

NIGHTMARE HUNT

ENHANCEMENTS

Greyveil Hex

25 pts

Models in the bearer's unit have the Stealth ability.

While the bearer's unit is within range of one or more objective markers you control, that unit can only be selected as the target of a ranged attack if the attacking model is within 18".

Warp-fuelled Thrusters

20 pts

At the end of your opponent's Fight phase, if the bearer's unit is not within Engagement Range of one or more enemy units, you can remove the bearer's unit from the battlefield and place it into Strategic Reserves.

Sorrowscent Vulture

35 pts

Models in the bearer's unit have the Scouts 6" ability.

Terrorglut Parasite

20 pts

At the start of the Fight phase, each enemy unit within Engagement Range of the bearer must take a Battle-shock test, subtracting 1 from the result.

DETACHMENT-REGEL

In the Battle-shock step of your opponent's Command phase, if an enemy unit that is below its Starting Strength is within 12" of one or more HERETIC ASTARTES units from your army, that enemy unit must take a Battle-shock test, subtracting 1 from the result. Enemy units affected by this Detachment rule do not need to take any other Battle-shock tests in the same phase.

Each time a HERETIC ASTARTES model from your army makes an attack that targets a unit that is Below Half-strength, add 1 to the Hit roll.

Each time an attack targets a HERETIC ASTARTES unit from your army, if the attacking model is Battle-shocked, subtract 1 from the Hit roll.

Each time a HERETIC ASTARTES model from your army makes an attack that targets a Battle-shocked unit, add 1 to the Wound roll.

STRATAGEMS

1 CP NIGHTMARE HUNT – STRATAGEM

MOVEMENT

Accompanied by a burst of sensory torment, a

When: Your Movement phase.

Target: One Heretic Astartes unit from your army

Effect: Select one enemy unit (excluding Monster)

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Effect: Select one enemy unit (excluding Monster)

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MOVEMENT

These warriors strike in screaming waves, each

When: Your Movement phase, just after a Heretic

Target: That Heretic Astartes unit.

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

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SHOOTING

Suitably wounded, or with the corpses of their

When: Your Shooting phase or the Fight phase.

Target: One Heretic Astartes Infantry unit from

Effect: Until the end of the phase, each time a

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When indecision and terror grip the foe, their frailties

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CHARGE

Pairing unholy power with blistering speed, the full

When: Your Charge phase.

Target: One Heretic Astartes Infantry unit from

Effect: Until the end of the phase, your unit is

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FIGHT

It is not enough to slay. The foe's allies must

When: Fight phase, just after a Heretic Astartes

Target: That Heretic Astartes unit.

Effect: Each enemy unit within 6" of and visible to

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