

BOARDING ACTIONS

Faction Specific Enhancements and Stratagems

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Adpeta Sororitas

Enhancements

- Shield of the Righteous: Change to
 - In your Command phase, select one friendly ADEPTA SORORITAS unit within 9" of the bearer. Until the start of your next Command phase, improve the invulnerable save models in that unit ability is improved by 1 (to a maximum of 4+).

Stratagems

- Cleansed by Fire:
 - Remove the ADEPTUS MINISTORUM Keyword restriction and change flame weapon to TORRENT Weapon
- Suffer not the Witch
 - Remove the ADEPTUS MINISTORUM Keyword restriction

Adeptus Custodes

Enhancements

- Judgment of the Void: Change to
 - KNIGHT-CENTURA model only. At the end of your Movement phase, you can select one enemy unit within 9" of and visible to the bearer. That unit must immediately take a battleshock test. If that unit was performing the Secure Site action (see *Arks of Omen: Abaddon*), that action fails.

Stratagems

- Arcane Genetic Alchemy:
 - Select one Adeptus Custodes Infantry unit from your army (excluding Anathema Psykana units) that was selected as the target of one or more of that enemy unit's attacks. Until the end of the phase, each time an attack is allocated to a model in your unit, subtract 1 from the Damage characteristic of that attack
- Oath-bound Protectors:
 - Replace with Heroic Intervention Stratagem from the core rulebook

Adeptus Mechanicus

Enhancements

- Cogitator Override Node:
 - Replace bearer's "strength characteristic" with toughness characteristic
- Masterwork Bionics: Change to
 - Add 1 to the save characteristic of the bearer and the bearer has a 4+ invulnerable save.
- Skull of Komodus:
 - Change Skitarii core to Skitarri Battleline

Stratagems

- Robotic Protocols:
 - Change Kataphron Servitors to Kataphron
- Covenant of the Hunt
 - Change Sicarian to Sicarian Infiltrators or Sicarian Ruststalkers

Agents of the Imperium

Enhancements

- Inquisitorial Mandate:
 - Change objective secured ability to battleline keyword

Stratagems

- Uncompromising Executioners:
 - Use it on Arbites Models
- Loyal to the End
 - Increase CP cost to 2CP and change Acolytes to Inquisitorial Henchmen
- Go Get'em!:
 - Change "it is ignored for the purposes of Morale tests this turn" to "Reduce the starting strength of the unit by 1"
- Strict Judgment: Change to
 - Use this Stratagem in your opponent's Command phase. Select one enemy unit within 9" of and visible to an Arbites unit from your army. That enemy unit must make a battleshock test and until the start of your next Command phase, that enemy cannot perform the Secure Site action (if it is currently performing that action, it automatically fails).
- Concussion Grenades:
 - Change Concussion Grenades unit to Voidsmen-at-arms or Rogue Trader Entourage

Astra Militarum

Enhancements

- Superior Tactical Training:
 - This unit may issue an additional order

Stratagems

- Careful Planning
 - Remove platoon requirement

Asuryani

- **Enhancements**

- Spirit Link:
 - Change objective secured ability to battleline keyword

- **Stratagems**

- Quick as the Blade:
 - Replace with Heroic Intervention Stratagem from the core rulebook, but only targeting **Aspect Warriors**

Chaos Daemons

- **Enhancements** - No Changes

- **Stratagems**

- Dark Allure
 - Change Greater Than to Less Than
- Revolting Constitution
 - Use this Stratagem when a PLAGUEBEARERS unit from your army is selected as the target of an attack. Until the end of the phase, each time an

attack is allocated to a model in your unit, subtract 1 from the Damage characteristic of that attack

- Beings of the Empyrean
 - Select one LEGIONES DAEMONICA PSYKER model from your army. Until the end of the phase, that unit may be selected to shoot or fight a second time using only psychic weapons

Chaos Space Marines

Enhancements - Remove the Chaos God Requirements

- Talisman of Burning Blood:
 - Select One melee weapon to apply the enhancement to
- Eye of Tzeentch: Change to
 - Each time the bearer makes a Dark Pact if that test is passed, you gain 1CP.

Stratagems - Remove the Chaos God Requirements

- Gifts of the Plague God:
 - Use this Stratagem when a unit from your army is selected as the target of an attack. Until the end of the phase, each time an attack is allocated to a model in your unit, subtract 1 from the Armor Penetration characteristic of that attack. Remove the CP increase.
- The Great Sorcerer:
 - Select one TRAITOROUS ASTARTES PSYKER model from your army. Until the end of the phase, that unit may be selected to shoot or fight a second time using only psychic weapons
- Scorn of Sorcery:
 - Use this stratagem in your opponents shooting or fight phase. This unit gains a 3+ Feel No Pain against Psychic Attacks

- Terrifying Phenomena:
 - Use at the start of your opponent's command phase. Change Morale to Leadership or Battleshock and remove the second bullet point
- Stupefying Haze:
 - Change Greater Than to Less Than

Death Guard

Enhancements

- Plague Vector: Change to
 - While an enemy unit is within Contagion Range of the bearer, each time that unit fails a Battle-shock test, roll one D6: on a 2-5, that unit suffers 1 mortal wound; on a 6, that unit suffers D3 mortal wounds.

Stratagems

- Blade-Borne Infectors
 - Change Plague Weapon to melee weapon
- Heralds of Despair
 - Change Subtract to add. And it lasts until the end of your opponent's command phase. That unit must immediately make a battleshock test
- Rain of Blight
 - A model may shoot a Plague weapon twice

Drukhari

Enhancements

- Helm of Spite:
 - This unit gains a 3+ Feel No Pain against Psychic Attacks

Stratagems

- The Bleeding Edge:
 - Remove the Reference to Balde Artists
- Hyperstimm Backlash:
 - Until your next command phase this unit is empowered

Genestealer Cults

Enhancements

- Alien Regality:
 - Remove second bullet point
- Instinctive Counter Strike: change to
 - Change to that unit is eligible to use the Heroric intervention stratagem from the core rulebook for 0 CP

Stratagems

- Monstrous Vigor
 - Use this Stratagem when an Aberrant or Abominant unit from your army is selected as the target of an attack. Until the end of the phase, each time an attack is allocated to a model in your unit, subtract 1 from the Damage characteristic of that attack
- Overwhelming Fire:
 - Remove reference to crossfire marker
- The Cult Mind
 - In your command phase select one ability the character has then select one Genestealer Cult unit on the battlefield. Both units benefit from that ability.

Grey Knights

Enhancements

- Master of the Tides
 - Once per battle in your command phase the bearer is may be selected to shoot and fight a second time using only psychic weapons
- Daemon Slayer
 - Add 1 to the Attacks characteristic of one of the bearer's weapons. Each time the bearer makes an attack, no saving throws of any kind can be made against that attack.

Stratagems

- Psychic Channeling
 - Once per turn +1 to wound with a psychic weapon
- Knightly Communion
 - Remove Core
- True Silver Armor
 - Use this Stratagem when a unit from your army is selected as the target of an attack. Until the end of the phase, each time an attack is allocated to a model in your unit, subtract 1 from the Armor Penetration characteristic of that attack. Remove the CP increase.

Harlequins

Enhancements - No Changes

Stratagems - No Changes

Leagues of Votann

Enhancements

- Shewed Expertise:
 - Change objective secured ability to battleline keyword

Stratagems

- Familial Loyalty:
 - Replace with Heroic Intervention Stratagem from the core rulebook
- Focused Gravitic Blast
 - Change Concussion to Hearthkyn Warriors

Necrons

● Enhancements

- Mindmesh Command Node
 - NOBLE model only. While the bearer is on the battlefield, all friendly NECRONS units on the battlefield add 1 to their hit roll

● Stratagems

- Rapid Reanimation
 - Always costs 2 CP add D3 to number of wounds or models returned to the target unit
- Mindshackle Scarabs
 - Change greater than to less than

Orks

● Enhancements

- Big Boss:
 - You may call a Waagh a second time
- Supa-Cybork Body

- Add 1 to the toughness and wound characteristic
- **Stratagems**
 - Dakka Storm:
 - Remove Dakka Weapon Requirement
 - Leather Hide
 - Use this Stratagem when a unit from your army is selected as the target of an attack (excluding Gretchin). Until the end of the phase, each time an attack is allocated to a model in your unit, subtract 1 from the Armor Penetration characteristic of that attack.

Space Marines

- **Enhancements**
 - Masters of War:
 - Change objective secured ability to battleline keyword
- **Stratagems - No chapter specific strats**
 - Transhuman Physiology
 - Use this Stratagem when a unit from your army is selected as the target of an attack. Until the end of the phase, each time an attack is allocated to a model in your unit, subtract 1 from the Armor Penetration characteristic of that attack.

T'au Empire

- **Enhancements**
 - Advanced Targeting Protocol System:
 - Remove Core Requirement
 - Guidance of Aun:

- In your command phase select one ability an Ethereal has then select one unit on the battlefield. Both units benefit from that ability until your next command phase.
- **Stratagems**
 - A Trap Well Laid:
 - Change the second bullet point to may use the Heroic Intervention Stratagem from the core rulebook for 0 CP

Thousand Sons

- **Enhancements**
 - Master of Malefic Conduit:
 - Change psychic to command
- **Stratagems**
 - Endurance of Aeons:
 - Use this Stratagem in any phase, when a RUBRIC MARINES or TERMINATOR unit from your army is selected as the target of an attack. Until the end of the phase, each time an attack is made against that unit, Subtract 1 from the Armor Penetration characteristic of that attack. If that unit has the TERMINATOR keyword, this Stratagem costs 2CP; otherwise, it costs 1CP.
 - Mirror Mind:
 - Select one THOUSAND SONS PSYKER model from your army. Until the end of the phase, that unit may be selected to shoot or fight a second time using only psychic weapons
 - Pax Diabolus:
 - Use this strategem when a saving throw is failed for a THOUSAND SONS PSYKER model

from your army. Change the Damage characteristic of that attack to 0

Tyranids

- **Enhancements**
 - Shadow Connection:
 - This models auras and abilities can measure through walls and closed hatchways
- **Stratagems**: Change Hive Tendril to Tyranid
 - Adrenal Surge
 - Remove adrenal glands requirement
 - Sudden Pounce
 - Replace with Heroic Intervention Stratagem from the core rulebook

World Eaters

- **Enhancements**
 - Battlelust:
 - Each Battle Round if the bearer destroys at least one model you may roll an additional Blessing of Khorne Dice at the start of the next battle round
- **Stratagems**
 - Gory Dismemberment:
 - Change Subtract to add. And it lasts until the end of your opponent's command phase. That unit must immediately make a battleshock test
 - Scorn of Sorcery:

- Use this stratagem in your opponents shooting or fight phase. This unit gains a 3+ Feel No Pain against Psychic Attacks