

Fury from the skies

These supplementary rules will force your opponent to test for morale and getting pinned when you deploy by Deep Strike

Deep Strike Shock

Reserve troops may arrive suddenly and unexpectedly on the battlefield using a variety of Deep Strike methods including teleportation, drop pods, jet packs, tunnelling and summoning being just the few that we are aware of (see main rulebook page 84).

The shock and surprise of this initial deployment can cause any enemy units near the deployment zone to reassess their situation and fall back to a stronger position if needed or simply point their weapons at the new target and get on with it.

To represent this, all non-friendly ('defending units') units that can see a reserve unit that has just deployed by the Deep Strike method within 6" of it must take a morale test. They must take this test as soon as the Deep Striking unit has arrived. It should be noted that some units are exempt from morale tests, or are fearless, or are so zealous or just plain stupid that their morale never wavers, consult your Codex. A defending unit may need to take more than one morale test depending on the number of Deep Striking units arriving within 6".

In addition, defending units suffering casualties from shooting from the Deep Striking unit must also take a pinning test.

This test must be taken DURING the turn that any Deep Strike unit arrives, and may not be carried over onto any other turn.

Testing morale

Roll 2D6 and compare the result to the testing unit's Leadership value. If the score is equal to or under the unit's Leadership value, the test is passed. If the score is higher than the test has been failed and the unit must immediately fall back.

A unit that is already falling back, is pinned or is locked in close combat does not have to take this test. Nor if it outnumbers the Deep Striking unit by at least 2-1.

The Morale test is modified by the following factors:

-1 if the unit is below 50% of its starting strength.

Failing and Falling Back

Units fall back using the normal Fall Back rules (see page 48 of the main rulebook).

Example One

A squad of Deathwing Terminators arrives on the table by teleportation, landing within 4" of a Mob of Ork Slugga Boyz forcing the Orks to take a morale test. The Ork Mob was 20-strong at the start of the game and has already lost 6 as casualties, bringing its current strength down to 14, but as it still outnumbers the Deathwing Squad by over 2-1 this bolsters the Orks resolve so they do not need to test.

Deep Strike Pinning

Defending units suffering casualties from shooting by assault or heavy weapons from a Deep Striking unit must take a leadership test. Roll 2D6 and compare the result to the testing unit's Leadership value. If the score is equal to or under the unit's Leadership value, the test is passed. If the score is higher than the test has been failed and the unit is pinned during the next turn.

The Leadership characteristic is modified by the following factor:

-1 if the unit suffered casualties from shooting by a Deep Striking unit.

Defending Units that are already falling back do not need to take this pinning test. If the unit suffers over 25% casualties from shooting by the Deep Striking unit it does not need to take a morale test, the pinning test overrides it.

This test must be taken DURING the turn that any casualties are incurred, and may not be carried over onto any other turn.

Becoming pinned

Units failing their pinning test follow normal pinning rules (see page 32 of the main rulebook).

Example Two

The same Deathwing Squad opens fire on the Ork Mob killing 9 of them. The Orks are forced to take a pinning test due to these casualties and after the modifier has been applied, they fail, and are pinned next turn.



Fury from the skies increases the potency of your Deep Striking forces.