

UNFORGIVEN TASK FORCE

ENHANCEMENTS

Shroud of Heroes

25 pts

ADEPTUS ASTARTES model only. (Once per battle, per army) When this model is destroyed, at the end of the phase, roll one D6:

- On a 2+, set up this model on the battlefield, unengaged and as close as possible to where it was destroyed. This model is not part of an attached unit and its unit has a starting strength of 1. This model has 3 wounds remaining, or its full wounds remaining if this model was battle-shocked when it was destroyed

Stubborn Tenacity

15 pts

Adeptus Astartes model only. While the bearer is leading a unit, each time a model in that unit makes an attack, add 1 to the Hit roll if that unit is below its Starting Strength, and add 1 to the Wound roll as well if that unit is Battle-shocked and below its Starting Strength.

Weapons of the First Legion

15 pts

Adeptus Astartes model only. Add 1 to the Attacks, Strength and Damage characteristics of the bearer's melee weapons. While the bearer is Battle-shocked, add 2 to the Attacks, Strength and Damage characteristics of the bearer's melee weapons instead.

Pennant of Remembrance

10 pts

Ancient model only. While the bearer is leading a unit, models in that unit have the Feel No Pain 6+ ability. While that unit is Battle-shocked, models in that unit have the Feel No Pain 4+ ability instead.

DETACHMENT-REGEL

While an Adeptus Astartes unit from your army is Battle-shocked, change the Objective Control characteristic of models in that unit to 1, instead of 0.

In your Command phase, select one Adeptus Astartes unit from your army; until the start of your next Command phase, add 1 to the Objective Control characteristic of models in that unit.

STRATAGEMS

1 CP

UNFORGIVEN TASK FORCE –
STRATEGIC PLOY STRATAGEM ·
WAHAPEDIA

MOVEMENT

INTRACTABLE

When: Your Movement phase, just after an ADEPTUS ASTARTES unit from your army Falls Back.

Target: That ADEPTUS ASTARTES unit.

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

1 CP

UNFORGIVEN TASK FORCE – BATTLE
TACTIC STRATAGEM · WAHAPEDIA

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

UNFORGIVEN TASK FORCE – BATTLE
TACTIC STRATAGEM · WAHAPEDIA

SHOOTING

FIRE DISCIPLINE

When: Your Shooting phase.

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

Effect: Until the end of the phase, ranged weapons equipped by models in that unit have the [ASSAULT], [HEAVY] and [IGNORES COVER] abilities.

1 CP

UNFORGIVEN TASK FORCE –
STRATEGIC PLOY STRATAGEM ·
WAHAPEDIA

SHOOTING

GRIM RETRIBUTION

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

Target: One ADEPTUS ASTARTES unit from your army that had one or more models destroyed as a result of the attacking unit's attacks.

Effect: Your unit can shoot as if it were your Shooting phase, but it must target the enemy unit that just attacked it, and can only do so if that enemy unit is an eligible target.

1 CP

UNFORGIVEN TASK FORCE – BATTLE
TACTIC STRATAGEM · WAHAPEDIA

SHOOTING

UNFORGIVEN FURY

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, weapons equipped by models in your unit have the [LETHAL HITS] ability. In addition, if one or more ADEPTUS ASTARTES units from your army are currently Battle-shocked, until the end of the phase, each time a model in your unit makes an attack, a successful unmodified Hit roll of 5+ scores a Critical Hit.

2 CP

UNFORGIVEN TASK FORCE – BATTLE
TACTIC STRATAGEM · WAHAPEDIA

CHARGE

UNBREAKABLE LINES

When: Your opponent's Charge phase, just after an enemy unit ends a Charge move.

Target: One ADEPTUS ASTARTES unit from your army within Engagement Range of that enemy unit.

Effect: Until the end of the turn, each time an attack targets your unit, subtract 1 from the Wound roll.