

LORDS OF THE FORGE

3 Stratagems · 2 Enhancements

 2 DP · PRIORITY ASSETS

ENHANCEMENTS (2)

<div>Vingh's Wafers of Dynamism<div>25 pts</div></div> <div>At the start of the first battle round, if this unit is an attached unit, this unit has MOBILE until the end of the battle.</div>	<div>TL-409<div>30 pts</div></div> <div>—</div>
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DETACHMENT RULE

Friendly TECH-PRIEST models have:

- 4+ InSv.
- Feel No Pain 5+.

Friendly TECH-PRIEST models have the following ability:

Baffling Data Screed: In your Shooting phase, when this unit is selected to shoot, if this unit is not battle-shocked, you can use this ability. If you do, roll one D6:

- On a 2+, select one enemy VEHICLE unit within 12" of this unit. That enemy unit makes a battle-shock roll, with -1 to that battle-shock roll. A unit cannot be selected for this ability more than once per turn.
- Or: On 2+, those ranged attacks do not prevent this unit from being hidden.

STRATAGEMS (3/3)

1 CP LORDS OF THE FORGE STRATAGEM MOVEMENT

OVERLOADED SAFEGUARDS

When: Your Movement phase, when a friendly TECH-PRIEST unit is selected to make a fall-back move.

Target: That TECH-PRIEST unit.

Effect: That move does not prevent your unit from being eligible to shoot/declare a charge.

1 CP LORDS OF THE FORGE STRATAGEM SHOOTING

HOLY AVARICE

When: Your Shooting phase, when a friendly TECH-PRIEST unit starts an action.

Target: That TECH-PRIEST unit.

Effect: That action does not prevent your unit from being eligible to shoot.

1 CP LORDS OF THE FORGE STRATAGEM SHOOTING

SCRIPTURAL PROGNOSIS

When: In your opponent's Shooting phase or the Fight phase, when an enemy unit targets a friendly TECH-PRIEST unit that is within range of an objective.

Target: That TECH-PRIEST unit.

Effect: Attacks that target your unit have -1 AP until that enemy unit has attacked.