

SCINTILLATING LEGION

6 Stratagems · 4 Enhancements



2 DP · PRIORITY ASSETS

ENHANCEMENTS (4)

Infernal Puppeteer

20 pts

Legiones Daemonica Tzeentch Monster model only. In your Shooting phase, when this unit is selected to shoot, while an enemy unit is visible to a friendly LEGIONES DAEMONICA TZEENTCH unit, that enemy unit has +9" detection range until this unit has shot.

Inescapable Eye

15 pts

Legiones Daemonica Tzeentch model only. In your Command phase, if the bearer is on the battlefield, if your opponent has one or more Flux tokens, you gain one additional Flux token.

Improbable Shield (Aura)

30 pts

Legiones Daemonica Tzeentch model only. While a friendly Legiones Daemonica Tzeentch unit is within 6" of the bearer, models in that unit have the Feel No Pain 4+ ability against Psychic Attacks and mortal wounds.

Neverblade

25 pts

Legiones Daemonica Tzeentch Monster model only. Improve the Strength characteristic of melee weapons equipped by the bearer by 2, improve the Attacks and Armour Penetration characteristics of melee weapons equipped by the bearer by 1, and each time the bearer makes a melee attack, add 1 to the Hit roll.

DETACHMENT RULE

You start the battle with three Flux tokens (we recommend using a dice to track how many Flux tokens you have). You can spend one Flux token just after an Advance roll, Hit roll, Wound roll, Damage roll, saving throw or Hazardous test is made for a LEGIONES DAEMONICA TZEENTCH model or LEGIONES DAEMONICA TZEENTCH unit from your army to re-roll the result of that roll, throw or test. Flux tokens can also be spent to enhance the effect of some Stratagems. Each time you spend a Flux token, reduce the number of Flux tokens you have by one and your opponent gains one Flux token.

Whenever your opponent has one or more Flux tokens, they can spend one Flux token after an Advance roll, Hit roll, Wound roll or saving throw is made for a model or unit from their army, to re-roll the result of that roll or throw. If they do, they reduce the number of Flux tokens they have by one and you gain one Flux token. This is ignored if your opponent has the Fates in Flux Detachment rule.

In your Command phase, if your opponent has one or more Flux tokens, you gain one Flux token.

Designer's Note: *When using fast dice rolling, this rule can be used to spend any number of Flux tokens (up to the amount you have), to re-roll a number of dice up to the amount spent, after rolling multiple rolls or saving throws at once.*

STRATAGEMS (6/6)

1 CP

SCINTILLATING LEGION – STRATEGIC PLOY
STRATAGEM

SHOOTING

FICKLEFIRE

When: Your Shooting phase.

Target: One Legiones Daemonica Tzeentch unit from your army that is within Engagement Range of one or more enemy units.

Effect: Until the end of the phase, enemy units are not considered to be within Engagement Range of your unit for the purposes of selecting targets for, and resolving attacks with, ranged weapons. Until the end of the phase, each time an enemy model is destroyed while its unit is within Engagement Range of your unit, roll one D6: on a 5+, your unit suffers 1 mortal wound after the attacking unit has finished making its attacks.

1 CP

SCINTILLATING LEGION – BATTLE TACTIC
STRATAGEM

SHOOTING

PYROGENESIS

When: Your Shooting phase or the Fight phase.

Target: One Legiones Daemonica Tzeentch unit from your army that has not been selected to shoot or fight that phase.

Effect: Until the end of the phase, add 2 to the Strength characteristic of weapons equipped by models in your unit, or spend one Flux token and add 3 to the Strength characteristic of those weapons and improve the Armour Penetration characteristic of those weapons by 1 instead.

1 CP SCINTILLATING LEGION – STRATEGIC PLOY STRATAGEM

CHARGE

FATEBORNE NIGHTMARES

When: Your Movement phase or your Charge phase.

Target: One Legiones Daemonica Tzeentch 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 SCINTILLATING LEGION – STRATEGIC PLOY STRATAGEM

FIGHT

DELIRIUM UNMADE

When: End of your opponent's Fight phase.

Target: One Legiones Daemonica Tzeentch unit from your army that is not within Engagement Range of one or more enemy units. Alternatively, you can spend one Flux token when you use this Stratagem and target up to two LEGIONES DAEMONICA TZEENTCH units from your army instead (including those within Engagement Range of one or more enemy units).

Effect: Remove your units from the battlefield and place them into Strategic Reserves.

1 CP SCINTILLATING LEGION – STRATEGIC PLOY STRATAGEM

FIGHT

FLICKERING REALITY

When: Fight phase, just after an enemy unit has selected its targets.

Target: One Legiones Daemonica Tzeentch unit from your army that was selected as the target of one or more of the attacking unit's attacks.

Effect: Roll one D6, then you can spend one Flux token to re-roll the result: until the end of the phase, each time an attack targets your unit, on an unmodified Hit roll (after any re-roll) of that result, the attack sequence ends, even if the original Hit roll would have been a Critical Hit. Example: If you roll a 2 and choose to spend one Flux token to re-roll the result, and the re-roll is a 6, then until the end of the phase, each time an attack targets your unit, on an unmodified Hit roll of 6 the attack sequence ends, that attack fails to hit and no Critical Hit effects (e.g. Lethal Hits) are resolved.

1 CP SCINTILLATING LEGION – STRATEGIC PLOY STRATAGEM

ANY

IMPOSSIBLE ECLIPSE

When: Any phase.

Target: One Legiones Daemonica Tzeentch Monster unit from your army that is on the battlefield.

Effect: Select No Man's Land or your opponent's deployment zone, or spend one Flux token and select both. Until the end of the phase, the selected areas of the battlefield are within your army's Shadow of Chaos.