

TRAITORIS LANCE

6 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

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.

DETACHMENT RULE

At the start of the first battle round, after selecting one or more Dread abilities to be active for your army, you can select one additional Dread ability to be active for your army (this additional Dread ability cannot be randomly selected).

STRATAGEMS (6/6)

1 CP TRAITORIS LANCE – STRATEGIC PLOY STRATAGEM **COMMAND**

A LONG LEASH

When: Your Command phase.

Target: One Abhorrent unit from your army and up to two friendly War Dog units.

Effect: Until the start of your next Command phase, those WAR DOG units are treated as being within range of any Aura abilities your ABHORRENT unit has.

1 CP TRAITORIS LANCE – STRATEGIC PLOY STRATAGEM **SHOOTING**

STORM OF DARKNESS

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

Target: One Chaos Knights 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, models in your unit have the Stealth ability, and each time an attack targets your unit, models in it have the Benefit of Cover against that attack.

1 CP TRAITORIS LANCE – EPIC DEED STRATAGEM **CHARGE**

IMPERIOUS ADVANCE

When: Your Movement phase or your Charge phase.

Target: Up to two War Dog units from your army or one Titanic Chaos Knights unit from your army.

Effect: Until the end of the phase, each time a model in one of your units makes a Normal, Advance, Fall Back or Charge move, it can move through models and terrain features. When doing so, it can move within Engagement Range of such models but, unless it made a Charge move, cannot end that move within Engagement Range of them, and any Desperate Escape test is automatically passed (the Super-heavy Walker ability does not apply while using this Stratagem).

1 CP TRAITORIS LANCE – BATTLE TACTIC STRATAGEM **FIGHT**

CONQUERORS WITHOUT MERCY

When: Fight phase.

Target: One Chaos Knights model from your army that made a Charge move this turn and has not been selected to fight this phase.

Effect: Until the end of the phase, improve the Armour Penetration characteristic of melee weapons equipped by your model by 1. After your model has finished making its attacks this phase, if it destroyed one or more enemy units this phase, each enemy unit within 6" of your model must take a Battle-shock test.

1 CP TRAITORIS LANCE – STRATEGIC PLOY STRATAGEM **FIGHT**

DISDAIN FOR THE WEAK

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

Target: One Chaos Knights 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, models in your unit have the Feel No Pain 6+ ability, and the Feel No Pain 5+ ability against attacks made by Battle-shocked models.

1 CP TRAITORIS LANCE – WARGEAR STRATAGEM **ANY**

PTERRORSHADES

When: Any phase, just after an enemy unit fails a Battle-shock test.

Target: One Chaos Knights unit from your army that is within 12" of that enemy unit.

Effect: Roll six D6: for each 4+, that enemy unit suffers 1 mortal wound and one model in your unit regains up to 1 lost wound.

Restriction: You can only use this Stratagem once per battle round.