

# GLADIUS TASK FORCE

6 Stratagems · 4 Enhancements



3 DP · PRIORITY ASSETS

## ENHANCEMENTS (4)

### Artificer Armour

15 pts

Adeptus Astartes model only. This model has:

- 2+ Sv
- Feel No Pain 5+

### Laurels of Triumph

20 pts

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

- +1S and AP
- Or: if the assault doctrine is active for this unit, +2S and AP

### Adept of the Codex

20 pts

Captain model only. The tactical doctrine is active for this unit in addition to any other combat doctrine

### Standard of the Emperor Ascendant

25 pts

Ancient Model only. This model has:

- +1OC and Ld
- Feel No Pain 5+
- The following ability:

Ancient Exhortation (Once per battle, per army). When this unit is selected to fight, you can use this ability. If you do, this unit's melee attacks have +1A until the end of the phase.

## DETACHMENT RULE

You can select one Combat Doctrine one additional time per battle.

## STRATAGEMS (6/6)

1 CP GLADIUS TASK FORCE STRATAGEM **COMMAND**

### ADAPTIVE STRATEGY

**When:** Your Command phase.

**Target:** One friendly ADEPTUS ASTARTES unit.

**Effect:** Select one combat doctrine. That combat doctrine is active for your unit until the start of your next Command phase.

1 CP GLADIUS TASK FORCE STRATAGEM **MOVEMENT**

### RESPONSIVE TACTICS

**When:** Your opponent's Movement phase, when an enemy unit ends a move within 8" of a friendly unengaged Adeptus Astartes Infantry/Mounted unit.

**Target:** That ADEPTUS ASTARTES INFANTRY/MOUNTED unit.

**Effect:** Your unit can make a normal move of up to D6".

1 CP GLADIUS TASK FORCE STRATAGEM **SHOOTING**

### ARMOUR OF CONTEMPT

**When:** Your opponent's Shooting phase or the Fight phase, when an enemy unit targets a friendly ADEPTUS ASTARTES unit.

**Target:** That ADEPTUS ASTARTES unit.

**Effect:** Attacks that target your unit have -1 AP until that enemy unit has attacked.

1 CP GLADIUS TASK FORCE STRATAGEM **SHOOTING**

### STORM OF DEVASTATION

**When:** Your Shooting phase, when a friendly ADEPTUS ASTARTES unit is selected to shoot.

**Target:** That ADEPTUS ASTARTES unit.

**Effect:** Your unit's ranged attacks have [IGNORES COVER].

1 CP GLADIUS TASK FORCE STRATAGEM **FIGHT**

### A WORTHY DEATH

**When:** Fight phase, when an enemy unit targets a friendly ADEPTUS ASTARTES unit.

**Target:** That ADEPTUS ASTARTES unit.

**Effect:** When a model in your unit is destroyed, if your unit has not been selected to fight this phase, roll one D6: 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.

1 CP GLADIUS TASK FORCE STRATAGEM **FIGHT**

### MIGHT OF ANGELS

**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 [Lance].