

WHAT THE 40K

WHAT THE FAQ

IMPERIAL FISTS 10th ed.

Version 1.0

WHAT THE FAQ is a *fan-made, unofficial, non-profit game mod for Warhammer 40,000.*

IMPERIAL FISTS ANVIL SIEGE DETACHMENT MOD

This document outlines a modification for the Space Marines Anvil Siege Force detachment intended to provide Imperial Fist players an improved set of mechanics which are more thematically rich and viable relative to the official detachment offerings.

Changes to the official mechanics may seem subtle, but are designed to have deeper impact. See Designer notes for the rationale and details.

ANVIL SIEGE FORCE+

DETACHMENT RULE	ENHANCEMENTS
<p>SHIELD OF THE IMPERIUM <i>The Imperial Fists drill tirelessly with their armaments, perfecting the art of purging their enemies from behind heavy ramparts with hails of pinpoint fire.</i></p> <ul style="list-style-type: none"> • Ranged weapons equipped by ADEPTUS ASTARTES models from your army have the [HEAVY] ability. • In addition if a weapon meets any of the criteria below, each time an attack is made with that weapon, if the attacking model's unit did not move this turn, add 1 to the Wound roll. <ul style="list-style-type: none"> • If it already has the [HEAVY] ability. • If it has a Strength characteristic greater than 7. • If it is a Bolt weapon. <p><i>Bolt weapon refers to any weapon which has 'Bolt' in its name.</i></p>	<p>INDOMITABLE FURY - 15 pts⁽²⁰⁾ <i>Unyielding are the Imperial Fists, refusing to relent and exacting the bloody price of victory from their foes even when retreat might prove more prudent.</i></p> <p>GRAVIS model only. The first time the bearer is destroyed, at the end of the phase, 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 2D3 wounds remaining.</p> <p>FLEET COMMANDER - 20 pts⁽¹⁵⁾ <i>Orbital firepower is often called upon by this leader.</i></p> <p>CAPTAIN only models. <ul style="list-style-type: none"> • While the bearer is leading a unit, ranged weapons equipped by models in that unit have the [IGNORES COVER] ability. • 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. </p> <p>STOIC DEFENDER - 15 pts <i>Imperial Fist leaders have a gift for bolstering defensive positions.</i></p> <p>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.</p> <p>HAND OF DORN - 20 pts <i>This champion of the Chapter is a true inheritor of the tactical acumen of his Primarch.</i></p> <p>Once per turn, you can target a unit within 6" of the bearer, with the Fire Overwatch Stratagem for OCP, and can do so even if you have already used that Stratagem on a different unit this phase.</p>

STRATAGEMS

ARMOUR OF CONTEMPT - 1CP

ANVIL SIEGE FORCE - BATTLE TACTIC

The belligerency of the Adeptus Astartes, combined with their transhuman physiology, makes them unyielding foes to face.

WHEN: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.

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 Armour Penetration characteristic of that attack by 1.

NO THREAT TOO GREAT - 2 CP

ANVIL SIEGE FORCE - BATTLE TACTIC

Even the greatest of behemoths has a chink in its armour and the Adeptus Astartes are well versed in exploiting such weaknesses.

WHEN: Your Shooting phase.

TARGET: One **ADEPTUS ASTARTES** unit from your army that has not been selected to shoot this phase.

EFFECT: Until the end of the phase, each time a model in your unit makes a ranged attack that targets a **MONSTER** or **VEHICLE** unit, you can re-roll the Wound roll.

• In addition, increase the Damage characteristic by 1 for attacks made by weapons with a Strength characteristic greater than 7. **INFANTRY** and **MOUNTED** units (excluding **GRAVIS** and **CENTURION** units), can only claim this benefit if they Remained Stationary this turn.

RIGID DISCIPLINE - 1CP

ANVIL SIEGE FORCE - STRATEGIC PLOY

Cleaving to duty, the Adeptus Astartes refuse to be drawn out of position. Instead they secure ground to establish new fire lines to the enemy.

WHEN: End of the Fight phase.

TARGET: One **ADEPTUS ASTARTES** unit from your army that is within Engagement Range of one or more enemy units.

EFFECT: Your unit can immediately make a Fall Back move of up to 6".

RESTRICTIONS: When making that move, your unit must end that move either wholly within your deployment zone or within range of an objective marker.

BATTLE DRILL RECALL - 1CP

ANVIL SIEGE FORCE - BATTLE TACTIC

Space Marines train for countless hours to master their weapons and in the heat of battle.

WHEN: Your Shooting phase.

TARGET: One **ADEPTUS ASTARTES** unit from your army 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 **[SUSTAINED HITS 1]** ability. If a weapon already has the **[SUSTAINED HITS]** ability increase it by 1 (ie **[SUSTAINED HITS 1]** becomes **[SUSTAINED HITS 2]**).

• If your unit Remained Stationary this turn, then until the end of the phase, each time a model in your unit makes a ranged attack, a successful unmodified Hit roll of 5+ scores a Critical Hit.

NOT ONE BACKWARDS STEP - 1CP

ANVIL SIEGE FORCE - STRATEGIC PLOY

Space Marines battle with the fiercest determination to achieve victory, and will fight unto death to hold every defensive line or to secure gains they have wrested from the enemy.

WHEN: Your Command phase.

TARGET: One **ADEPTUS ASTARTES INFANTRY** unit from your army within range of an objective marker.

EFFECT: Until the end of the turn, double the Objective Control characteristic of models in your unit, but it must Remain Stationary this turn.

HAIL OF VENGEANCE - 2CP

ANVIL SIEGE FORCE - STRATEGIC PLOY

Space Marines possess incredible battlefield awareness and marksmanship, they apply blunt and decisive strikes wherever possible.

WHEN: Your opponent's Shooting phase, just after an enemy unit has resolved its attacks.

TARGET: One **ADEPTUS ASTARTES** unit from your army that had one or more of its models destroyed as a result of the attacking unit's attacks.

EFFECT: Your unit can shoot as if it were your Shooting phase, but it can only target visible enemy units, and can only do so if that enemy unit is an eligible target.

Designer Notes for v1.0 - When printing this PDF, feel free to exclude this page.

ANVIL SIEGE FORCE+

For version 1.0 check out the published YouTube video.

<https://youtu.be/gZ3sVZPP-NU>