

TRAITORIS LANCE

ENHANCEMENTS

Malevolent Heraldry

30 pts

Each time you roll dice to randomly select which Dread abilities are active for your army, if the bearer is on the battlefield, you can re-roll one or both results rolled.

Veil of Medrengard

35 pts

The bearer has a 4+ invulnerable save against ranged attacks, and a 5+ invulnerable save against melee attacks.

Tyrant's Shadow

25 pts

At the end of your Command phase, select one objective marker the bearer is in range of and that you control. 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. In addition, until you lose control of that objective marker, it has the Deathly Terror ability as if it were a Chaos Knights model from your army.

Nightmare's Master

20 pts

At the start of the Fight phase, each enemy unit within Engagement Range of the bearer must take a Battle-shock test.
