

ENHANCEMENTS (4)

Talisman of Burning Blood**15 pts**

Add 1 to the Attacks and Strength characteristics of the bearer's melee weapons. Each time the bearer's unit makes a Dark Pact and does not fail the resulting Leadership test, roll one D3; until the end of the phase, add the result to the Attacks and Strength characteristics of the bearer's melee weapons instead.

Orbs of Unlife**15 pts**

At the end of the Fight phase, roll one D6 for every enemy unit within 3" of the bearer, adding 1 to the result if the bearer's unit made a Dark Pact that phase and did not fail the resulting Leadership test: on a 4+, that enemy unit suffers D3 mortal wounds.

Eye of Tzeentch**15 pts**

Each time the bearer's unit makes a Dark Pact and does not fail the resulting Leadership test, if the result of that test was 8 or more, you gain 1CP.

Intoxicating Elixir**15 pts**

The bearer has the Feel No Pain 5+ ability. Each time the bearer shoots or fights, if the bearer's unit made a Dark Pact this phase and did not fail the resulting Leadership test, after the bearer has resolved those attacks, select one enemy unit that was hit by one or more of those attacks; that enemy unit must take a Battle-shock test.