

HEADHUNTER TASK FORCE

ENHANCEMENTS

Redoubtable Machine Spirit

25 pts

ADEPTUS ASTARTES VEHICLE model only. The bearer has a 5+ invulnerable save and, at the end of your Command phase, the bearer regains 1 lost wound.

Gunnery Honours

20 pts

ADEPTUS ASTARTES VEHICLE model only. Once per phase, you can re-roll one Hit roll, one Wound roll and one Damage roll for the bearer.

Firestorm Coordinators

20 pts

ADEPTUS ASTARTES VEHICLE model only. Ranged weapons equipped by the bearer have the [SUSTAINED HITS 1] ability.

Astartes Tank Ace (Aura)

40 pts

ADEPTUS ASTARTES VEHICLE model only. In your Shooting phase, while a friendly ADEPTUS ASTARTES VEHICLE unit is within 6" of the bearer, ranged weapons equipped by models in that unit have the [ASSAULT] ability.

DETACHMENT-REGEL

Target SightedSpace Marine crews are relentless in their pursuit of assigned targets, coaxing every last trace of power from their war machines and demonstrating exemplary gunnery even under heavy fire. Each time a TANK ACE unit from your army (see below) Advances, do not make an Advance roll for it. Instead, until the end of the phase, add 6" to the Move characteristic of models in that unit.

Each time a TANK ACE unit from your army shoots in your Shooting phase, if that unit did not Advance this turn, you can re-roll the Damage roll.

KEYWORDS

ADEPTUS ASTARTES VEHICLE units from your army (excluding FORTIFICATIONS, DROP PODS, WALKERS and units that can FLY) have the TANK ACE keyword.

In the Muster Armies step, you can select up to three TANK ACE units from your army to gain the CHARACTER keyword.

Designer's Note: This means that the selected units can be given Enhancements, and one of them can be selected as your WARLORD.

STRATAGEMS

1 CP

HEADHUNTER TASK FORCE –
STRATEGIC PLOY STRATAGEM

MOVEMENT

Reacting swiftly to enemy movements, this tank's

When: Your opponent's Movement phase, just

Target: One Tank Ace unit from your army

Effect: Your unit can make a Normal move of up

1 CP

HEADHUNTER TASK FORCE –
STRATEGIC PLOY STRATAGEM

SHOOTING

Advanced targeting systems and the skill of

When: Your Shooting phase.

Target: One Adeptus Astartes unit from your army

Effect: Until the end of the phase, your unit is

1 CP

HEADHUNTER TASK FORCE – EPIC
DEED STRATAGEM

SHOOTING

Bellicose in the extreme, this vehicle's machine

When: Your opponent's Shooting phase, just after an

Target: One Tank Ace unit from your army

Effect: Your unit can shoot as if it were your

1 CP

HEADHUNTER TASK FORCE –
BATTLE TACTIC STRATAGEM

SHOOTING

Space Marines are ruthless in culling weakened foes.

When: Your Shooting phase.

Target: One Tank Ace unit from your army that has

Effect: Until the end of the phase, each time a

1 CP

HEADHUNTER TASK FORCE –
BATTLE TACTIC STRATAGEM

SHOOTING

Targeting vulnerable joints or seams between

When: Your Shooting phase.

Target: One Tank Ace unit from your army that has

Effect: Until the end of the phase, each time a

1 CP

HEADHUNTER TASK FORCE –
STRATEGIC PLOY STRATAGEM

SHOOTING

The belligerence of the Adeptus Astartes, combined

When: Your opponent's Shooting phase or the

Target: One Adeptus Astartes unit from your army

Effect: Until the attacking unit has finished making