

ICONOCLAST FIEFDOM

3 Stratagems · 2 Enhancements



1 DP · TAKE AND HOLD

ENHANCEMENTS (2)

Cruel Lashmaster

25 pts

While a friendly DAMNED unit is within 6" of this model, when that unit is selected to make a normal/advance/fall-back move that unit has +2" M until the end of the phase.

Iconoclast Idol

20 pts

While a friendly DAMNED unit is within 6" of this model, when you target that unit with the Heroic Intervention stratagem, that use is -1 CP.

DETACHMENT RULE

- You can include DAMNED units in your army (see Codex: Chaos Space Marines). The combined points cost of such units cannot exceed 500 points.
- Friendly DAMNED units can re-roll leadership rolls.

STRATAGEMS (3/3)

1 CP

ICONOCLAST FIEFDOM STRATAGEM

COMMAND

DARK SACRIFICE

When: Your Command phase.

Target: One friendly DAMNED unit (excluding ACCURSED CULTISTS units) within 9" of a friendly CHAOS KNIGHTS model.

Effect: Select one CHAOS KNIGHTS model within 9" of your unit and roll D3+3: Your DAMNED unit suffers that number of mortal wounds. That CHAOS KNIGHTS model heals that number of wounds.

1 CP

ICONOCLAST FIEFDOM STRATAGEM

SHOOTING

COURSING THRALLS

When: Start of your Shooting phase.

Target: One friendly DAMNED unit.

Effect: Select one visible enemy unit within 12" of your unit. That enemy unit is hunted: While a unit is hunted, that unit has +6" detection range.

1 CP ICONOCLAST FIEFDOM STRATAGEM **ANY**

AVENGE THE MASTERS!

When: Any phase, when a friendly CHAOS KNIGHTS unit is destroyed by an enemy unit.

Target: That enemy unit.

Effect: That enemy unit is marked until the end of the battle. Friendly DAMNED units' attacks that target a marked unit have [LETHAL HITS].