IMPERIUM - SPACE MARINES

INNER CIRCLE TASK FORCE

3 Stratagems · 2 Enhancements

1 DP · PRIORITY ASSETS

ENHANCEMENTS (2)

Champion of the Deathwing — 20 pts

Deathwing model only. This unit's attacks that target an enemy unit within range of your vowed objective have [SUSTAINED HITS 1].

Singular Will — 20 pts

Deathwing model only. When this unit is selected to make a consolidation move, this unit can move up to D3+3".

DETACHMENT RULE

In your Command phase, you can use this ability. If you do, select one objective. That objective is your vowed objective until your next Command phase.

- Friendly Deathwing Infantry unit's attacks that target an enemy unit within range of your vowed objective have +1 to wound rolls.

Restrictions: Your army can include Dark Angels units, but it cannot include any Adeptus Astartes units drawn from any other Chapter.

STRATAGEMS (3/3)

1 CP · INNER CIRCLE TASK FORCE STRATAGEM · MOVEMENT

RELIC TELEPORTARIUM

When: Your Movement phase, when a friendly Deathwing unit with the Deep Strike ability is selected to make an ingress move.
Target: That DEATHWING unit.
Effect: Your unit can be set up more than 6" horizontally from all enemy units (instead of more than 8"). Your unit is not eligible to declare a charge until the end of this turn.

1 CP · INNER CIRCLE TASK FORCE STRATAGEM · CHARGE

WRATH OF THE LION

When: Your Charge phase, when a friendly Deathwing unit ends a charge move.
Target: That DEATHWING unit.
Effect: Select one enemy unit engaged with your unit. If you do, roll one D6 for each model in your unit engaged with that enemy unit: For each 3+, that enemy unit suffers 1 mortal wound (to a maximum of 6 mortal wounds).

1 CP INNER CIRCLE TASK FORCE STRATAGEM FIGHT

DUTY UNTO DEATH

When: Fight phase, when an enemy unit targets a friendly Deathwing unit.

Target: That DEATHWING unit.

Effect: When a model in your unit is destroyed, if your unit has not been selected to fight this phase, roll one D6, with +1 to that roll if your unit is engaged with an enemy unit within range of your vowed objective: On a 4+, do not remove that model from the battlefield. When your unit has fought, or at the end of the phase (whichever comes first), that model is removed from the battlefield.