

DAEMONIC INCURSION

10 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

A'rgath, the King of Blades

20 pts

Khorne Legiones Daemonica model only. Add 1 to the Attacks and Strength characteristics of the bearer's melee weapons. While the bearer is within your army's Shadow of Chaos, add 2 to the Attacks and Strength characteristics of the bearer's melee weapons instead.

The Everstave

25 pts

Tzeentch Legiones Daemonica model only. Add 1 to the Strength characteristic of the bearer's ranged weapons and increase the Range characteristic of such weapons by 3". While the bearer is within your army's Shadow of Chaos, add 2 to the Strength characteristic of the bearer's ranged weapons and increase the Range characteristic of such weapons by 6" instead.

The Endless Gift

30 pts

NURGLE LEGIONES DAEMONICA model only. The bearer has the Feel No Pain 5+ ability.

Soulstealer

15 pts

SLAANESH LEGIONES DAEMONICA model only. Each time the bearer destroys an enemy model with a melee attack, roll one D6, adding 1 to the result if the bearer is within your army's Shadow of Chaos. On a 4+, the bearer regains 1 lost wound.

DETACHMENT RULE

LEGIONES DAEMONICA units from your army can perform one of the following Tactical Manoeuvres in a turn in which they Advanced or Fell Back: Secure Site; Set To Defend; Set Overwatch.

STRATAGEMS (10/10)

1 CP DEMONIC INCURSION – STRATEGIC PLOY STRATAGEM

COMMAND

CORRUPT REALSPACE

When: Start of any Command phase.

Target: One LEGIONES DAEMONICA unit from your army that is within range of an objective marker you control.

Effect: That objective marker is said to be Corrupted and remains under your control, even if you have no models within range of it, until your opponent controls it at the start or end of any turn. In addition, while an objective marker is Corrupted and under your control, the area of the battlefield within 6" of that objective marker is considered to be within your army's Shadow of Chaos.

1 CP DEMONIC INCURSION – STRATEGIC PLOY STRATAGEM

MOVEMENT

DENZENS OF THE WARP

When: Your Movement phase.

Target: One LEGIONES DAEMONICA 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 models.

1 CP DAEMONIC INCURSION – STRATEGIC PLOY STRATAGEM

MOVEMENT

INSUBSTANTIAL ENTITIES

When: Your Movement phase.

Target: One LEGIONES DAEMONICA unit from your army that has not been selected to move this phase.

Effect: The next time your unit is selected to move this phase, models in that unit can move through Walls and closed Hatchways as if they were not there, but when doing so, no model can move more than 6".

Restriction: You can only use this Stratagem once.

1 CP DEMONIC INCURSION – BATTLE TACTIC STRATAGEM

SHOOTING

DAEMONIC INVULNERABILITY

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

Target: One LEGIONES DAEMONICA unit from your army that was selected as the target of one or more of that enemy unit's attacks.

Effect: Until the end of the phase, each time an invulnerable saving throw is made for a model in your unit, re-roll a saving throw of 1.

1 CP DEMONIC INCURSION – BATTLE TACTIC STRATAGEM

SHOOTING

DRAUGHT OF TERROR

When: Your Shooting phase or the Fight phase.

Target: One LEGIONES DAEMONICA unit from your army that has not been selected to shoot or fight this phase.

Effect: Until the end of the phase, improve the Armour Penetration characteristic of weapons equipped by models in that unit by 1. In addition, until the end of the phase, each time such a weapon targets a unit that is Battle-shocked, you can re-roll the Wound roll.

1 CP DAEMONIC INCURSION – BATTLE TACTIC STRATAGEM

SHOOTING

INCORPOREAL TERRORS

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

Target: One LEGIONES DAEMONICA 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.

1 CP DAEMONIC INCURSION – STRATEGIC PLOY STRATAGEM

CHARGE

UNREAL SPEED

When: Your Charge phase.

Target: One INFANTRY LEGIONES DAEMONICA unit from your army.

Effect: Until the end of the phase, your unit is eligible to declare a charge in a turn in which it Advanced or Fell Back.

1 CP DEMONIC INCURSION – STRATEGIC PLOY STRATAGEM **CHARGE**

WARP SURGE

When: Your Charge phase.

Target: One LEGIONES DAEMONICA unit from your army that is within your army's Shadow of Chaos.

Effect: Until the end of the phase, your unit is eligible to declare a charge in a turn in which it Advanced.

1 CP DAEMONIC INCURSION – STRATEGIC PLOY STRATAGEM **FIGHT**

PARTING BLOWS

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

Target: One LEGIONES DAEMONICA 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, roll one D6: on a 4+, do not remove it from play. That destroyed model can fight after the attacking unit has finished making its attacks, and is then removed from play.

1 CP DEMONIC INCURSION – BATTLE TACTIC STRATAGEM **ANY**

THE REALM OF CHAOS

When: End of your opponent's turn.

Target: Up to two LEGIONES DAEMONICA units from your army that are within your army's Shadow of Chaos, or one other LEGIONES DAEMONICA unit from your army.

Effect: Remove the targeted units from the battlefield and place them into Strategic Reserves. They will arrive back on the battlefield in the Reinforcements step of your next Movement phase using the Deep Strike ability.

Restriction: You cannot target units that are within Engagement Range of one or more enemy units with this Stratagem.