CHAOS - CHAOS DAEMONS

SHADOW LEGION

6 Stratagems · 4 Enhancements

2 DP · PURGE THE FOE

ENHANCEMENTS (4)

Leaping Shadows — 25 pts

Models in the bearer's unit have the Scouts 9" ability.

Mantle of Gloom (Aura) — 20 pts

While an enemy unit is within Engagement Range of the bearer’s unit, subtract 1 from the Objective Control characteristic of models in that enemy unit.

Fade to Darkness — 30 pts

At the end of the Fight phase, if the bearer’s unit destroyed one or more enemy units this phase and is not within Engagement Range of one or more enemy units, you can remove the bearer’s unit from the battlefield and place it into Strategic Reserves.

Malice Made Manifest — 25 pts

At the start of the Fight phase, select one enemy unit within Engagement Range of the bearer’s unit and roll one D6: on a 2-5, that enemy unit suffers D3 mortal wounds; on a 6, that enemy unit suffers 3 mortal wounds.

DETACHMENT RULE

Abilities for this Detachment are linked to the relevant units.

STRATAGEMS (6/6)

1 CP SHADOW LEGION – BATTLE TACTIC STRATAGEM COMMAND

DEATH DENIED

When: Your Command phase.
Target: One Shadow Legion unit from your army.
Effect: One model in your unit regains up to 3 lost wounds. In addition, If your unit has the Tzeentch keyword, return up to one destroyed model (excluding Character models) to your unit with its full wounds remaining.

1 CP SHADOW LEGION – BATTLE TACTIC STRATAGEM SHOOTING

ENCROACHING DARKNESS

When: Your Shooting phase.
Target: Up to one Shadow Legion Heretic Astartes unit from your army and up to one Shadow Legion Legiones Daemonica unit from your army. You can only select units that arrived from Reserves this turn.
Effect: Until the end of the phase, weapons equipped by models in your selected units have the [IGNORES COVER] ability.

2 CP SHADOW LEGION – BATTLE TACTIC STRATAGEM CHARGE

SHADE PATH

When: Start of your opponent's Charge phase.
Target: One friendly SHADOW LEGION unit.
Effect: Select one visible enemy unit within 12" of your unit. When that enemy unit declares a charge, that enemy unit has -1 to charge rolls. If your unit has Nurgle, that enemy unit must make a battle-shock roll.

1 CP SHADOW LEGION – STRATEGIC PLOY STRATAGEM FIGHT

BINDING SHADOW

When: End of your opponent's Fight phase.
Target: Up to one Shadow Legion Heretic Astartes unit from your army and up to one Shadow Legion Legiones Daemonica unit from your army. You can only select units that are not within Engagement Range of one or more enemy units.
Effect: Remove those selected units from the battlefield and place them into Strategic Reserves.

1 CP SHADOW LEGION – STRATEGIC PLOY STRATAGEM FIGHT

CHANNELLED WRATH

When: Fight phase.
Target: One Shadow Legion unit from your army that has not been selected to fight this phase.
Effect: Until the end of the phase, melee weapons equipped by models in your unit have the [LANCE] ability. If your unit has the Khorne keyword, until the end of the phase, improve the Armour Penetration characteristic of those weapons by 1 as well.

1 CP SHADOW LEGION – STRATEGIC PLOY STRATAGEM ANY

SPITEFUL DEMISE

When: Any phase, just after a Shadow Legion unit from your army is destroyed, before removing the last model in that unit from the battlefield and before rolling any dice for the Deadly Demise ability.
Target: That SHADOW LEGION unit. You can use this Stratagem on that unit even though it was just destroyed.
Effect: Roll one D6 for each enemy unit that is within Engagement Range of the last model in your unit, adding 2 to the result if your unit has the Slaanesh keyword: on a 4-5, that enemy unit suffers D3 mortal wounds; on a 6+, that enemy unit suffers 3 mortal wounds.