

DECEPTORS

6 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Falsehood

10 pts

In the Declare Battle Formations step, you can set up the bearer in Reserves instead of setting it up on the battlefield. If you do, in one of your Movement phases, you can select one model in a friendly LEGIONARIES or CHOSEN unit that has two or more models remaining and is on the battlefield (excluding Attached units).. The selected model is destroyed (ignoring any rules that are triggered when a model is destroyed) and the bearer is set up as close as possible to where that model was destroyed and only within Engagement Range of any units if the destroyed model was in Engagement Range of those units. The bearer now attaches to that unit as its Leader.

Shroud of Obfuscation

15 pts

The bearer has the Stealth and Lone Operative abilities.

Cursed Fang

10 pts

Improve the Armour Penetration characteristic of the bearer's melee weapons by 1, and the bearer's melee weapons have the [PRECISION] ability.

Soul Link

5 pts

At the start of your Command phase, you can select one other HERETIC ASTARTES INFANTRY CHARACTER model from your army (excluding EPIC HEROES). Until the start of your next Command phase, the bearer gains the PSYKER keyword, and replace the bearer's datasheet abilities with the datasheet abilities of the CHARACTER you selected.

DETACHMENT RULE

In the Declare Battle Formations step, you can select a number of LEGIONARIES and CULTIST MOB units from your army:

until the end of the battle, those units, and any CHARACTER units attached to them (excluding EPIC HEROES), have the Infiltrators ability. The maximum number of units you can select in this way depends on the battle size, as shown below.

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STRATAGEMS (6/6)

1 CP DECEPTORS – STRATEGIC PLOY STRATAGEM

MOVEMENT

COILS OF DECEPTION

When: Your Movement phase, just after a HERETIC ASTARTES unit from your army Falls Back.

Target: That HERETIC ASTARTES unit.

Effect: Until the end of the turn, your unit is eligible to shoot in a turn in which it Fell Back

1 CP DECEPTORS – STRATEGIC PLOY STRATAGEM

MOVEMENT

RELENTLESS PURSUIT

When: Your opponent's Movement phase, just after an enemy unit ends a Normal, Advance or Fall Back move.

Target: One HERETIC ASTARTES INFANTRY or HERETIC ASTARTES MOUNTED unit from your army that is within 9" of that enemy unit and not within Engagement Range of one or more enemy units.

Effect: Your unit can make a Normal move of up to 6".

1 CP DECEPTORS – STRATEGIC PLOY STRATAGEM **MOVEMENT**

SCRAMBLED COORDINATES

When: Start of the Reinforcements step of your opponent's Movement phase.

Target: One HERETIC ASTARTES unit from your army.

Effect: Until the end of the phase, enemy units that are set up on the battlefield from Reserves cannot be set up within 12" horizontally of your unit.

1 CP DECEPTORS – BATTLE TACTIC STRATAGEM **SHOOTING**

PICK THEM OFF

When: Your Shooting phase.

Target: One HERETIC ASTARTES unit from your army that has not been selected to shoot this phase.

Effect: Until the end of the phase, each time a model in your unit makes an attack that targets a unit that is below its Starting Strength, you can re-roll the Hit roll. If the target is Below Half-strength, you can re-roll the Wound roll as well.

1 CP DECEPTORS – BATTLE TACTIC STRATAGEM **CHARGE**

FROM ALL SIDES

When: Start of your Charge phase.

Target: One HERETIC ASTARTES unit from your army.

Effect: Until the end of the phase, add 1 to Charge rolls made for your unit for each other HERETIC ASTARTES unit from your army that made a Charge move this phase (to a maximum of +3)

1 CP DECEPTORS – WARGEAR STRATAGEM **ANY**

DETONATOR

When: Any phase, just after an enemy model with the Deadly Demise ability (excluding TITANIC models) is destroyed

Target: One HERETIC ASTARTES CHARACTER unit from your army that was within 18" of that enemy model when it was destroyed.

Effect: Your opponent does not roll to determine whether mortal wounds are inflicted by their model's Deadly Demise ability. Instead, mortal wounds are automatically inflicted (if that ability inflicts a random number of mortal wounds, your opponent rolls to determine that number as normal).