

INNER CIRCLE TASK FORCE

6 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Eye of the Unseen

10 pts

Deathwing model only. Each time you target the bearer's unit with a Stratagem, roll one D6, adding 1 if the bearer is within range of your Vowed objective marker: on a 5+ you gain 1CP.

Champion of the Deathwing

15 pts

Deathwing model only. Melee weapons equipped by the bearer have the [LETHAL HITS] ability, and each time the bearer makes a melee attack, if it is within range of your Vowed objective marker, a Critical Hit is scored on an unmodified Hit roll of 5+.

Singular Will

20 pts

Deathwing model only. Each time the bearer's unit Pile In or Consolidates, models in that unit can move an additional 3".

Deathwing Assault

30 pts

Deathwing model with the Deep Strike ability only. The bearer's unit can set up using the Deep Strike ability in the Reinforcement step of your first, second or third Movement phase, regardless of any mission rules.

DETACHMENT RULE

At the start of your Movement phase, select one of the following:

- Defensive Footing: Select one objective marker you control. Until the start of your next Movement phase, that objective marker is your Vowed objective marker.
- Aggressive Push: Select one or more objective markers you do not control. Until the start of your next Movement phase, each of those objective markers is one of your Vowed objective markers. If a rule refers to a unit or model being within range of your Vowed objective marker, that rule takes effect if that unit or model is within range of one or more of your Vowed objective markers.

Each time a Deathwing Infantry unit from your army makes an attack that targets a unit within range of one or more of your Vowed objective markers, add 1 to the Wound roll.

STRATAGEMS (6/6)

1 CP INNER CIRCLE TASK FORCE – STRATEGIC PLOY STRATAGEM

MOVEMENT

RELIC TELEPORTARIUM

When: Your Movement phase.

Target: One Deathwing unit from your army that is arriving using the Deep Strike ability this phase.

Effect: Your unit can be set up anywhere on the battlefield that is more than 6" horizontally away from all enemy models.

Restriction: Until the end of the turn, your unit is not eligible to declare a charge.

1 CP INNER CIRCLE 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 INNER CIRCLE TASK FORCE – BATTLE TACTIC STRATAGEM

SHOOTING

UNMATCHED FORTITUDE

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

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

Effect: Until the end of the phase, each time an attack targets your unit, if the Strength characteristic of that attack is greater than your unit's Toughness characteristic, subtract 1 from the Wound roll.

1 CP INNER CIRCLE TASK FORCE – EPIC DEED STRATAGEM

CHARGE

WRATH OF THE LION

When: Your Charge phase.

Target: One Deathwing INFANTRY unit from your army that just ended a Charge move.

Effect: Select one enemy unit within Engagement Range of your unit and roll one D6 for each model in your unit, adding 1 to the result if that enemy unit is within range of your Vowed objective marker: for each 4+, that enemy unit suffers 1 mortal wound (to a maximum of 3 mortal wounds).

1 CP INNER CIRCLE TASK FORCE – STRATEGIC PLOY STRATAGEM

FIGHT

DUTY UNTO DEATH

When: Fight phase, just after an enemy unit has selected its targets.

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

Effect: Until the end of the phase, each time a model in your unit is destroyed, if that model has not fought this phase, roll one D6, adding 1 if your unit is within range of your Vowed objective marker. On a 4+, do not remove the destroyed model from play; it can fight after the attacking unit has finished making its attacks, and is then removed from play.

1 CP INNER CIRCLE TASK FORCE – EPIC DEED STRATAGEM

FIGHT

MARTIAL MASTERY

When: Fight phase.

Target: One Deathwing Infantry unit from your army that has not been selected to fight this phase.

Effect: Until the end of the phase, each time a model in your unit makes an attack, re-roll a Wound roll of 1. If your unit is within range of your Vowed objective marker, you can re-roll the Wound roll instead.