

# TACTICUS ATTACK FORCE

3 Stratagems · 2 Enhancements



1 DP · TAKE AND HOLD

## ENHANCEMENTS (2)

### Martial Paragon

10 pts

Tacticus model only. This unit's attacks can:

- Re-roll one hit roll
- Re-roll one wound roll.

### Spearpoint War Leader

15 pts

Tacticus model only. This unit has Scouts 6"

## DETACHMENT RULE

Friendly Tacticus units can re-roll advance rolls.

## STRATAGEMS (3/3)

1 CP

TACTICUS ATTACK FORCE STRATAGEM

SHOOTING

### RELENTLESS ASSAULT

**When:** Your Shooting phase or the Fight phase, when a friendly Tacticus unit is selected to attack.

**Target:** That TACTICUS unit.

**Effect:** Your unit's attacks have: [Sustained Hits 1: non-Monster/Vehicle]. Or: [Lethal Hits: Monster/Vehicle].

1 CP

TACTICUS ATTACK FORCE STRATAGEM

FIGHT

### TACTICAL FOCUS

**When:** Fight phase, when a friendly Tacticus unit is selected to make a consolidation move.

**Target:** That TACTICUS unit.

**Effect:** When making that consolidation move, your unit can move up to D3+3".

1 CP TACTICUS ATTACK FORCE STRATAGEM FIGHT

### TRANSHUMAN SWIFTNESS

**When:** Fight phase, when an enemy unit has fought.

**Target:** One friendly Tacticus unit that is within range of an objective and is eligible to fight.

**Effect:** Your unit has Fights First and must be the next unit you select to fight.