



SEWER RATS

CITIES OF DEATH – STRATEGIC PLOY STRATAGEM

2CP

By squeezing through pipes and wading through filth, these infiltrators have navigated underground sewer systems, using them to attack the foe from an unexpected quarter.

WHEN: End of the Fight phase.

TARGET: One **INFANTRY** or **SWARM** unit from your army.

EFFECT: Remove your unit from the battlefield and place it into Strategic Reserves. Until the end of your next Movement phase, the unit gains the Deep Strike ability.

RESTRICTIONS: You cannot target a unit that is within Engagement Range of one or more enemy units.



BREACHING GEAR

CITIES OF DEATH - WARGEAR STRATAGEM

1CP

Assault troops use breaching gear to improve access and manoeuvrability when storming enemy-held structures.

WHEN: Your Charge phase.

TARGET: One **INFANTRY** unit from your army.

EFFECT: Until the end of the phase, when the target unit makes a Charge against an enemy unit within a ruin, add 3 to the Charge roll.



GRAPPLING HOOKS

CITIES OF DEATH - WARGEAR STRATAGEM

1CP

An effective means of claiming the high ground.

WHEN: Your Movement or Charge phase.

TARGET: One **INFANTRY** unit from your army.

EFFECT: Until the end of the phase, each time the bearer's unit makes a Normal, Advance, Fall Back or Charge move, ignore any vertical distance when determining the total distance the bearer can be moved during that move.



BLOOD IN THE STREETS

CITIES OF DEATH - BATTLE TACTIC STRATAGEM

1CP

Cover is the key to survival in urban combat, and those that move out in the open sign their own death warrant.

WHEN: Your Shooting phase, just after one of your units has selected its targets.

TARGET: Your shooting unit, and one enemy unit that was selected as the target of one or more of your unit's attacks.

EFFECT: Re-roll failed wound rolls against the targeted enemy unit, so long as it is not receiving the Benefit of Cover.



MASTER SNIPERS

CITIES OF DEATH - BATTLE TACTIC STRATAGEM

1CP

The most skilled marksmen can thread nigh-impossible shots through the densest of terrain to take out enemy officers.

WHEN: Your Shooting phase, just after one of your units is selected to shoot.

TARGET: Your shooting unit.

EFFECT: Any ranged attacks made by the target unit that have the **[PRECISION]** ability gain the **[IGNORES COVER]** ability.



SEIGE SHELL

CITIES OF DEATH - STRATEGIC PLOY STRATAGEM

1CP

Siege shells are massive munitions overcharged with explosives. The heavy shock wave created by their detonation can blast the foe out of cover and shatter enemy morale.

WHEN: Your Shooting phase.

TARGET: One **MONSTER** or **VEHICLE** unit from your army that has not been selected to shoot this phase, and one enemy unit wholly within a ruin.

EFFECT: Select one ranged weapon equipped by your target unit that has a variable number of shots (e.g., D3, D6) and does not have the **[TORRENT]** ability. When firing that weapon at the enemy target, do not fire it as normal. Instead, make one to-hit roll using the weapon's Ballistic Skill. If the attack hits, roll a number of D6 equal to that weapon's Strength characteristic. For each 5+, that enemy unit suffers 1 mortal wound (to a maximum of 6 mortal wounds). That enemy unit must then make a Battle-shock test.



RIGGED TO BLOW

CITIES OF DEATH - STRATEGIC PLOY STRATAGEM

2CP

Placing explosive traps where the enemy is sure to set them off is a classic city-fighting technique.

WHEN: The end of your Fight phase.

TARGET: One **INFANTRY** unit, and one objective marker within 24" not controlled by your opponent. Select this objective marker secretly and do not reveal it to your opponent.

EFFECT: The first time an enemy unit moves within range of the selected objective marker, reveal the selected marker and roll a D6. On a 2-5, the unit suffers D3 mortal wounds, and on a 6, the unit suffers D6 mortal wounds.



WRECKER



CITIES OF DEATH - STRATEGIC PLOY STRATAGEM

Wrecker balls, seismic drills, sophisticated lascutters, or similarly destructive devices can bring an extra level of devastation to city fighting, shattering both ruins and the squads hidden within.

WHEN: Your Charge phase .

TARGET: One **MONSTER** or **VEHICLE** unit from your army.

EFFECT: Until the end of the phase, after your unit ends a Charge move within 1" of a ruin, select one enemy unit within Engagement Range of it, then select one melee weapon your unit is equipped with. Roll a number of D6 equal to that weapon's Strength characteristic. For each 5+, that enemy unit suffers 1 mortal wound (to a maximum of 6 mortal wounds). That enemy unit must then make a Battle-shock test.



HUNKER DOWN



CITIES OF DEATH - BATTLE TACTIC STRATAGEM

For troops experienced in city fighting, it becomes second nature to dart behind rubble and take cover in sight-obscured spaces at the crack of a rifle shot.

WHEN: The start of your opponent's Shooting phase.

TARGET: One **INFANTRY** unit from your army that is wholly within a ruin.

EFFECT: Until the end of the phase, all models in your unit add an additional 1 to saving throws due to receiving the Benefit of Cover.



PROXIMITY MINES



CITIES OF DEATH - STRATEGIC PLOY STRATAGEM

Plasma mines rigged to a sensor are set off by nearby movement, heat, or any number of different triggers; a nasty surprise for an unsuspecting foe.

WHEN: The Reinforcements step of your opponent's Movement phase, just after an enemy unit is set up from Reserves.

TARGET: The enemy unit arriving from reserves.

EFFECT: Roll a number of D6 equal to the number of models in the target unit. For each 5+, that enemy unit suffers 1 mortal wound (to a maximum of 6 mortal wounds).