

VINDICATION TASK FORCE

ENHANCEMENTS

Consecrating Aura

25 pts

ADEPTUS ASTARTES model only. Model's in the bearer's unit have a 5+ invulnerable save.

Imperialis of the Eternal Crusade

15 pts

ANCIENT model only. Each time an enemy unit selects the bearer's unit as a target of a charge, subtract 2 from the Charge roll (this is not cumulative with any other negative modifiers to that Charge roll)

Warden of Honour

20 pts

CRUSADE ANCIENT model only. While the bearer is leading a unit, each time you roll one D6 for the bearer's Vengeful Exhortation ability, add 1 to the result.

Orb of the Emperor's Aegis

10 pts

ADEPTUS ASTARTES model only. Models in the bearer's unit have the Deep Strike ability

DETACHMENT-REGEL

- Each time an attack targets an Ancient unit from your army, if that unit is within range of one or more objective markers and the Strength characteristic of that attack is greater than the Toughness characteristic of that unit, subtract 1 from the Wound roll.

- Each time a friendly CRUSADER SQUAD unit makes a surge move, instead of selecting a surge target, you can select the closest objective to that unit. When that unit makes that surge move, each model in that unit must end that surge move as close as possible to that objective instead.

STRATAGEMS

1 CP

VINDICATION TASK FORCE –
STRATEGIC PLOY STRATAGEM ·
WAHAPEDIA

SHOOTING

RECITATION OF THE REVERED

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

Target: One Ancient 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.

1 CP

VINDICATION TASK FORCE –
STRATEGIC PLOY STRATAGEM ·
WAHAPEDIA

SHOOTING

RECLAIM OUR HONOUR!

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit destroys an Ancient model from your army that has not been targeted with the Refusal to Yield Stratagem this phase.

Target: One ADEPTUS ASTARTES unit from your army visible to that enemy unit.

Effect: Until the end of the battle, each time an ADEPTUS ASTARTES model from your army makes an attack that targets that enemy unit, add 1 to the Hit roll.

Restriction: You cannot target that ANCIENT model with the Refusal to Yield Stratagem this phase.

1 CP

VINDICATION TASK FORCE – BATTLE
TACTIC STRATAGEM · WAHAPEDIA

SHOOTING

SPOOR OF THE UNHOLY

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, ranged weapons equipped by models in your unit have the [IGNORES COVER] ability and each time a model in your unit makes an attack, you can ignore any or all modifiers to the following: that attack's Ballistic Skill or Weapon Skill characteristic; the Hit roll.

1 CP

VINDICATION TASK FORCE – BATTLE
TACTIC STRATAGEM · WAHAPEDIA

FIGHT

LITANIES OF PURGATION

When: Fight phase.

Target: One ADEPTUS ASTARTES 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, if that model's unit is within range of one or more objective markers or the target unit is within range of one or more objective markers, improve the Armour Penetration characteristic of that attack by 1.

2 CP

VINDICATION TASK FORCE –
STRATEGIC PLOY STRATAGEM ·
WAHAPEDIA

CHARGE

PERFERVID INTERVENTION

When: End of your opponent's Charge phase.

Target: One ADEPTUS ASTARTES unit from your army that is within 6" of one or more enemy units and would be eligible to declare a charge against one or more of those enemy units if it were your Charge phase.

Effect: Your unit now declares a charge that only targets one or more of those enemy units, and you resolve that charge.

Restriction: Note that even if this charge is successful, your unit does not receive any Charge bonus this turn.

1 CP

VINDICATION TASK FORCE – EPIC DEED
STRATAGEM · WAHAPEDIA

ANY

REFUSAL TO YIELD

When: Any phase, just after an Ancient model from your army is destroyed.

Target: That ANCIENT model. You can use this Stratagem on that model even though it was just destroyed.

Effect: At the end of the phase, set your model back up on the battlefield, as close as possible to where it was destroyed and not within Engagement Range of one or more enemy units, with its full wounds remaining.

Restriction: You cannot target the same model with this Stratagem more than once per battle.