

AMBUSH

Your scouts catch the enemy's reinforcements in a lethal cross-fire.

When Revealed: At the end of an enemy Movement phase.

Effect: Choose one enemy unit that has come onto the table from strategic reserve that turn. Each model in the affected unit is hit by the following sniper weapon (vehicles are hit on the Rear armour).

S: n/a, **AP:** 3, **Type:** Sniper, Pinning.

As well as the chosen unit, all of the enemy units that have used the Flank March asset in that turn's Movement phase are also hit by the Ambush.

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FLANK MARCH

Circumventing the enemy's forces, your reserve forces attack from an unexpected direction.

When Revealed: When first used.

Effect: The strategic reserves under command of the player that chose this asset may enter play from any and all table edges.

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STRATEGIC REDEPLOYMENT

Whether by teleportation, airlift or superhuman effort, your forces can redeploy at lightning pace.

When Revealed: At the beginning of one of your Movement phases.

Effect: Once during the game, all units belonging to the player that chose this asset may strategically redeploy. This allows any of the player's units that are currently able to move, to move an unlimited distance in the Movement phase, as long as no part of the move takes place within 12" of an enemy model.

Units that strategically redeploy may not shoot or assault in the same turn.

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CAREFUL PLANNING

The high commanders of your army are famed for the meticulous preparation of their battle plans.

When Revealed: When used.

Effect: The player that chose this asset may bring on up to half of his units in strategic reserve in the first turn. In the second turn he must then bring on the rest of the units he has left in strategic reserve.

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HOLD AT ALL COSTS

Your troops count their victories in land gained rather than casualties sustained.

When Revealed: Before beginning the first turn.

Effect: Non-vehicle units under the command of the player that chose this asset count as scoring units even if they are below 50% strength (in which case they are worth victory points equal to half the unit's points value towards capturing the objective).

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VITAL OBJECTIVE

If you can claim a section of the battlefield critical to your plans then victory is as good as won.

When Revealed: Before beginning the first turn.

Effect: When the Asset is revealed, the player chooses one of the objectives as "vital" and writes down which one it is, so that the opposing side does not know which one has been selected.

This choice is then revealed at the end of the game, and if your side controls your vital objective this counts as controlling two objectives.

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CAMOUFLAGE

Low cunning and a handful of mud can sometimes be the difference between life and death.

When Revealed: When deploying.

Effect: All units under the command of the player that picked this asset receive a +5 Cover Save during the enemy's first Shooting phase (vehicles count as obscured).

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RECON

Your forces know every foxhole and obstacle in this crucible of battle, and manoeuvre across the terrain with ease.

When Revealed: The first time it is used.

Effect: All models on the side that chose this Asset may re-roll the dice when taking difficult and dangerous terrain tests for the entire game.

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VORTEX GRENADE!

Your force has the courage to employ the most potent man-portable weapon in the galaxy – the dreaded Vortex grenade.

When Revealed: Before deployment is commenced.

Effect: When used.

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ANTI-PLANT BARRAGE

Vegetation upon the battlefield is reduced to an acidic sludge, opening fire lanes and denying cover.

When Revealed: In the Shooting phase of one of your player turns.

Effect: Roll a D6 for every removable terrain feature representing a wood, jungle or any other type of plant on the table. On a roll of 2+ the piece is removed. If you have suitable terrain, replace the woods with a feature representing the mushy residue left behind, counting this as Difficult terrain only (no Cover save).

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LONG RANGE ACK-ACK

Your anti-aircraft guns have range enough to command the entire battlefield, protecting your ground-based troops and vehicles from aerial attack. Flyers beware!

When Revealed: At the beginning of one enemy Movement phase.

Effect: Pick one enemy flyer. The model must immediately Disengage (or may not enter the table this turn if it is still in strategic reserve). The affected flyer may choose to force its way through the anti-aircraft fire and ignore the effect described above, but it will suffer three Strength 8, AP3 hits (on Side armour, if applicable) as it flies through the flak.

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SCHEDULED BOMBARDMENT

The clock is ticking for the enemy as your allies in low orbit add their firepower to your own.

When Revealed: Before deployment.

Effect: Before either side starts to deploy their troops, the player that chose this Asset must secretly record three points anywhere on the battlefield that will be hit by an Orbital Bombardment (see the appropriate strategic asset). The player must also record the turn in which each Orbital Bombardment will strike, but is allowed only one per turn.

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BLIND BARRAGE

When Revealed: At start of any Game Turn, including the first.

Effect: Pick a point anywhere on the table and place a marker of some kind upon it (a small coin will do just fine!). Then roll for scatter as you would do if firing a barrage weapon with no line of sight to the target, and move the marker to the position indicated by the scatter roll. Then place a second marker anywhere you like not more than 36" from the first marker, and roll for scatter for this marker also. Draw an imaginary line between the two markers. For the remainder of the Game Turn the line of sight of any unit is blocked if it crosses this line.

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ORBITAL BOMBARDMENT

When Revealed: In the Shooting phase of one (and only one!) of your player turns.

Effect: Roll a D3. If the dice roll is equal to or less than the turn number, then you may use the Bombardment. If the D3 roll is greater than the turn number, the attack is delayed and may not be used — roll again next turn. When the attack is available, place the Apocalyptic Barrage template anywhere on the table. The bombardment has the following profile: Apocalyptic Barrage (4), S8, AP3, Pinning. The bombardment always hits the side armour of vehicles and counts as ordnance.

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SURGICAL RAIDS

Prior to the battle, trained assassins and commandos have been dispatched to cripple isolated enemy forces.

When Revealed: After deployment but before the first turn takes place.

Effect: Each enemy unit on the table that consists of a single model suffers a Strength 5, AP2 hit (vehicles are hit on side armour).

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JAMMERS

The comms channels of the enemy are blocked with static, forcing them to deploy blind.

When Revealed: After the bid for deployment, just before the opposing team is given the five minutes to talk about their deployment.

Effect: The opposing team lose their five minutes to discuss deployment and must begin deploying straight away. In addition, they may not communicate with each other during deployment, until the dice to go first is rolled (no speaking, writing, body language or telepathy!).

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PRECISION STRIKE

An orbiting ship picks up the position of an enemy unit and feeds firing data to your troops on the ground.

When Revealed: In the Shooting phase of one of your player turns.

Effect: Pick one enemy unit (not a flyer). All friendly models that fire at the chosen enemy unit and are found to be in range hit on a 2+ in that turn's Shooting phase.

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BUNKERS

Your forces have raised heavy duty fortifications that protect them against enemy assault.

When Revealed: When the side that chose this asset is deploying.

Effect: The player may set-up up to six Bunkers in his side's deployment area. However, each bunker must be manned by a unit belonging to the player that chose this option. See the Warhammer 40,000 rulebook for a description of how to make and use Bunkers.

BATTLEFIELD ASSET



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MINEFIELDS

Every square foot of ground the enemy takes must be paid for in blood.

When Revealed: After both sides have deployed, but before the first turn.

Effect: You may mark out one minefield in No-Mans Land or your own deployment zone. The minefield is 6" wide and 36" long. Show the minefield by placing markers at the four corners. If you wish you may split it into two 18" long minefields, or three 12" long minefields. The minefield counts as difficult, dangerous terrain, and any units that suffer any casualties from it must test for pinning.

BATTLEFIELD ASSET



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DISRUPTOR BEACON

Comms gear and auspex arrays are confounded by this scrambler device.

When Revealed: During deployment.

Effect: Whenever enemy Reserves arrive within 48" of the marker, roll a D6. On a roll of 4+, the player owning the beacon may choose a new entry point. The new point may not be in Impassable terrain.

FRONT LINE ASSET



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OBSTACLES

The battlefield is dotted with obstacles designed to hinder and maim any who approach your position.

When Revealed: Before deployment takes place.

Effect: The player that chose this asset is allowed to place up to twelve of the following obstacles anywhere in their deployment area or in No-Mans Land. All obstacles should be about 6" long. You may choose to place a variety of different obstacles if you wish, as long as the total number does not exceed twelve.

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OBSTACLES PART 2

Barricades: Barricades provide a 4+ Cover Save. They are difficult ground for infantry and non-skimmer vehicles. They are removed if passed through by a non-skimmer vehicle.

Razor-wire: Razor-wire is difficult, dangerous terrain for all non-vehicle models. Vehicles can drive over razor-wire with no effect.

Tank Traps: Tank traps are impassable to all vehicles except skimmers and flyers. They do not affect non-vehicle movement, but provide a 5+ Cover Save for non-vehicle models sheltering behind them.

Important: In order to use this asset you will need at least one (and preferably more) Obstacle terrain pieces.

BATTLEFIELD ASSET



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NULL FIELD GENERATOR

The arcane device suppresses the energies of the Warp in a wide radius.

When Revealed: During deployment.

Effect: Roll a dice every time a Psychic test is taken by a model within 36" of the device, that power is nullified on a roll of a 2+ (perils of the warp apply as normal). Daemons may not enter play within 12" of the device.

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TUNNELS

When Revealed: After deployment, but before the first turn takes place.

Effect: The player that chose this asset may place D6+3 tunnel markers anywhere on the table at ground level. That player's Infantry units in strategic reserve and without a dedicated transport may choose to either enter play normally, or move onto the table via any tunnel marker. Units that enter via the tunnels move onto the table as if the marker was a table edge, but may not assault the turn they arrive. Tunnel markers within 1" of an enemy may not be used, and only one unit may exit from each marker per turn. If both sides choose this asset, then each side places D3+3 markers, and each side can use any of the markers placed to enter play!

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SHIELD GENERATOR

A technological marvel guards the core of your force with a potent force field.

When Revealed: During deployment.

Effect: Non-vehicle models within 12" of the marker receive a 4+ invulnerable save against any attack originating from more than 12" away from the generator (vehicles count as Obscured instead).

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SUPREME HEADQUARTERS

Your high command leads from the front, providing inspirational leader ship to your troops on the ground.

When Revealed: During deployment.

Effect: All units from the player that chose this asset within 12" of the marker benefit from the following special rules: Counter-Attack, Fearless, Night Vision/Acute Senses, Tank Hunters.

FRONT LINE ASSET



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