

LORDS OF DREAD

6 Stratagems · 6 Enhancements

ENHANCEMENTS (6)

Warp-borne Stalker

25 pts

The bearer has the Deep Strike ability. In addition, once per battle, at the end of your opponent's turn, if the bearer is not within Engagement Range of one or more enemy units, you can remove it from the battlefield and place it into Strategic Reserves.

Blade of Celerity

35 pts

The bearer's ranged weapons have the [Assault] ability. In addition, once per battle, in the Fight phase, the bearer can use this Enhancement. If it does, until the end of the phase, models in the bearer's unit have the Fights First ability.

Putrid Carapace

30 pts

The bearer has a Save characteristic of 2+. In addition, once per battle, at the start of either player's Command phase, the bearer can use this Enhancement. If it does, the bearer regains up to D6 lost wounds.

Mirror of Fates

30 pts

Once per turn, when your opponent targets a unit from their army within 12" of this model with a stratagem, you can use this ability. If you do, increase the CP cost of that use of that stratagem by 1CP.

Blessing of the Dark Master

20 pts

The bearer has the Stealth ability. In addition, once per battle, after you make a saving throw for the bearer, you can change the Damage characteristic of that attack to 0.

Throne Mechanicum of Skulls

25 pts

You can re-roll Charge rolls made for the bearer's unit. In addition, once per battle, in your Charge phase, the bearer can use this Enhancement. If it does, until the end of the phase, the bearer's unit is eligible to declare a charge in a turn in which it Advanced.

DETACHMENT RULE

Improve the Objective Control characteristic of Chaos Knights Character models from your army by 2. In addition, once per battle round, if your WARLORD is on the battlefield, you can use the Claimed for the Dark Gods Stratagem for OCP.

STRATAGEMS (6/6)

1 CP LORDS OF DREAD – EPIC DEED STRATAGEM **COMMAND**

CLAIMED FOR THE DARK GODS

When: Start of your Command phase.

Target: One Chaos Knights Character unit from your army that is within range of one or more objective markers you control.

Effect: Select one of those objective markers. That objective marker remains under your control, with a Level of Control of 5 (unless it would otherwise be higher), until your opponent's Level of Control over that objective marker is greater than yours at the end of a phase.

1 CP LORDS OF DREAD – EPIC DEED STRATAGEM **MOVEMENT**

CRUSHED LIKE VERMIN

When: Your Movement phase, just after a Chaos Knights Character unit from your army ends a Normal move.

Target: That CHAOS KNIGHTS CHARACTER unit.

Effect: Select one enemy unit (excluding MONSTERS and VEHICLES) that your unit moved over during that move and roll six D6: for each 4+, that enemy unit suffers 1 mortal wound. If one or more models are destroyed as a result of this Stratagem, that enemy unit must take a Battle-shock test.

2 CP LORDS OF DREAD – EPIC DEED STRATAGEM **SHOOTING**

RUNES OF DISDAIN

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

Target: One Chaos Knights Character 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 is allocated to a model in your unit, subtract 1 from the Damage characteristic of that attack.

1 CP LORDS OF DREAD – EPIC DEED STRATAGEM **SHOOTING**

TITANIC DUEL

When: Your Shooting phase or the Fight phase.

Target: One Chaos Knights Character unit from your army that has not been selected to shoot or fight this phase.

Effect: Select one enemy MONSTER or VEHICLE unit. Until the end of the phase, each time a model in your unit makes an attack that targets that enemy unit, re-roll a Hit roll of 1 and re-roll a Wound roll of 1. Each time a model in your unit makes an attack that targets that enemy unit, if that enemy unit is TITANIC, you can re-roll the Hit roll and you can re-roll the Wound roll instead.

1 CP LORDS OF DREAD – EPIC DEED STRATAGEM **FIGHT**

TROPHY HUNTER

When: Fight phase, just before a Chaos Knights Character unit from your army consolidates.

Target: That CHAOS KNIGHTS CHARACTER unit.

Effect: Until the end of the phase, each time your unit Consolidates, models in it can move an additional 3" as long as your unit can end that move within Engagement Range of one or more enemy units.

1 CP LORDS OF DREAD – EPIC DEED STRATAGEM **ANY**

SPITEFUL DEMISE

When: Any phase, just after a Chaos Knights Character unit from your army is destroyed.

Target: That CHAOS KNIGHTS CHARACTER unit. You can use this Stratagem on that unit even though it was just destroyed.

Effect: When rolling to determine whether mortal wounds are inflicted by your unit's Deadly Demise ability, that model's Deadly Demise ability inflicts mortal wounds on a D6 roll of a 4+ instead of on a 6.