IMPERIUM - SPACE MARINES

FORGEFATHER'S SEEKERS

6 Stratagems · 4 Enhancements

2 DP · PRIORITY ASSETS

ENHANCEMENTS (4)

Adamantine Mantle — 20 pts

Adeptus Astartes model only. Attacks allocated to this model have -1D.

War-tempered Artifice — 25 pts

Adeptus Astartes model only. This model's melee attacks have:

- +1S.
- +1D.

Forged in Battle — 25 pts

Adeptus Astartes model only. This unit can ignore modifiers to:

- BS.
- WS.
- Hit rolls.

Immolator — 20 pts

Adeptus Astartes model only. This unit's [TORRENT] weapons have +1A.

DETACHMENT RULE

▪ You can select the devastator doctrine one additional time per battle.

▪ Friendly Adeptus Astartes units' ranged attacks that target a unit within 12", have +1 S.

If your army includes a Vulkan He'stan unit, friendly Infernus Squad units have the following:

▪ When this unit is selected to make an advance/fall-back move, that advance/fall-back move does not prevent this unit from being eligible to start an action.

▪ When this unit starts an action, that action does not prevent this unit from being eligible to shoot.

Restrictions: Your army can include Salamanders units, but it cannot include any Adeptus Astartes units drawn from any other Chapter.

STRATAGEMS (6/6)

1 CP FORGEFATHER'S SEEKERS STRATAGEM COMMAND

WRATH AND RUIN

When: Your Command phase.
Target: One friendly Adeptus Astartes Infantry unit.
Effect: The assault doctrine or tactical doctrine is active for your unit, until the start of your next Command phase.

1 CP FORGEFATHER'S SEEKERS STRATAGEM SHOOTING

CRUCIBLE OF BATTLE

When: Your Shooting phase or the Fight phase, when a friendly Adeptus Astartes infantry unit is selected to attack an enemy unit within 6".
Target: That ADEPTUS ASTARTES INFANTRY unit.
Effect: Your unit's attacks can: Re-roll hit rolls of 1. Re-roll wound rolls of 1.

1 CP FORGEFATHER'S SEEKERS STRATAGEM SHOOTING

BURNING VENGEANCE

When: Your opponent's Shooting phase, when an enemy unit has shot a friendly Adeptus Astartes Transport unit.
Target: One friendly ADEPTUS ASTARTES unit embarked within that ADEPTUS ASTARTES TRANSPORT unit.
Effect: Your ADEPTUS ASTARTES unit can: Make a disembark move. Shoot using normal shooting, but when doing so your unit can only target that enemy unit.

1 CP FORGEFATHER'S SEEKERS STRATAGEM SHOOTING

FORGED IN FIRE

When: Your Shooting phase, when a friendly engaged ADEPTUS ASTARTES unit is selected to shoot.
Target: That ADEPTUS ASTARTES unit.
Effect: Your unit's Torrent weapons: Do not have [Blast]. Have [Close-Quarters]. Have +1 A.

1 CP FORGEFATHER'S SEEKERS STRATAGEM SHOOTING

IMMOLATION PROTOCOLS

When: Your Shooting phase, when a friendly Adeptus Astartes infantry unit is selected to attack.
Target: That ADEPTUS ASTARTES INFANTRY.
Effect: Your unit's ranged [TORRENT] attacks have +1 AP.

1 CP FORGEFATHER'S SEEKERS STRATAGEM CHARGE

BLAZING EARTH

When: Start of your opponent's Charge phase.
Target: One friendly unengaged ADEPTUS ASTARTES unit equipped with one or more Torrent/Melta weapons.
Effect: Select one visible enemy unit within 12" of your unit. That enemy unit has -1 to charge rolls.