IMPERIUM - BLOOD ANGELS · DETACHMENT

BASTION TASK FORCE

ENHANCEMENTS

Eye of the Primarch — **10 pts**

ADEPTUS ASTARTES model only. Ranged weapons equipped by the bearer and BATTLELINE models in the bearer's unit have the [PRECISION] ability.

Hero of the Chapter — **20 pts**

ADEPTUS ASTARTES model only. While the bearer is leading a unit, the bearer has the BATTLELINE keyword.

Blades of Valour — **15 pts**

ADEPTUS ASTARTES model only. Improve the Armour Penetration characteristic of melee weapons equipped by the bearer and BATTLELINE models in the bearer's unit by 1.

Bombast Omnivox — **15 pts**

ADEPTUS ASTARTES model only. Each time you select the bearer's unit as the target of a Stratagem, roll one D6, adding 1 if the bearer's unit has the BATTLELINE keyword: on a 4+, you gain 1CP.

DETACHMENT-REGEL

Interlocking TacticsEmploying the full breadth of combined arms tactics taught by the Codex Astartes, mainstay squads hit and fade, blunting enemy attacks while acquiring auspex data to guide the targeting of their more heavily armed comrades.ADEPTUS ASTARTES BATTLELINE units from your army:

Are eligible to shoot and declare a charge in a turn in which they Advanced or Fell Back.Are eligible to start to perform an Action in a turn in which they Advanced or Fell Back.

Each time an ADEPTUS ASTARTES BATTLELINE unit from your army is selected to attack, after resolving those attacks, select one enemy unit hit by one or more of those attacks. Until the end of the turn, that enemy unit is auspex scanned. Each time an ADEPTUS ASTARTES model from your army makes an attack that targets an auspex scanned unit, re-roll a Hit roll of 1.

STRATAGEMS

1 CP — BASTION TASK FORCE – BATTLE TACTIC STRATAGEM · WAHAPEDIA — **SHOOTING**

CODEX DISCIPLINE

When: Your Shooting phase or the Fight phase.
Target: One ADEPTUS ASTARTES unit from your army that has not been selected to shoot or fight this phase.
Effect: Until the end of the phase, each time a model in your unit makes an attack that targets an enemy unit, re-roll a Hit roll of 1. If that target is auspex scanned, re-roll a Wound roll of 1 as well.

1 CP — BASTION TASK FORCE – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — **SHOOTING**

GUIDED DISRUPTION

When: Your Shooting phase or the Fight phase, just after an Adeptus Astartes Battleline unit from your army has finished making its attacks.
Target: That ADEPTUS ASTARTES BATTLELINE unit.
Effect: When an enemy unit is auspex scanned as a result of those attacks this turn, if that enemy unit does not have the MONSTER or VEHICLE keywords, until the start of your next turn, it is pinned. While a unit is pinned, subtract 2 from that unit's Move characteristic and subtract 2 from Charge rolls made for that unit.

1 CP

BASTION TASK FORCE – STRATEGIC PLOY STRATAGEM · WAHAPEDIA

SHOOTING

HERESY UNDONE

When: Your Shooting phase or your Charge phase.
Target: One ADEPTUS ASTARTES unit (excluding Battleline units) from your army.
Effect: Until the end of the phase, your unit is eligible to shoot and declare a charge in a turn in which it Advanced or Fell Back. If it does, every target of that charge and every target of those attacks must be an auspex scanned unit.

1 CP

BASTION TASK FORCE – BATTLE TACTIC STRATAGEM · WAHAPEDIA

SHOOTING

LIGHT OF VENGEANCE

When: Your Shooting phase or the Fight phase.
Target: One ADEPTUS ASTARTES unit from your army that has not been selected to shoot or fight this phase.
Effect: Select the [LETHAL HITS] or [SUSTAINED HITS 1] ability. Until the end of the phase, weapons equipped by models in your unit have that ability while targeting an auspex scanned unit or if the bearer has the Battleline keyword.

1 CP

BASTION TASK FORCE – STRATEGIC PLOY STRATAGEM · WAHAPEDIA

SHOOTING

SHOCK BOMBARDMENT

When: Your Shooting phase or the Fight phase, just after an Adeptus Astartes Battleline unit from your army finished making its attacks.
Target: That ADEPTUS ASTARTES BATTLELINE unit.
Effect: When an enemy unit is auspex scanned as a result of those attacks this turn, until the start of your next turn, it is suppressed. While a unit is suppressed, each time a model in that unit makes an attack, subtract 1 from the Hit roll.