CHAOS - CHAOS KNIGHTS

HOUNDPACK LANCE

6 Stratagems · 4 Enhancements

2 DP · RECONNAISSANCE

ENHANCEMENTS (4)

Loping Predator — 10 pts

The bearer's ranged weapons have the [Assault] ability.

Final Howl (Aura) — 20 pts

While a friendly War Dog model is within 6" of the bearer, each time that model makes an attack, re-roll a Wound roll of 1.

Panoply of the Cursed Knights — 15 pts

Each time an attack targets the bearer, worsen the Armour Penetration characteristic of that attack by 1.

Preyslayer's Mantle — 15 pts

The bearer has the Super-Heavy Walker ability.

DETACHMENT RULE

At the start of your Command phase, select one unit from your opponent's army. Until the start of your next Command phase, each time a War Dog model from your army makes an attack that targets that enemy unit, if that unit is visible to the attacking model, that attack has the [Sustained Hits 1] ability.

Keywords

While using the Houndpack Lance Detachment, the following rules apply:

- Your army must include 3 or more War Dog units.

- War Dog units from your army have the Battleline keyword.

- When mustering your army, select 3 War Dog units from your army. Until the end of the battle, those units have the Character keyword.*

* Designer's Note: *This means that the selected units can be given Enhancements and one of them can be selected as your* Warlord.

STRATAGEMS (6/6)

1 CP HOUNDPACK LANCE – STRATEGIC PLOY STRATAGEM MOVEMENT

CUNNING HUNTER

When: Your Movement phase, just after a War Dog unit from your army Falls Back.
Target: That WAR DOG 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 HOUNDPACK LANCE – STRATEGIC PLOY STRATAGEM MOVEMENT

HARRYING HOUNDS

When: Your opponent's Movement phase, just after an enemy unit ends a Normal, Advance or Fall Back move.
Target: One War Dog unit from your army that is within 8" of that enemy unit.
Effect: Your unit can make a Normal move of up to 6".

1 CP HOUNDPACK LANCE – BATTLE TACTIC STRATAGEM SHOOTING

ANIMALISTIC RAGE

When: Your opponent's Shooting phase or the Fight phase, just after a WAR DOG unit from your army that has not been selected to attack this phase is destroyed.
Target: That WAR DOG unit. You can use this Stratagem on that unit even though it was just destroyed.
Effect: Before resolving your unit's Deadly Demise ability, it can either shoot or fight. When doing so, it must target only the enemy unit that just destroyed it, and can only do so if that enemy unit is an eligible target. After it has done so and after any Consolidation moves have been made, resolve your unit's Deadly Demise ability as normal.

2 CP HOUNDPACK LANCE – BATTLE TACTIC STRATAGEM SHOOTING

VOX-HOWL

When: Start of the Shooting phase or the start of the Fight phase.
Target: One War Dog Character unit from your army.
Effect: Each enemy unit within 6" of your unit must take a Battle-shock test. Each friendly WAR DOG unit that is within 6" of your unit and is Battle-shocked must take a Leadership test; if that test is passed, that unit is no longer Battle-shocked.
Restriction: You can only use this Stratagem once per turn.

1 CP HOUNDPACK LANCE – STRATEGIC PLOY STRATAGEM FIGHT

ENCIRCLING PACK

When: End of your opponent's Fight phase.
Target: One War Dog unit from your army that is wholly within 12" of one or more battlefield edges and not within Engagement Range of one or more enemy units.
Effect: Remove your unit from the battlefield and place it into Strategic Reserves.

1 CP HOUNDPACK LANCE – BATTLE TACTIC STRATAGEM FIGHT

HUNGRY FOR COMBAT

When: Start of the Fight phase.
Target: Two or more War Dog units from your army within Engagement Range of the same enemy unit.
Effect: Select one enemy unit within Engagement Range of those WAR DOG units. Until the end of the phase, models in those WAR DOG units can only target that enemy unit, but each time a model in one of those WAR DOG units makes an attack, an unmodified Hit roll of 5+ scores a Critical Hit.