IMPERIUM - IRON HANDS · DETACHMENT

TACTICUS ATTACK FORCE

1 DP · TAKE AND HOLD

ENHANCEMENTS

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-REGEL

Friendly Tacticus units can re-roll advance rolls.

STRATAGEMS

1 CP — TACTICUS ATTACK FORCE STRATAGEM · WAHAPEDIA — 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 · WAHAPEDIA — 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.

1 CP — TACTICUS ATTACK FORCE STRATAGEM · WAHAPEDIA — 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".