

HELHUNT LANCE

12 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Hunter's Helm

15 pts

You can re-roll Advance and Charge rolls made for the bearer's unit.

Octagram of Conjuration

40 pts

While a friendly War Dog model is within 9" of this model, after that War Dog model has shot, you can select one enemy unit hit by one or more of those attacks. That enemy unit must take a Battle-shock test.

Throne Tyrannicus

25 pts

In your Command phase, select one other Chaos Knights Character model within 9" of the bearer. If the bearer has one or more Aura abilities that affect friendly War Dog units, until the start of your next Command phase, the selected Chaos Knights Character model is affected by those Aura abilities as well.

Aspect of the Beast

30 pts

At the start of your Command phase, select one Dread ability to be active for the bearer until the start of your next Command phase, in addition to the Dread abilities active for your army.

DETACHMENT RULE

If a Titanic Chaos Knights unit from your army has an Aura ability that affects friendly War Dog units, while two or more friendly WAR DOG models are within range of that TITANIC CHAOS KNIGHTS unit's Aura ability, that TITANIC CHAOS KNIGHTS unit is affected by that Aura ability as well.

<div class="redExample">Example: Two friendly WAR DOG models are within 9" of a Knight Desecrator when it is selected to shoot. As a result, the KNIGHT DESECRATOR's Taskmaster ability also affects itself, even though it does not have the WAR DOG keyword, so each time that KNIGHT DESECRATOR makes a ranged attack, Hit rolls of 1 are re-rolled.</div>

STRATAGEMS (12/12)

1 CP HELHUNT LANCE – STRATEGIC PLOY STRATAGEM MOVEMENT

No mere prey swirling about their steed's feet will

When: Your Movement phase, just after a Chaos

Target: That Chaos Knights unit.

Effect: Until the end of the turn, your unit is eligible

1 CP HELHUNT LANCE – STRATEGIC PLOY STRATAGEM SHOOTING

Firing upon adamantine monsters only goads them

When: Your opponent's Shooting phase, just after an

Target: One Chaos Knights unit from your

Effect: Your unit can make a surge move of up

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When: Your Movement phase, just after a Chaos

Target: That Chaos Knights unit.

Effect: Until the end of the turn, your unit is eligible

1 CP HELHUNT LANCE – BATTLE TACTIC STRATAGEM SHOOTING

The raw and bestial power of the Warp causes this

When: Your opponent's Shooting phase or the

Target: One Chaos Knights unit from your army

Effect: Until the attacking unit has finished making

1 CP HELHUNT LANCE – BATTLE TACTIC STRATAGEM MOVEMENT

Urged on by their masters, the War Dogs push hard

When: Start of your Movement phase.

Target: One Titanic Chaos Knights unit from your

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

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Target: One Chaos Knights unit from your army

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When: Start of your Movement phase.

Target: One Titanic Chaos Knights unit from your

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

1 CP HELHUNT LANCE – BATTLE TACTIC STRATAGEM SHOOTING

The scion slaves their servants' weapons to their

When: Start of your Shooting phase or the start of

Target: One Titanic Chaos Knights unit from your

Effect: Select one enemy unit that is an eligible

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Firing upon adamantine monsters only goads them

When: Your opponent's Shooting phase, just after an

Target: One Chaos Knights unit from your

Effect: Your unit can make a surge move of up

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The scion slaves their servants' weapons to their

When: Start of your Shooting phase or the start of

Target: One Titanic Chaos Knights unit from your

Effect: Select one enemy unit that is an eligible

1 CP HELHUNT LANCE – STRATEGIC PLOY STRATAGEM **ANY**

This Chaos Knight shrugs off even the most dire

When: Any phase, just after a mortal wound is

Target: That Chaos Knights unit.

Effect: Until the end of the phase, models in

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When: Any phase, just after a mortal wound is

Target: That Chaos Knights unit.

Effect: Until the end of the phase, models in