

SPEARPOINT TASK FORCE

6 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Spearpoint Paragon

25 pts

Adeptus Astartes model only. Improve the Strength and Armour Penetration characteristics of the bearer's melee weapons by 1. Each time the bearer ends a Charge move, until the end of the turn, improve the Strength and Armour Penetration characteristics of the bearer's melee weapons by 2 instead.

Stormseer's Wisdom

15 pts

Adeptus Astartes model only. While the bearer is leading a unit, you can re-roll Advance rolls made for that unit.

Hunter's Eye

20 pts

Adeptus Astartes model only. Ranged weapons equipped by models in the bearer's unit have the

[SUSTAINED HITS 1] and [IGNORES COVER] abilities.

Chogorian Huntmaster

25 pts

Adeptus Astartes Mounted model only. If the bearer's unit is in Strategic Reserves, for the purposes of setting up that unit on the battlefield, treat the current battle round number as being one higher than it actually is.

DETACHMENT RULE

Adeptus Astartes units from your army are eligible to declare a charge in a turn in which they Advanced or Fell Back.

Wrath of the First Khan

At the end of the Fight phase, if a Suboden Khan unit from your army destroyed one or more enemy units this phase and is not within Engagement Range of one or more enemy units, that unit can make a Normal move of up to 6".

STRATAGEMS (6/6)

1 CP SPEARPOINT TASK FORCE – STRATEGIC PLOY STRATAGEM

MOVEMENT

HUNTER'S INSTINCTS

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

Target: One Adeptus Astartes Infantry unit or Adeptus Astartes Mounted unit from your army that is within 9" of that enemy unit. You cannot target a unit that is within Engagement Range of one or more enemy units.

Effect: Your unit can make a Normal move of up to 6".

1 CP SPEARPOINT TASK FORCE – BATTLE TACTIC STRATAGEM

MOVEMENT

MOBILE LETHALITY

When: Your Movement phase.

Target: One ADEPTUS ASTARTES unit from your army.

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

1 CP SPEARPOINT 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 SPEARPOINT TASK FORCE – BATTLE TACTIC STRATAGEM

SHOOTING

EVASIVE MANOEUVRES

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

Target: One Adeptus Astartes Mounted or Adeptus Astartes Fly Vehicle 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, subtract 1 from the Hit roll and subtract 1 from the Wound roll.

1 CP SPEARPOINT TASK FORCE – BATTLE TACTIC STRATAGEM

FIGHT

SPEAR THRUST AND SABRE SWING

When: Fight phase.

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

Effect: Select either the [LANCE] or [LETHAL HITS] ability. Until the end of the phase, melee weapons equipped by models in your unit have the selected ability. If it is a MOUNTED unit, until the end of the phase, melee weapons equipped by models in your unit have the [LANCE] and [LETHAL HITS] abilities instead.

1 CP SPEARPOINT TASK FORCE – STRATEGIC PLOY STRATAGEM

FIGHT

WITHDRAW AND REGROUP

When: End of your opponent's Fight phase.

Target: One Adeptus Astartes Mounted or Adeptus Astartes Fly Vehicle unit from your army that is not within Engagement Range of one or more enemy units.

Effect: Remove your unit from the battlefield and place it into Strategic Reserves.