IMPERIUM - DEATHWATCH

BLACK SPEAR TASK FORCE

6 Stratagems · 4 Enhancements

3 DP · PURGE THE FOE

ENHANCEMENTS (4)

Thief of Secrets — 10 pts

—

Osseus Key — 20 pts

WATCH MASTER/TECHMARINE model only. While an enemy VEHICLE unit is within 6” of this model, that enemy unit’s attacks have -1 A.

The Tome of Ectoclades — 15 pts

WATCH MASTER/CAPTAIN model only. (Once per battle, per army) In your Command phase, you can use this ability. If you do, the assault doctrine, devastator doctrine and tactical doctrine are active for this unit until the start of your next Command phase.

Beacon Angelis — 25 pts

ADEPTUS ASTARTES model only. If this unit is a Kill Team unit, this unit has:

- Deep Strike.
- When you target this unit with the Rapid Ingress Stratagem, that use is -1CP.

DETACHMENT RULE

Friendly KILL TEAM units with this ability have the following abilities:

Furor Tactics: If the devastator doctrine is active for your unit, your unit’s attacks have [SUSTAINED HITS 1].

Malleus Tactics: If the tactical doctrine is active for your unit, your unit’s attacks have [LETHAL HITS].

Purgatus Tactics: If the assault doctrine is active for your unit, your unit’s attacks that target an enemy unit within 9" of this unit have [PRECISION].

RESTRICTIONS: Your army can include ADEPTUS ASTARTES DEATHWATCH units, but it cannot include any ADEPTUS ASTARTES units drawn from any other Chapter.

With the exception of Kill Team Cassius (see Legends: Agents of the Imperium), your army cannot include any AGENTS OF THE IMPERIUM DEATHWATCH units.

STRATAGEMS (6/6)

1 CP BLACK SPEAR TASK FORCE STRATAGEM COMMAND

ADAPTIVE TACTICS

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 BLACK SPEAR 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 BLACK SPEAR TASK FORCE STRATAGEM SHOOTING

DRAGONFIRE ROUNDS

When: Your Shooting phase when a KILL TEAM unit is selected to shoot.
Target: That KILL TEAM unit.
Effect: Your unit's ranged attacks: Can re-roll wound rolls of 1. Have [IGNORES COVER].

1 CP BLACK SPEAR TASK FORCE STRATAGEM SHOOTING

HELLFIRE ROUNDS

When: Your Shooting phase when a KILL TEAM unit is selected to shoot.
Target: That KILL TEAM unit.
Effect: Your unit's ranged attacks (excluding [DEVASTATING WOUNDS] attacks) have [ANTI-non-VEHICLE 4+].

1 CP BLACK SPEAR TASK FORCE STRATAGEM SHOOTING

KRAKEN ROUNDS

When: Your Shooting phase when a KILL TEAM unit is selected to shoot.
Target: That KILL TEAM unit.
Effect: Your unit's ranged attacks: Have +6" R. Have +1 S.

1 CP BLACK SPEAR TASK FORCE STRATAGEM FIGHT

SITE-TO-SITE TELEPORTATION

When: End of your opponent's Fight phase.
Target: One friendly unengaged ADEPTUS ASTARTES INFANTRY unit.
Effect: Place your unit in strategic reserves. If your unit has Kill Team, your unit has Deep Strike until the end of your next Movement phase.