

HEARTFYRE ARSENAL

6 Stratagems · 4 Enhancements



2 DP · PRIORITY ASSETS

ENHANCEMENTS (4)

Fårstryder Node

20 pts

Models in the bearer's unit have the Deep Strike ability.

Graviton Vault

5 pts

In your Shooting phase, after the bearer has shot, and in the Fight phase, after the bearer has fought, select one enemy Monster or Vehicle unit hit by one or more of those attacks. Until the start of your next turn, that enemy unit is suppressed. While a unit is suppressed, each time a model in that unit makes an attack, subtract 1 from the Hit roll.

Mantle of Elders

10 pts

Each time the bearer's unit is selected to shoot, if you spend YP using the Optimal Application Detachment rule when doing so, you can roll one D6: on a 2+, you gain 1YP.

Calculated Tenacity

15 pts

While the bearer is leading a unit, add 1 to the Objective Control characteristic of models in that unit.

DETACHMENT RULE

At the end of your Command phase, you gain 1YP for each objective marker you control that is not within your deployment zone and has one or more Iron-Master and/or Memnyr Strategist models from your army within range of it (to a maximum of 2YP gained from this Detachment rule per turn).

In your Shooting phase, each time a Bròkhyr, Ironkin Steeljacks or Arkanyst Evaluator unit from your army is selected to shoot, you can spend 1YP. If you do, until the end of the phase, each time a model in that unit makes an attack, re-roll a Hit roll of 1.

STRATAGEMS (6/6)

1 CP HEARTHFYRE ARSENAL – STRATEGIC PLOY STRATAGEM

MOVEMENT

COGITATED NEED

When: End of your opponent's Movement phase.

Target: One Ironkin Steeljacks unit from your army.

Effect: Your unit can make a Normal move. When doing so, your unit must end that move as close as possible to the closest objective marker.

1 CP HEARTHFYRE ARSENAL – STRATEGIC PLOY STRATAGEM

MOVEMENT

PREVENTATIVE PURGE

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

Target: One Brôkhryr Thunderkyn or Ironkin Steeljacks unit from your army.

Effect: Your unit can shoot as if it were your Shooting phase. When doing so, models in your unit can only target that enemy unit (and only if it is an eligible target) and each time a model in your unit makes an attack, subtract 1 from the Hit roll.

1 CP HEARTHFYRE ARSENAL – WARGEAR STRATAGEM

SHOOTING

DELAYED-FIRE ROUNDS

When: Your Shooting phase, just after a Brôkhryr, Ironkin Steeljacks or Arkanyst Evaluator unit from your army has shot.

Target: That BRÔKHRYR, IRONKIN STEELJACKS or ARKANYST EVALUATOR unit.

Effect: Select one enemy unit (excluding MONSTERS and VEHICLES) hit by one or more of those attacks. Until the start of your next Shooting phase, each time that enemy unit makes a Normal, Advance or Fall Back move, roll one D6 for each model in that unit: for each 1, that unit suffers 1 mortal wound (to a maximum of 6 mortal wounds).

1 CP HEARTHFYRE ARSENAL – STRATEGIC PLOY STRATAGEM

SHOOTING

FIRST CONCERN

When: Your Shooting phase, just after a Brôkhryr, Ironkin Steeljacks or Arkanyst Evaluator unit from your army has shot.

Target: That BRÔKHRYR, IRONKIN STEELJACKS or ARKANYST EVALUATOR unit.

Effect: If your unit Remained Stationary in your Movement phase this turn, it can make a Normal move.

2 CP HEARTHFYRE ARSENAL – BATTLE TACTIC STRATAGEM

SHOOTING

UNWAVERING ACCURACY

When: Your Shooting phase.

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

Effect: Until the end of the phase, 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 characteristic; the Hit roll; the Wound roll; that attack's Armour Penetration characteristic.

1 CP HEARTHFYRE ARSENAL – BATTLE TACTIC STRATAGEM

CHARGE

WALL OF STEEL

When: Your Charge phase, just after an Ironkin Steeljacks unit from your army ends a Charge move.

Target: That IRONKIN STEELJACKS unit.

Effect: Each time you use this Stratagem, you can spend 2YP. Select one enemy unit (excluding MONSTERS and VEHICLES) within Engagement Range of your unit and roll one D6 for each model in your unit, rolling two additional D6 if you spent YP during this use of this Stratagem: for each 4+, that enemy unit suffers 1 mortal wound (to a maximum of 6 mortal wounds).