

Strategem: Teleportarium



When: End of Opponent's Fight Phase -1CP

TARGET: Up to two Kill Team units from your army, or one other Adeptus Astartes Infantry unit from your army.

EFFECT: Remove those units from the battlefield. In the Reinforcements step of your next Movement phase, set each of those units up anywhere on the battlefield that is more than 9" horizontally away from all enemy models.

RESTRICTIONS: You cannot select any units that are within Engagement Range of one or more enemy units

COST: 1 Command point

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Strategem: Armor of Contempt



When: Opponent's Shooting Phase -1CP

TARGET: One Adeptus Astartes unit from your army that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, each time an attack targets your unit, worsen the Armor Penetration characteristic of that attack by 1.

COST: 1 Command Point

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The Tome of Ectoclades



Artifact

Watch Master or Captain model only. Once per battle, after you have selected an enemy unit using the Oath of Moment ability in your Command phase, the bearer can use this Enhancement if they are on the battlefield. When they do, select a second enemy unit – until the start of your next Command phase, each time an Adeptus Astartes model from your army makes an attack that targets either of those enemy units, you can re-roll the Hit roll and you can re-roll the Wound roll.

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Osseus Key



Artifact

Watch Master or Techmarine model only. At the start of your opponent's Shooting phase, select one enemy Vehicle unit (excluding Titanic units) within 12" of and visible to the bearer. That model must take a Leadership test. If that test is passed, until the end of the phase, each time a model in that unit makes an attack, subtract 1 from the Hit roll; if that test is failed, that unit is not eligible to shoot this phase.

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The Beacon Angels



Artifact

Models in the bearer's unit have the Deep Strike ability. In addition, you can target the bearer's unit with the Rapid Ingress Strategem for OCP.

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Thief of Secrets



Artifact

Improve the Strength, Damage and Armor Penetration characteristics of the bearer's melee weapons by 1. If an enemy model is destroyed as the result of a melee attack made by the bearer, at the end of that phase, until the end of the battle, improve the Strength, Damage and Armor Penetration characteristics of the bearer's melee weapons by 2 instead.

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Strategem: Hellfire Rounds



When: Your Shooting Phase -1CP

TARGET: Two Kill Teams, or one Adeptus Astartes unit from your army (excluding Vehicles) that has not been selected to shoot this phase.

EFFECT: End of the phase, ranged weapons (except Devastating Wounds wpns) equipped by your unit have the [ANTI-INFANTRY 2+] and [ANTI-MONSTER 5+] abilities.

RESTRICTIONS: You cannot select any units that have already been targeted with other special issue ammunition.

COST: 1 Command Point

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Strategem: Dragonfire Rounds



When: Your Shooting Phase -1CP

TARGET: Two Kill Team units from your army, or one Adeptus Astartes unit from your army (excluding Vehicles) that has not been selected to shoot this phase.

EFFECT: Until the end of the phase, ranged weapons equipped by models in your unit have the [ASSAULT] and [IGNORES COVER] abilities.

RESTRICTIONS: You cannot select any units that have already been targeted with other special issue ammunition.

COST: 1 Command Point

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Mission Tactic: Purgatus



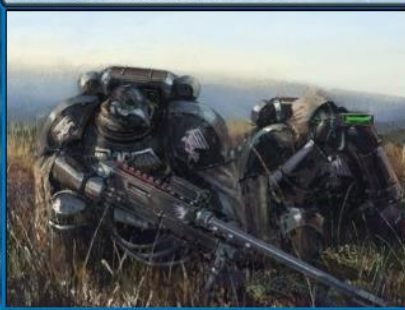
When: Start of Command Phase

While this Mission Tactic is active, each time an Adeptus Astartes unit from your army makes an attack, if a Critical Hit is scored, that attack has the **[PRECISION]** ability.

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Stragem: Kraken Rounds



When: Your Shooting Phase

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TARGET: Two Kill Team units from your army, or one Adeptus Astartes unit from your army (excluding Vehicles) that has not been selected to shoot this phase.

EFFECT: Until the end of the phase, improve the Armor Penetration characteristic of ranged weapons in your unit by 1 and improve the range of those weapons by 6".

RESTRICTIONS: You cannot select any units that have already been targeted with other special issue ammunition.

COST: 1 Command Point

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Mission Tactic: Furor



When: Start of Command Phase

While this Mission Tactic is active, weapons equipped by Adeptus Astartes units from your army have the **[SUSTAINED HITS 1]** ability.

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Mission Tactic: Malleus



When: Start of Command Phase

While this Mission Tactic is active, weapons equipped by Adeptus Astartes units from your army have the **[LETHAL HITS]** ability.

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