CHAOS - EMPEROR'S CHILDREN · DETACHMENT

FRENZIED HOST

1 DP · RECONNAISSANCE

ENHANCEMENTS

Howling Plate — **20 pts**

This unit’s ranged attacks have +1 AP.

Euphoric Crown — **20 pts**

This model’s melee attacks have +1 S.

DETACHMENT-REGEL

When a friendly EMPEROR’S CHILDREN BATTLELINE unit is selected to make an advance/ fall-back move, that unit's BATTLELINE models' attacks have [SUSTAINED HITS 1] until the end of the turn.

STRATAGEMS

1 CP — FRENZIED HOST STRATAGEM · WAHAPEDIA — SHOOTING

ABSOLUTE SENSORY OVERLOAD

When: Your Shooting phase, when a friendly EMPEROR’S CHILDREN BATTLELINE unit is selected to shoot.
Target: That EMPEROR’S CHILDREN BATTLELINE unit.
Effect: Those ranged attacks do not prevent your unit from being hidden.

1 CP — FRENZIED HOST STRATAGEM · WAHAPEDIA — SHOOTING

AGONISED CACOPHONY

When: Start of your Shooting phase.
Target: One friendly EMPEROR’S CHILDREN BATTLELINE unit.
Effect: Select one visible enemy unit within 12" of your unit. That enemy unit has +6" detection range.

1 CP — FRENZIED HOST STRATAGEM · WAHAPEDIA — SHOOTING

POSSESSIVE MANIA

When: Your opponent’s Shooting phase or the Fight phase, when an enemy unit targets a friendly EMPEROR’S CHILDREN BATTLELINE unit within range of an objective.
Target: That EMPEROR’S CHILDREN BATTLELINE unit.
Effect: Attacks that target your unit have -1 AP until that enemy unit has attacked.