

CULT OF THE ARKIFANE

6 Stratagems · 4 Enhancements



2 DP · PRIORITY ASSETS

ENHANCEMENTS (4)

Wyredjinn

25 pts

At the start of your Command phase, if the bearer is on the battlefield, roll one D6, adding 1 to the result if the bearer is within range of an objective marker you control: on a 4+, you gain 1CP.

Mark of the Soul Forges

20 pts

Each time the bearer makes an attack, an unmodified Hit roll of 5+ scores a Critical Hit.

Cybinfernal Font

20 pts

Models in the bearer's unit have the Soul Forge keyword.

Crown of Worms

15 pts

Add 3" to the range of the bearer's Warpsmith, Master of Mechanisms and Enrage Machine Spirits abilities.

DETACHMENT RULE

Heretic Astartes Vehicle units from your army gain the Daemon keyword.

Heretic Astartes Vehicle, Lord Discordant and Vashtorr the Arkifane units from your army gain the Soul Forge keyword.

Soul Forge units from your army have a 5+ invulnerable save.

STRATAGEMS (6/6)

1 CP CULT OF THE ARKIFANE – EPIC DEED STRATAGEM **COMMAND**

BIOMECHANOID REGENERATION

When: Your Command phase.

Target: One HERETIC ASTARTES unit from your army (excluding Damned units).

Effect: One model in your unit regains up to D3 lost wounds. If your unit has the Soul Forge keyword, one model in your unit regains up to 3 lost wounds instead.

1 CP CULT OF THE ARKIFANE – STRATEGIC PLOY STRATAGEM

MOVEMENT

FORGE-FIRE SURGE

When: Your Movement phase, just after a HERETIC ASTARTES unit from your army Advances.

Target: That HERETIC ASTARTES unit.

Effect: Until the end of the turn, your unit is eligible to shoot in a turn in which it Advanced. If your unit has the Soul Forge keyword, until the end of the turn, your unit is eligible to shoot and declare a charge in a turn in which it Advanced instead.

1 CP CULT OF THE ARKIFANE – BATTLE TACTIC STRATAGEM

SHOOTING

BALEFIRE BOON

When: Your Shooting phase or the Fight phase.

Target: One Soul Forge 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, improve the Armour Penetration characteristic of that attack by 1.

2 CP CULT OF THE ARKIFANE – BATTLE TACTIC STRATAGEM

SHOOTING

SOUL-TALLY OFFERING

When: Your Shooting phase or the Fight phase.

Target: One Soul Forge 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 a CHARACTER, MONSTER or VEHICLE unit, you can re-roll the Wound roll.

1 CP CULT OF THE ARKIFANE – STRATEGIC PLOY STRATAGEM

SHOOTING

UNHOLY FORTITUDE

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

Target: One Soul Forge 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, add 1 to the Toughness characteristic of models in your unit.

1 CP CULT OF THE ARKIFANE – BATTLE TACTIC STRATAGEM

ANY

TOUCH OF THE ARKIFANE

When: Any phase.

Target: One HERETIC ASTARTES unit from your army (excluding Damned units) that has not been selected to shoot or fight this phase.

Effect: Until the end of the phase, if your unit is selected to make a Dark Pact, you can select both abilities for that unit's weapons to gain.