CHAOS - EMPEROR'S CHILDREN · DETACHMENT

PEERLESS BLADESMEN

2 DP · PRIORITY ASSETS

ENHANCEMENTS

Faultless Opportunist — **15 pts**

You can target this unit with the Heroic Intervention stratagem, regardless of any other uses of that stratagem this phase. If you do:

- That use is -1 CP.

- That use does not prevent any uses of that stratagem on other units this phase.

Blinding Speed — **25 pts**

Once per battle, at the start of the Fight phase, the bearer can use this Enhancement. If it does so, until the end of the phase, models in the bearer's unit have the Fights First ability.

Distortion — **25 pts**

Add 1 to the Attacks and Damage characteristics of melee weapons equipped by the bearer.

Rise to the Challenge — **30 pts**

Once per battle, at the end of the Fight phase, if the bearer is within Engagement Range of three or more enemy models, it can use this Enhancement. If it does, the bearer can fight one additional time. When doing so, you can select one ability using the Exquisite Swordsmanship Detachment rule to apply to those attacks.

DETACHMENT-REGEL

Each time an Emperor's Children unit from your army is selected to fight, if it made a Charge move this turn, select one of the abilities below. While resolving those attacks, melee weapons equipped by models in that unit have the ability:

- [Lethal Hits]

- [Sustained Hits 1]

STRATAGEMS

1 CP — PEERLESS BLADESMEN – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — COMMAND

TERRIFYING SPECTACLE

When: Your opponent’s Command phase.
Target: One Emperor’s Children unit from your army that made a Charge move in the previous turn and destroyed one or more enemy units in the previous Fight phase.
Effect: Each enemy unit within 6" of your unit must take a Battle-shock test, subtracting 1 from that test if they are Below Half-strength. Enemy units affected by this Stratagem do not need to take any other Battle-shock tests in the same phase.

2 CP — PEERLESS BLADESMEN – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — MOVEMENT

CUT DOWN THE WEAK

When: Your opponent’s Movement phase, just after an enemy unit Falls Back.
Target: One Emperor’s Children unit from your army (you can only select a Vehicle if it is a Walker) that is within 6" of that enemy unit and would be eligible to declare a charge against that enemy unit if it were your Charge phase.
Effect: Your unit can declare a charge. When doing so, you must select that enemy unit as a target of that charge, and your unit does not receive a Charge bonus this turn.

1 CP PEERLESS BLADESMEN – BATTLE TACTIC STRATAGEM · WAHAPEDIA FIGHT

CRUEL BLADESMAN

When: Fight phase.
Target: One Emperor’s Children unit from your army that made a Charge move this turn and has not been selected to fight this phase.
Effect: Until the end of the phase, improve the Armour Penetration characteristic of melee weapons equipped by models in your unit by 1.

1 CP PEERLESS BLADESMEN – BATTLE TACTIC STRATAGEM · WAHAPEDIA FIGHT

DEFT PARRY

When: Fight 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 PEERLESS BLADESMEN – STRATEGIC PLOY STRATAGEM · WAHAPEDIA FIGHT

DEATH ECSTASY

When: Fight 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 a model in your unit is destroyed, if that model has not fought this phase, do not remove it from play. The destroyed model can fight after the attacking unit has finished making its attacks, and is then removed from play.

1 CP PEERLESS BLADESMEN – BATTLE TACTIC STRATAGEM · WAHAPEDIA FIGHT

INCESSANT VIOLENCE

When: Fight phase, just before an Emperor’s Children unit from your army Consolidates.
Target: That EMPEROR’S CHILDREN unit.
Effect: Until the end of the phase, each time a model in your unit makes a Consolidation move, it can move up to 6" instead of up to 3", provided your unit ends that Consolidation move within Engagement Range of one or more enemy units.