CHAOS - CHAOS SPACE MARINES

CABAL OF CHAOS

3 Stratagems · 2 Enhancements

1 DP · DISRUPTION

ENHANCEMENTS (2)

Touched by the Warp — 10 pts

- This model has PSYKER.

- This model's weapons have [PSYCHIC].

Conduit of Chaos — 20 pts

This model's melee attacks have [LANCE].

DETACHMENT RULE

- In your Shooting phase, when a friendly HERETIC ASTARTES PSYKER unit (excluding DAEMON units) is selected to shoot, if that unit makes a Dark Pact, that unit's ranged attacks have +1 S.

- In the Fight phase, when a friendly HERETIC ASTARTES DAEMON PRINCE/DAEMON PRINCE WITH WINGS unit (excluding KHORNE units) is selected to fight, if that unit makes a Dark Pact, that unit's melee attacks have:

- +2 S.

- +1 AP.

STRATAGEMS (3/3)

1 CP CABAL OF CHAOS STRATAGEM COMMAND

INFERNAL VIGOUR

When: Your Command phase.
Target: One friendly HERETIC ASTARTES PSYKER/DAEMON unit (excluding KHORNE units).
Effect: Your unit heals D3+1 wounds.

1 CP CABAL OF CHAOS STRATAGEM SHOOTING

FLESHY CURSE

When: Start of your Shooting phase.
Target: One friendly HERETIC ASTARTES PSYKER unit.
Effect: Select one visible enemy unit within 12" of your unit. Roll one D6: On a 1, that enemy unit suffers 1 mortal wound. On a 2-4, that enemy unit suffers D3 mortal wounds. On a 5-6, that enemy unit suffers 2D3 mortal wounds. These mortal wounds are inflicted by a psychic attack.

1 CP CABAL OF CHAOS STRATAGEM SHOOTING

WREATHED IN WARPFLAME

When: Your Shooting phase, when a friendly HERETIC ASTARTES PSYKER unit is selected to shoot.

Target: That HERETIC ASTARTES PSYKER unit.

Effect: Your unit's ranged attacks have [IGNORES COVER].