

# BLACK SPEAR TASK FORCE

6 Stratagems · 4 Enhancements

## ENHANCEMENTS (4)

### Thief of Secrets

25 pts

Adeptus Astartes model only. Improve the Strength, Damage and Armour Penetration characteristics of the bearer's melee weapons by 1. At the end of the Fight phase, if one or more enemy models were destroyed as a result of a melee attack made by the bearer this phase, until the end of the battle, improve the Strength, Damage and Armour Penetration characteristics of the bearer's melee weapons by 2 instead.

### Beacon Angelis

25 pts

ADEPTUS ASTARTES model only. Models in the bearer's unit have the Deep Strike ability. In addition, you can target the bearer's unit with the Rapid Ingress Stratagem for OCP.

### Osseus Key

15 pts

WATCH MASTER or TECHMARINE model only. At the start of your opponent's Shooting phase, select one enemy VEHICLE unit (excluding TITANIC units) within 12" of and visible to the bearer. That model must take a Leadership test. If that test is passed, until the end of the phase, each time a model in that unit makes an attack, subtract 1 from the Hit roll; if that test is failed, that unit is not eligible to shoot this phase.

### The Tome of Ectoclades

30 pts

WATCH MASTER or CAPTAIN model only. Once per battle, after you have selected your Oath of Moment target, the bearer can use this Enhancement. If it does, select a second enemy unit to be an Oath of Moment target.

Designer's Note: \*This means that each time a model with the Oath of Moment ability makes an attack that targets either of your Oath of Moment targets, you can re-roll the Hit roll.\*

## DETACHMENT RULE

Each time an attack targets a KILL TEAM unit from your army that contains models with different Toughness characteristics, until the attacking unit has finished making its attacks, use the Toughness characteristic of the majority of the models in that unit when determining what result is required for that attack to successfully wound. If two or more Toughness characteristics are tied for majority, use the highest Toughness characteristic.

For the purposes of determining which models can embark within a TRANSPORT model, KILL TEAM models follow the normal restrictions listed on the TRANSPORT model.

## STRATAGEMS (6/6)

**1 CP**BLACK SPEAR TASK FORCE – STRATEGIC PLOY  
STRATAGEM**COMMAND**

### ADAPTIVE TACTICS

**When:** Your Command phase.**Target:** Up to two Kill Team units from your army, or one other ADEPTUS ASTARTES unit from your army.**Effect:** For each unit targeted, select Furor Tactics, Malleus Tactics or Purgatus Tactics. Until the start of your next Command phase, that Mission Tactic is active for that unit instead of any Mission Tactic that is active for your army.**1 CP**BLACK SPEAR TASK FORCE – BATTLE TACTIC  
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**BLACK SPEAR TASK FORCE – WARGEAR  
STRATAGEM**SHOOTING**

### DRAGONFIRE ROUNDS

**When:** Your Shooting phase.**Target:** One Kill Team unit from your army that has not been selected to shoot this phase.**Effect:** Until the end of the phase, ranged weapons equipped by models in your unit have the [ASSAULT] and [IGNORES COVER] abilities.**Restriction:** You cannot select any units that have already been targeted with either the Kraken Rounds or Hellfire Rounds Stratagems this phase.**1 CP**BLACK SPEAR TASK FORCE – WARGEAR  
STRATAGEM**SHOOTING**

### HELLFIRE ROUNDS

**When:** Your Shooting phase.**Target:** One Kill Team unit from your army that has not been selected to shoot this phase.**Effect:** Until the end of the phase, ranged weapons (excluding Devastating Wounds weapons) equipped by models in your unit have the [ANTI-INFANTRY 2+] and [ANTI-MONSTER 5+] abilities.**Restriction:** You cannot select any units that have already been targeted with either the Kraken Rounds or Dragonfire Rounds Stratagems this phase.**1 CP**BLACK SPEAR TASK FORCE – WARGEAR  
STRATAGEM**SHOOTING**

### KRAKEN ROUNDS

**When:** Your Shooting phase.**Target:** One Kill Team unit from your army that has not been selected to shoot this phase.**Effect:** Until the end of the phase, improve the Armour Penetration characteristic of ranged weapons equipped by models in your unit by 1 and improve the Range characteristic of those weapons by 6".**Restriction:** You cannot select any units that have already been targeted with either the Dragonfire Rounds or Hellfire Rounds Stratagems this phase.**1 CP**BLACK SPEAR TASK FORCE – STRATEGIC PLOY  
STRATAGEM**FIGHT**

### SITE-TO-SITE TELEPORTATION

**When:** End of your opponent's Fight phase.**Target:** Up to two Kill Team units from your army, or one other Adeptus Astartes Infantry unit from your army, if those units are not within Engagement Range of one or more enemy units.**Effect:** Remove those units from the battlefield and place them into Strategic Reserves. Until the end of your next Movement phase, models in those units that do not have the Deep Strike ability have the Deep Strike ability.