUNDERFIRE CANNON** model from your army. Until the end of the phase, each time that model makes a ranged attack, subtract 1 from that attack's wound roll, and, if a hit is scored against a target that is not **TITANIC** and cannot **FLY**, then until the start of your next Movement phase, halve the Move characteristic of models in the target unit and subtract 2 from Advance rolls and charge rolls made for that unit.

1

### Ultramarines Strategic Ploy

#### *DEFENSIVE FOCUS*

As the Codex Astartes dictates, when the foe presses hard at one section of the Ultramarines' battle line they are swift to concentrate their defensive fire to drive the threat back.

Use this Stratagem after an **ULTRAMARINES** unit from your army is chosen as a target of a charge. Select up to three other friendly **ULTRAMARINES** units that are within 6" of the targeted unit and are not within Engagement Range of any enemy models. The selected units fire Overwatch at the charging unit as if they were the targets of the charge. Until the end of the phase, the selected units cannot fire Overwatch again.

2

### Ultramarines Strategic Ploy

#### *FALL BACK AND RE-ENGAGE*

The Ultramarines know precisely when to give ground in order to leave their enemies floundering before surging back into the fight and driving them from the field in disarray.

Use this Stratagem when an **ULTRAMARINES** unit from your army **Falls Back** (this Stratagem costs 1 CP if that unit has the Codex Discipline Chapter Tactic, otherwise it costs 2 CP). That unit can shoot and charge this turn. If that unit has the Codex Discipline Chapter Tactic, the hit roll penalty from that tactic for Falling Back and shooting does not apply to that unit this turn.

1/2

### Ultramarines Battle Tactic

#### *TACTICAL EXPERTISE*

Even amidst the most intense firefights, the Ultramarines fire with pinpoint accuracy, every shot aimed for maximum efficacy and economy of killing power.

Use this Stratagem at the start of your Movement phase if the Tactical Doctrine is active. Until the start of the next battle round, when resolving an attack made with a Rapid Fire or Assault weapon by an **ULTRAMARINES** model from your army, on an unmodified wound roll of 6 the Armour Penetration characteristic of that weapon is improved by an additional 1 for that attack. You can only use this Stratagem once per battle.

2

### Ultramarines Battle Tactic

#### *COURAGE AND HONOUR!*

Such are the words of the Chapter's battle cry-it is a mantra by which the Ultramarines live and fight.

Use this Stratagem at the start of the Morale phase. Add 1 to the Leadership characteristic of **ULTRAMARINES** models from your army until the end of the phase.

1

### Ultramarines Battle Tactic

#### *AVENGE THE FALLEN*

The life of even a single Ultramarine is worth that of countless foes, and every loss will be answered in blood.

Use this Stratagem when an **ULTRAMARINES** unit from your army is destroyed as a result of an attack made by an enemy unit. Until the end of the battle, when resolving an attack made by an **ULTRAMARINES** model from your army against that enemy unit, re-roll a hit roll of 1.

1

### Ultramarines Battle Tactic

#### *SONS OF GULLIMAN*

Ultramarines fight as the Codex dictates, eschewing individual glory to function as a disciplined, cohesive killing machine.

Use this Stratagem when an **ULTRAMARINES INFANTRY** or **ULTRAMARINES BIKER** unit from your army is chosen to shoot with in your Shooting phase or fight with in the Fight phase. If that unit has the Troops Battlefield Role, until the end of that phase, when resolving an attack made by that unit, you can re-roll a hit roll. Otherwise, until the end of that phase, when resolving an attack made by that unit, you can re-roll a hit roll of 1.

1

### Ultramarines Strategic Ploy

#### *RAPID REDEPLOYMENT*

The Codex Astartes makes provision for a great variety of strategic ruses intended to wrong-foot the foe.

At the start of the first battle round, before the first turn begins, select up to three **ULTRAMARINES** units from your army on the battlefield. Remove them from the battlefield and set them up again as described in the Deployment section of the mission (if both players have abilities that redeploy units, roll off; the winner chooses who redeploys their units first).

2

### Ultramarines Strategic Ploy

#### *CYCLE OF WAR*

The Ultramarines' strategic mastery is such that they know equally well when new tactics are required, and when relentless repetition will win the day.

Use this Stratagem at the start of the battle round if an **ULTRAMARINES WARLORD** from your army is on the battlefield and the Assault Doctrine was active during the previous battle round. The currently active doctrine is changed so that the Devastator Doctrine is now active.

1

## Adeptus Astartes Wargear

### SHOCK AND AWE

Space Marine forces use shock grenades and similar weapons to stun and distract the enemy with blinding light and raucous noise.

Use this Stratagem in your Shooting phase, when an ADEPTUS ASTARTES SHOCK GRENADES or LAND SPEEDER STORM unit from your army is selected to shoot. Select one enemy unit within 6" of that unit. Until the start of your next turn:

**The selected unit cannot fire Overwatch or Set to Defend.**

**Each time a model in the selected unit makes an attack, subtract 1 from that attack's hit roll.**

1

## Adeptus Astartes Strategic Ploy

### TERROR TROOPS

At the most critical time, Reivers engage their armour's enhanced features to terrify and disrupt the enemy as much as possible.

Use this Stratagem in your Command phase. Select one REIVER unit from your army.

That unit gains the following ability: 'Terror Troops (Aura): Until the start of your next Command phase, while an enemy unit is within 3" of that unit, it loses the Objective Secured ability and any similar abilities that allow them to control an objective marker regardless of the number of enemy models within range of that objective marker.

Until the end of the turn, each time that REIVER unit ends a Normal Move, an Advance or a charge move within 3" of an enemy unit that is performing an action, roll 2D6: if the total exceeds that enemy unit's Leadership characteristic, the action the unit is attempting to perform immediately fails.

2

## Adeptus Astartes Epic Deed

### WISDOM OF THE ANCIENTS

Each fallen champion who rests within the sarcophagus of a Dreadnought has seen a thousand battles and slain foes beyond counting. All such noble warriors are immensely inspiring to their battle-brothers.

Use this Stratagem in your Command phase. Select one ADEPTUS ASTARTES DREADNOUGHT model from your army (excluding WULFEN and DEATH COMPANY models). Until the start of your next Command phase, that model gains either the Rites of Battle ability or the Tactical Precision ability, as shown below:

**rites of Battle (Aura):** While a friendly <CHAPTER> CORE unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.

**Tactical Precision (Aura):** While a friendly <CHAPTER> CORE unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a wound roll of 1.

1

## Adeptus Astartes Wargear

### ASSAULT LAUNCHERS

Assault launchers fire salvos of explosive charges at the enemy, causing horrific damage to those who are caught out of cover.

Use this Stratagem at the start of your Charge phase. Select one ADEPTUS ASTARTES ASSAULT LAUNCHERS unit from your army and one enemy unit (excluding VEHICLE or MONSTER units) within 9" of that unit. That enemy unit can either brace or duck for cover.

If that unit braces, it suffers D3 mortal wounds.

If that unit ducks for cover, then until the end of the turn, subtract 1 from the Attacks characteristic of models in that unit, and that unit cannot fire Overwatch or Set to Defend.

1

## Ultramarines Requisition

### HONOURED BY MACRAGGE

It is not unheard of for the revered relics of the Ultramarines to be bestowed for a time upon a worthy successor Chapter as a mark of honour and respect.

Use this Stratagem after nominating a model drawn from an Ultramarines successor Chapter to be your WARLORD. You can give one Relic of Macragge to a CHARACTER model from your army that is drawn from an Ultramarines successor Chapter instead of giving them a Special-issue Wargear Relic or a Chapter Relic from Codex: Space Marines. If you do, replace the ULTRAMARINES keyword in all instances on that Relic (if any) with that model's <CHAPTER> keyword. You can only use this Stratagem once per battle.

1

## Ultramarines Requisition

### HONOURED SERGEANT

Should an Ultramarines Sergeant show particular excellence in battle, they may be given the honour of bearing a Chapter relic into battle.

Use this Stratagem before the battle. Select one ULTRAMARINES model from your army that has the word "Sergeant" in their profile. That model can have one of the following Special-issue Wargear Relics, even though they are not a CHARACTER: Master-crafted Weapon, Digital Weapons, Hellfury Bolts, Sunwrath Pistol. All of the Relics your army includes must be different and be given to different models.

1

## Ultramarines Strategic Ploy

### SQUAD DOCTRINES

Each squad within an Ultramarines strike force at war is ready to switch to a new combat doctrine at a moment's notice.

Use this Stratagem at the start of your Movement phase. Select one ULTRAMARINES INFANTRY or ULTRAMARINES BIKER unit from your army, then select either the Devastator, Tactical or Assault Doctrine. Until the start of your next Movement phase, that unit gains the bonus of that combat doctrine instead of the active combat doctrine.

1

## Ultramarines Requisition

### EXEMPLAR OF THE CHAPTER

The heroes of the Ultramarines do not rest on their laurels. Rather, they strive all the harder to excel, for they recognise that only through excellence can they and their warriors prevail.

Use this Stratagem after nominating an ULTRAMARINES model that is not a named character to be your WARLORD. You can generate one additional Warlord Trait for them; this must be from the Ultramarines Warlord Traits table. Each Warlord Trait in your army must be unique (if randomly generated, re-roll duplicate results). You can only use this Stratagem once.

1

### Adeptus Astartes Epic Deed

#### *ONLY IN DEATH DOES DUTY END*

Imminent death does not prevent a Space Marine from enacting his final justice upon the enemies of the Imperium.

Use this Stratagem in the Fight phase, when an ADEPTUS ASTARTES CHARACTER model from your army that has not already been selected to fight this phase is destroyed. Do not remove that model from play - it can fight after the attacking model's unit has finished making attacks. After resolving the destroyed model's attacks, it is then removed.

2

### Adeptus Astartes Battle Tactic

#### *UNYIELDING IN THE FACE OF THE FOE*

Those clad in Gravis armour are walking ceramite strongpoints.

Use this Stratagem in any phase, when a MK X GRAVIS unit from your army selected as the target of an attack. Until the end of the phase, each time an attack with a Damage characteristic of 1 is allocated to a model in that unit, add 1 to any armour saving throw made against that attack.

1

### Adeptus Astartes Battle Tactic

#### *GENE-WROUGHT MIGHT*

Blessed with incredible strength, Primaris Space Marines deliver blows that inflict terrifying damage.

Use this Stratagem in the Fight phase, when a PRIMARIS unit from your army is selected to fight. Until the end of the phase, each time a model in that unit makes a melee attack, an unmodified hit roll of 6 automatically wounds the target.

1

### Adeptus Astartes Battle Tactic

#### *RAPID FIRE*

The combination of superhuman reflexes and bolter-drills means Space Marine Intercessors can produce a devastating rate of fire.

Use this Stratagem at the end of your Shooting phase. Select one INTERCESSOR SQUAD or VETERAN INTERCESSOR SQUAD unit from your army; that unit can shoot again.

2

### Adeptus Astartes Battle Tactic

#### *TRANSHUMAN PHYSIOLOGY*

Space Marines can fight through even the most grievous of wounds.

Use this Stratagem in any phase, when a PRIMARIS unit from your army is selected as the target of an attack. Until the end of the phase, each time an attack is made against that unit, an unmodified wound roll of 1-3 for that attack fails, irrespective of any abilities that the weapon or the model making the attack may have.

If that unit contains 5 or fewer models, this Stratagem costs 1CP; otherwise, it costs 2CP.

1/2

### Adeptus Astartes Battle Tactic

#### *FURY OF THE FIRST*

When the fighting is at its fiercest, the Terminator-armoured warriors of the Chapter truly show their quality.

Use this Stratagem in your Shooting phase, when an ADEPTUS ASTARTES unit from your army is selected to shoot, or in the Fight phase, when an ADEPTUS ASTARTES unit from your army is selected to fight. Until the end of the phase, each time a TERMINATOR model in that unit makes an attack, add 1 to that attacks hit roll.

1

### Adeptus Astartes Battle Tactic

#### *HONOUR THE CHAPTER*

Every Chapter has forged its own tales of heroism, and none of its battle-brothers would see that noble record besmirched.

Use this Stratagem at the end of the Fight phase. Select one ASSAULT INTERCESSOR SQUAD unit from your army that is within Engagement Range of any enemy units; that unit can fight again.

2

### Adeptus Astartes Battle Tactic

#### *DEATH TO THE TRAITORS!*

Of all Humanity's foes, none are as hated as the Heretic Astartes, for they have betrayed their ancient oaths.

Use this Stratagem in the Fight phase, when an ADEPTUS ASTARTES unit from your army is selected to fight. Until the end of the phase, each time a model in that unit makes a melee attack against a HERETIC ASTARTES unit, you can re-roll the hit roll.

1