

WARPMELD PACT

6 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Warpmeld Dagger

10 pts

Each time the bearer attempts a Ritual, just before determining the Psychic test result, the bearer can use this Enhancement. If it does, the bearer suffers D3 mortal wounds; if it is not destroyed as a result, add 1 to that Psychic test result for each of those mortal wounds suffered.

Diamond of Distortion

20 pts

While the bearer is leading a unit, each time an attack targets that unit, subtract 1 from the Hit roll.

Bray Lord

15 pts

The bearer has the Scouts 6" ability.

Flowing Flesh

10 pts

The bearer has the Feel No Pain 4+ ability and a Wounds characteristic of 5.

DETACHMENT RULE

Each time an enemy unit is selected to shoot or fight and one or more Tzeentch Mutant Infantry or Tzeentch Mutant Mounted units from your army are selected as a target of one or more of those attacks, each of those TZEENTCH MUTANT units can make a Warpmeld Sacrifice. If it does, until the end of the phase, each time an attack targets that unit, subtract 1 from the Wound roll. At the end of the phase, that TZEENTCH MUTANT unit suffers D3 mortal wounds.

Each time a TZEENTCH MUTANT INFANTRY or TZEENTCH MUTANT MOUNTED unit from your army is selected to shoot or fight, before selecting its targets, that unit can make a Warpmeld Sacrifice. If it does, until the end of the phase, each time a model in that unit makes an attack, add 1 to the Wound roll. At the end of the phase, that TZEENTCH MUTANT unit suffers D3 mortal wounds.

KEYWORDS

Tzaangors units from your army have the BATTLELINE keyword, and while such a unit is not Battle-shocked, add 1 to the Objective Control characteristic of TZAANGOR models in that unit.

STRATAGEMS (6/6)

1 CP WARPMELD PACT – STRATEGIC PLOY STRATAGEM **COMMAND**

BLESSED TRANSMUTATIONS

When: Your Command phase.

Target: One Thousand Sons Psyker model from your army, and one friendly Tzaangors unit that is below its Starting Strength and within 12" of that PSYKER model.

Effect: Return up to D3+1 destroyed models (excluding Characters) to your TZAANGORS unit.

1 CP WARPMELD PACT – STRATEGIC PLOY STRATAGEM **MOVEMENT**

TOUCHED BY TZEENTCH

When: Start of your Movement phase.

Target: One Tzeentch Mutant unit from your army.

Effect: Until the end of the turn, your unit is eligible to shoot or declare a charge in a turn in which it Advanced.

1 CP WARPMELD PACT – STRATEGIC PLOY STRATAGEM **MOVEMENT**

TWISTED MIRAGE

When: Reinforcements step of your Movement phase.

Target: One Tzeentch Mutant unit from your army that is arriving from Strategic Reserves this phase.

Effect: Your unit can be set up anywhere on the battlefield that is more than 6" horizontally away from all enemy units, or anywhere on the battlefield that is more than 9" horizontally away from all enemy units if it is a Monster unit. In either case, until the end of the turn, it is not eligible to declare a charge.

1 CP WARPMELD PACT – STRATEGIC PLOY STRATAGEM **SHOOTING**

WARPED VICISSITUDE

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

Target: One Tzaangors 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, models in your unit have a 4+ invulnerable save.

1 CP WARPMELD PACT – STRATEGIC PLOY STRATAGEM **FIGHT**

DERANGED FEROCITY

When: Fight phase, just after a Tzeentch Mutant unit from your army is selected to fight.

Target: That TZEENTCH MUTANT unit.

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", and when determining which models in it are eligible to fight, any models in it that are within 3" of one or more enemy models are eligible to fight. When resolving those attacks, such models can target one of those enemy units that is within 3" of them and within Engagement Range of their unit.

1 CP WARPMELD PACT – EPIC DEED STRATAGEM **ANY**

GIFT OF CHANGE

When: Any phase.

Target: One Thousand Sons Character model from your army (excluding Monsters) that was just destroyed. You can use this Stratagem on that model even though it was just destroyed.

Effect: At the end of the phase, add one Tzeentch Chaos Spawn unit containing one model to your army, and set it up as close as possible to where your model was destroyed and not within Engagement Range of one or more enemy units.

Restriction: You can only use this Stratagem once per battle round.