

CREATIONS OF BILE

6 Stratagems · 4 Enhancements

 3 DP · PURGE THE FOE

ENHANCEMENTS (4)

<div>Surgical Precision10 pts</div> <div>HERETIC ASTARTES model (excluding DAMNED models) only. The bearer's melee weapons have the [PRECISION] ability.</div>	<div>Living Carapace15 pts</div> <div>CHAOS LORD model only. Add 1 to the bearer's Wounds characteristic and the bearer has the Feel No Pain 5+ ability.</div>
<div>Helm of All-Seeing25 pts</div> <div>HERETIC ASTARTES INFANTRY model (excluding DAMNED models) only. Enemy units that are set up on the battlefield from Reserves cannot be set up within 12" of the bearer.</div>	<div>Prime Test Subject35 pts</div> <div>Heretic Astartes Infantry model (excluding Damned models) only. Add 1 to the Damage characteristic of melee weapons equipped by the bearer. Each time the bearer makes a melee attack, you can re-roll the Hit roll.</div>

DETACHMENT RULE

At the start of the battle, select which augmentations are active for Heretic Astartes Infantry models (excluding Damned models) from your army until the end of the battle. To do so, either select one from the list below, or randomly determine two by rolling two D6. If Fabius Bile is your Warlord, when randomly determining your augmentations, you can re-roll one or both of the dice. Duplicated augmentations have no additional effect.

1 - Cholinergic Accelerants: Add 1 to the Attacks characteristic of melee weapons equipped by this model.

2 - Hyperadrenal Infusion: Add 2" to the Move characteristic of this model.

3 - Paraneural Reactions: Improve the Weapon Skill characteristic of melee weapons equipped by this model by 1.

4 - Supracutaneous Chitination: Improve the Toughness characteristic of this model by 1.

5 - Macrotensile Sinews: Add 1 to the Strength characteristic of melee weapons equipped by this model.

6 - Ophthalmic Enhancement: Improve the Ballistic Skill characteristic of ranged weapons equipped by this model by 1.

STRATAGEMS (6/6)

2 CP CREATIONS OF BILE – STRATEGIC PLOY STRATAGEM

COMMAND

DELAYED MUTATIONS

When: Your Command phase.

Target: One Heretic Astartes Infantry unit (excluding Damned units) from your army.

Effect: Your unit suffers D3 mortal wounds. Then select one augmentation (see Experimental Augmentations). Until the start of your next Command phase, models in your unit have the selected augmentation in addition to any other augmentations they have.

1 CP CREATIONS OF BILE – STRATEGIC PLOY STRATAGEM

COMMAND

DIABOLIC REGENERATION

When: Your Command phase.

Target: One Heretic Astartes Infantry unit (excluding Damned units) from your army.

Effect: One destroyed model (excluding Character models) is returned to your unit. If your unit is a Battleline unit, D3 destroyed models (excluding CHARACTER models) are returned to your unit instead.

1 CP CREATIONS OF BILE – STRATEGIC PLOY STRATAGEM

SHOOTING

MONSTROUS VISAGES

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.

Target: One Heretic Astartes Infantry unit from your army that was selected as the target of one or more of the attacking unit's attacks.

Effect: Until the end of the phase, each time an attack targets your unit, subtract 1 from the Hit roll.

1 CP CREATIONS OF BILE – STRATEGIC PLOY STRATAGEM

CHARGE

AUTOSTIMULANTS

When: Start of your Charge phase.

Target: One Heretic Astartes Infantry unit from your army.

Effect: Until the end of the turn, your unit is eligible to declare a charge in a turn in which it Advanced.

1 CP CREATIONS OF BILE – STRATEGIC PLOY STRATAGEM

FIGHT

MASTERS ARE WATCHING

When: Fight phase, just after an enemy unit has selected its targets.

Target: One Heretic Astartes Infantry unit from your army that was selected as the target of one or more of the attacking unit's attacks.

Effect: Until the end of the phase, each time a model in your unit is destroyed, if that model has not fought this phase, roll one D6, subtracting 1 from the result if it is a Damned unit: on a 4+, do not remove it from play. That destroyed model can fight after the attacking unit has finished making its attacks, and is then removed from play.

2 CP CREATIONS OF BILE – STRATEGIC PLOY STRATAGEM

FIGHT

SPECIMENS FOR THE SPIDER

When: Fight phase.

Target: One Heretic Astartes Infantry unit from your army that has not been selected to fight this phase.

Effect: Until the end of the phase, each time a model in your unit makes a melee attack that targets a CHARACTER unit, you can re-roll the Wound roll. After your unit has fought, if one or more enemy CHARACTER models were destroyed as a result of those attacks, select one enemy unit within 6" of your unit. That enemy unit must take a Battle-shock test. If the enemy WARLORD was destroyed as a result of those attacks, each enemy unit within 6" of your unit must take a Battle-shock test instead.