CHAOS - CHAOS KNIGHTS · DETACHMENT

INFERNAL LANCE

3 DP · PRIORITY ASSETS

ENHANCEMENTS

Fleshmetal Fusion — **35 pts**

Add 1 to the bearer's Toughness characteristic. While the bearer is using the Unnatural Fortitude ability, each time an attack with a Damage characteristic of 1 is allocated to the bearer, add 1 to any armour saving throw made against that attack.

Blasphemous Engine — **35 pts**

Add 2 to the bearer's Wounds characteristic. Each time the bearer's unit makes a Malefic Surge, you can re-roll the Leadership test taken to see if it suffers any mortal wounds.

Bestial Aspect — **30 pts**

The bearer's ranged weapons have the [Assault] ability. While the bearer is using the Unholy Hunger ability, it can ignore any or all modifiers to its Move characteristic and/or to Advance rolls made for its unit.

Knight Diabolus — **25 pts**

Improve the Weapon Skill characteristic of the bearer's melee weapons by 1. While the bearer is using the Diabolic Power ability, its melee weapons have the [Lance] ability.

DETACHMENT-REGEL

In your Command phase, one or more Chaos Knights units from your army can make a Malefic Surge. Each one that does must first take a Leadership test; if that test is failed, that unit suffers D3 mortal wounds. Then, until the start of your next Command phase, that unit is Empowered. While a unit is Empowered, it can use one of the Malefic Surge abilities below. Once that unit has used a Malefic Surge ability, it is no longer Empowered.

Unholy Hunger: When a model in this unit makes a Normal, Advance or Fall Back move, until the end of the phase, add 3" to its Move characteristic.

Diabolic Power: When this unit is selected to shoot or fight, select either the [Lethal Hits] or [Sustained Hits 1] ability. Until the end of the phase, weapons equipped by models in this unit have the selected ability.

Unnatural Fortitude: When this unit is selected as the target of an attack, until the end of the phase, select one of the following:

- Models in this unit have a 5+ invulnerable save

- Models in this unit have the Feel No Pain 6+ ability.

STRATAGEMS

1 CP — INFERNAL LANCE – EPIC DEED STRATAGEM · WAHAPEDIA — COMMAND

CORRUPTING TAINT

When: Your Command phase, just after a Chaos Knights Character unit from your army makes a Malefic Surge.
Target: That CHAOS KNIGHTS CHARACTER unit.
Effect: Select one objective marker your unit is within range of that you control. That objective marker remains under your control until your opponent's Level of Control over that objective marker is greater than yours at the end of a phase.

1 CP — INFERNAL LANCE – WARGEAR STRATAGEM · WAHAPEDIA — SHOOTING

DIABOLIC BULWARK

When: Your opponent's Shooting phase, just after an enemy unit has selected its targets.
Target: One Chaos Knights unit from your army that was selected as the target of one or more of the attacking unit's attacks.
Effect: Until the end of the phase, models in your unit have a 4+ invulnerable save.

1 CP — INFERNAL LANCE – WARGEAR STRATAGEM · WAHAPEDIA — SHOOTING

UNLEASH BALEFIRE

When: Your Shooting phase.
Target: One Chaos Knights unit from your army that has not been selected to shoot this phase.
Effect: After your unit has shot, select one enemy unit hit by one or more of those attacks. That enemy unit must take a Battle-shock test; if the test is failed, until the end of your opponent's next turn, it is aflame. While a unit is aflame, subtract 2" from its Move characteristic and subtract 2 from Charge rolls made for it.

1 CP — INFERNAL LANCE – WARGEAR STRATAGEM · WAHAPEDIA — SHOOTING

WARP VISION

When: Your Shooting phase.
Target: One Chaos Knights unit from your army that has not been selected to shoot this phase.
Effect: Until the end of the phase, ranged weapons equipped by models in your unit have the [IGNORES COVER] ability.

1 CP — INFERNAL LANCE – BATTLE TACTIC STRATAGEM · WAHAPEDIA — FIGHT

HELLFORGED CONSTRUCTION

When: Fight phase, just after an enemy unit has selected its targets.
Target: One Chaos Knights unit from your army that was selected as the target of one or more of the attacking unit's attacks.
Effect: Until the attacking unit has finished making its attacks, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.

1 CP — INFERNAL LANCE – BATTLE TACTIC STRATAGEM · WAHAPEDIA — ANY

PROFANE SYMBIOSIS

When: End of any phase.
Target: One Chaos Knights unit from your army that is not Empowered.
Effect: Your unit makes a Malefic Surge.
Restriction: You cannot select the same unit as the target of this Stratagem more than once per battle round.