

CORE STRATAGEMS

1CP COMMAND RE-ROLL	Any
RR one Hit, Wound, Damage, Save, Advance, or Charge roll	
2CP COUNTER-OFFENSIVE	Fight
After enemy unit fights, one of your units fights next	
1CP EPIC CHALLENGE	Fight
CHAR gets [PRECISION] for melee attacks this phase	
1CP FIRE OVERWATCH	Enemy Move/Charge
Shoot at enemy ending move w/in 24"; hit on 6s only	
1CP GO TO GROUND	Enemy Shooting
Unit gets +1 Save & Benefit of Cover until next turn; Battle-shocked	
1CP GRENADE	Shooting
GRENADES unit: 1 model throws D6 S4 AP0 D1 Blast at 6"	
2CP HEROIC INTERVENTION	Enemy Charge
After enemy charges, your unit w/in 6" makes D6" move toward them	
1CP INSANE BRAVERY	Any
Auto-pass Battle-shock test	
1CP RAPID INGRESS	Enemy Move
Set up one Reserves unit at end of enemy Move phase	
1CP SMOKESCREEN	Enemy Shooting
SMOKE unit: -1 to Hit vs this unit until your next turn	
1CP TANK SHOCK	Charge
VEHICLE/MOUNTED: after charge, pick enemy w/in Engagement; roll D6 per model, 5+ = MW	
STORMLANCE TASK FORCE	
1CP ARMOUR OF CONTEMPT	Any (save) Battle Tactic
Worsen AP of attacks vs ADEPTUS ASTARTES unit by 1	
1CP BLITZING FUSILLADE	Shooting Battle Tactic
Unit that Advanced: ranged attacks get [ASSAULT] & +1 to Hit	
1CP LIGHTNING ASSAULT	Charge Strategic Ploy
Unit that Fell Back: +2 to Charge roll this phase	
1CP STORM OF VIOLENCE	Fight Battle Tactic
Unit that charged: melee Crit Hits cause 1 extra hit	
1CP RIDE HARD, RIDE FAST	Move Strategic Ploy
MOUNTED/VEHICLE unit: +2" to Move and Advance rolls	
1CP PACK HUNTERS	Fight Battle Tactic
SW unit: +1 to Wound in melee vs enemy engaged by another SW unit	

KEYWORD REFERENCE

Deep Strike

Set up in Reserves, arrive 9"+ from enemies

Deadly Demise X

On death, 6+ = X mortal wounds to units w/in 6"

Leader

Attaches to bodyguard unit, wounds go to bodyguards first

Rapid Fire X

+X attacks at half range

Twin-linked

RR Wound roll

Lethal Hits

Crit Hit auto-wounds

Dev Wounds

Crit Wound = mortals equal to damage, no saves

Torrent

Auto-hit

Precision

Can allocate wounds to visible CHAR

Hazardous

After attacks, roll D6 per hazardous wpn used; 1 = 3MW

Anti-X Y+

Unmod wound Y+ vs keyword X = Crit Wound

Extra Attacks

Bonus attacks, doesn't replace other melee

Assault

Can shoot after Advancing (only Assault weapons)

Pistol

Can shoot in engagement range (only at engaged unit)

Ign Cover

Target can't benefit from cover

Grenades

Unit can use Grenade stratagem (D6 S4 AP0 D1 Blast at 6")

Smoke

Unit can use Smokescreen stratagem (-1 to Hit vs this unit)

POINTS SUMMARY

Unit	Qty	Each	Total
Arjac Rockfist	1	105	105
Logan Grimnar	1	110	110
Wolf Priest	1	85	85
Bjorn the Fell-Handed	1	160	160
Blood Claws (10)	1	135	135
Grey Hunters (10)	1	165	165
Wolf Guard Terminators (10)	3	340	1020
Fenrisian Wolves (5)	2	40	80
Venerable Dreadnought	1	130	130

TOTAL

1990 pts

FACTION RULE: Oath of Moment

Start of Cmd phase: pick 1 enemy unit. RR Hit rolls vs that unit.

DETACHMENT RULE: Lightning Assault

All ADEPTUS ASTARTES can charge after Advancing or Falling Back