CHAOS - EMPEROR'S CHILDREN

MERCURIAL HOST

6 Stratagems · 4 Enhancements

2 DP · RECONNAISSANCE

ENHANCEMENTS (4)

Steeped in Suffering — 20 pts

Each time a model in the bearer's unit makes an attack that targets an enemy unit below its Starting Strength, add 1 to the Hit roll. If that target is also Below Half-Strength, add 1 to the Wound roll as well.

Intoxicating Musk — 20 pts

Each time a melee attack targets the bearer's unit, if the Strength characteristic of that attack is greater than the Toughness characteristic of that unit, subtract 1 from the Wound roll.

Tactical Perfection — 15 pts

After both players have deployed their armies, select up to two Emperor's Children units from your army and redeploy them. When doing so, you can set those units up in Strategic Reserves if you wish, regardless of how many units are already in Strategic Reserves.

Loathsome Dexterity — 10 pts

Each time a model in the bearer's unit makes a Normal, Advance or Fall Back move, it can move through enemy models. When doing so, it can move within Engagement Range of such models, but cannot end that move within Engagement Range of them, and any Desperate Escape test is automatically passed.

DETACHMENT RULE

You can re-roll Advance rolls made for Emperor's Children units from your army.

STRATAGEMS (6/6)

1 CP MERCURIAL HOST – STRATEGIC PLOY STRATAGEM MOVEMENT

DARK VIGOUR

When: Your opponent's Movement phase, just after an enemy unit ends a Normal, Advance or Fall Back move.
Target: One Emperor's Children unit from your army (excluding Beasts and Vehicles) that is within 8" of the enemy unit that just ended that move.
Effect: Your unit can make a Normal move of up to 6".

1 CP MERCURIAL HOST – BATTLE TACTIC STRATAGEM MOVEMENT

HONOUR THE PRINCE

When: Your Movement phase.
Target: One Emperor's Children Infantry unit from your army that has not been selected to move this phase.
Effect: Until the end of the phase, if your unit Advances, do not make an Advance roll. Instead, until the end of the phase, add 6" to the Move characteristic of models in your unit.

1 CP MERCURIAL HOST – BATTLE TACTIC STRATAGEM SHOOTING

CAPRICIOUS REACTIONS

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

2 CP MERCURIAL HOST – BATTLE TACTIC STRATAGEM FIGHT

COMBAT STIMMS

When: Fight phase, just after an enemy unit has selected its targets.
Target: One Emperor's Children 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 Wound roll.

1 CP MERCURIAL HOST – STRATEGIC PLOY STRATAGEM FIGHT

CRUEL RAIDERS

When: End of your opponent's Fight phase.
Target: One Emperor's Children unit from your army that is wholly within 9" of one or more battlefield edges and not within 3" horizontally of one or more enemy units.
Effect: Remove your unit from the battlefield and place it into Strategic Reserves.

1 CP MERCURIAL HOST – BATTLE TACTIC STRATAGEM FIGHT

VIOLENT EXCESS

When: Fight phase.
Target: One Emperor's Children unit from your army that has not been selected to fight this phase.
Effect: Until the end of the phase, melee weapons equipped by models in your unit have the [SUSTAINED HITS 1] ability.