

NIGHTMARE HUNT

6 Stratagems · 4 Enhancements



2 DP · DISRUPTION

ENHANCEMENTS (4)

Greyveil Hex

25 pts

Models in the bearer's unit have the Stealth ability.

While the bearer's unit is within range of one or more objective markers you control, that unit can only be selected as the target of a ranged attack if the attacking model is within 18".

Warp-fuelled Thrusters

20 pts

At the end of your opponent's Fight phase, if the bearer's unit is not within Engagement Range of one or more enemy units, you can remove the bearer's unit from the battlefield and place it into Strategic Reserves.

Sorrowscent Vulture

35 pts

Models in the bearer's unit have the Scouts 6" ability.

Terrorglut Parasite

20 pts

At the start of the Fight phase, each enemy unit within Engagement Range of the bearer must take a Battle-shock test, subtracting 1 from the result.

DETACHMENT RULE

In the Battle-shock step of your opponent's Command phase, if an enemy unit that is below its Starting Strength is within 12" of one or more Heretic Astartes units from your army, that enemy unit must take a Battle-shock test, subtracting 1 from the result. Enemy units affected by this Detachment rule do not need to take any other Battle-shock tests in the same phase.

Each time a Heretic Astartes model from your army makes an attack that targets a unit that is Below Half-strength, add 1 to the Hit roll.

Each time an attack targets a Heretic Astartes unit from your army, if the attacking model is Battle-shocked, subtract 1 from the Hit roll.

Each time a Heretic Astartes model from your army makes an attack that targets a Battle-shocked unit, add 1 to the Wound roll.

STRATAGEMS (6/6)

1 CP NIGHTMARE HUNT STRATAGEM MOVEMENT

HORRIFIC INCURSION

When: Your Movement phase.

Target: One HERETIC ASTARTES unit from your army that arrived from Reserves this turn.

Effect: Select one enemy unit (excluding MONSTER and VEHICLE units) within 12" of and visible to your unit: that unit must take a Battle-shock test, subtracting 1 from the result.

1 CP NIGHTMARE HUNT STRATAGEM MOVEMENT

RELENTLESS TERROR

When: Your Movement phase, just after a Heretic Astartes Infantry unit from your army Falls Back.

Target: That HERETIC ASTARTES 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 NIGHTMARE HUNT STRATAGEM SHOOTING

PREY ON THE WEAK

When: Your Shooting phase or the Fight phase.

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

Effect: Until the end of the phase, each time a model in your unit makes an attack that targets a unit that is Battle-shocked and/or Below Half-strength, you can re-roll the Hit roll.

1 CP NIGHTMARE HUNT STRATAGEM SHOOTING

TALONS SUNK DEEP

When: Your Shooting phase or the Fight phase.

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

Effect: Until the end of the phase, each time a model in your unit makes an attack that targets a unit that is Battle-shocked and/or Below Half-strength, improve the Armour Penetration characteristic of that attack by 1.

1 CP NIGHTMARE HUNT STRATAGEM CHARGE

MALICIOUS SURGE

When: Your Charge phase.

Target: One Heretic Astartes Infantry unit from your army.

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

1 CP NIGHTMARE HUNT STRATAGEM FIGHT

SADISTIC DISPLAY

When: Fight phase, just after a HERETIC ASTARTES unit from your army destroys an enemy unit.

Target: That HERETIC ASTARTES unit.

Effect: Each enemy unit within 6" of and visible to your unit (excluding MONSTER and VEHICLE units) must take a Battle-shock test.