

Pre-game

Warlord trait - re-rollable

Primaris Powers

Wyrdivanes A Powers - Divination

Wyrdivanes B Powers - Divination

Wyrdivanes C Powers - Divination or Telepathy

Movement

Engineers Power of the Machine 12"

Engineers Battle Doctrines 6"

Engineers repair 0"

Empyric Link Primaris 12" of Wyrdivanes

Tank Commander Formation Leader (BS4) 12"

Kabe's Herald 12"

Commissar Fearless to B&O 12"

Bullgryns in base contact of each other

Bullgryns providing partial cover to Leman Russ

CCS 12" order range

Volkov's Cane 6"

Psychic

Primaris knows Wyrdivane powers within 12"

Primaris has +1 ML per 5 Wyrdivanes within 12"

Wyrdivanes harness on a 2+ with a Commissar

Wyrdivanes can't Perils and instead lose a model with a Commissar

Wyrdivanes always lose a model when failing to harness powers when with a Commissar

Prescience

1. Vanquishers
2. B&O for assaulting
3. Veterans for Plasma and Lascannon re-rolls

Shooting

CCS Orders

CCS Plasma Pistol

Veteran Sergeant Plasma Pistol

Tank Commander Order with Kabe's Herald (Smoke & Shoot turn 1)
Tank Commander Order with Kabe's Herald (Flat out move to flee Deep Strikers)
BS4 Russ within 12" of Tank Commander

Power of the Machine within 12" of each Engineeer
Repairs from Engineeer

Their Turn Shooting

CCS has Carapace Armour
Commander has 5++

Camo Netting on Russ for improved Cover
Slabshield coverage from Bullgryns for improved Cover
Smoke for improved cover
Roll 2D6 & pick lowest for Russ within 6" of Engineeers

Assault

Hammer of Wrath of B&O
Ground shaking Charge on subsequent B&O charges

Celeritas on CCS has Master Crafted and Deadly Riposte