

# FULGURIS TASK FORCE

3 Stratagems · 2 Enhancements

## ENHANCEMENTS (2)

### Bellicose Weapon Spirits

15 pts

SPEEDER unit only. This unit can re-roll:

- Damage rolls.
- Rolls to determine the A of a weapon.

### Raptorial Cogitator Core

15 pts

SPEEDER unit only. This unit's ranged attacks have [IGNORES COVER]

## DETACHMENT RULE

- Friendly LAND SPEEDER/STORM SPEEDER HAILSTRIKE/STORM SPEEDER HAMMERSTRIKE/STORM SPEEDER THUNDERSTRIKE units have SPEEDER.
- In your first Movement phase, friendly SPEEDER units can make an ingress move.

## STRATAGEMS (3/3)

1 CP

FULGURIS TASK FORCE STRATAGEM

MOVEMENT

### Triggering sudden flows of power to engines and manoeuvring

**When:** Your opponent's Movement phase, when an enemy unit ends

**Target:** That SPEEDER unit.

**Effect:** Your unit can make a normal move of up to D3+3".

1 CP

FULGURIS TASK FORCE STRATAGEM

SHOOTING

### Speeder crews are trained to exploit their craft's

**When:** Your Shooting phase, when a friendly SPEEDER unit is

**Target:** That SPEEDER unit.

**Effect:** Select one enemy unit within 24" of your unit. That enemy

**1 CP** FULGURIS TASK FORCE STRATAGEM **FIGHT**

**The anti-grav plates of this combat skimmer thrum with extra**

**When:** End of your opponent's Fight phase.

**Target:** One friendly unengaged SPEEDER unit.

**Effect:** Place your unit in strategic reserves.