

++ FURY FROM THE SKIES ++

These supplementary rules could force your opponent to test for morale when you deploy up close by deep strike.

Deep striking from reserve is a potent method of getting your units forwards fast. But the advantage seems still to sit with the defender. A simple reaction test is required to test the mettle of the defenders to redress the imbalance.

Units may arrive suddenly and unexpectedly on the battlefield using a variety of deep strike methods. Teleportation, drop pods, jet packs, flying tunnelling or summoning being just the few that we are aware of.

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 deep strike shock, all enemy units and unattached independent characters must take a morale test when a deep striking unit deploys within 6" and in line of sight. The test is taken after any scatter from the deep striking unit has been resolved and the final landing spot is known.

A unit that is already falling back, has currently gone to ground 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.

A unit may be required to take more than one morale test depending on the number of deep striking units arriving within 6" of it.

The test must be taken during the Movement phase as soon as the deep striking unit deploys and scatter is resolved. It may not be carried over onto any subsequent turn.

It should be noted that some units are exempt from morale tests, or autopass because they are 'Fearless' or have some other special rule, check your Codex for details. Units or models without a LD value do not take the test.

Deep strike shock Morale test

Roll 2D6 and compare the result to the 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 then the test has been failed and the unit must immediately fall back (see main rulebook page 45).

The Morale test is modified by the following factor:

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

A unit that might be required to take multiple deep strike shock Morale checks will take no more once it has failed one.

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 stand their ground baring their fangz, so no morale test is required.

Example two

An 8-man Grey Knight Interceptor squad deep strikes within 6" of a unit of 10 Tau Fire Warriors.

The Tau unit is required to take a deep strike shock morale test due to its proximity to and being not more than twice the size of the arriving unit. The Tau fail their morale test and have to fall back to hopefully get their wits back.