

ENHANCEMENTS

Touched by the Warp

10 pts

- This model has PSYKER.
- This model's weapons have [PSYCHIC].

Conduit of Chaos

20 pts

This model's melee attacks have [LANCE].

DETACHMENT-REGEL

- In your Shooting phase, when a friendly HERETIC ASTARTES PSYKER unit (excluding DAEMON units) is selected to shoot, if that unit makes a Dark Pact, that unit's ranged attacks have +1 S.
- In the Fight phase, when a friendly HERETIC ASTARTES DAEMON PRINCE/DAEMON PRINCE WITH WINGS unit (excluding KHORNE units) is selected to fight, if that unit makes a Dark Pact, that unit's melee attacks have:
 - +2 S.
 - +1 AP.

STRATAGEMS

1 CP

CABAL OF CHAOS STRATAGEM ·
WAHAPEDIA

COMMAND

INFERNAL VIGOUR

When: Your Command phase.**Target:** One friendly HERETIC ASTARTES PSYKER/DAEMON unit (excluding KHORNE units).**Effect:** Your unit heals D3+1 wounds.

1 CP

CABAL OF CHAOS STRATAGEM ·
WAHAPEDIA

SHOOTING

WREATHED IN WARPFLAME

When: Your Shooting phase, when a friendly HERETIC ASTARTES PSYKER unit is selected to shoot.**Target:** That HERETIC ASTARTES PSYKER unit.**Effect:** Your unit's ranged attacks have [IGNORES COVER].

1 CP

CABAL OF CHAOS STRATAGEM ·
WAHAPEDIA

SHOOTING

FLESHY CURSE

When: Start of your Shooting phase.**Target:** One friendly HERETIC ASTARTES PSYKER unit.**Effect:** Select one visible enemy unit within 12" of your unit. Roll one D6: On a 1, that enemy unit suffers 1 mortal wound. On a 2-4, that enemy unit suffers D3 mortal wounds. On a 5-6, that enemy unit suffers 2D3 mortal wounds. These mortal wounds are inflicted by a psychic attack.