

CARNIVAL OF EXCESS

6 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Empyric Suffusion

15 pts

When you target this unit with the Heroic Intervention stratagem, that use is -1 CP.

Possessed Blade

25 pts

At the start of the battle, select one melee weapon equipped by the bearer; add 1 to the Attacks characteristic of that weapon. In addition, each time the bearer is selected to fight, it can use this Enhancement. If it does, when resolving those attacks add 1 to the Damage characteristic of that weapon and that weapon has the [Devastating Wounds] and [Hazardous] abilities.

Dark Blessings

10 pts

Once per battle, just after an enemy unit has selected its targets, the bearer can use this Enhancement. If it does, until the end of the phase, the bearer has a 3+ invulnerable save.

Warp Walker

30 pts

Each time the bearer's unit Advances, do not make an Advance roll. Instead, until the end of the phase, add 6" to the Movement characteristic of models in that unit. Each time a model in the bearer's unit makes a Normal, Advance or Fall Back move, it can move through enemy models. When doing so, it can move within Engagement Range of such models, but cannot end that move within Engagement Range of them, and any Desperate Escape test is automatically passed.

DETACHMENT RULE

- While an Emperor's Children unit from your army is within 6" of one or more friendly Legions of Excess units, it is Empowered.
- While a LEGIONS OF EXCESS unit from your army is within 6" of one or more friendly EMPEROR'S CHILDREN units, it is Empowered.

While a unit from your army is Empowered, weapons equipped by models in that unit have the [sustained hits 1] ability. If such a weapon already has that ability, each time an attack is made with that weapon, an unmodified Hit roll of 5+ scores a Critical Hit.

LEGIONS OF EXCESS

You can include Legions of Excess units in your army, even though they do not have the EMPEROR'S CHILDREN Faction keyword. The combined points cost of such units you can include in your army is:

- Incursion: Up to 500 pts
 - Strike Force: Up to 1000 pts
 - Onslaught: Up to 1500 pts
- No LEGIONS OF EXCESS models from your army can be your WARLORD.

STRATAGEMS (6/6)

1 CP CARNIVAL OF EXCESS – BATTLE TACTIC STRATAGEM

SHOOTING

UNCANNY REACTIONS

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

Target: One Slaanesh 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 targets your unit, subtract 1 from the Hit roll.

1 CP CARNIVAL OF EXCESS – BATTLE TACTIC STRATAGEM **CHARGE**

SYCOPHANTIC SURGE

When: Your Charge phase.

Target: One LEGIONS OF EXCESS unit from your army.

Effect: Until the end of the phase, your unit is eligible to declare a charge in a turn in which it Advanced or Fell Back, provided at least one of the targets of that charge is within Engagement Range of one or more Emperor's Children units from your army.

2 CP CARNIVAL OF EXCESS – STRATEGIC PLOY STRATAGEM **FIGHT**

DARK APPARITIONS

When: End of your opponent's Fight phase.

Target: One Daemonettes unit from your army that is not within Engagement Range of one or more enemy units.

Effect: Remove your unit from the battlefield and place it into Strategic Reserves. If it arrives back on the battlefield in the Reinforcements step of your next Movement phase using the Deep Strike ability, it can be set up anywhere that is more than 6" horizontally away from all enemy units (instead of more than 9"), provided it is also set up wholly within 9" of one or more friendly Emperor's Children units.

1 CP CARNIVAL OF EXCESS – STRATEGIC PLOY STRATAGEM **FIGHT**

ECSTATIC SLAUGHTER

When: Fight phase, just after a LEGIONS OF EXCESS unit from your army destroys an enemy unit.

Target: That Legions OF Excess unit and one friendly Emperor's Children unit within 6" of it that is not within Engagement Range of one or more enemy units.

Effect: Your EMPEROR'S CHILDREN unit can declare a charge. If it does so and it has already been selected to fight this phase, it cannot fight again this phase.

1 CP CARNIVAL OF EXCESS – BATTLE TACTIC STRATAGEM **FIGHT**

SUSTAINED BY AGONY

When: Fight phase, just after an Emperor's Children unit from your army destroys an enemy unit.

Target: That EMPEROR'S CHILDREN unit.

Effect: Select one friendly Legions of Excess unit within 6" of your unit. One model in that LEGIONS OF EXCESS unit recovers up to 3 lost wounds or, if it is a Daemonettes unit, return up to D3+3 destroyed models to it instead.

2 CP CARNIVAL OF EXCESS – STRATEGIC PLOY STRATAGEM **FIGHT**

VIOLENT CRESCENDO

When: Fight phase.

Target: One Slaanesh Beasts, Slaanesh Infantry or SLAANESH Mounted unit from your army that has not been selected to fight this phase.

Effect: Until the end of the phase, each time a model in your unit makes a Pile-in or Consolidation move, it can move up to 6" instead of up to 3". When doing so, it does not need to end that move closer to the closest enemy model, provided it ends that move as close as possible to the closest enemy unit.