

FORGEFATHER'S SEEKERS

 2 DP · PRIORITY ASSETS

ENHANCEMENTS

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-REGEL

- 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

1 CP

FORGEFATHER'S SEEKERS
STRATAGEM · WAHAPEDIA

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

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STRATAGEM · WAHAPEDIA

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

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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

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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

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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

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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.