

# COTERIE OF THE CONCEITED

3 DP · PRIORITY ASSETS

## ENHANCEMENTS

### Pledge of Eternal Servitude

25 pts

The first time the bearer is destroyed, take a Leadership test for the bearer at the end of the phase. If that test is passed, set the bearer back up on the battlefield as close as possible to where it was destroyed and not within Engagement Range of any enemy units, with D6 wounds remaining (up to its Wounds characteristic).

### Pledge of Dark Glory

25 pts

While the bearer is leading a unit, improve the Leadership and Objective Control characteristics of models in that unit by 1.

### Pledge of Mortal Pain

15 pts

At the start of your Shooting phase, select one enemy unit within 12" of and visible to the bearer. That unit must take a Leadership test, subtracting 2 from the result if it is Battle-shocked: if failed, that enemy unit suffers 3 mortal wounds.

### Pledge of Unholy Fortune

30 pts

Once per turn, after making a Hit roll, a Wound roll or a saving throw for a model in the bearer's unit, if the bearer is not Battle-shocked, it can use this Enhancement. If it does, treat the result as an unmodified roll of 6 instead.

## DETACHMENT-REGEL

At the start of the battle round, if your Warlord is on the battlefield, you must pledge a number to Slaanesh representing how many enemy units will be destroyed this battle round. At the end of the battle round, if the number of enemy units destroyed this battle round is greater than or equal to your pledge, you gain a number of Pact points equal to your pledge. Otherwise, you do not gain any Pact points this battle round and your Warlord model suffers D3 mortal wounds.

Emperor's Children units from your army gain a bonus depending on how many Pact points you have gained during the battle, as shown below (these are all cumulative).

1+: Each time a model in this unit makes an attack, re-roll a Hit roll of 1.

3+: Each time a model in this unit makes an attack, re-roll a Wound roll of 1.

5+: Melee weapons equipped by models in this unit have the [Lethal Hits] and [Sustained Hits 1]] abilities.

7+: Each time a model in this unit makes an attack, a Critical Hit is scored on an unmodified Hit roll of 5+.

## STRATAGEMS

1 CP

COTERIE OF THE CONCEITED – EPIC  
DEED STRATAGEM · WAHAPEDIA

COMMAND

### UNSHAKEABLE OPPONENTS

**When:** Command phase.

**Target:** One Emperor's Children unit from your army.

**Effect:** Until the end of the turn, each time a model in your unit makes an attack, you can ignore any or all modifiers to the following: that attack's Ballistic Skill or Weapon Skill characteristic; the Hit roll; the Wound roll.

1 CP

COTERIE OF THE CONCEITED –  
WARGEAR STRATAGEM · WAHAPEDIA

SHOOTING

### ARMOUR OF ABHORRENCE

**When:** Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.

**Target:** One Emperor's Children 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 a model in your unit, worsen the Armour Penetration characteristic of that attack by 1.

1 CP

COTERIE OF THE CONCEITED – EPIC  
DEED STRATAGEM · WAHAPEDIA

SHOOTING

### UNBOUND ARROGANCE

**When:** Your Shooting phase or the Fight phase, just after an Emperor's Children unit from your army destroys an enemy unit.

**Target:** That EMPEROR'S CHILDREN unit.

**Effect:** Increase your pledge to Slaanesh by 1.

**Restriction:** You can only use this Stratagem once per battle round.

1 CP

COTERIE OF THE CONCEITED –  
STRATEGIC PLOY STRATAGEM ·  
WAHAPEDIA

FIGHT

### EMBRACE THE PAIN

**When:** Start of the Fight phase.

**Target:** One Emperor's Children Infantry unit from your army.

**Effect:** Until the end of the phase, each time an enemy model within Engagement Range of your unit selects targets, it must select your unit as the target of its attacks.

1 CP

COTERIE OF THE CONCEITED – BATTLE  
TACTIC STRATAGEM · WAHAPEDIA

FIGHT

### MARTIAL PERFECTION

**When:** Fight phase.

**Target:** One Emperor's Children unit from your army that has not been selected to fight this phase.

**Effect:** Until the end of the phase, each time a model in your unit makes an attack, you can re-roll the Hit roll.

1 CP

COTERIE OF THE CONCEITED –  
STRATEGIC PLOY STRATAGEM ·  
WAHAPEDIA

ANY

### PROTECTION OF THE DARK PRINCE

**When:** Any phase, just after a mortal wound or attack is allocated to a model in an Emperor's Children unit from your army.

**Target:** That EMPEROR'S CHILDREN unit.

**Effect:** Until the end of the phase, models in your unit have the Feel No Pain 6+ ability, and the Feel No Pain 4+ ability against mortal wounds.