

SOULFORGED

0 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Forge's Blessing

20 pts

In your Command phase, select one friendly HERETIC ASTARTES VEHICLE unit within 12" of the bearer. Until the start of your next Command phase, that unit has the Feel No Pain 6+ ability.

Soul Harvester

15 pts

While the bearer is on the battlefield, each time an enemy unit within 12" of the bearer is destroyed, roll one D6; on a 5+, you gain 1CP.

Invigorated Mechatendrils

15 pts

Add 4" to the bearer's Move characteristic.

Tempting Addendum

40 pts

Each time a HERETIC ASTARTES DAEMON VEHICLE from your army invokes its contract while within 3" of the bearer:

- If it suffers one or more mortal wounds as a result of that Dark Pact, add 1 to the number of mortal wounds it suffers.
- Until the end of the phase, each time a model in that unit makes an attack, you can re-roll the Hit roll.