

POSSESSED SLAUGHTERBAND

 2 DP · PURGE THE FOE

ENHANCEMENTS

Frenzied Focus

20 pts

Each time a model in the bearer's unit makes an attack, a Critical Hit is scored on an unmodified Hit roll of 5+, instead of only a 6.

Killing Clarity

15 pts

Each time the bearer's unit destroys an enemy unit, roll one D6: on a 4+, you gain 1CP.

Violent Demise

10 pts

The bearer's Deadly Demise ability inflicts mortal wounds on a D6 roll of 2+ instead of on a 6. In addition, the bearer has the Deadly Demise D3+1 ability, instead of the Deadly Demise D3 ability.

Malicious Vigour

30 pts

Each time the bearer's unit makes a Brazen Fury move, it is treated as having rolled a 6 for the distance the unit can be moved.

DETACHMENT-REGEL

World Eaters Possessed units in your army have the following ability:

Brazen Fury: In your opponent's Shooting phase, when an enemy unit has shot, if a model in this unit was destroyed as a result of those attacks, this unit can make a surge move of up to D6". That surge move is a Brazen Fury move.

STRATAGEMS

1 CP

 POSSESSED SLAUGHTERBAND –
STRATEGIC PLOY STRATAGEM ·
WAHAPEDIA

COMMAND

HORRIFYING VIOLENCE

When: Your opponent's Command phase.

Target: One World Eaters Possessed unit from your army.

Effect: Each enemy unit within Engagement Range of your unit must take a Battle-shock test, subtracting 1 from that test.

1 CP

 POSSESSED SLAUGHTERBAND –
STRATEGIC PLOY STRATAGEM ·
WAHAPEDIA

MOVEMENT

RAPID MANIFESTATION

When: Your Movement phase.

Target: One Exalted Eightbound unit from your army that is arriving using the Deep Strike ability this phase.

Effect: Your unit can be set up anywhere on the battlefield that is more than 6" horizontally away from all enemy units.

Restriction: A unit targeted with this Stratagem is not eligible to declare a charge in the same turn.

2 CP

 POSSESSED SLAUGHTERBAND –
BATTLE TACTIC STRATAGEM ·
WAHAPEDIA

SHOOTING

DAEMONIC RESISTANCE

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

Target: One World Eaters Possessed 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

POSSESSED SLAUGHTERBAND –
STRATEGIC PLOY STRATAGEM ·
WAHAPEDIA

CHARGE

WARP STALKERS

When: Your Movement phase or your Charge phase.

Target: One World Eaters Possessed unit from your army that has not been selected to move or declare a charge this phase.

Effect: Until the end of the phase, each time a model in your unit makes a Normal, Advance, Fall Back or Charge move, it can move through enemy models (excluding MONSTERS and VEHICLES). When doing so, it can move within Engagement Range of such models but, unless that move was a Charge move, it cannot end that move within Engagement Range of them, and any Desperate Escape test is automatically passed.

1 CP

POSSESSED SLAUGHTERBAND – BATTLE
TACTIC STRATAGEM · WAHAPEDIA

FIGHT

DAEMONIC STRENGTH

When: Fight phase.

Target: One World Eaters Possessed unit from your army that has not been selected to fight this phase.

Effect: Until the end of the phase, each time an attack made by a model in your unit is allocated to an enemy model, if your unit has the Eightbound keyword and that enemy model is not a MONSTER or VEHICLE, add 1 to the Damage characteristic of that attack. If your unit has the Exalted Eightbound keyword and that enemy model is a MONSTER or VEHICLE, add 1 to the Damage characteristic of that attack instead.

2 CP

POSSESSED SLAUGHTERBAND – BATTLE
TACTIC STRATAGEM · WAHAPEDIA

FIGHT

IMMORTAL FURY

When: Fight phase, just after an enemy unit has selected its targets.

Target: One World Eaters Possessed 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 model's unit has finished making its attacks, and is then removed from play.