

WARHAMMER
40,000

APOCALYPSE



COMMAND ASSETS

APOCALYPSE

BLOOD AND GUTS

Upon the battlefield there comes a time to dispense with feints and manoeuvres, and to settle the action through the application of swift and brutal violence.

This Command Asset can be used when you select a Detachment from your army to carry out an Assault order, before any units in that Detachment make an action (excluding free actions) this phase. When used, until the end of the phase, re-roll hit rolls of 1 for attacks made by units in that Detachment.

APOCALYPSE

DEMOLITIONS

Enemy fortifications can be reduced to rubble using high explosives, seismic charges, vibro-bombs or any number of bunker-busting technologies.

This Command Asset can be used in the Action phase. When used, select one Defensible Terrain feature on the battlefield – you cannot select one that is garrisoned by units from your army. For the rest of the turn, that terrain feature is treated as an enemy **SUPER-HEAVY TRANSPORT** unit that you can target with attacks. If, at the start of the Damage phase, the terrain feature has three or more large blast makers next to it, it is destroyed (no saving throws are made for it). Units that were garrisoning the terrain feature must leave it in the same manner as a unit disembarking a destroyed **TRANSPORT**. Then remove that terrain feature from the battlefield.

APOCALYPSE

DIVINE INTERVENTION

In the darkest hour, even when it appears as if all is lost, the truly heroic can alter fates as if the hand of destiny itself reached down to aid them.

This Command Asset can be used after rolling any dice in the Orders, Action or Damage phase. When used, change the result of that dice to a result of your choosing.

APOCALYPSE

FINEST HOUR

Although the fury of an opposing army might be turned upon them, they choose not to cower in fear but to strike. In that hour of greatest need, the heroic rise to the occasion, smiting the foe to become legends.

This Command Asset can be used in the Action phase. When used, select your Warmaster or one **WARLORD** from your army. Until the end of the turn, add 1 to that unit's Attacks characteristic and add 2 to wound rolls for attacks made with melee weapons by that unit. In addition, until the end of the turn, that unit's melee weapons have the Destroyer ability.



APOCALYPSE

HOLD AT ALL COSTS

No matter the pain, no matter the cost in lives, where your forces have planted their flags they refuse to give ground. Let the enemy come – they shall break upon your iron-hard resolution.

This Command Asset can be used in any phase. When used, select one unit from your army. Until the end of the battle, that unit has the Objective Secured ability.



APOCALYPSE

NOBLE SACRIFICE

Triggering a final salvo, setting the reactor to self-destruct or igniting the bio-fuel with a final spasming death throe – there are any number of ways for a super-heavy asset to ensure its final demise is recorded in the annals of history.

This Command Asset can be used when a **SUPER-HEAVY** unit from your army is destroyed, before rolling to see whether that unit explodes or collapses in such a way as to crush those nearby. When used, do not roll one D12 to see if the unit explodes or collapses in such a way as to crush those nearby – it automatically does so instead.

APOCALYPSE

OVERWHELMING FIREPOWER

With a single command, you unleash a hellish salvo of unrelenting fury – now is the moment to concentrate your fire into one devastating volley.

This Command Asset can be used when you select a Detachment from your army to carry out an Aimed Fire order, before any units in that Detachment make an action (excluding free actions) this phase. When used, until the end of the phase, re-roll hit rolls of 1 for attacks made by units in that Detachment.

APOCALYPSE

PRIORITY ORDERS RECEIVED

It is said that in warfare those who can best adapt to the unexpected ultimately gain the upper hand.

This Command Asset can be used in the Action phase, before your Warmaster's Detachment has carried out its order. When used, select one other Detachment from your army that has not yet carried out its order this phase, and whose Commander is within 24" of your Warmaster. If you do, change both Detachments' orders to either Advance, Aimed Fire or Assault (both Detachments' orders must be changed to the same order).



APOCALYPSE RESUPPLY

The logistics of war can mean the difference between triumph and running out of ammunition. It is difficult to keep the biggest guns fed, but those who accomplish such a feat find their efforts amply rewarded.

This Command Asset can be used in the Set Up Reinforcements step of the Orders phase. When used, select one Detachment from your army. Weapons units in that Detachment are equipped with that have the One Use Only ability and have already been used in this battle can be used one additional time this battle.



APOCALYPSE

SEEK AND DESTROY

Reducing the maelstrom of battle to an easy-to-follow command can concentrate troops on the task at hand. This order is simple: move out, locate the enemy and annihilate them.

This Command Asset can be used when you select a Detachment from your army to carry out an Advance order, before any units in that Detachment make an action (excluding free actions) this phase. When used, until the end of the phase, re-roll hit rolls of 1 for attacks made by units in that Detachment.

APOCALYPSE

SHOCK ASSAULT

It is a risky manoeuvre, but to charge forwards with guns blazing at point-blank range is a tactic that can break an enemy army.

This Command Asset can be used when you select a Detachment from your army to carry out an Assault order, before any units in that Detachment make an action (excluding free actions) this phase. When used, after all units in that Detachment that you want to make a Move action have done so, each unit in that Detachment can make one Shoot action instead of one Fight action (even though units in Detachments carrying out Assault orders cannot normally make Shoot actions).

APOCALYPSE

STRATEGIC BRILLIANCE

The true mark of strategic genius is to execute the unexpected, to initiate the right manoeuvre at the right time in order to augment your own forces or thwart the plans of your foes.

This Command Asset can be used in any phase. When used, you can look through your Command Asset deck, draw one card of your choice and add it to your hand. Then shuffle the Command Asset deck and place it face down.

APOCALYPSE

TACTICAL FLEXIBILITY

Warfare is fluid, and it is often said that no plan survives contact with the enemy. Those warriors best able to adapt to the situation at hand are the ones most likely to seize victory.

This Command Asset can be used in the Action phase. When used, select one Detachment from your army (excluding Fortification Network Detachments) that has not yet carried out its order this phase. That Detachment's order is replaced with Advance, Aimed Fire or Assault.

APOCALYPSE – PSYCHIC POWER FORCE

The boundless energies of the warp can be concentrated into weapons, augmenting their striking power to an almost unfathomable degree.

This Command Asset is a psychic power. You can only include this Command Asset in your deck if your army includes at least one **PSYKER** unit.

This Command Asset can be used in the Action phase. When used, select one **PSYKER** unit from your army to manifest this power. Until the end of the turn, add 3 to wound rolls for attacks made with melee weapons by that unit. In addition, until the end of the turn, that unit's melee weapons have the Destroyer ability.



ADEPTA SORORITAS

FAITH AND FURY

With the Emperor watching over them, the righteous zeal of the Sisters of Battle burns ever brighter, fuelling their righteous attacks.

This Command Asset can be used before an **ADEPTA SORORITAS** unit from your army makes a Shoot action or a Fight action. Whilst making that action, each time a hit roll for an attack made by that unit is successful, that attack scores two hits instead of one (make a separate wound roll for each hit).



ADEPTA SORORITAS

HAND OF THE EMPEROR

The Adepta Sororitas call upon the Emperor to grant them the strength to strike down their foes.

This Command Asset can be used when you select a Detachment from your army led by an **ADEPTA SORORITAS** Commander to carry out an order, before any units in that Detachment make an action (excluding free actions) this phase. Until the end of the phase, add 1 to wound rolls for attacks made with melee weapons by **ADEPTA SORORITAS** units in that Detachment – add 2 instead if the unit making the attack is an **ADEPTA SORORITAS CHARACTER**.

ADEPTA SORORITAS

PURITY OF FAITH

The faith of the Ecclesiarchy's warriors steels their hearts and bodies against heretical sorceries.

This Command Asset can be used when your opponent uses a Command Asset that is a psychic power, after they select a unit to manifest the power but before its effects are resolved, if there is at least one **ADEPTA SORORITAS** unit from your army within 36" of the unit manifesting the power. When used, roll one D12; on a 1-5, the effects of that Command Asset are resolved as normal, but you can keep this Command Asset in your hand instead of discarding it (it cannot be used again this turn). On a 6+ the effects of that Command Asset are not resolved and this card is discarded as normal.

ADEPTA SORORITAS

THE PASSION

As the enemy close, the Sisters of Battle leap into the fray, launching salvos of point-blank fire and striking at their foes with a speed, ferocity and hatred born of holy fervour.

This Command Asset can be used when you select a Detachment from your army led by an **ADEPTA SORORITAS** Commander to carry out an order, before any units in that Detachment make an action (excluding free actions) this phase. When used, that Detachment's order is replaced with Advance and, until the end of the phase, the Move characteristic of **ADEPTA SORORITAS** units in the Detachment is doubled.



ADEPTUS ASTARTES

BROTHERHOOD OF PSYKERS

Engaged in gestalt psychic communion, an army of Grey Knights is girded against the powers of the warp.

This Command Asset can be used at the end of the Orders phase. When used, select one **GREY KNIGHTS PSYKER** unit from your army that is on the battlefield. Then look through your Command Asset deck; you can draw either one Adeptus Astartes Command Asset card of your choice that is a psychic power, or the Deny the Witch or Adamantium Will card. Add the drawn card to your hand, then shuffle the Command Asset deck and place it face down.

Alternatively, this Command Asset can be used after making a saving throw for an **ADEPTUS ASTARTES** unit from your army. When used, re-roll that saving throw.



ADEPTUS ASTARTES

ONLY IN DEATH DOES DUTY END

The certainty of imminent death does not prevent a Space Marine from exacting his final justice upon the enemies of the Imperium.

This Command Asset can be used when an **ADEPTUS ASTARTES CHARACTER** from your army is destroyed. When used, before removing that unit from the battlefield, it makes two free Fight actions back-to-back (this may result in damage having to be resolved for a unit more than once in the same phase). Whilst making these actions, add 1 to hit rolls and wound rolls for attacks made by that unit.

ADEPTUS ASTARTES

PSYCHIC HOOD

Psychic hoods are embedded with arcane constructions of psychically attuned crystals that allow the Librarians of the Adeptus Astartes that wear them to extend their psychic protection to nearby allies.

You can only include this Command Asset in your deck if your army includes at least one **ADEPTUS ASTARTES PSYKER** unit.

This Command Asset can be used when your opponent uses a Command Asset that is a psychic power, after they select a unit to manifest the power but before its effects are resolved, if there is at least one **ADEPTUS ASTARTES PSYKER** unit from your army within 36" of the unit manifesting the power. When used, roll one D12; on a 3+ the effects of that Command Asset are not resolved.

ADEPTUS ASTARTES

TELEPORT HOMER

Teleport homers emit a powerful signal enabling orbiting Strike Cruisers to lock onto them with their teleportation equipment and transport Terminator-armoured battle-brothers to the new coordinates.

You can only include this Command Asset in your deck if your army includes at least one **TERMINATOR** unit.

This Command Asset can be used in the Action phase. When used, select one **ADEPTUS ASTARTES TERMINATOR** unit from your army. Remove that unit from the battlefield and set it up anywhere on the battlefield that is more than 9" from any enemy units.

ADEPTUS ASTARTES

THE ANGELS OF DEATH

The Space Marines personify the fury of the Emperor's wrath. Heretics, traitors and xenos quail in fear before the Adeptus Astartes, for in their presence they feel the impending vengeance of the Imperium.

This Command Asset can be used in the Damage phase, before your opponent takes a Morale test for one of their units. If that unit is within 12" of any **ADEPTUS ASTARTES** units from your army, the test must be made using one D12 instead of one D6.

ADEPTUS ASTARTES – PSYCHIC POWER

ENGULFING FEAR

The Librarian inveigles his way into the minds of his foes. Subtly, he twists and heightens their fears.

This Command Asset is a psychic power. You can only include this Command Asset in your deck if your army includes at least one **DARK ANGELS PSYKER** unit.

This Command Asset can be used at the start of the Damage phase. When used, select one **DARK ANGELS PSYKER** unit from your army to manifest this power. Until the end of the phase, enemy units subtract 1 from their Leadership characteristic whilst they are within 12" of that **PSYKER** unit.

ADEPTUS ASTARTES – PSYCHIC POWER

GATE OF INFINITY

By concentrating his mental energies, a psyker punches a corridor through the roiling immaterium, allowing him to cross great distances in the blink of an eye.

This Command Asset is a psychic power. You can only include this Command Asset in your deck if your army includes at least one **GREY KNIGHTS PSYKER** unit.

This Command Asset can be used in the Action phase. When used, select one **GREY KNIGHTS PSYKER** unit from your army to manifest this power, then select one friendly **GREY KNIGHTS** unit within 12" of that **PSYKER** unit. Remove the **GREY KNIGHTS** unit from the battlefield and set it up anywhere on the battlefield that is more than 9" from any enemy units.

ADEPTUS ASTARTES – PSYCHIC POWER

JAWS OF THE WORLD WOLF

The Rune Priest implores the spirit of the world upon which he walks to open its rock-fanged maw, and a chasm cracks open under the feet of his chosen enemy, sending them tumbling to their death below.

This Command Asset is a psychic power. You can only include this Command Asset in your deck if your army includes at least one **SPACE WOLVES PSYKER** unit.

This Command Asset can be used in the Action phase. When used, select one **SPACE WOLVES PSYKER** unit from your army to manifest this power, then select one point on the battlefield within 24" of that unit. Draw an imaginary straight line, 1mm in thickness, from any part of that unit to that point, then roll one D12 for each unit this line crosses, excluding the **SPACE WOLVES PSYKER** and units that can **FLY**; on an 8+ place one blast marker next to the unit being rolled for.



ADEPTUS ASTARTES – PSYCHIC POWER

MIGHT OF HEROES

The psyker cages a portion of the immense power of the immaterium within a physical form, whether his own or that of an ally.

This Command Asset is a psychic power. You can only include this Command Asset in your deck if your army includes at least one **ADEPTUS ASTARTES PSYKER** unit.

This Command Asset can be used in the Action phase. When used, select one **ADEPTUS ASTARTES PSYKER** unit from your army to manifest this power, and then select one friendly **ADEPTUS ASTARTES CHARACTER** within 12" of that **PSYKER** unit. Until the end of the phase, that **CHARACTER** cannot make Shoot actions, but add 2 to its Attacks characteristic and 3 to wound rolls for attacks it makes with melee weapons.



ADEPTUS ASTARTES – PSYCHIC POWER

QUICKENING

The Librarian channels his psychic might and the powers of the immaterium flow through him, allowing the target of his focus to move with a speed and purpose previously unimaginable to the human mind.

This Command Asset is a psychic power. You can only include this Command Asset in your deck if your army includes at least one **BLOOD ANGELS PSYKER** unit.

This Command Asset can be used in the Action phase. When used, select one **BLOOD ANGELS PSYKER** unit from your army to manifest this power, then select one friendly **BLOOD ANGELS CHARACTER** within 12" of that **PSYKER** unit. Until the end of the phase, that **CHARACTER** cannot make any Shoot actions, but add 6" to its Move characteristic and 2 to its Attacks characteristic.

ADEPTUS ASTARTES – PSYCHIC POWER

SANCTUARY

Chanting words of warding, the psyker creates a zone of light around him that can both protect him from harm and repel daemonic creatures.

This Command Asset is a psychic power. You can only include this Command Asset in your deck if your army includes at least one **GREY KNIGHTS PSYKER** unit.

This Command Asset can be used at the start of the Damage phase. When used, select one **GREY KNIGHTS PSYKER** unit from your army to manifest this power. Roll one D12 for each enemy **DAEMON** unit in base contact with that unit; on a 10+ place one blast marker next to the unit being rolled for. In addition, until the end of the phase, you can re-roll saving throws made for that **PSYKER** unit.

ADEPTUS CUSTODES

AEGIS OF THE EMPEROR

The warriors of the Adeptus Custodes are forever touched by a spark of the Emperor's own greatness.

This Command Asset can be used when your opponent uses a Command Asset that is a psychic power, after they select a unit to manifest the power but before its effects are resolved, if there is at least one **ADEPTUS CUSTODES** unit from your army within 36" of the unit manifesting the power. When used, roll one D12; on a 4+ the Command Asset that your opponent is attempting to resolve has no effect.

Alternatively, this Command Asset can be used after making a hit roll or wound roll for an **ADEPTUS CUSTODES** unit from your army. When used, re-roll that hit roll or wound roll.



ADEPTUS MECHANICUS

ACQUISITION AT ANY COST

In the eternal quest for knowledge and the acquisition of technology, Tech-Priests require super-human efforts from the troops under their command.

This Command Asset can be used in any phase. When used, select one Detachment from your army led by an **ADEPTUS MECHANICUS** Commander. Until the end of the turn, **ADEPTUS MECHANICUS** units in that Detachment have the Objective Secured ability.



ADEPTUS MECHANICUS

CONQUEROR DOCTRINA IMPERATIVE

The Conqueror Doctrina Imperative can boost the martial subroutines of Skitarii warriors; such energy bursts are short-lived but powerful.

You can only include this Command Asset in your deck if your army includes at least one **SKITARII** unit.

This Command Asset can be used in the Action phase. When used, select up to three **SKITARII** units from your army. Each of those units makes one free Fight action. Whilst making these actions, add 1 to hit rolls for attacks made with melee weapons.

ADEPTUS MECHANICUS

LITANY OF THE ELECTROMANCER

Summoning the spark of the Machine God's divinity that burns within them, the Omnissiah's faithful manifest blazing auras of energy that lay low the unbeliever.

This Command Asset can be used in the Action phase. When used, select one Detachment from your army led by an **ADEPTUS MECHANICUS** Commander. Roll one D12 for each **ADEPTUS MECHANICUS** unit in that Detachment that is in base contact with any enemy units; on an 8+ place one blast marker next to each enemy unit that is in base contact with the unit being rolled for.



ADEPTUS MECHANICUS

MACHINE SPIRIT'S REVENGE

By unlocking the correct blessings, a war engine that is no longer able to serve the Machine God can enact one final triumph.

This Command Asset can be used when an **ADEPTUS MECHANICUS VEHICLE** unit from your army is destroyed, before it is removed from the battlefield. When used, roll one D6 for each unit within 6" of the destroyed unit: on a 4+ place one blast marker next to the unit being rolled for (this may result in damage having to be resolved for a unit more than once in the same phase). The destroyed unit is then removed from the battlefield.



ADEPTUS MECHANICUS

PROTECTOR DOCTRINA IMPERATIVE

The Protector Doctrina Imperative increases the accuracy of Skitarii warriors.

You can only include this Command Asset in your deck if your army includes at least one **SKITARII** unit.

This Command Asset can be used in the Action phase. When used, select up to three **SKITARII** units from your army. Each of those units makes one free Shoot action. Whilst making these actions, add 1 to hit rolls for attacks made with ranged weapons.

ADEPTUS MINISTORUM

RIGHTEOUS RAGE

With righteous fervour, the Emperor's faithful charge into the fray to deliver his furious judgement.

This Command Asset can be used when you select a Detachment from your army led by an **ADEPTUS MINISTORUM** Commander to carry out an order, before any units in that Detachment make an action (excluding free actions) this phase. When used, that Detachment's order is replaced with Assault and, until the end of the phase, add 1 to hit rolls and wound rolls for attacks made with melee weapons by **ADEPTUS MINISTORUM** units in that Detachment.

AELDARI/SLAANESH

ANCIENT DOOM

The Aeldari loathe and fear She Who Thirsts above all else, and they are right to do so, for in Slaanesh they see their doom made manifest.

This Command Asset can be used in the Action phase. When used, select one **AELDARI** unit from your army. Until the end of the phase, you can re-roll hit rolls and wound rolls for attacks made by that unit that target **SLAANESH** units.

Alternatively, this Command Asset can be used at the start of the Damage phase. When used, select one **SLAANESH** unit from your army. Until the end of the phase, roll D12s instead of D6s for Morale tests taken for **AELDARI** units within 6" of that unit.

AELDARI

STRENGTH FROM DEATH

By absorbing the energies of the dying, the Aeldari can channel this life force into themselves, allowing them to move and fight at a supernatural pace.

This Command Asset can be used in the Damage phase, after a unit has been destroyed within 7" of at least one **YNNARI** unit from your army. When used, select one of those **YNNARI** units; that unit makes either one free Move action, one free Shoot action or one free Fight action (this may result in damage having to be resolved for a unit more than once in the same phase).

Alternatively, this Command Asset can be used when an **AELDARI** unit in your army fails a Morale test. When used, re-roll that Morale test.

ASTRA MILITARUM

FIRST RANK, FIRE! SECOND RANK, FIRE!

A good Astra Militarum officer will direct the combined fire of their troops to great effect, bringing down the greatest of threats.

You can only include this Command Asset in your deck if your army includes at least one **OFFICER** unit.

This Command Asset can be used when you select a Detachment from your army led by an **ASTRA MILITARUM OFFICER** Commander to carry out an order, before any units in that Detachment make an action (excluding free actions) this phase. When used, that Detachment's order is replaced with Aimed Fire.

ASTRA MILITARUM

FIX BAYONETS!

With a bellicose cry, troops can be ordered to descend upon their foe with close-quarters weaponry, stabbing, slashing and bludgeoning until they have secured victory for the Emperor.

You can only include this Command Asset in your deck if your army includes at least one **OFFICER** unit.

This Command Asset can be used when you select a Detachment from your army led by an **ASTRA MILITARUM OFFICER** Commander to carry out an order, before any units in that Detachment make an action (excluding free actions) this phase. When used, that Detachment's order is replaced with Assault.



ASTRA MILITARUM

FORWARDS, FOR THE EMPEROR!

With a stirring battle cry, the determined leaders of the Astra Militarum lead their soldiers into the fray to face the myriad horrors of the galaxy.

You can only include this Command Asset in your deck if your army includes at least one **OFFICER** unit.

This Command Asset can be used when you select a Detachment from your army led by an **ASTRA MILITARUM OFFICER** Commander to carry out an order, before any units in that Detachment make an action (excluding free actions) this phase. When used, that Detachment's order is replaced with Advance.



ASTRA MILITARUM

FULL THROTTLE

Rapid mechanised redeployments are paramount to success on the battlefield.

You can only include this Command Asset in your deck if your army includes at least one **LEMAN RUSS** unit and at least one **OFFICER** unit.

This Command Asset can be used when you select a Detachment from your army led by an **ASTRA MILITARUM OFFICER** Commander to carry out an order, before any units in that Detachment make an action (excluding free actions) this phase. When used, select up to three **ASTRA MILITARUM LEMAN RUSS** units in that Detachment; after those units have made their actions this phase, each can then make one additional Move action.

ASTRA MILITARUM

GUNNERS, KILL ON SIGHT!

After endless drilling, tank gunners are sure to make every shot count on the battlefield.

You can only include this Command Asset in your deck if your army includes at least one **LEMAN RUSS** unit and at least one **OFFICER** unit.

This Command Asset can be used when you select a Detachment from your army led by an **ASTRA MILITARUM OFFICER** Commander to carry out an order, before any units in that Detachment make an action (excluding free actions) this phase. When used, select up to three **ASTRA MILITARUM LEMAN RUSS** units in that Detachment; after those units have made their actions this phase, each can then make one additional Shoot action.

ASTRA MILITARUM

INSPIRED TACTICS

A skilled officer can turn a battle on its head, throwing the enemy into confusion while inspiring their own soldiers to acts of remarkable heroism.

You can only include this Command Asset in your deck if your army includes at least one **OFFICER** unit.

This Command Asset can be used in any phase if there is an **ASTRA MILITARUM OFFICER** from your army on the battlefield. When used, look through your Command Asset deck, draw one Astra Militarum Command Asset card of your choice and add it to your hand. Then shuffle the Command Asset deck and place it face down.

ASTRA MILITARUM

VORTEX MISSILE

Vortex missiles are amongst the most lethal warheads available to the Astra Militarum. Upon impact, these weapons tear a hole in the very fabric of reality, pulling everything within a wide blast radius into the warp.

You can only include this Command Asset in your deck if your army includes at least one **DEATHSTRIKE** unit.

This Command Asset can be used at the start of the Action phase. When used, select one **DEATHSTRIKE** unit from your army. Then select one point on the battlefield and place a marker (a coin will do) on that point. At the end of the Action phase, roll one D12 for each unit within 6" of that point; on a 2-3, place one blast marker next to the unit being rolled for; on a 4-8, place two blast markers next to the unit being rolled for; on a 9+ place four blast markers next to the unit being rolled for. Then remove the marker.

ASTRA MILITARUM – PSYCHIC POWER

TERRIFYING VISIONS

The psyker fills their enemies' minds with nightmarish images and visions of torment, seeking to send them fleeing in terror.

This Command Asset is a psychic power. You can only include this Command Asset in your deck if your army includes at least one **ASTRA MILITARUM PSYKER** unit.

This Command Asset can be used at the start of the Damage phase. When used, select one **ASTRA MILITARUM PSYKER** unit from your army. Until the end of the phase, each time an enemy unit fails a Morale test whilst within 6" of that **PSYKER** unit, two damage markers are placed next to that enemy unit, instead of only one.



ASURYANI

PHANTASM

The Asuryani are masters of misdirection, and they employ holo-emitters and psychic phantasms to fool enemy scanners.

This Command Asset can be used in the Action phase, when an **ASURYANI** unit from your army is picked as the target of attacks with a ranged weapon. Before any hit rolls are made for the firing unit's attacks, remove that **ASURYANI** unit from the battlefield and then set it up anywhere on the battlefield that is more than 9" from any enemy units. If that **ASURYANI** unit is no longer visible to the firing unit, or it is now out of range, it is no longer a target of the firing unit's attacks; your opponent can select new targets for those attacks if they wish.



ASURYANI

RUNES OF WITNESSING

The Farseers of the Aeldari can use wraithbone runes to divine the future of their craftworld, and identify the course of reality that benefits their people the most.

This Command Asset can be used in any phase if there is a **FARSEER** unit from your army on the battlefield. When used, look through your Command Asset deck, draw one Asuryani Command Asset card of your choice and add it to your hand. Then shuffle the Command Asset deck and place it face down.

Alternatively, this Command Asset can be used at the start of the Action phase. When used, select one **FARSEER** unit from your army that is on the battlefield. That unit's Detachment's order is replaced with Advance, Aimed Fire or Assault.

ASURYANI

TEARS OF ISHA

According to Aeldari legend, spirit stones were created from the tears wept by the goddess Isha when she was separated from her mortal children, and sometimes she will intervene to save a spirit stone from destruction.

You can only include this Command Asset in your deck if your army includes at least one **WRAITH CONSTRUCT** unit.

This Command Asset can be used in the Action phase. When used, select one **WRAITH CONSTRUCT** unit from your army. Remove up to D3 damage markers from that unit.

ASURYANI – PSYCHIC POWER

CONCEAL

The psyker takes command of the darkness around them, using it to conceal their kin.

This Command Asset is a psychic power. You can only include this Command Asset in your deck if your army includes at least one **ASURYANI PSYKER** unit.

This Command Asset can be used at the start of the Action phase. When used, select one **ASURYANI PSYKER** unit from your army to manifest this power, then select one friendly **ASURYANI** unit within 12" of that **PSYKER** unit. Until the end of the phase, that **ASURYANI** unit can only be the target of attacks made with ranged weapons if it is the closest enemy unit to the firing unit.

ASURYANI – PSYCHIC POWER

GUIDE

The psyker twists the strands of destiny to their will, picking out targets from amidst the swirling chaos of battle and guiding the shots of their allies to where they might do the most harm.

This Command Asset is a psychic power. You can only include this Command Asset in your deck if your army includes at least one **ASURYANI PSYKER** unit.

This Command Asset can be used in the Action phase. When used, select one **ASURYANI PSYKER** unit from your army to manifest this power. Until the end of the phase, roll D12s instead of D6s for hit rolls for attacks made with ranged weapons by friendly **ASURYANI** units whilst they are within 6" of that **PSYKER** unit.

ASURYANI – PSYCHIC POWER

QUICKEN

The psyker twists time, their outline blurring as they and their fellows move like phantoms across the field.

This Command Asset is a psychic power. You can only include this Command Asset in your deck if your army includes at least one **ASURYANI PSYKER** unit.

This Command Asset can be used in the Action phase. When used, select one **ASURYANI PSYKER** unit from your army to manifest this power, then select up to two other friendly **ASURYANI** units within 12" of that **PSYKER** unit. That **PSYKER** unit and each of the selected units makes one free Move action.

CHAOS

DAEMONIC RITUAL

Through dark pacts and blasphemous rituals, a champion of Chaos can summon daemonic allies.

You can only include this Command Asset in your deck if your army includes at least one **CHAOS CHARACTER**.

This Command Asset can be used in the Set Up Reinforcements step of the Orders phase. When used, select one **CHAOS CHARACTER** from your army, then select one **LEGIONES DAEMONICA** unit that you want to add to your army and roll 3D6. If the result is greater than or equal to the Power Rating of that **LEGIONES DAEMONICA** unit, the new unit is added to your army and set up anywhere on the battlefield that is more than 9" from any enemy units. That unit is a new, separate Detachment (if the unit is a **CHARACTER**, it will not be a **WARLORD**). Otherwise, place one blast marker next to that **CHAOS CHARACTER**.

DRUKHARI

ADMINISTER PUNISHMENT

Amidst the treacherous Coven of Twelve, any opportunity to inflict suffering upon a fellow is enacted.

This Command Asset can be used in the Action phase. When used, until the end of the phase, **COVEN OF TWELVE** units from your army can still target enemy units when making Shoot actions even if there are units from your army in base contact with the target unit. Each time you roll an unmodified hit roll of 1 for an attack made by a unit making such a Shoot action, select a unit from your army in base contact with the target unit to become the new target of that attack for the rest of the attack sequence.

Alternatively, this Command Asset can be used after making a saving throw for a **DRUKHARI** unit from your army. When used, re-roll that saving throw.

DRUKHARI

AGENTS OF VECT

The Supreme Overlord of Commorragh develops countermeasures for every conceivable eventuality, and his schemes bring the enemy's best-laid plans to ruin.

This Command Asset can be used when your opponent uses a Command Asset card, before resolving its effect, if the Command Asset being used is not a psychic power and there is at least one **KABAL OF THE BLACK HEART WARLORD** from your army on the battlefield. Roll one D12; on a 4+ the Command Asset your opponent was attempting to use has no effect and is discarded.

Alternatively, this Command Asset can be used after making a wound roll for an attack made by a **DRUKHARI** unit from your army. When used, re-roll that wound roll.

DRUKHARI

AN ESOTERIC KILL, DELIVERED FROM AFAR

The Coven of the Dark Creed have a well-earned reputation for novel methods of assassination.

This Command Asset can be used in the Action phase. When used, select one **DARK CREED WARLORD** from your army, then select one enemy **CHARACTER** that is visible to that **WARLORD**. Roll one D6; on a 2-5 place one blast marker next to that enemy **CHARACTER**, and on a 6 place two blast markers next to that enemy **CHARACTER**.

Alternatively, this Command Asset can be used after making a saving throw for a **DRUKHARI** unit from your army. When used, re-roll that saving throw.



DRUKHARI

CONCEALED BOOBY TRAPS

After luring their enemies towards them, the Cult of the Cursed Blade detonate hidden traps.

This Command Asset can be used when your opponent selects one of their Detachments to carry out an order, before any units in that Detachment make a Move action (excluding free actions) this phase. Until the end of the turn, roll one D6 each time a unit in that Detachment ends a Move action within 12" of at least one **CULT OF THE CURSED BLADE** unit from your army. On a 1 or 2, place one blast marker next to the unit that made that Move action.

Alternatively, this Command Asset can be used after making a hit roll for an attack made by a **DRUKHARI** unit from your army. When used, re-roll that hit roll.



DRUKHARI

DIABOLICAL SOOTHSAYERS

Many Haemonculi of the Prophets of Flesh dabble in soothsaying, despite the prohibition on psychic activity that pervades Commorragh.

This Command Asset can be used at the end of the Orders phase. When used, select one **PROPHETS OF FLESH WARLORD** from your army and roll one D12. You can then select up to that many Command Asset cards from your opponent's hand – you can read any that you want, before returning the entire hand back to your opponent.

Alternatively, this Command Asset can be used after making a saving throw for a **DRUKHARI** unit from your army. When used, re-roll that saving throw.

DRUKHARI

FAILURE IS NOT AN OPTION

Even when faced with defeat, the Kabalites of the Obsidian Rose know that failure is utterly unacceptable.

This Command Asset can be used when a **KABAL OF THE OBSIDIAN ROSE** unit from your army fails a Morale test. When used, that unit is considered to have passed that Morale test instead, and makes either one free Shoot action or one free Fight action (this may result in damage having to be resolved for a unit more than once in the same phase).

Alternatively, this Command Asset can be used after making a wound roll for an attack made by a **DRUKHARI** unit from your army. When used, re-roll that wound roll.

DRUKHARI

HYPER-SWIFT REFLEXES

The Wyches of the Cult of the Red Grief believe the best defence is simply not to be there when the opponent's blade falls, dodging blows with supernatural speed.

This Command Asset can be used when resolving damage for a **CULT OF THE RED GRIEF** unit from your army, before any saving throws are made for it. Until the end of the phase, roll D12s when making saving throws for that unit, irrespective of the size of the blast markers next to it.

Alternatively, this Command Asset can be used after making a hit roll for an attack made by a **DRUKHARI** unit from your army. When used, re-roll that hit roll.

DRUKHARI

INSIDIOUS MISDIRECTION

The Kabalites of the Poisoned Tongue excel at wrong-footing their enemies, confusing them before an attack is even launched.

This Command Asset can be used at the start of the Action phase if there is at least one **KABAL OF THE POISONED TONGUE WARLORD** on the battlefield. When used, select one enemy Detachment (excluding Fortification Network Detachments).

Your opponent must replace the order that is currently issued to that Detachment with a different order.

Alternatively, this Command Asset can be used after making a wound roll for an attack made by a **DRUKHARI** unit from your army. When used, re-roll that wound roll.

DRUKHARI

MASTERS OF THE SHADOWED SKY

The Kabalites of the Flayed Skull view the skies above the battlefield as their rightful territory, and will scour from existence those enemies who dare trespass.

This Command Asset can be used in the Action phase. When used, select up to three **KABAL OF THE FLAYED SKULL** units from your army. Until the end of the phase, ranged weapons those units are equipped with have the Anti-air ability.

Alternatively, this Command Asset can be used after making a wound roll for an attack made by a **DRUKHARI** unit from your army. When used, re-roll that wound roll.

DRUKHARI

NO METHOD OF DEATH BEYOND OUR GRASP

The Cult of Strife are versed in every method of murder.

This Command Asset can be used when you select a Detachment from your army led by a **CULT OF STRIFE** Commander to carry out an Advance order, before any units in that Detachment make an action (excluding free actions) this phase. When used, select up to three **CULT OF STRIFE** units in that Detachment; after making their Move action this phase, those units can make both one Fight action and one Shoot action. In addition, they can make that Shoot action even if enemy units are in base contact with them, though they must target an enemy unit in base contact whilst doing so.

Alternatively, this Command Asset can be used after making a hit roll for an attack made by a **DRUKHARI** unit from your army. When used, re-roll that hit roll.

GENESTEALER CULTS – PSYCHIC POWER

MASS HYPNOSIS

The psyker's eyes glow strangely as they cast their gaze across their chosen victims, using mental dominion to put them into a trance-like state so the cult can take them apart at leisure.

This Command Asset is a psychic power. You can only include this Command Asset in your deck if your army includes at least one **GENESTEALER CULTS PSYKER** unit.

This Command Asset can be used in the Action phase. When used, select one **GENESTEALER CULTS PSYKER** unit from your army to manifest this power. Until the end of the phase, halve the Attacks characteristic of enemy units whilst they are within 6" of that **PSYKER** unit.

GENESTEALER CULTS – PSYCHIC POWER

MIGHT FROM BEYOND

An alien strength lurks in every being that carries the Genestealer Curse. The psyker amplifies this hidden might, and their followers are swollen with empowering energy born of the void itself.

This Command Asset is a psychic power. You can only include this Command Asset in your deck if your army includes at least one **GENESTEALER CULTS PSYKER** unit.

This Command Asset can be used in the Action phase. When used, select one **GENESTEALER CULTS PSYKER** unit from your army to manifest this power. Until the end of the phase, add 1 to the Attacks characteristic of friendly **GENESTEALER CULTS** units whilst they are within 6" of that **PSYKER** unit.



HARLEQUINS

PRISMATIC BLUR

The Harlequins accelerate into a lightning-fast sprint, weaving and tumbling to magnify the effects of their domino fields.

This Command Asset can be used at the start of the Damage phase. When used, select one Detachment from your army led by a **HARLEQUINS** Commander. Until the end of the phase, add 2 to saving throws made for **HARLEQUINS** units in that Detachment.



HARLEQUINS – PSYCHIC POWER

WEBWAY DANCE

The veils between realspace and the webway grow thin, allowing the Harlequins to jink away from danger with quicksilver speed, only to reappear unharmed moments later standing in the same position.

This Command Asset is a psychic power. You can only include this Command Asset in your deck if your army includes at least one **HARLEQUINS PSYKER** unit.

This Command Asset can be used at the start of the Damage phase. When used, select one **HARLEQUINS PSYKER** unit from your army to manifest this power, then select one friendly **HARLEQUINS** unit within 12" of that **PSYKER** unit. Until the end of the phase, that unit has the Ignore Damage (4+) ability.

HERETIC ASTARTES

CHAOS BOON

The path of Chaos can lead a warrior to gain unholy power or even daemonhood – or it can see him transformed into a gibbering Chaos Spawn.

This Command Asset can be used in the Set Up Reinforcements step of the Orders phase. When used, select one **HERETIC ASTARTES LIGHT CHARACTER** from your army, then roll one D6. On a 2-5, increase that **CHARACTER**'s Attacks and Wounds characteristic by 1 for the rest of the battle. On a 1, that **CHARACTER** is destroyed and replaced with a **CHAOS SPAWN** unit consisting of one model. On a 6 that **CHARACTER** is destroyed and replaced with a Daemon Prince model. In either case, the new unit is under your control and is part of the destroyed **CHARACTER**'s Detachment.

HERETIC ASTARTES

CLOUD OF FLIES

With a thrumming roar, a thick cloud of Daemon flies whirls around the Death Guard and obscures them from sight.

This Command Asset can be used in the Action phase. When used, select one **DEATH GUARD CHARACTER** from your army. Until the end of the phase, friendly **DEATH GUARD** units are obscured targets whilst they are within 6" of that **CHARACTER**.

Alternatively, this Command Asset can be used after making a wound roll for an attack made by a **HERETIC ASTARTES** unit from your army. When used, re-roll that wound roll.

HERETIC ASTARTES

CORUSCATING BEAM

A sudden, lethal beam of magic is released from a Silver Tower, carving through the ranks of the foe.

This Command Asset can be used in the Action phase. When used, select one **THOUSAND SONS WARLORD** from your army, then select two points on the battlefield that are within 12" of each other and are visible to your **WARLORD**. Draw an imaginary straight line, 1mm in thickness, between those points and roll one D12 for each unit this line crosses, subtracting 1 from the result if the unit being rolled for is a **LIGHT CHARACTER**; on a 6+ place one blast marker next to the unit being rolled for.

Alternatively, this Command Asset can be used after making a wound roll for an attack made by a **HERETIC ASTARTES** unit from your army. When used, re-roll that wound roll.

HERETIC ASTARTES – PSYCHIC POWER

DOOMBOLT

Pulling from the void, the psyker coalesces a mass of roiling energy that is then formed into a bolt and hurled at the foe, blasting its targets into oblivion.

This Command Asset is a psychic power. You can only include this Command Asset in your deck if your army includes at least one **THOUSAND SONS PSYKER** unit.

This Command Asset can be used in the Action phase. When used, select one **THOUSAND SONS PSYKER** unit from your army to manifest this power and roll three D12s. For each roll of 5-10 place a blast marker next to the closest enemy unit within 24" of that **PSYKER** unit. For each roll of 11+ place two blast markers next to the closest enemy unit within 24" of that **PSYKER** unit.

HERETIC ASTARTES – PSYCHIC POWER

GIFT OF CHAOS

As the power of the warp surges through this psyker's victim, bones snap and flesh rips as a new and horrible form takes shape.

This Command Asset is a psychic power. You can only include this Command Asset in your deck if your army includes at least one **HERETIC ASTARTES PSYKER** unit.

This Command Asset can be used in the Action phase. When used, select one **HERETIC ASTARTES PSYKER** unit from your army to manifest this power, then select one enemy **LIGHT CHARACTER** within 18" of that **PSYKER** unit and roll one D12. On a 1-9, place one blast marker next to that **CHARACTER**; on a 10+ that **CHARACTER** is destroyed and replaced with a **CHAOS SPAWN** unit consisting of one model. That unit is under your control and is considered to be part of that **PSYKER** unit's Detachment.

HERETIC ASTARTES – PSYCHIC POWER

PUTRESCENT VITALITY

Rancorous energies surge through Nurgle's followers, bloating their distended bodies further with fresh infections and granting them unnatural vigour.

This Command Asset is a psychic power. You can only include this Command Asset in your deck if your army includes at least one **HERETIC ASTARTES NURGLE PSYKER** unit.

This Command Asset can be used in the Action phase. When used, select one **HERETIC ASTARTES NURGLE PSYKER** unit from your army to manifest this power, then select one friendly **HERETIC ASTARTES NURGLE** unit within 12" of that **PSYKER** unit. Roll one D6 for each damage marker that is next to that unit; for each result of 4+ one damage marker is removed from that unit.

HERETIC ASTARTES – PSYCHIC POWER

TEMPORAL MANIPULATION

By creating a pocket of dilated time around himself, the psyker drastically accelerates the flow of events.

This Command Asset is a psychic power. You can only include this Command Asset in your deck if your army includes at least one **THOUSAND SONS PSYKER** unit.

This Command Asset can be used when your opponent selects one of their Detachments to carry out an order. When used, select one **THOUSAND SONS PSYKER** unit from your army that is on the battlefield, and whose Detachment has not yet carried out its order this phase, to manifest this power. Carry out that **PSYKER** unit's Detachment's order before your opponent does so with their Detachment.

IMPERIAL KNIGHTS

BENEVOLENCE OF THE MACHINE GOD

As the forces of the enemy rain destruction down upon the Knight, its Noble pilot offers up a binharic prayer to the Omnissiah for protection.

You can only include this Command Asset in your deck if your army includes at least one **QUESTOR MECHANICUS** unit.

This Command Asset can be used in the Orders phase. When used, select one **QUESTOR MECHANICUS** unit from your army and roll one D6 for each damage marker next to that unit. For each roll of 5+ remove one damage marker from that unit.

IMPERIAL KNIGHTS

LAST OF THEIR LINE

With no kin left to stand beside but many to avenge, this Freeblade fights outnumbered but never outgunned. If this is to be their final battle, they vow to make it one worthy of a legend.

You can only include this Command Asset in your deck if your army includes at least one **FREEBLADE** unit.

This Command Asset can be used in the Action phase. When used, select one **FREEBLADE** unit from your army. Until the end of the phase, you roll D12s instead of D6s for hit rolls for attacks made by that unit. In addition, until the end of the turn, Morale tests taken for that unit are automatically passed.

IMPERIAL KNIGHTS

LEGENDARY HERO

Tales of this Freeblade's exploits spread far and wide, and they are not exaggerations!

You can only include this Command Asset in your deck if your army includes at least one **FREEBLADE** unit.

This Command Asset can be used in the Action phase. When used, select one **FREEBLADE** unit from your army. Until the end of the phase, you can re-roll hit rolls and wound rolls for attacks made by that unit.

IMPERIAL KNIGHTS

VALIANT LAST STAND

Badly wounded, their Knight's generator on the verge of overload, still the Noble fights on, drawing upon their reserves of chivalric heroism to sell their life as dearly as they can.

You can only include this Command Asset in your deck if your army includes at least one **QUESTOR IMPERIALIS** unit.

This Command Asset can be used when a **QUESTOR IMPERIALIS** unit from your army is destroyed. Before removing that unit from the battlefield, it makes either one free Shoot action or one free Fight action (this may result in damage having to be resolved for a unit more than once in the same phase).

LEGIONES DAEMONICA

DAEMONIC POSSESSION

Every time a psyker draws upon the warp, they attract the unwanted attention of those that dwell within.

This Command Asset can be used when your opponent uses a Command Asset that is a psychic power, after they select a unit to manifest the power but before its effects are resolved, if there is at least one **LEGIONES DAEMONICA** unit from your army on the battlefield. When used, roll one D12; if the result is greater than the Leadership characteristic of the unit manifesting the power, place one damage marker next to that unit. If doing so causes that unit to be destroyed, roll another D12: on a 7+ replace that unit with a **LEGIONES DAEMONICA CHARACTER**. This unit is under your control and is a new, separate Detachment. Place an Advance order marker next to it.

LEGIONES DAEMONICA – PSYCHIC POWER

BOLT OF CHANGE

The Daemon unleashes a bolt of roiling warp energy that wracks the foe with uncontrollable mutations.

This Command Asset is a psychic power. You can only include this Command Asset in your deck if your army includes at least one **LEGIONES DAEMONICA TZEENTCH PSYKER** unit.

This Command Asset can be used in the Action phase. When used, select one **LEGIONES DAEMONICA TZEENTCH PSYKER** unit from your army to manifest this power, then select one enemy **LIGHT CHARACTER** within 18" of that **PSYKER** unit and roll 2D6. If the result is less than that **CHARACTER**'s Power Rating, place one blast marker next to it, otherwise that **CHARACTER** is destroyed and replaced with a **CHAOS SPAWN** unit consisting of one model. This **CHAOS SPAWN** unit is under your control and considered to be part of that **PSYKER** unit's Detachment for the rest of the battle.

LEGIONES DAEMONICA – PSYCHIC POWER

BOON OF CHANGE

As the Daemon chants, its minions begin to twist and new forms take shape as the will of Tzeentch demands.

This Command Asset is a psychic power. You can only include this Command Asset in your deck if your army includes at least one **LEGIONES DAEMONICA TZEENTCH PSYKER** unit.

This Command Asset can be used in the Action phase. When used, select one **LEGIONES DAEMONICA TZEENTCH PSYKER** unit from your army to manifest that power. Until the end of the turn, add 1 to hit rolls and wound rolls for attacks made by friendly **LEGIONES DAEMONICA TZEENTCH** units whilst they are within 6" of that **PSYKER** unit and add 1 to saving throws made for friendly **LEGIONES DAEMONICA TZEENTCH** units whilst they are within 6" of that **PSYKER** unit.

LEGIONES DAEMONICA – PSYCHIC POWER

MIASMA OF PESTILENCE

As the psyker drones out a phlegm-choked chant, a dark cloud of filth and flies shrouds its allies from view.

This Command Asset is a psychic power. You can only include this Command Asset in your deck if your army includes at least one **LEGIONES DAEMONICA NURGLE PSYKER** unit.

This Command Asset can be used at the start of the Action phase. When used, select one **LEGIONES DAEMONICA NURGLE PSYKER** unit from your army to manifest this power, then select one friendly **LEGIONES DAEMONICA NURGLE** unit within 12" of that **PSYKER** unit. Until the end of the phase, that **NURGLE** unit can only be the target of attacks made with ranged weapons if it is the closest enemy unit to the firing unit.

LEGIONES DAEMONICA – PSYCHIC POWER

PAVANE OF SLAANESH

As the psyker sings, its spasming victims' flesh tears and bones snap as they dance themselves to death.

This Command Asset is a psychic power. You can only include this Command Asset in your deck if your army includes at least one **LEGIONES DAEMONICA SLAANESH PSYKER** unit.

This Command Asset can be used in the Action phase. When used, select one **LEGIONES DAEMONICA SLAANESH PSYKER** unit from your army to manifest this power, then select one enemy unit within 24" of them. Roll one D6 for each model in that enemy unit; for each roll of 6, place one blast marker next to that unit.

LEGIONES DAEMONICA – PSYCHIC POWER

PHANTASMAGORIA

The psyker summons a host of illusions to terrify and entice their foes.

This Command Asset is a psychic power. You can only include this Command Asset in your deck if your army includes at least one **LEGIONES DAEMONICA SLAANESH PSYKER** unit.

This Command Asset can be used at the start of the Damage phase. When used, select one **LEGIONES DAEMONICA SLAANESH PSYKER** unit from your army to manifest this power. Until the end of the phase, subtract 1 from the Leadership characteristic of enemy units whilst they are within 12" of that **PSYKER** unit.

LEGIONES DAEMONICA – PSYCHIC POWER

VIRULENT BLESSING

The psyker blesses their allies with a bounty of fresh diseases with which to infect their enemies.

This Command Asset is a psychic power. You can only include this Command Asset in your deck if your army includes at least one **LEGIONES DAEMONICA NURGLE PSYKER** unit.

This Command Asset can be used in the Action phase. When used, select one **LEGIONES DAEMONICA NURGLE PSYKER** unit from your army to manifest this power, then select one friendly **LEGIONES DAEMONICA NURGLE** unit within 12" of that **PSYKER** unit. Until the end of the phase, each time that unit makes an attack with a melee weapon and the unmodified wound roll is 7+, that attack successfully wounds the target irrespective of that weapon's Strength characteristics, and you place two blast markers next to the target unit instead of only one.

NECRONS

SELF-DESTRUCTION

The self-destruct protocols of Canoptek Scarabs cause them to emit a shrill static countdown before exploding in a hail of razor-sharp armour fragments.

You can only include this Command Asset in your deck if your army includes at least one **CANOPTEK SCARABS** unit.

This Command Asset can be used after a **CANOPTEK SCARABS** unit from your army has made a Fight action. When used, select one enemy unit in base contact with the **CANOPTEK SCARABS** unit and roll one D12 for every model in that **CANOPTEK SCARABS** unit; for each roll of 3-7 place one blast marker next to that enemy unit, and for each roll of 8+ place two blast markers next to that enemy unit. The **CANOPTEK SCARABS** unit is then destroyed.



NECRONS

STAR PULSE

Orbiting Necron warships can generate an energy pulse that bursts amongst the ranks of the foe with the awesome power of a solar flare.

This Command Asset can be used in the Action phase. When used, select one **NECRONS WARLORD** from your army, then select one point on the battlefield that is visible to that **WARLORD**. Roll one D6 for each unit within 6" of that point, subtracting 1 from the roll if the unit being rolled for is a **LIGHT CHARACTER**, and adding 1 to the result if the unit being rolled for is either **SUPER-HEAVY** or is garrisoning a Defensible Terrain feature. On a 4+ place one blast marker next to the unit being rolled for.



NECRONS

TIME'S ARROW

Mutating the flow of causality and remoulding the temporal streams, a C'tan Shard erases their foe's very existence from space and time.

You can only include this Command Asset in your deck if your army includes at least one **C'TAN SHARD** unit.

This Command Asset can be used in the Action phase. When used, select one **C'TAN SHARD** unit from your army, then select one enemy **CHARACTER** within 18" of that unit. If that **C'TAN SHARD** unit is **TITANIC**, roll one D12, otherwise roll one D6. In either case, if the result exceeds the Power Rating of that enemy **CHARACTER**, it is destroyed.

ORKS

DAKKA! DAKKA! DAKKA!

Nothing aids accuracy like the simple expedient of firing so many shots that you just can't miss.

This Command Asset can be used when you select a Detachment from your army led by an **ORKS** Commander to carry out an order, before any units in that Detachment make an action (excluding free actions) this phase. When used, that Detachment's order is replaced with Aimed Fire.



ORKS

'ERE WE GO!

Once a mob of Orks builds up a good head of steam, their sheer momentum carries them into the fight like a green avalanche.

This Command Asset can be used when you select a Detachment from your army led by an **ORKS** Commander to carry out an order, before any units in that Detachment make an action (excluding free actions) this phase. When used, that Detachment's order is replaced with Assault.



ORKS

WAAAGH!

With a throaty bellow, the Orks barrel into their foes, overcome with a frenzy of destructive enthusiasm.

This Command Asset can be used when you select a Detachment from your army led by an **ORKS** Commander to carry out an order, before any units in that Detachment make an action (excluding free actions) this phase. When used, that Detachment's order is replaced with Advance.

ORKS – PSYCHIC POWER

ROAR OF MORK

The Weirdboy opens his gob impossibly wide and gives vent to a bellowing roar that reverberates through his enemies' minds. Coherent thought becomes nigh-impossible, and as the roar thunders on, panic begins to spread.

This Command Asset is a psychic power. You can only include this Command Asset in your deck if your army includes at least one **ORKS PSYKER** unit.

This Command Asset can be used at the start of the Damage phase. When used, select one **ORKS PSYKER** unit from your army to manifest this power. Until the end of the phase, subtract 1 from the Leadership characteristic of enemy units whilst they are within 12" of that **PSYKER** unit.

SISTERS OF SILENCE

PSYCHIC ABOMINATIONS

The obliterating shadow of the Null-Maidens fills all with dread, and acts to dampen or extinguish the powers of even the mightiest of psykers.

You can only include this Command Asset in your deck if your army includes at least one **SISTERS OF SILENCE** unit.

This Command Asset can be used when your opponent uses a Command Asset that is a psychic power, after they select a unit to manifest the power but before its effects are resolved. When used, roll one D6 – if the unit manifesting the power is within 24" of at least one **SISTERS OF SILENCE** unit from your army, roll one D12 instead. On a 2+ the effects of that Command Asset are not resolved.

T'AU EMPIRE

EARLY WARNING OVERRIDE

Many T'au Battlesuits are fitted with advanced support systems to aid them in battle. Early warning overrides are one such system; they detect the electronic signatures of teleport beams and orbital-entry jump systems, and recalibrate the battlesuit's weapons to lock-on before the newly arrived target can react.

You can only include this Command Asset in your deck if your army includes at least one **BATTLESUIT** unit.

This Command Asset can be used at the end of the Set up Reinforcements step of the Orders phase. When used, select one enemy unit that has been set up this phase, then select one **T'AU EMPIRE BATTLESUIT** unit from your army. That **BATTLESUIT** unit makes one free Shoot action. Whilst making this action, that **BATTLESUIT** unit can only target that enemy unit.

T'AU EMPIRE

KAUYON

The Kauyon art of war – the Patient Hunter – is the oldest of the T'au techniques, and it emphasises using wisdom and foresight to catch the foe unawares and destroy them in carefully prepared ambushes.

This Command Asset can be used when your opponent selects one of their Detachments to carry out an order. When used, select one Detachment from your army led by a **T'AU EMPIRE COMMANDER** that has not yet carried out its order this phase. That Detachment's order is replaced with Aimed Fire, and it carries out its order before your opponent does so with their Detachment.

T'AU EMPIRE

MONT'KA

The Mont'ka art of war – the Killing Blow – is the most aggressive style of T'au warfare; its tenets focus upon identifying a target of opportunity and attacking swiftly in one direct strike.

This Command Asset can be used when your opponent selects one of their Detachments to carry out an order. When used, select one Detachment from your army led by a **T'AU EMPIRE COMMANDER** that has not yet carried out its order this phase. That Detachment's order is replaced with either Advance or Assault, and it carries out its order before your opponent does so with their Detachment.

TYRANID HIVE FLEETS

ADRENAL GLANDS

A common biomorph amongst the bio-creatures of the Tyranids are adrenal glands, and their potent secretions accelerate the swarms, driving them towards the enemy at a frenzied pace.

This Command Asset can be used in the Action phase. When used, select one Detachment from your army led by a **TYRANID HIVE FLEETS WARLORD**. Up to three **TYRANID HIVE FLEETS** units in that Detachment each makes a free Move action.

TYRANID HIVE FLEETS

SPOREFIELD

Ahead of its invasion swarms, a hive fleet will sow their prey world with vast clouds of living mines that descend to the ground with explosive effect.

This Command Asset can be used in the Action phase. When used, select one **TYRANID HIVE FLEETS WARLORD** from your army, then select one point on the battlefield that is visible to that unit. Roll one D12 for each unit within 9" of that point, subtracting 1 from the roll if the unit being rolled for is either a **LIGHT CHARACTER** or a **TYRANIDS** unit; on a 7+ place one blast marker next to the unit being rolled for.

TYRANID HIVE FLEETS – PSYCHIC POWER

PAROXYSM

The Hive Mind debilitates its enemies by triggering every nerve and pain receptor in their bodies, overwhelming their senses with wracking fits of agony.

This Command Asset is a psychic power. You can only include this Command Asset in your deck if your army includes at least one **TYRANID HIVE FLEETS PSYKER** unit.

This Command Asset can be used in the Action phase. When used, select one **TYRANID HIVE FLEETS PSYKER** unit from your army to manifest this power, then select one enemy unit within 24" of that **PSYKER** unit. Until the end of the phase, subtract 1 from hit rolls for attacks made by that enemy unit.



QUESTOR TRAITORIS

INFERNAL QUEST

This Knight has sworn a grim oath to the Dark Gods, and will not relent in spreading carnage across the galaxy until they are either victorious or slain.

This Command Asset can be used in any phase. When used, select one **QUESTOR TRAITORIS** unit from your army. Until the end of the battle, that unit has the Objective Secured ability and ignores penalties for being critically damaged.

Alternatively, this Command Asset can be used after making a hit roll or wound roll for a **QUESTOR TRAITORIS** unit from your army. When used, re-roll that hit roll or wound roll.



