CHAOS - EMPEROR'S CHILDREN · DETACHMENT

RAPID EVISCERATION

2 DP · DISRUPTION

ENHANCEMENTS

Sublime Presence — **25 pts**

Once per turn, in your Movement phase, the bearer can use this Enhancement. If it does, select one friendly Emperor's Children Transport that is in Strategic Reserves. Until the end of the phase, for the purposes of setting up that Transport on the battlefield, treat the current battle round number as being one higher than it actually is.

Spearhead Striker — **20 pts**

Each time the bearer disembarks from a Transport, until the end of the turn, you can re-roll Charge rolls made for the bearer's unit and enemy units cannot use the Fire Overwatch Stratagem to shoot at the bearer's unit.

Accomplished Tactician — **35 pts**

Once per turn, in your opponent's Shooting phase, just after an enemy unit has shot, you can select one friendly Emperor's Children unit within 9" of the bearer that was hit by one or more of those attacks, then select one friendly Transport that unit is wholly within 6" of and is able to embark within. That Emperor's Children unit can embark in that Transport.

Heretek Adept — **35 pts**

Once per battle round, when a saving throw is failed for a friendly Emperor's Children Vehicle model within 6" of the bearer, you can change the Damage characteristic of that attack to 0.

DETACHMENT-REGEL

Each time an Emperor's Children model from your army makes an attack, if it is a Transport model or disembarked from a Transport this turn, re-roll a Hit roll of 1 and re-roll a Wound roll of 1.

STRATAGEMS

1 CP — RAPID EVISCERATION – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — COMMAND

ADVANCE AND CLAIM

When: Your Command phase.
Target: One Emperor’s Children Transport from your army that has one or more Tormentors units embarked within it (excluding Battle-shocked units).
Effect: Select one objective marker you control that your TRANSPORT is within range of. That objective marker remains under your control until your opponent’s Level of Control over that objective marker is greater than yours at the end of a phase.

1 CP — RAPID EVISCERATION – EPIC DEED STRATAGEM · WAHAPEDIA — MOVEMENT

DYNAMIC BREAKTHROUGH

When: Your Movement phase.
Target: One Emperor’s Children Vehicle unit from your army that has not been selected to move this phase.
Effect: Until the end of the phase, each time a model in your unit makes a move, it can move through enemy models (excluding MONSTERS and VEHICLES). 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.

1 CP

RAPID EVISCERATION – STRATEGIC PLOY STRATAGEM · WAHAPEDIA

SHOOTING

REACTIVE DISEMBARKATION

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

Target: One Emperor's Children Transport from your army that was selected as the target of one or more of the attacking unit's attacks.

Effect: One Emperor's Children unit embarked within your TRANSPORT can disembark. When doing so, models in that unit can be set up anywhere on the battlefield wholly within 6" of that TRANSPORT and not within Engagement Range of one or more enemy units.

1 CP

RAPID EVISCERATION – STRATEGIC PLOY STRATAGEM · WAHAPEDIA

CHARGE

CEASELESS ONSLAUGHT

When: Your Charge phase.

Target: One Emperor's Children unit from your army that disembarked from a Transport that made a Normal move this turn.

Effect: Your EMPEROR'S CHILDREN unit is treated as having made an assault disembark move (Core Rules, 18.06) for that disembarkation.

1 CP

RAPID EVISCERATION – STRATEGIC PLOY STRATAGEM · WAHAPEDIA

FIGHT

ONTO THE NEXT

When: End of the Fight phase.

Target: One EMPEROR'S CHILDREN unit from your army that destroyed an enemy unit this phase, and one friendly TRANSPORT it is able to embark within.

Effect: If your EMPEROR'S CHILDREN unit is wholly within 6" of that TRANSPORT, it can embark within it. Your unit can embark within that TRANSPORT in a turn it disembarked from a TRANSPORT.

1 CP

RAPID EVISCERATION – STRATEGIC PLOY STRATAGEM · WAHAPEDIA

FIGHT

OUTFLANKING STRIKE

When: End of your opponent's Fight phase.

Target: One Emperor's Children Transport from your army, or up to two Emperor's Children Dedicated Transports from your army.

Effect: For each of those TRANSPORTS wholly within 9" of one or more battlefield edges, remove it from the battlefield and place it into Strategic Reserves.