

<div data-bbox="201 143 435 170" data-label="Section-Header"><p>Endgame Stratagem</p></div> <div data-bbox="186 188 450 250" data-label="Section-Header"><p>DUNCAN'S DISAPPOINTMENT</p></div> <div data-bbox="113 266 517 306" data-label="Text"><p><i>The presence of grey plastic on the battlefield doesn't make Duncan angry with you - just dissapointed.</i></p></div> <div data-bbox="113 333 517 396" data-label="Text"><p>Select an enemy unpainted unit. One friendly painted unit may reroll failed hit rolls to hit and wound against this unit this phase.</p></div> <div data-bbox="209 748 427 770" data-label="Text"><p>1 COMMAND POINTS</p></div> <div data-bbox="501 763 550 781" data-label="Text"><p>42XP5</p></div>	<div data-bbox="679 143 914 170" data-label="Section-Header"><p>Endgame Stratagem</p></div> <div data-bbox="616 188 979 217" data-label="Section-Header"><p>THE END OF THE WORLD</p></div> <div data-bbox="592 232 970 275" data-label="Text"><p><i>There is a reason the game area is limited. Out of bounds, there is only death.</i></p></div> <div data-bbox="592 302 1002 362" data-label="Text"><p>Use this stratagem when your opponent drops a model outside the game board. That model is considered destroyed</p></div> <div data-bbox="687 748 906 770" data-label="Text"><p>1 COMMAND POINTS</p></div> <div data-bbox="973 763 1027 781" data-label="Text"><p>CBLND</p></div>	<div data-bbox="1158 143 1393 170" data-label="Section-Header"><p>Endgame Stratagem</p></div> <div data-bbox="1112 188 1439 217" data-label="Section-Header"><p>YOU SHALL NOT PASS</p></div> <div data-bbox="1070 232 1465 295" data-label="Text"><p><i>By sheer willpower, a powerful hero can impose himself even against towering enemies which will be unable to move.</i></p></div> <div data-bbox="1070 322 1477 425" data-label="Text"><p>Use this stratagem when a enemy unit within 12" of a CHARACTER is choosed to move in the enemy movement phase. That enemy unit is automatically unavailable to to move and can't be selected to move in this phase.</p></div> <div data-bbox="1166 748 1385 770" data-label="Text"><p>3 COMMAND POINTS</p></div> <div data-bbox="1458 763 1508 781" data-label="Text"><p>ES1D9</p></div>
<div data-bbox="205 806 430 833" data-label="Section-Header"><p>Common Discipline</p></div> <div data-bbox="225 851 411 880" data-label="Section-Header"><p>LIGHT SMITE</p></div> <div data-bbox="113 896 517 958" data-label="Text"><p><i>The psyker draws upon the raw power of the warp, to unleash a crackling bolt that can gravely wound a man.</i></p></div> <div data-bbox="113 985 517 1048" data-label="Text"><p>Light smite has a warp charge value of 5. If manifested, the closest visible enemy unit within 18" of the psyker suffers 1 mortal wounds.</p></div> <div data-bbox="113 1072 517 1111" data-label="Text"><p>This power can be attempted more than only once per turn and does not suffer warp charge value increases.</p></div> <div data-bbox="217 1413 418 1435" data-label="Text"><p>5 PSYCHIC POWER</p></div> <div data-bbox="501 1429 550 1447" data-label="Text"><p>23F1F</p></div>	<div data-bbox="721 806 873 833" data-label="Section-Header"><p>Warlord Trait</p></div> <div data-bbox="635 851 959 880" data-label="Section-Header"><p>EXPERT COMMANDER</p></div> <div data-bbox="592 896 952 936" data-label="Text"><p><i>This veteran commander has a few tricks up his sleeve.</i></p></div> <div data-bbox="592 963 987 1003" data-label="Text"><p>Once per battle, you can reroll a failed hit, wound or save roll</p></div> <div data-bbox="978 1429 1027 1447" data-label="Text"><p>5CF8V</p></div>	<div data-bbox="1187 806 1364 833" data-label="Section-Header"><p>Misterious relic</p></div> <div data-bbox="1145 851 1406 880" data-label="Section-Header"><p>THE SEALED BOX</p></div> <div data-bbox="1070 896 1477 958" data-label="Text"><p><i>This black box has a powerful energy core inside than can devastate any enemy, but the cost to the user is always too high.</i></p></div> <div data-bbox="1070 985 1473 1088" data-label="Text"><p>Once per battle, at the start of the shooting phase, a model with this relic can open the box. When it does, select a enemy model within 3". That enemy model and the relic bearer model are instantly slain. Both models counts as destroyed by an enemy attack.</p></div> <div data-bbox="1463 1429 1508 1447" data-label="Text"><p>4C58J</p></div>