

SCINTILLATING LEGION

12 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Infernal Puppeteer

20 pts

Legiones Daemonica Tzeentch Monster model only. In your Shooting phase, when this unit is selected to shoot, while an enemy unit is visible to a friendly LEGIONES DAEMONICA TZEENTCH unit, that enemy unit has +9" detection range until this unit has shot.

Inescapable Eye

15 pts

Legiones Daemonica Tzeentch model only. In your Command phase, if the bearer is on the battlefield, if your opponent has one or more Flux tokens, you gain one additional Flux token.

Improbable Shield (Aura)

30 pts

Legiones Daemonica Tzeentch model only. While a friendly Legiones Daemonica Tzeentch unit is within 6" of the bearer, models in that unit have the Feel No Pain 4+ ability against Psychic Attacks and mortal wounds.

Neverblade

25 pts

Legiones Daemonica Tzeentch Monster model only. Improve the Strength characteristic of melee weapons equipped by the bearer by 2, improve the Attacks and Armour Penetration characteristics of melee weapons equipped by the bearer by 1, and each time the bearer makes a melee attack, add 1 to the Hit roll.

DETACHMENT RULE

You start the battle with three Flux tokens (we recommend using a dice to track how many Flux tokens you have). You can spend one Flux token just after an Advance roll, Hit roll, Wound roll, Damage roll, saving throw or Hazardous test is made for a Legiones Daemonica Tzeentch model or LEGIONES DAEMONICA TZEENTCH unit from your army to re-roll the result of that roll, throw or test. Flux tokens can also be spent to enhance the effect of some Stratagems. Each time you spend a Flux token, reduce the number of Flux tokens you have by one and your opponent gains one Flux token.

Whenever your opponent has one or more Flux tokens, they can spend one Flux token after an Advance roll, Hit roll, Wound roll or saving throw is made for a model or unit from their army, to re-roll the result of that roll or throw. If they do, they reduce the number of Flux tokens they have by one and you gain one Flux token. This is ignored if your opponent has the Fates in Flux Detachment rule.

In your Command phase, if your opponent has one or more Flux tokens, you gain one Flux token.

Designer's Note: When using fast dice rolling, this rule can be used to spend any number of Flux tokens (up to the amount you have), to re-roll a number of dice up to the amount spent, after rolling multiple rolls or saving throws at once.

STRATAGEMS (12/12)

1 CP SCINTILLATING LEGION – STRATEGIC PLOY STRATAGEM

SHOOTING

These daemons care little for who they engulf in

When: Your Shooting phase.

Target: One Legiones Daemonica Tzeentch unit

Effect: Until the end of the phase, enemy units are

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1 CP SCINTILLATING LEGION – BATTLE TACTIC STRATAGEM

SHOOTING

Warpflame is as changeable as the monsters who

When: Your Shooting phase or the Fight phase.

Target: One Legiones Daemonica Tzeentch unit

Effect: Until the end of the phase, add 2 to the

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Effect: Until the end of the phase, add 2 to the

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CHARGE

Barred doors, reinforced windows, or walls are no

When: Your Movement phase or your Charge phase.

Target: One Legiones Daemonica Tzeentch unit

Effect: Until the end of the phase, each time a

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CHARGE

Barred doors, reinforced windows, or walls are no

When: Your Movement phase or your Charge phase.

Target: One Legiones Daemonica Tzeentch unit

Effect: Until the end of the phase, each time a

1 CP SCINTILLATING LEGION – STRATEGIC PLOY STRATAGEM

FIGHT

Between one heartbeat and the next, the daemons of

When: End of your opponent's Fight phase.

Target: One Legiones Daemonica Tzeentch unit

Effect: Remove your units from the battlefield and

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Effect: Remove your units from the battlefield and

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FIGHT

The very stuff of reality flickers like a candle flame in

When: Fight phase, just after an enemy unit has

Target: One Legiones Daemonica Tzeentch unit

Effect: Roll one D6, then you can spend one

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The very stuff of reality flickers like a candle flame in

When: Fight phase, just after an enemy unit has

Target: One Legiones Daemonica Tzeentch unit

Effect: Roll one D6, then you can spend one

1 CP SCINTILLATING LEGION – STRATEGIC PLOY STRATAGEM **ANY**

At the call of this malevolent entity, invisible stellar

When: Any phase.

Target: One Legiones Daemonica Tzeentch

Effect: Select No Man's Land or your opponent's

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At the call of this malevolent entity, invisible stellar

When: Any phase.

Target: One Legiones Daemonica Tzeentch

Effect: Select No Man's Land or your opponent's