

SHADOW LEGION

ENHANCEMENTS

Leaping Shadows

25 pts

Models in the bearer's unit have the Scouts 9" ability.

Mantle of Gloom (Aura)

20 pts

While an enemy unit is within Engagement Range of the bearer's unit, subtract 1 from the Objective Control characteristic of models in that enemy unit.

Fade to Darkness

30 pts

At the end of the Fight phase, if the bearer's unit destroyed one or more enemy units this phase and is not within Engagement Range of one or more enemy units, you can remove the bearer's unit from the battlefield and place it into Strategic Reserves.

Malice Made Manifest

25 pts

At the start of the Fight phase, select one enemy unit within Engagement Range of the bearer's unit and roll one D6: on a 2-5, that enemy unit suffers D3 mortal wounds; on a 6, that enemy unit suffers 3 mortal wounds.

DETACHMENT-REGEL

Units from your army have the relevant abilities presented below.

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cellpadding="3" style="border-width:0px"><tbody><tbody class="cIFI ALAL ALKH LDLD LDDI
LD SH LDLE LDSC LDBL LDPL LDDA LDIO LDRR LDDC LDPI"><tr><td class="td_w"><p
style="display:block" class="impact18">MURDERER'S COWL</p><p class="ShowFluff
legend2">The most murderous seek not to hide in the Dark Master's pall. The shadows extend
before them, offering a rapid route to slaughter.</p><p>SHADOW LEGION KHORNE units only.
This unit is eligible to shoot and <a href="/wh40k10ed/the-rules/core-rules/#CHARGE-
PHASE">declare a charge</a> in a turn in which it Advanced.</p></td></tr></tbody></tbody></table></div><div class="BreakInsideAvoid"><table max-width="480px" border="0"
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LD SH LDLE LDSC LDBL LDPL LDDA LDIO LDRR LDDC LDPI"><tr><td class="td_w"><p
style="display:block" class="impact18">PENUMBRAL PUPPETRY</p><p class="ShowFluff
legend2">Mutative agents of change, touched by the Dark Master's umbral aura, summon
illusory magicks to confound and confuse their desperate foes.</p><p>SHADOW LEGION
TZEENTCH units only. Each time an attack targets this unit, subtract 1 from the Hit roll.</p></td></tr></tbody></tbody></table></div><div class="BreakInsideAvoid"><table max-
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ALAL ALNU LDLD LDDI LD SH LDLE LDSC LDBL LDPL LDDA LDIO LDRR LDDC LDPI"><tr><td
class="td_w"><p style="display:block" class="impact18">GLOAM ROT</p><p class="ShowFluff
legend2">Borne upon the gloaming wisp of Be'lakor's shadow, this debilitating curse atrophies
muscle and withers flesh, greatly weakening its victims.</p><p>SHADOW LEGION NURGLE
units only. Each time an attack targets this unit, if the Strength characteristic of that attack is
greater than this unit's Toughness characteristic, subtract 1 from the Wound roll.</p></td></tr></tbody></tbody></table></div></div>
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- This unit has the Dark Pacts army rule, and can use it as described in Codex: Chaos Space Marines, even though your Army Faction is not HERETIC ASTARTES. If this unit is [BE'LAKOR](/wh40k10ed/factions/chaos-daemons/Be-lakor), it automatically passes the Leadership test required for Dark Pacts.
- SHADOW LEGION HERETIC ASTARTES models in this unit have the Deep Strike ability.

STRATAGEMS

1 CP

SHADOW LEGION – BATTLE TACTIC
STRATAGEM · WAHAPEDIA

COMMAND

DEATH DENIED

When: Your Command phase.

Target: One Shadow Legion unit from your army.

Effect: One model in your unit regains up to 3 lost wounds. In addition, If your unit has the Tzeentch keyword, return up to one destroyed model (excluding Character models) to your unit with its full wounds remaining.

1 CP

SHADOW LEGION – BATTLE TACTIC
STRATAGEM · WAHAPEDIA

SHOOTING

ENCROACHING DARKNESS

When: Your Shooting phase.

Target: Up to one Shadow Legion Heretic Astartes unit from your army and up to one Shadow Legion Legioness Daemonica unit from your army. You can only select units that arrived from Reserves this turn.

Effect: Until the end of the phase, weapons equipped by models in your selected units have the [IGNORES COVER] ability.

2 CP

SHADOW LEGION – BATTLE TACTIC
STRATAGEM · WAHAPEDIA

CHARGE

SHADE PATH

When: Your opponent's Charge phase, just after an enemy unit declares a charge.

Target: One Shadow Legion unit from your army that was selected as a target of that charge.

Effect: Until the end of the phase, subtract 2 from Charge rolls made for that enemy unit. In addition, if your unit has the Nurgle keyword, that enemy unit must take a Battle-shock test.

1 CP

SHADOW LEGION – STRATEGIC PLOY
STRATAGEM · WAHAPEDIA

FIGHT

BINDING SHADOW

When: End of your opponent's Fight phase.

Target: Up to one Shadow Legion Heretic Astartes unit from your army and up to one Shadow Legion Legioness Daemonica unit from your army. You can only select units that are not within Engagement Range of one or more enemy units.

Effect: Remove those selected units from the battlefield and place them into Strategic Reserves.

1 CP

SHADOW LEGION – STRATEGIC PLOY
STRATAGEM · WAHAPEDIA

FIGHT

CHANNELLED WRATH

When: Fight phase.

Target: One Shadow Legion unit from your army that has not been selected to fight this phase.

Effect: Until the end of the phase, melee weapons equipped by models in your unit have the [LANCE] ability. If your unit has the Khorne keyword, until the end of the phase, improve the Armour Penetration characteristic of those weapons by 1 as well.

1 CP

SHADOW LEGION – STRATEGIC PLOY
STRATAGEM · WAHAPEDIA

ANY

SPITEFUL DEMISE

When: Any phase, just after a Shadow Legion unit from your army is destroyed, before removing the last model in that unit from the battlefield and before rolling any dice for the Deadly Demise ability.

Target: That SHADOW LEGION unit. You can use this Stratagem on that unit even though it was just destroyed.

Effect: Roll one D6 for each enemy unit that is within Engagement Range of the last model in your unit, adding 2 to the result if your unit has the Slaanesh keyword: on a 4-5, that enemy unit suffers D3 mortal wounds; on a 6+, that enemy unit suffers 3 mortal wounds.