

PACTBOUND ZEALOTS

6 Stratagems · 4 Enhancements



3 DP · PRIORITY ASSETS

ENHANCEMENTS (4)

Talisman of Burning Blood

15 pts

Add 1 to the Attacks and Strength characteristics of the bearer's melee weapons. Each time the bearer's unit makes a Dark Pact and does not fail the resulting Leadership test, roll one D3; until the end of the phase, add the result to the Attacks and Strength characteristics of the bearer's melee weapons instead.

Orbs of Unlife

15 pts

At the end of the Fight phase, roll one D6 for every enemy unit within 3" of the bearer, adding 1 to the result if the bearer's unit made a Dark Pact that phase and did not fail the resulting Leadership test: on a 4+, that enemy unit suffers D3 mortal wounds.

Eye of Tzeentch

15 pts

Each time the bearer's unit makes a Dark Pact and does not fail the resulting Leadership test, if the result of that test was 8 or more, you gain 1CP.

Intoxicating Elixir

15 pts

The bearer has the Feel No Pain 5+ ability. Each time the bearer shoots or fights, if the bearer's unit made a Dark Pact this phase and did not fail the resulting Leadership test, after the bearer has resolved those attacks, select one enemy unit that was hit by one or more of those attacks; that enemy unit must take a Battle-shock test.

DETACHMENT RULE

When mustering your army, when you select a Heretic Astartes unit to include in your army, if that unit is not an Epic Hero and does not already have one of the following keywords, you must select one for that unit to gain and note it on your Army Roster: Khorne, Tzeentch, Nurgle, Slaanesh, Chaos Undivided.

Each time a unit with one of these keywords gains a weapon ability as the result of a Dark Pact and does not fail the resulting Leadership test, until the end of the phase, that unit gains the associated ability below.

RESTRICTIONS

- You cannot select the Khorne keyword for a Psyker unit.
- A CHARACTER/EPIC HERO unit can only be attached to a unit if both units share the same keyword from the list above.
- A unit can only embark within (or start the battle embarked within) a Transport if both of those units share the same keyword from the list above.'

STRATAGEMS (6/6)

1 CP PACTBOUND ZEALOTS – EPIC DEED STRATAGEM **COMMAND**

SKINSHIFT

When: Your Command phase.

Target: One HERETIC ASTARTES unit from your army.

Effect: One model in your unit regains up to 3 lost wounds. In addition, if your unit is a Tzeentch unit below its Starting Strength, one destroyed model (excluding Character models) is returned to your unit with its full wounds remaining.

1 CP PACTBOUND ZEALOTS – STRATEGIC PLOY STRATAGEM

MOVEMENT

TORPEFYING REFRAIN

When: Your Movement phase.

Target: One HERETIC ASTARTES 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 Fell Back. If your unit is a Slaanesh unit, until the end of the turn, your unit is eligible to shoot and declare a charge in a turn in which it Advanced or Fell Back.

1 CPPACTBOUND ZEALOTS – STRATEGIC PLOY
STRATAGEM**SHOOTING**

FESTERING MIASMA

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

Target: One HERETIC ASTARTES 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, your unit has the Stealth ability. In addition, if your unit is a Nurgle unit, it can only be selected as the target of a ranged attack if the attacking model is within 18".

1 CPPACTBOUND ZEALOTS – BATTLE TACTIC
STRATAGEM**SHOOTING**

PROFANE ZEAL

When: Your Shooting phase or the Fight phase.

Target: One Heretic Astartes Chaos Undivided 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, you can re-roll the Wound roll.

1 CP

PACTBOUND ZEALOTS – STRATEGIC PLOY STRATAGEM

FIGHT

ETERNAL HATE

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

Target: One HERETIC ASTARTES 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, adding 1 to the result if it is a Khorne unit: on a 4+, do not remove it from play. That destroyed model can fight after the attacking model's unit has finished making its attacks, and is then removed from play.

1 CP

PACTBOUND ZEALOTS – EPIC DEED STRATAGEM

FIGHT

EYE OF THE GODS

When: Fight phase, just after a HERETIC ASTARTES CHARACTER unit from your army (excluding DAMNED, DAEMON and EPIC HERO units) destroys a enemy unit.

Target: One HERETIC ASTARTES CHARACTER model in that unit.

Effect: Until the end of the battle, add 1 to the Move, Toughness and Wounds characteristics of that CHARACTER model, and add 1 to the Attacks. Strength and Damage characteristics of that CHARACTER model's melee weapons.