

Miraculous Intervention v. 0.2 EXPERIMENTAL

by freefall

Motivation. This army list was inspired by wh40k fluff where a million-to-one chances of the last-moment-deliverance crop up nine times out of ten. And recently further catalysed by Gathering Storm events.

Special Rules

They Shall Know No Fear

They Shall Know No Fear rule applies to all Black Templars and Legion of the Damned formations.

Space Marines are renowned for their tenacity and bravery. This is represented by the following rules:

- It takes 2 Blast markers to suppress a Space Marine unit or kill a unit in a broken formation (ignore any leftover Blast markers).
- Space Marine formations are only broken if they have 2 Blast markers per unit in the formation.
- Space Marines formations only count half their number of Blaster markers in assault resolution (rounding down—note that assault resolution will not receive +1 for having no Blast markers if the formation has 1 Blast marker before rounding down). Halve the number of extra hits suffered by a Space Marine formation that loses an assault, rounding down in favour of the Space Marines.
- When a broken Space Marine formation rallies, it receives a number of Blast markers equal to the number of units, rather than half this number. Space Marines with the Leader special ability remove 2 Blast markers instead of 1.

Transports

All formations allowed to take transports must take minimum needed to carry the formation. However this army list strictly defines how many transports may be taken per each formation.

Acts of Faith

Any formation with the Faithful special rule may perform Acts of Faith. The formation activates at -1 initiative. If the Initiative test is successful, the formation receives Fearless and Invulnerable Save special rules which lasts until the end phase.

Unyielding Spectres

The formation has ***Fearless***, ***Invulnerable Save(4+)*** and ***Teleport*** special rules. However it can't perform March action, capture objectives (but it may contest them) and must deploy by Teleport special rule. Destroying this formation does not grant opponent BTS nor VPs in case of tiebreak.

Martyrdom

The Living Saint confers a +1 modifier to all Initiative rolls of her formation.

Miraculous Intervention Army List

Imperial forces forming a Miraculous Intervention armies have a strategy rating of 4. All formations have an initiative rating of 1+.

LEGION OF THE DAMNED			
Formation	Units	Upgrades	Cost
Legion of the Damned	4-6 Legion of the Damned squads	-	75 points each

ECCLESIArchY			
Formation	Units	Upgrades	Cost
(1+) Mission	8 Battle Sister Squad	Superior, Specialist, Transport(Rhino, Immolator, Repressor)	275 points
Redemptionist	1 Priest character and 10 Redemptionist Squad	Chimera	200 points
(0-1) Choir	6 Seraphim Sister	Superior	250 points

BLACK TEMPLARS			
(One Black Templars detachment per one Ecclesiarchy detachment)			
Formation	Units	Upgrades	Cost
Crusaders	6 Tactical units	Commander, Hunter, Transport (Rhinos, Razorbacks, Land Raider Crusaders)	275 points
Assault	4 Assault units	Commander, Land Speeders	175 points
Sword Brethren	6 Sword Brethren units	Transport (Rhinos, Razorbacks)	300 points
Sword Brethren Terminators	4 Assault Terminator units	Commander, Transport(Land Raiders, Land Raider Crusaders)	350 points
Predator Detachment	4 Predators (any variant)	Hunter	250 points

BLACK TEMPLARS NAVY			
(Up to a third of the points may be spent on Black Templars Navy)			
Formation	Units	Upgrades	Cost
Black Templars Thunderhawk	1 Thunderhawk Gunship	-	250 points
Black Templars Stormtalon	2 Stormtalon Gunships	-	200 points

UPGRADES			
Upgrade	Units		Cost
Superior	Add Canoness or Palatine. Additionally you may add a Living Saint:	Canoness (max 1 Supreme Commander per army)	+100 points
		Living Saint (max 1 per army)	+75 points
		Palatine	+50 points
Specialist	Replace up to four units with any of the following:	Dominions Squad	+15 points
		Retributor Squad	+15 points
		Celestine Squad	+20 points
Land Speeders	Add three Land Speeders		+125 points
Commander	Add any one of the following:	Castellan, Chaplain	+50 points
		Emperor's Champion (max 1 per army)	+50 points
		Marshall (max 1 Supreme Commander per army)	+100 points
Transport (option)	Choose any one option of the following:	3 or 4 Rhinos	free
		<i>Add Repressors and Immolators in any combination. Just enough to carry the formation.</i>	+25 points each
		6 Razorbacks (any variants)	+150 points
		4 Land Raider	+300 points
		2 Land Raider Crusader	+125 points
		5 Chimeras	+125 points
Hunter	Add one Hunter		+75 points

ARMY LIST REFERENCE									
NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Legion of the Damned Squad	INF	15 cm	4+	3+	3+	Hallowed weapons	30cm	AP5+/AT6+, IC	Unyielding spectres
							(15 cm)	(small arms), IC	
Canoness	CH	-	-	-	-	Blessed Weapon	(base contact)	(assault weapons), MW, EA(+1)	Invulnerable Save, Supreme Commander, Inspiring
Palatine	CH	-	-	-	-	Blessed Weapon	(base contact)	(assault weapons), MW, EA(+1)	Invulnerable Save, Commander, Leader
Priest	CH	-	-	-	-	Eviscerator	(base contact)	(assault weapons), MW, EA(+1)	Invulnerable Save, Fearless, Inspiring
Living Saint	CH	-	-	-	-	Blessed Weapon	(base contact)	(assault weapons), MW, EA(+1)	Martyrdom, Invulnerable Save(5+), Fearless, Inspiring
Battle Sister Squad	INF	15 cm	4+	5+	4+	Heavy Flamer Bolters	15 cm (15 cm)	AP4+, IC (small arms)	Faithful
Celestine Squad	INF	15 cm	4+	5+	4+	Multimelta	15 cm (15 cm)	MW5+ (small arms), MW	Faithful
Dominion Squad	INF	15 cm	4+	5+	4+	Meltaguns	(15 cm)	(small arms), MW	Faithful, Scouts
Retributor Squad	INF	15 cm	4+	6+	3+	2x Heavy Bolter Bolters	30 cm (15 cm)	AP5+ (small arms)	Faithful
Seraphim Sister	INF	30 cm	4+	4+	4+	Twin boltpistols	(base contact) (15 cm)	(assault weapons) (small arms)	Faithful, Jump Packs, Teleport
Chimera	AV	30 cm	5+	6+	5+	Multilaser	30 cm	AP5+/AT6+	Transport (2)
Immolator	AV	30 cm	4+	6+	5+	Twin Multimelta	15 cm (15cm)	MW4+ (small arms), MW	Faithful, Transport(1)
Sororitas Rhino	AV	30 cm	5+	6+	6+	Stormbolter	(15 cm)	(small arms)	Faithful, Transport(2)
Repressor	AV	30 cm	4+	6+	5+	Heavy Flamer Stormbolter	15 cm (15cm)	AP4+, IC (small arms)	Faithful, Walker Transport(2)
Assault Terminators	INF	15 cm	4+	2+	-	Thunder Hammers and Lightning Claws	(base contact)	(assault weapons), EA(+1), MW	Invulnerable Save, Reinforced Armour, Teleport, Thick Rear Armour
Castellan	CH	-	-	-	-	Power Weapon	(base contact)	(assault weapons), EA(+1), MW	Commander, Invulnerable Save, Leader
Chaplain	CH	-	-	-	-	Power Weapon	(base contact)	(assault weapons), EA(+1), MW	Inspiring, Invulnerable Save, Leader
Marshall	CH	-	-	-	-	Power Weapon	(base contact)	(assault weapons), EA(+1), MW	Invulnerable Save, Supreme Commander

Emperor's Champion	CH	-	-	-	-	Black Sword	(base contact)	(assault weapons), EA(+1), Sniper	Invulnerable Save, Fearless
Sword Brethren	INF	15 cm	4+	3+	4+	Bolters	(base contact)	(small arms)	Infiltrators
Tactical Squad	INF	15 cm	4+	4+	4+	Missile Launcher	45 cm	AP5+/AT6+	-
						Bolters	(15 cm)	(small arms)	
Assault Squad	INF	30 cm	4+	3+	5+	Bolt pistols	(15 cm)	(small arms)	Jump Packs
Rhino	AV	30 cm	5+	6+	6+	Storm Bolter	(15 cm)	(small arms)	Transport (2)
Razorback	AV					(0-1) x Twin Heavy Bolter	30 cm	AP4+	Transport (1)
						(0-1) x Twin Lascannon	45 cm	AT4+	
Land Raider	AV	25 cm	4+	6+	4+	2x Twin Lascannon	45 cm	AT4+	Reinforced Armour, Thick Rear Armour, Transport. May transport one Terminator unit or two infantry units without Jump Packs
						Twin Heavy Bolter	30 cm	AP4+	
Land Raider Crusader	AV	25 cm	4+	5+	5+	Hurricane Bolters	(15 cm)	(small arms), EA(+2)	Reinforced Armour, Thick Rear Armour, Transport. May transport two Terminator units or three infantry units without Jump Packs
						Twin-linked Assault Cannon	30 cm	AP4+/AT4+	
Predator Annihilator	AV	30 cm	4+	6+	5+	Twin Lascannon	45 cm	AT4+	-
						2x Lascannon	45 cm	AT5+	
Predator Destructor	AV	30 cm	4+	6+	3+	Autocannon	45 cm	AP5+/AT6+	-
						2x Heavy Bolter	30 cm	AP4+	
Stormtalon	AC	Fighter	5+	-	-	Twin Assault Cannon	30 cm	AP4+/AT4+/AA5+ Front	-
						Twin Heavy Bolter	15 cm	AP4+/AA5+ FxF	
Thunderhawk Gunship	AC/WE	Bomber	4+	6+	4+	Battle Cannon	75 cm	AP4+/AT4+, FxF	Damage Capacity 2, Planetfall, Reinforced Armour, Transport. May transport eight infantry units, Attack Bikes or Dreadnoughts; Terminator units and Dreadnoughts count as two units each. Critical Hit Effect: The unit and all units being carried are destroyed.
						2x Twin Heavy Bolter	30 cm	AP4+/AA5+, FxF	
						Twin Heavy Bolter	15 cm	AP4+/AA5+, Left	
						Twin Heavy Bolter	15 cm	AP4+/AA5+, Right	
Hunter	AV	30 cm	5+	6+	6+	Hunter-Killer	60 cm	AT4+/AA4+	
Land Speeder	LV	35 cm	4+	6+	5+	Multi-melta	15 cm	MW 5+	Scout, Skimmer
							AND (15cm)	AND (small arms), MW	