

FORGEFATHER'S SEEKERS

0 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Adamantine Mantle

20 pts

Adeptus Astartes model only. Each time an attack is allocated the bearer, subtract 1 from the Damage characteristic of that attack. If that attack was made with a [MELTA] or [TORRENT] weapon, change the Damage characteristic of that attack to 1 instead.

War-tempered Artifice

25 pts

Adeptus Astartes Infantry model only. Add 3 to the Strength characteristic of the bearer's melee weapons.

Forged in Battle

15 pts

Adeptus Astartes model only. While the bearer is leading a unit, once per turn after making a Hit roll or a saving throw for a model in that unit, you can change the result of that roll to an unmodified 6.

Immolator

10 pts

Adeptus Astartes model only. Add 1 to the attacks characteristics of Torrent weapons equipped by models in the bearer's unit.

DETACHMENT RULE

Ranged weapons equipped by Adeptus Astartes models from your army have the [ASSAULT] ability, and each time an attack made such a weapon targets a unit within 12", add 1 to the Strength characteristic of that attack.

Seeker's Companions

If your army includes Vulkan He'stan, during your turn, each Infernus Squad unit from your army is eligible to do one of the following

- Start to perform an Action in a turn in which it Advanced
- Shoot in a turn in which it started to perform an Action