

# HELHUNT LANCE

## ENHANCEMENTS

Hunter's Helm

15 pts

You can re-roll Advance and Charge rolls made for the bearer's unit.

Octagram of Conjuraton

40 pts

While a friendly War Dog model is within 9" of this model, after that War Dog model has shot, you can select one enemy unit hit by one or more of those attacks. That enemy unit must take a Battle-shock test.

Throne Tyrannicus

25 pts

In your Command phase, select one other Chaos Knights Character model within 9" of the bearer. If the bearer has one or more Aura abilities that affect friendly War Dog units, until the start of your next Command phase, the selected Chaos Knights Character model is affected by those Aura abilities as well.

Aspect of the Beast

30 pts

At the start of your Command phase, select one Dread ability to be active for the bearer until the start of your next Command phase, in addition to the Dread abilities active for your army.

## DETACHMENT-REGEL

If a Titanic Chaos Knights unit from your army has an Aura ability that affects friendly War Dog units, while two or more friendly WAR DOG models are within range of that TITANIC CHAOS KNIGHTS unit's Aura ability, that TITANIC CHAOS KNIGHTS unit is affected by that Aura ability as well.

<div class="redExample">Example: Two friendly WAR DOG models are within 9" of a Knight Desecrator when it is selected to shoot. As a result, the KNIGHT DESECRATOR's Taskmaster ability also affects itself, even though it does not have the WAR DOG keyword, so each time that KNIGHT DESECRATOR makes a ranged attack, Hit rolls of 1 are re-rolled.</div>

## STRATAGEMS

1 CP

HELHUNT LANCE – STRATEGIC PLOY STRATAGEM

MOVEMENT

No mere prey swirling about their steed's feet will

**When:** Your Movement phase, just after a Chaos

**Target:** That Chaos Knights unit.

**Effect:** Until the end of the turn, your unit is eligible

1 CP

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1 CP

HELHUNT LANCE – BATTLE TACTIC  
STRATAGEM

MOVEMENT

**Urged on by their masters, the War Dogs push hard**

**When:** Start of your Movement phase.

**Target:** One Titanic Chaos Knights unit from your

**Effect:** Until the end of the phase, each time one

1 CP

HELHUNT LANCE – BATTLE TACTIC  
STRATAGEM

MOVEMENT

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**When:** Start of your Movement phase.

**Target:** One Titanic Chaos Knights unit from your

**Effect:** Until the end of the phase, each time one

1 CP

HELHUNT LANCE – STRATEGIC PLOY  
STRATAGEM

SHOOTING

**Firing upon adamantine monsters only goads them**

**When:** Your opponent's Shooting phase, just after an

**Target:** One Chaos Knights unit from your

**Effect:** Your unit can make a surge move of up

1 CP

HELHUNT LANCE – STRATEGIC PLOY  
STRATAGEM

SHOOTING

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**When:** Your opponent's Shooting phase, just after an

**Target:** One Chaos Knights unit from your

**Effect:** Your unit can make a surge move of up

1 CP

HELHUNT LANCE – BATTLE TACTIC  
STRATAGEM

SHOOTING

**The raw and bestial power of the Warp causes this**

**When:** Your opponent's Shooting phase or the

**Target:** One Chaos Knights unit from your army

**Effect:** Until the attacking unit has finished making

1 CP

HELHUNT LANCE – BATTLE TACTIC  
STRATAGEM

SHOOTING

**The raw and bestial power of the Warp causes this**

**When:** Your opponent's Shooting phase or the

**Target:** One Chaos Knights unit from your army

**Effect:** Until the attacking unit has finished making

1 CP

HELHUNT LANCE – BATTLE TACTIC  
STRATAGEM

SHOOTING

**The scion slaves their servants' weapons to their**

**When:** Start of your Shooting phase or the start of

**Target:** One Titanic Chaos Knights unit from your

**Effect:** Select one enemy unit that is an eligible

1 CP

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STRATAGEM

SHOOTING

**The scion slaves their servants' weapons to their**

**When:** Start of your Shooting phase or the start of

**Target:** One Titanic Chaos Knights unit from your

**Effect:** Select one enemy unit that is an eligible

1 CP

HELHUNT LANCE – STRATEGIC PLOY  
STRATAGEM

ANY

**This Chaos Knight shrugs off even the most dire**

**When:** Any phase, just after a mortal wound is

**Target:** That Chaos Knights unit.

**Effect:** Until the end of the phase, models in

1 CP

HELHUNT LANCE – STRATEGIC PLOY  
STRATAGEM

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**This Chaos Knight shrugs off even the most dire**

**When:** Any phase, just after a mortal wound is

**Target:** That Chaos Knights unit.

**Effect:** Until the end of the phase, models in