

IMPERIUM - SPACE MARINES · DETACHMENT

FULGURIS TASK FORCE

ENHANCEMENTS

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-REGEL

- 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

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.