CHAOS - EMPEROR'S CHILDREN

SLAANESH'S CHOSEN

6 Stratagems · 4 Enhancements

1 DP · PURGE THE FOE

ENHANCEMENTS (4)

Eager to Prove — 15 pts

You can re-roll Charge rolls made for the bearer's unit. While the bearer's unit is your army's Favoured Champions, add 2" to the Move characteristic of models in that unit.

Repulsed by Weakness — 25 pts

Each time an enemy unit (excluding Monster and Vehicle units) within Engagement Range of the bearer's unit Falls Back, models in that enemy unit must take Desperate Escape tests. When doing so, if the bearer's unit is your army's Favoured Champions, subtract 1 from each of those Desperate Escape tests.

Proud and Vainglorious — 20 pts

You can re-roll Battle-shock and Leadership tests taken for the bearer's unit. While the bearer's unit is your army's Favoured Champions, add 1 to the Objective Control characteristics of models in that unit.

Slayer of Champions — 15 pts

The bearer's melee weapons have the [Precision] ability, and each time the bearer makes a melee attack that targets a Character unit, improve the Strength and Armour Penetration characteristics of that attack by 1.

DETACHMENT RULE

Emperor's Children Character units from your army can ignore any or all modifiers to their Move characteristic and any or all modifiers to Advance and Charge rolls made for them.

At the start of the battle, your Warlord's unit is your army's Favoured Champions. The first time in each player's turn that an Emperor's Children Character unit from your army destroys an enemy unit, after resolving all of its attacks, that Character unit becomes your army's Favoured Champions, replacing the old one.

Each time a model in your army's Favoured Champions unit makes an attack, you can re-roll the Wound roll.

STRATAGEMS (6/6)

1 CP SLAANESH'S CHOSEN – EPIC DEED STRATAGEM SHOOTING

DIABOLIC MAJESTY

When: Your Shooting phase or the Fight phase, just after an Emperor's Children Character unit becomes your army's Favoured Champions.
Target: That EMPEROR'S CHILDREN unit.
Effect: Each enemy unit within 6" of your unit must take a Battle-shock test, subtracting 1 from the result.
Restriction: You can only use this Stratagem once per battle round.

1 CP SLAANESH'S CHOSEN – BATTLE TACTIC STRATAGEM SHOOTING

HEIGHTENED JEALOUSY

When: Your Shooting phase or the Fight phase, just after an Emperor's Children Character unit becomes your army's Favoured Champions, or just after your army's Favoured Champions unit destroys an enemy unit.
Target: Your army's Favoured Champions unit.
Effect: Until the end of the phase, each time a model in an EMPEROR'S CHILDREN CHARACTER unit from your army that is not your army's Favoured Champions makes an attack, add 1 to the Strength characteristic of that attack.

1 CP SLAANESH'S CHOSEN – STRATEGIC PLOY STRATAGEM SHOOTING

VENGEFUL SURGE

When: Your opponent's Shooting phase, when an enemy unit that targeted a friendly unengaged EMPEROR'S CHILDREN CHARACTER unit this phase has shot.
Target: That EMPEROR'S CHILDREN CHARACTER unit.
Effect: Your unit can make a surge move of up to D6". If your unit is not your army's Favoured Champions, you can re-roll the dice to determine the distance of that surge move.

1 CP SLAANESH'S CHOSEN – BATTLE TACTIC STRATAGEM CHARGE

REFUSAL TO BE OUTDONE

When: Your Charge phase, when a friendly EMPEROR'S CHILDREN CHARACTER unit within 12" of an engaged enemy unit declares a charge.
Target: That EMPEROR'S CHILDREN CHARACTER unit.
Effect: Your unit can re-roll charge rolls. Your unit must end that charge move engaged with one or more of those enemy units.

1 CP SLAANESH'S CHOSEN – STRATEGIC PLOY STRATAGEM FIGHT

BEAUTIFUL DEATH

When: Fight phase, just after an enemy unit has selected its targets.
Target: One Emperor's Children Character 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 your unit is your army's Favoured Champions. 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 SLAANESH'S CHOSEN – BATTLE TACTIC STRATAGEM FIGHT

DEVOTED DUELLISTS

When: Fight phase.
Target: One or more Emperor's Children Character units from your army that have not been selected to fight this phase.
Effect: Select one enemy unit. Until the end of the phase, melee weapons equipped by models in those CHARACTER units have the [SUSTAINED HITS 1] ability while targeting that enemy unit.