

# GLADIUS TASK FORCE

3 DP · PRIORITY ASSETS

## ENHANCEMENTS

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-REGEL

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

## STRATAGEMS

1 CP

GLADIUS TASK FORCE STRATAGEM · WAHAPEDIA

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 · WAHAPEDIA

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 ·  
WAHAPEDIA

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 ·  
WAHAPEDIA

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 ·  
WAHAPEDIA

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 ·  
WAHAPEDIA

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].