



EMPEROR'S SHIELD

Comprising the Chapter's most elite veterans, the Imperial Fists 1st Company – known as the Emperor's Shield – are an indomitable fighting force. Led by First Captain Lysander, the battle-brothers of the 1st favour the application of overwhelming force, striking always where the enemy is strongest, picking out priority targets and shattering them in coordinated assaults. Vanguard Veterans charge into the fray, tearing at exposed flanks and forcing gaps in the enemy line. Meanwhile, the Chapter's Sternguard stride forward to exploit these breaches and seize ground. Lysander and his Terminator bodyguard are always at the centre of the fighting, inserted by Land Raider or orbital teleportarium to rip out the heart of the enemy in stunning and precisely targeted displays of martial might.

DETACHMENT RULE



WRATH OF DORN

Lysander leads the elite of the Imperial Fists to where the fighting is thickest, there to bring ruin to those who would see the walls of the Imperium torn down.

Each time a model from your army with the Oath of Moment ability makes an attack that targets your Oath of Moment target, you can re-roll a Wound roll of 1.

Each time a model in a **DARNATH LYSANDER** unit from your army makes an attack that targets your Oath of Moment target, you can re-roll the Wound roll.

RESTRICTIONS



Your army can include **IMPERIAL FISTS** units, but it cannot include any **ADEPTUS ASTARTES** units drawn from any other Chapter.

ENHANCEMENTS



CHAMPION OF THE FEAST

A victor in the Feast of Blades, this battle-brother is a master of close-quarters fighting.

ADEPTUS ASTARTES model only. Add 1 to the Attacks characteristic of the bearer's melee weapons. Once per battle, at the start of any phase, the bearer can use this Enhancement. If it does, until the end of the phase, add 1 to the Attacks characteristic of melee weapons equipped by other models in the bearer's unit as well.

DISCIPLE OF RHETORICUS

This battle-brother is well versed in the Book of the Five Spheres, drawing upon the teachings of that ancient treatise to command with clarity and purpose.

ADEPTUS ASTARTES TERMINATOR model only. Improve the Objective Control characteristic of the bearer by 1. Once per battle, at the start of any phase, the bearer can use this Enhancement. If it does, until the end of the phase, add 1 to the Objective Control characteristic of other models in the bearer's unit as well.

INDOMITABLE CHAMPION

Even seemingly mortal wounds will not turn a son of Dorn from his duty.

ADEPTUS ASTARTES TERMINATOR model only. The first time the bearer is destroyed, roll one D6 at the end of the phase. On a 2+, 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 3 wounds remaining.

MALODRAXIAN STANDARD

Crafted in the aftermath of Lysander's great victory over the Iron Warriors on Malodrax, this gilded banner inspires the Imperial Fists to shatter their foes.

ADEPTUS ASTARTES ANCIENT model only. Each time an attack targets the bearer's unit, if the Strength characteristic of that attack is greater than the Toughness characteristic of the bearer's unit, subtract 1 from the Wound roll.



ARMOUR OF CONTEMPT

EMPEROR'S SHIELD – BATTLE TACTIC STRATAGEM

The belligerence of the Adeptus Astartes combined with their post-human 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.



FURY OF THE FIRST

EMPEROR'S SHIELD – BATTLE TACTIC STRATAGEM

Losses only serve to stoke the fiery wrath of the Imperial Fists and increase their resolve.

WHEN: Your Shooting phase or the Fight phase.

TARGET: One **ADEPTUS ASTARTES TERMINATOR**, **BLADEGUARD VETERAN SQUAD**, **STERNGUARD VETERAN SQUAD** or **VANGUARD VETERAN SQUAD** unit from your army that has not been selected to shoot or fight this phase.

EFFECT: Until the end of the phase, each time a model in your unit makes an attack, add 1 to the Hit roll. If your unit is below its Starting Strength, add 1 to the Wound roll as well.



OBDURATE VENGEANCE

EMPEROR'S SHIELD – BATTLE TACTIC STRATAGEM

Even when established wisdom favours retreat, the Imperial Fists remain defiant. Stubborn to the last, they would give their lives in the name of honour and the destruction of their foes.

WHEN: Fight phase, just after an enemy unit has selected its targets.

TARGET: One **ADEPTUS ASTARTES TERMINATOR**, **BLADEGUARD VETERAN SQUAD**, **STERNGUARD VETERAN SQUAD** or **VANGUARD VETERAN SQUAD** 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 a model in your unit is destroyed, if that model has not fought this phase, roll one D6: on a 3+, do not remove it from play. The destroyed model can fight after the attacking unit has finished making its attacks, and is then removed from play.



WRATHFUL CONQUERORS

EMPEROR'S SHIELD – STRATEGIC PLOY STRATAGEM

The battle-brothers of the Imperial Fists 1st Company advance with merciless efficiency, eliminating all resistance and staking the Emperor's claim.

WHEN: Your Movement phase.

TARGET: One **ADEPTUS ASTARTES TERMINATOR**, **BLADEGUARD VETERAN SQUAD**, **STERNGUARD VETERAN SQUAD** or **VANGUARD VETERAN SQUAD** unit from your army within range of an objective marker you control.

EFFECT: That objective marker remains under your control, even if you have no models within range of it, until your opponent controls it at the start or end of any phase.



DISCIPLINED EXTERMINATION

EMPEROR'S SHIELD – BATTLE TACTIC STRATAGEM

Masters of bolter drill, the Imperial Fists utilise precise fire patterns to scour their enemies from hiding places and fell them in droves.

WHEN: Your Shooting phase.

TARGET: One **ADEPTUS ASTARTES TERMINATOR**, **BLADEGUARD VETERAN SQUAD**, **STERNGUARD VETERAN SQUAD** or **VANGUARD VETERAN SQUAD** 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 **[IGNORES COVER]** ability and improve the Armour Penetration characteristic of such weapons by 1.



DROPSHIP EXTRACTION

EMPEROR'S SHIELD – BATTLE TACTIC STRATAGEM

Making use of a lull in fighting, Terminator squads pull back from the front line, boarding airborne transports and withdrawing to prepare their next assault.

WHEN: End of your opponent's Fight phase.

TARGET: One **ADEPTUS ASTARTES TERMINATOR** unit from your army. You cannot target a unit that is within Engagement Range of one or more enemy units.

EFFECT: Remove your unit from the battlefield and place it into Strategic Reserves.