

DEATH LORD'S CHOSEN

6 Stratagems · 4 Enhancements



2 DP · PRIORITY ASSETS

ENHANCEMENTS (4)

Face of Death

10 pts

At the start of the Fight phase, each enemy unit within Engagement Range of the bearer's unit must take a Battle-shock test.

Vile Vigour

15 pts

While the bearer is leading a unit, add 1" to the Movement characteristics of models in that unit and you can re-roll Advance rolls made for that unit.

Warprot Talisman

30 pts

Once per battle, at the end of your opponent's turn, if the bearer's unit is not within Engagement Range of one or more enemy units, you can remove it from the battle field and place it into Strategic Reserves.

Helm of the Fly King

20 pts

While the bearer is leading a unit, models in that unit cannot be targeted by ranged attacks unless the attacking model is within 18".

DETACHMENT RULE

In your opponent's Command phase, roll 2D6 for each Afflicted enemy unit, subtracting 1 from the result if that unit is Below Half-strength. If the result is 6 or less, that enemy unit suffers D3 mortal wounds.

STRATAGEMS (6/6)

1 CP

DEATH LORD'S CHOSEN – EPIC DEED STRATAGEM

COMMAND

SIGNAL POX

When: Your Command phase.

Target: One Lord of Virulence model from your army.

Effect: Select one objective marker within 30" of and visible to your model. Until the start of your next turn, while an enemy unit is within range of that objective marker, that unit is Afflicted.

1 CP

DEATH LORD'S CHOSEN – STRATEGIC PLOY STRATAGEM

SHOOTING

MORTARION'S TEACHINGS

When: Your Shooting phase.

Target: One Terminator unit from your army that has not been selected to shoot this phase.

Effect: Until the end of the phase, ranged weapons equipped by models in your unit have the [ASSAULT] and [HEAVY] abilities.

1 CP DEATH LORD'S CHOSEN – STRATEGIC PLOY STRATAGEM

CHARGE

SICKENING IMPACT

When: Your Charge phase, just after a Terminator unit from your army ends a Charge move.

Target: That TERMINATOR unit.

Effect: Select one enemy unit within Engagement Range of your unit, then roll one D6 for each model in your unit that is within Engagement Range of that enemy unit: for each 2+, that enemy unit suffers 1 mortal wound (to a maximum of 6 mortal wounds).

1 CP DEATH LORD'S CHOSEN – BATTLE TACTIC STRATAGEM

FIGHT

GRIM REAPERS

When: Fight phase.

Target: One Terminator 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 an attack that targets an enemy unit (excluding MONSTERS and VEHICLES) you can re-roll the Hit roll.

1 CP DEATH LORD'S CHOSEN – STRATEGIC PLOY STRATAGEM

FIGHT

UNDYING SPITE

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

Target: One Terminator 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. On a 4+, do not remove the destroyed model from play; it can fight after the attacking unit has finished making its attacks, and is then removed from play.

1 CP DEATH LORD'S CHOSEN – EPIC DEED STRATAGEM

ANY

BLOOMING PESTILENCE

When: Start of any phase.

Target: One Terminator unit from your army.

Effect: Until the end of the phase, add 3" to the Contagion Range of models in your unit.