CHAOS - CHAOS SPACE MARINES · DETACHMENT

SOULFORGED WARPACK

2 DP · TAKE AND HOLD

ENHANCEMENTS

Forge's Blessing — 20 pts

In your Command phase, select one friendly HERETIC ASTARTES VEHICLE unit within 12" of the bearer. Until the start of your next Command phase, that unit has the Feel No Pain 6+ ability.

Invigorated Mechatendrils — 15 pts

Add 4" to the bearer's Move characteristic.

Soul Harvester — 15 pts

While the bearer is on the battlefield, each time an enemy unit within 12" of the bearer is destroyed, roll one D6; on a 5+, you gain 1CP.

Tempting Addendum — 40 pts

Each time a HERETIC ASTARTES DAEMON VEHICLE from your army invokes its contract while within 3" of the bearer:

- If it suffers one or more mortal wounds as a result of that Dark Pact, add 1 to the number of mortal wounds it suffers.

- Until the end of the phase, each time a model in that unit makes an attack, you can re-roll the Hit roll.

DETACHMENT-REGEL

Each time a Heretic Astartes Daemon Vehicle model from your army makes a Dark Pact, it can invoke its contract. If it does, subtract 1 from the resulting Leadership test when making that Dark Pact and, until the end of the phase:

- Each time a model in that unit makes a ranged attack, add 1 to the Wound roll.

- Add 2 to the Attacks characteristic of melee weapons equipped by models in that unit.

STRATAGEMS

1 CP — SOULFORGED WARPACK – EPIC DEED STRATAGEM · WAHAPEDIA — COMMAND

DAEMONIC POSSESSION

When: Your Command phase.
Target: One HERETIC ASTARTES VEHICLE unit from your army (excluding Daemon units).
Effect: Until the end of the battle, your unit has the DAEMON keyword.

1 CP — SOULFORGED WARPACK – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — MOVEMENT

FEEDING FRENZY

When: Your opponent's Movement phase, when an enemy unit (excluding MONSTER and VEHICLES) is selected to Fall Back.
Target: One HERETIC ASTARTES DAEMON VEHICLE or Vashtorr the Arkifane unit from your army that is within Engagement Range of that enemy unit.
Effect: Until the end of the phase, each time an enemy unit (excluding MONSTERS and VEHICLES) that is within Engagement Range of your unit Falls Back, all models in that enemy unit must take a Desperate Escape test. When doing so, of that enemy unit is Battle-shocked, substract 1 from each of those tests.

1 CP

SOULFORGED WARPACK – STRATEGIC PLOY STRATAGEM · WAHAPEDIA

MOVEMENT

PREDATORY PURSUIT

When: Your opponent's Movement phase, just after an enemy unit ends a Normal, Advance or Fall back move.
Target: One HERETIC ASTARTES DAEMON VEHICLE or Vashtorr the Arkifane unit from your army that is within 8" of that enemy unit and not within Engagement Range of one or more enemy units.
Effect: Your unit can make a Normal move of up to 6", but must end that move as close as possible to that enemy unit.

1 CP

SOULFORGED WARPACK – BATTLE TACTIC STRATAGEM · WAHAPEDIA

SHOOTING

DESPERATE PLEDGE

When: Your Shooting phase or the Fight phase.
Target: One HERETIC ASTARTES DAEMON VEHICLE unit from your army that has not been selected to shoot or fight this phase.
Effect: Until the end of the phase, if your unit invokes its contract, each time it makes an attack, improve the Armour Penetration characteristic of that attack by 1.

1 CP

SOULFORGED WARPACK – STRATEGIC PLOY STRATAGEM · WAHAPEDIA

CHARGE

UNSTOPPABLE RAMPAGE

When: Your Movement phase or Charge phase.
Target: One HERETIC ASTARTES DAEMON VEHICLE or Vashtorr the Arkifane unit from your army that has not been selected to move or charge this phase.
Effect: Until the end of the phase, each time your unit makes Normal, Advance or charge move, it can move horizontally through terrain features as if they were not there.

1 CP

SOULFORGED WARPACK – STRATEGIC PLOY STRATAGEM · WAHAPEDIA

FIGHT

GLUT OF SOULS

When: Fight phase.
Target: One HERETIC ASTARTES DAEMON VEHICLE unit from your army (excluding Titanic units) that has not been selected to fight this phase.
Effect: Until the end of the phase, if your unit invokes its contract, each time it makes an attack that destroys an enemy model, roll one D6: on 5+, your unit regains 1 lost wound after all of its attacks have been resolved (to a maximum of 6 wound).