

ENHANCEMENTS

Infernal Fulgurite

20 pts

Once per battle, you can target the bearer’s unit with the Rapid Ingress Stratagem for 0CP, and can do so even if you have already targeted a different unit with that Stratagem this phase.

Eye of the Warp

15 pts

Each time the bearer’s unit is set up on the battlefield, until the end of the turn, you can re-roll Charge rolls made for that unit.

Akshur's Binding Runes

20 pts

The bearer’s unit can be set up using the Deep Strike ability in the Reinforcements step of your first, second or third Movement phase, regardless of any mission rules.

Tzagulla

25 pts

Improve the Attacks, Strength and Armour Penetration characteristics of the bearer’s weapons by 1. In addition, each time the bearer’s unit is set up on the battlefield from Reserves, until the end of the turn, improve the Damage characteristic of the bearer’s weapons by 1.

DETACHMENT-REGEL

At the end of your opponent’s turn, you can select a number of Heretic Astartes Terminator, Obliterators and Mutilators units from your army (excluding units that are within Engagement Range of one or more enemy units). The maximum number of units you can select depends on the battle size, as follows:

Incursion - Up to 1 unit

Strike Force - Up to 2 units

Onslaught - Up to 3 units

Once you have made your selections, remove those units from the battlefield and place them into Strategic Reserves.

STRATAGEMS

1 CP

WARPSTRIKE CHAMPIONS –
STRATEGIC PLOY STRATAGEM ·
WAHAPEDIA

MOVEMENT

WARP FLICKER

When: Your Movement phase.

Target: One Heretic Astartes Terminator, Obliterators or Mutilators unit from your army.

Effect: Until the end of the turn, your unit is eligible to shoot and declare a charge in a turn in which it Advanced.

1 CP

WARPSTRIKE CHAMPIONS –
STRATEGIC PLOY STRATAGEM ·
WAHAPEDIA

MOVEMENT

WARP-TAINTED

When: Your Movement phase.

Target: One Heretic Astartes Terminator, Obliterators or Mutilators unit from your army, within range of an objective marker you control.

Effect: That objective marker remains under your control until your opponent's Level of Control over that objective marker is greater than yours at the end of a phase.

1 CP

WARPSTRIKE CHAMPIONS – BATTLE
TACTIC STRATAGEM · WAHAPEDIA

SHOOTING

EMPHYRIC DISLOCATION

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

Target: One HERETIC ASTARTES unit from your army (excluding Damned units) that was selected as the target of one or more of the attacking unit's attacks.

Effect: Until the attacking unit has finished making its attacks, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.

Restriction: You cannot target the same unit with the Emphyric Dislocation and Armour of Corruption Stratagems in the same phase.

1 CP

WARPSTRIKE CHAMPIONS –
STRATEGIC PLOY STRATAGEM ·
WAHAPEDIA

SHOOTING

SIEGEBREAKER STRIKE

When: Your Shooting phase.

Target: Up to two HERETIC ASTARTES units from your army that were set up using the Deep Strike ability this turn and have not been selected to shoot this phase.

Effect: Until the end of the phase, ranged weapons equipped by models in your units have the [IGNORES COVER] ability.

1 CP

WARPSTRIKE CHAMPIONS – BATTLE
TACTIC STRATAGEM · WAHAPEDIA

CHARGE

PORTAL OF SPITE

When: Your Charge phase.

Target: One HERETIC ASTARTES unit from your army that was set up using the Deep Strike ability this turn and has not declared a charge this phase.

Effect: Your unit has +2 to charge rolls.

2 CP

WARPSTRIKE CHAMPIONS – STRATEGIC
PLOY STRATAGEM · WAHAPEDIA

FIGHT

ARMOUR OF CORRUPTION

When: Fight phase, just after an enemy unit has selected its targets.

Target: One Heretic Astartes Terminator, Obliterators or Mutilators 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 turn, each time an attack is allocated to a model in your unit, subtract 1 from the Damage characteristic of that attack.

Restriction: You cannot target the same unit with the Armour of Corruption and Emphyric Dislocation Stratagems in the same phase.