

COTERIE

0 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Pledge of Eternal Servitude

25 pts

The first time the bearer is destroyed, take a Leadership test for the bearer at the end of the phase. If that test is passed, set the bearer back up on the battlefield as close as possible to where it was destroyed and not within Engagement Range of any enemy units, with D6 wounds remaining (up to its Wounds characteristic).

Pledge of Dark Glory

25 pts

While the bearer is leading a unit, improve the Leadership and Objective Control characteristics of models in that unit by 1.

Pledge of Mortal Pain

15 pts

At the start of your Shooting phase, select one enemy unit within 12" of and visible to the bearer. That unit must take a Leadership test, subtracting 2 from the result if it is Battle-shocked: if failed, that enemy unit suffers 3 mortal wounds.

Pledge of Unholy Fortune

30 pts

Once per turn, after making a Hit roll, a Wound roll or a saving throw for a model in the bearer's unit, if the bearer is not Battle-shocked, it can use this Enhancement. If it does, treat the result as an unmodified roll of 6 instead.