CHAOS - CHAOS KNIGHTS

HELHUNT LANCE

6 Stratagems · 4 Enhancements

2 DP · DISRUPTION

ENHANCEMENTS (4)

Hunter's Helm — 15 pts

You can re-roll Advance and Charge rolls made for the bearer's unit.

Octagram of Conjuration — 40 pts

While a friendly War Dog model is within 9" of this model, after that War Dog model has shot, you can select one enemy unit hit by one or more of those attacks. That enemy unit must take a Battle-shock test.

Throne Tyrannicus — 25 pts

In your Command phase, select one other Chaos Knights Character model within 9" of the bearer. If the bearer has one or more Aura abilities that affect friendly War Dog units, until the start of your next Command phase, the selected Chaos Knights Character model is affected by those Aura abilities as well.

Aspect of the Beast — 30 pts

At the start of your Command phase, select one Dread ability to be active for the bearer until the start of your next Command phase, in addition to the Dread abilities active for your army.

DETACHMENT RULE

If a Titanic Chaos Knights unit from your army has an Aura ability that affects friendly War Dog units, while two or more friendly War Dog models are within range of that Titanic Chaos Knights unit's Aura ability, that Titanic Chaos Knights unit is affected by that Aura ability as well.

STRATAGEMS (6/6)

1 CP HELHUNT LANCE – STRATEGIC PLOY STRATAGEM MOVEMENT

CONTEMPTUOUS VOLLEYS

When: Your Movement phase, just after a CHAOS KNIGHTS unit from your army Falls Back.
Target: That Chaos Knights unit.
Effect: Until the end of the turn, your unit is eligible to shoot and declare a charge in a turn in which it Fell Back.

1 CP HELHUNT LANCE – BATTLE TACTIC STRATAGEM MOVEMENT

FLUSH THE QUARRY

When: Start of your Movement phase.
Target: One Titanic Chaos Knights unit from your army and up to three friendly War Dog units within 6" of that Titanic Chaos Knights unit.
Effect: Until the end of the phase, each time one of those War Dog units makes a Normal, Advance or Fall Back move, its models can move through models and terrain features. When doing so, they can move within Engagement Range of such models but cannot end that move within Engagement Range of them, and any Desperate Escape test is automatically passed.

1 CP HELHUNT LANCE – BATTLE TACTIC STRATAGEM SHOOTING

BEASTHIDE MANIFESTATION

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.
Target: One CHAOS KNIGHTS 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 your unit, worsen the Armour Penetration characteristic of that attack by 1.

1 CP HELHUNT LANCE – STRATEGIC PLOY STRATAGEM SHOOTING

GOADED BEAST

When: Your opponent's Shooting phase, just after an enemy unit has shot.
Target: One CHAOS KNIGHTS unit from your army that lost one or more wounds as a result of those attacks.
Effect: Your unit can make a surge move of up to D6"

1 CP HELHUNT LANCE – BATTLE TACTIC STRATAGEM SHOOTING

MERCILESS FUSILLADE

When: Start of your Shooting phase or the start of the Fight phase.
Target: One Titanic Chaos Knights unit from your army, and up to two friendly War Dog units, that have not been selected to shoot or fight this phase.
Effect: Select one enemy unit that is an eligible target for each of those CHAOS KNIGHTS units. Until the end of the phase, each time one of those Chaos Knights units is selected to shoot or fight, if that enemy unit is an eligible target, you can only select that enemy unit as the target for all of those attacks and those attacks have the [SUSTAINED HITS 1] ability.

1 CP HELHUNT LANCE – STRATEGIC PLOY STRATAGEM ANY

FERAL ARROGANCE

When: Any phase, just after a mortal wound is allocated to a Chaos Knights unit from your army.
Target: That CHAOS KNIGHTS unit.
Effect: Until the end of the phase, models in your unit have the Feel No Pain 5+ ability against mortal wounds.