IMPERIUM - SPACE MARINES · DETACHMENT

SPEARPOINT TASK FORCE

2 DP · RECONNAISSANCE

ENHANCEMENTS

Spearpoint Paragon — **25 pts**

Adeptus Astartes model only. This model's melee attacks have:

- +1 S and AP.
- Or: If this unit made a charge move this turn, +2 S and AP.

Stormseer's Wisdom — **15 pts**

Adeptus Astartes model only. This unit can re-roll advance rolls.

Hunter's Eye — **25 pts**

Adeptus Astartes model only. This unit's ranged attacks:

- Have [IGNORES COVER].
- Have [SUSTAINED HITS 1].

Chogorian Huntmaster (Upgrade) — **20 pts**

Adeptus Astartes Mounted/Speeder unit only. When this unit is selected to make an ingress move, treat the current battle round number as being one higher than it actually is.

DETACHMENT-REGEL

- You can select the assault doctrine or tactical doctrine one additional time per battle.
- Friendly Adeptus Astartes Mounted/Speeder units have +1 to advance rolls.
- Friendly Suboden Khan units have the following ability:

Wrath of the First Khan: At the end of the Fight phase, if this unit was eligible to fight this phase, you can use this ability. If you do:

- If this unit is unengaged, this unit can make a normal move.
- Or: If this unit is engaged, this unit can make a fall-back move.

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

STRATAGEMS

1 CP — SPEARPOINT TASK FORCE STRATAGEM · WAHAPEDIA — MOVEMENT

HUNTER'S INSTINCTS

When: Your opponent's Movement phase, when an enemy unit ends a move within 8" of a friendly unengaged Adeptus Astartes Infantry/Mounted/Speeder unit.
Target: That ADEPTUS ASTARTES INFANTRY/MOUNTED/SPEEDER unit.
Effect: Your unit can make a normal move of up to D3+3".

1 CP — SPEARPOINT TASK FORCE STRATAGEM · WAHAPEDIA — MOVEMENT

MOBILE LETHALITY

When: Your Movement phase, when a friendly ADEPTUS ASTARTES unit is selected to make an advance/fall-back move.
Target: That ADEPTUS ASTARTES unit.
Effect: That fall-back move does not prevent your unit from being eligible to shoot. Your unit's ranged attacks have [ASSAULT].

1 CP — SPEARPOINT TASK FORCE STRATAGEM · WAHAPEDIA — SHOOTING

EVASIVE MANOEUVERS

When: Your opponent's Shooting phase, when an enemy unit targets a friendly Adeptus Astartes Mounted/Speeder unit.
Target: That ADEPTUS ASTARTES MOUNTED/SPEEDER unit.
Effect: Ranged attacks that target your unit have -1 to wound rolls.

1 CP — SPEARPOINT TASK FORCE STRATAGEM · WAHAPEDIA — CHARGE

FLAWLESS RIDERS

When: Your Movement/Charge phase, when a friendly Adeptus Astartes mounted unit is selected to move or declares a charge.
Target: That ADEPTUS ASTARTES MOUNTED unit.
Effect: Your unit has Mobile.

1 CP — SPEARPOINT TASK FORCE STRATAGEM · WAHAPEDIA — FIGHT

SPEAR THRUST AND SABRE SWING

When: Fight phase, when a friendly ADEPTUS ASTARTES unit is selected to fight.
Target: That ADEPTUS ASTARTES unit.
Effect: Your unit's melee attacks: Have [LETHAL HITS]. Or: Have [LANCE]. Or: If your unit has Mounted, have [LETHAL HITS] and [LANCE].

1 CP — SPEARPOINT TASK FORCE STRATAGEM · WAHAPEDIA — FIGHT

WITHDRAW AND REGROUP

When: End of your opponent's Fight phase.
Target: One friendly unengaged Adeptus Astartes Mounted/Speeder unit.
Effect: Place your unit in strategic reserves.