

# HEADHUNTER TASK FORCE

## ENHANCEMENTS

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### 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

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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.

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

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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