

LORDS OF DREAD

0 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.