CHAOS - CHAOS DAEMONS · DETACHMENT

CAVALCADE OF CHAOS

1 DP · DISRUPTION

ENHANCEMENTS

Soul-shattering Charge — **10 pts**

When this unit is selected to fight, if this unit made a charge move this turn, you can use this ability. If you do, when determining which models in this unit can fight, friendly models that are within 3" of enemy units engaged with this unit can target those enemy units,

Apocalyptic Steeds — **10 pts**

This unit has +1" M.

DETACHMENT-REGEL

If a friendly LEGIONES DAEMONICA MOUNTED unit made a fall-back move this turn, that move does not prevent that unit from being eligible to shoot/eligible to declare a charge.

STRATAGEMS

2 CP — CAVALCADE OF CHAOS STRATAGEM · WAHAPEDIA — MOVEMENT

FROM BEYOND THE VEIL

When: End of the Movement phase, from the start of the battle.
Target: One friendly LEGIONES DAEMONICA MOUNTED unit in strategic reserves.
Effect: Your unit can make an ingress move.

1 CP — CAVALCADE OF CHAOS STRATAGEM · WAHAPEDIA — MOVEMENT

INESCAPABLE MANIFESTATIONS

When: Your opponent's Movement phase, when a unit is selected to make a fall-back move, if that unit is engaged with a friendly LEGIONES DAEMONICA MOUNTED unit.
Target: That LEGIONES DAEMONICA MOUNTED unit.
Effect: When an enemy unit engaged with your unit is selected to make a fall-back move, that enemy unit must use the desperate escape mode. If that enemy unit is battle-shocked, -1 from those hazard rolls.

1 CP — CAVALCADE OF CHAOS STRATAGEM · WAHAPEDIA — MOVEMENT

WARP-RIDERS

When: Your Movement phase, when a friendly LEGIONES DAEMONICA MOUNTED unit is selected to move.
Target: That LEGIONES DAEMONICA MOUNTED unit.
Effect: Your unit has MOBILE.