

CULT OF THE ARKIFANE

12 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Wyredjinn

25 pts

At the start of your Command phase, if the bearer is on the battlefield, roll one D6, adding 1 to the result if the bearer is within range of an objective marker you control: on a 4+, you gain 1CP.

Mark of the Soul Forges

20 pts

Each time the bearer makes an attack, an unmodified Hit roll of 5+ scores a Critical Hit.

Cybinfernal Font

20 pts

Models in the bearer's unit have the Soul Forge keyword.

Crown of Worms

15 pts

Add 3" to the range of the bearer's Warpsmith, Master of Mechanisms and Enrage Machine Spirits abilities.

DETACHMENT RULE

Heretic Astartes Vehicle units from your army gain the Daemon keyword.

Heretic Astartes Vehicle, Lord Discordant and Vashtorr the Arkifane units from your army gain the SOUL FORGE keyword.

SOUL FORGE units from your army have a 5+ invulnerable save.

STRATAGEMS (12/12)

1 CP

CULT OF THE ARKIFANE – EPIC DEED STRATAGEM

COMMAND

Metal and muscle, wire and sinew flow together,

When: Your Command phase.

Target: One Heretic Astartes unit from your army

Effect: One model in your unit regains up to D3

1 CP

CULT OF THE ARKIFANE – EPIC DEED STRATAGEM

COMMAND

Metal and muscle, wire and sinew flow together,

When: Your Command phase.

Target: One Heretic Astartes unit from your army

Effect: One model in your unit regains up to D3

1 CP CULT OF THE ARKIFANE – STRATEGIC PLOY STRATAGEM

MOVEMENT

Warp-tainted motive force and empyric plasma flows

When: Your Movement phase, just after a Heretic

Target: That Heretic Astartes unit.

Effect: Until the end of the turn, your unit is eligible

1 CP CULT OF THE ARKIFANE – STRATEGIC PLOY STRATAGEM

MOVEMENT

Warp-tainted motive force and empyric plasma flows

When: Your Movement phase, just after a Heretic

Target: That Heretic Astartes unit.

Effect: Until the end of the turn, your unit is eligible

1 CP CULT OF THE ARKIFANE – BATTLE TACTIC STRATAGEM

SHOOTING

Channelling the infernal flames of the soul forges,

When: Your Shooting phase or the Fight phase.

Target: One Soul Forge unit from your army that

Effect: Until the end of the phase, each time a

1 CP CULT OF THE ARKIFANE – BATTLE TACTIC STRATAGEM

SHOOTING

Channelling the infernal flames of the soul forges,

When: Your Shooting phase or the Fight phase.

Target: One Soul Forge unit from your army that

Effect: Until the end of the phase, each time a

1 CP CULT OF THE ARKIFANE – BATTLE TACTIC STRATAGEM

SHOOTING

Offering up so great a sacrificial victim will surely

When: Your Shooting phase or the Fight phase.

Target: One Soul Forge unit from your army that

Effect: Until the end of the phase, each time a

1 CP CULT OF THE ARKIFANE – BATTLE TACTIC STRATAGEM

SHOOTING

Offering up so great a sacrificial victim will surely

When: Your Shooting phase or the Fight phase.

Target: One Soul Forge unit from your army that

Effect: Until the end of the phase, each time a

1 CP CULT OF THE ARKIFANE – STRATEGIC PLOY STRATAGEM

SHOOTING

Responding swiftly to incoming fire, the bound entity

When: Your opponent's Shooting phase, just after an

Target: One Soul Forge unit from your army that

Effect: Until the end of the phase, add 1 to the

1 CP CULT OF THE ARKIFANE – STRATEGIC PLOY STRATAGEM

SHOOTING

Responding swiftly to incoming fire, the bound entity

When: Your opponent's Shooting phase, just after an

Target: One Soul Forge unit from your army that

Effect: Until the end of the phase, add 1 to the

1 CP CULT OF THE ARKIFANE – BATTLE TACTIC STRATAGEM

ANY

The blessings of Vashtorr flow through these

When: Any phase.

Target: One Heretic Astartes unit from your

Effect: Until the end of the phase, if your unit is

1 CP CULT OF THE ARKIFANE – BATTLE TACTIC STRATAGEM

ANY

The blessings of Vashtorr flow through these

When: Any phase.

Target: One Heretic Astartes unit from your

Effect: Until the end of the phase, if your unit is