CHAOS - CHAOS DAEMONS

BLOOD LEGION

6 Stratagems · 4 Enhancements

2 DP · PURGE THE FOE

ENHANCEMENTS (4)

Fury's Cage — 20 pts

LEGIONES DAEMONICA KHORNE MONSTER model only. Each time the bearer is selected to fight, it can use this Enhancement. If it does, the bearer suffers D3+1 mortal wounds, and until the end of the phase, each time it makes an attack, you can re-roll the Hit roll and you can re-roll the Wound roll.

Slaughterthirst (Aura) — 25 pts

LEGIONES DAEMONICA KHORNE model only. While a friendly LEGIONES DAEMONICA KHORNE unit (excluding MONSTERS) is within 6" of the bearer, weapons equipped by models in that unit have the [LANCE] ability.

Brazenmaw — 15 pts

LEGIONES DAEMONICA KHORNE model only. Add 2 to Charge rolls made for the bearer's unit.

Gateway Unto Damnation — 10 pts

LEGIONES DAEMONICA KHORNE MONSTER model only. The bearer's Deadly Demise ability inflicts mortal wounds on a D6 roll of 2+ instead of on a 6. In addition, if the bearer has destroyed one or more enemy units this battle, the bearer has the Deadly Demise D3+3 ability, instead of any other Deadly Demise ability on its datasheet.

DETACHMENT RULE

In your opponent's movement phase, each time an enemy unit (excluding Aircraft) ends a move within 8" of one or more Legiones Daemonica Khorne units from your army, one of those Legiones Daemonica Khorne units can make a surge move of up to D6".

STRATAGEMS (6/6)

2 CP BLOOD LEGION – STRATEGIC PLOY STRATAGEM MOVEMENT

FOOLS' FLIGHT

When: Your opponent's Movement phase, when an enemy unit ends a fall-back move.
Target: One friendly unengaged LEGIONES DAEMONICA KHORNE unit that is within 6" of that enemy unit.
Effect: Declare a charge with your unit. When selecting charge targets, you can only select enemy units that made a fall-back move this phase and are within the maximum distance.

1 CP BLOOD LEGION – BATTLE TACTIC STRATAGEM SHOOTING

SHEATHED IN BRASS

When: Your opponent's Shooting phase, just after an enemy unit has selected its targets.
Target: One Legiones Daemonica Khorne 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 Save characteristic of 3+.

1 CP BLOOD LEGION – STRATEGIC PLOY STRATAGEM SHOOTING

SKULLS BEGET BLOOD

When: Your Shooting phase.
Target: One Legiones Daemonica Khorne Infantry or Legiones Daemonica Khorne Mounted unit from your army (excluding units that Fell Back this turn) that is not within Engagement Range of one or more enemy units.
Effect: Select one enemy unit that is not within Engagement Range of one or more units from your army and is within 8" of and visible to your unit. Roll six D6: for each 4+, that enemy unit suffers 1 mortal wound.

1 CP BLOOD LEGION – STRATEGIC PLOY STRATAGEM CHARGE

BLOOD BEGETS SKULLS

When: Your Charge phase.
Target: One Legiones Daemonica Khorne unit from your army that has not been selected to charge this phase.
Effect: Until the end of the phase, your unit is eligible to declare a charge in a turn in which it Advanced.

1 CP BLOOD LEGION – STRATEGIC PLOY STRATAGEM CHARGE

GORE-HUNGRY ONSLAUGHT

When: Your Movement phase or your Charge phase.
Target: One Legiones Daemonica Khorne unit from your army.
Effect: Until the end of the phase, each time a model in your unit makes a move, it can move through terrain features.

1 CP BLOOD LEGION – STRATEGIC PLOY STRATAGEM FIGHT

WRATH UNDENIABLE

When: Fight phase, just after an enemy unit has selected its targets.
Target: One Legiones Daemonica Khorne 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, each time a model in your unit is destroyed by a melee attack, if that model has not fought this phase, roll one D6: on a 4+, do not remove the destroyed model from play; it can fight after the attacking unit has finished making its attacks, and is then removed from play.