

HEADHUNTER TASK FORCE

6 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

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 RULE

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 (6/6)

1 CP HEADHUNTER TASK FORCE – STRATEGIC PLOY STRATAGEM

MOVEMENT

REACTIVE REPOSITIONING

When: Your opponent's Movement phase, just after an enemy unit ends a Normal, Advance or Fall Back move.

Target: One Tank Ace unit from your army (excluding units containing one or more models with a Wounds characteristic of 16+) that is within 9" of that enemy unit.

Effect: Your unit can make a Normal move of up to D6".

1 CP HEADHUNTER TASK FORCE – STRATEGIC PLOY STRATAGEM

SHOOTING

ARMOUR OF CONTEMPT

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.

Target: One ADEPTUS ASTARTES unit from your army that was selected as the target of one or more of the attacking unit's attacks.

Effect: Until the attacking unit has finished making its attacks, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.

1 CP HEADHUNTER TASK FORCE – BATTLE TACTIC STRATAGEM

SHOOTING

KILL SHOT

When: Your Shooting phase.

Target: One Tank Ace unit from your army that has not been selected to shoot this phase.

Effect: Until the end of the phase, each time a model in your unit makes an attack that targets a MONSTER or VEHICLE unit, re-roll a Wound roll of 1. If the target unit is below its Starting Strength, you can re-roll the Wound roll instead.

Restriction: A unit cannot be targeted with this and the Target Weak Point Stratagem in the same phase.

1 CP HEADHUNTER TASK FORCE – EPIC DEED STRATAGEM

SHOOTING

MACHINE VENGEANCE

When: Your opponent's Shooting phase, just after an enemy unit has shot.

Target: One Tank Ace unit from your army (excluding units containing one or more models with a Wounds characteristic of 16+) that was selected as the target of one or more of the attacking unit's attacks.

Effect: Your unit can shoot as if it were your Shooting phase, but must target only that enemy unit when doing so, and can only do so if that enemy unit is visible and an eligible target.

1 CP HEADHUNTER TASK FORCE – STRATEGIC PLOY STRATAGEM

SHOOTING

RAPID GUNNERY

When: Your Shooting phase.

Target: One ADEPTUS ASTARTES unit from your army that has not been selected to shoot this phase.

Effect: Until the end of the phase, your unit is eligible to shoot in a turn in which it Fell Back.

1 CP HEADHUNTER TASK FORCE – BATTLE TACTIC STRATAGEM

SHOOTING

TARGET WEAK POINT

When: Your Shooting phase.

Target: One Tank Ace unit from your army that has not been selected to shoot this phase.

Effect: Until the end of the phase, each time a model in your unit makes a ranged attack that targets a MONSTER or VEHICLE unit, improve the Armour Penetration characteristic of that attack by 1.

Restriction: A unit cannot be targeted with this and the Kill Shot Stratagem in the same phase.