

Endgame Stratagem

DUNCAN'S DISAPPOINTMENT

The presence of grey plastic on the battlefield doesn't make Duncan angry with you - just dissappointed.

Select an enemy unpainted unit. One friendly painted unit may reroll failed hit rolls to hit and wound against this unit this phase.

1

COMMAND POINTS

PX1L0

Endgame Stratagem

THE END OF THE WORLD

There is a reason the game area is limited. Out of bounds, there is only death.

Use this stratagem when your opponent drops a model outside the game board. That model is considered destroyed

1

COMMAND POINTS

Y2FFX

Endgame Stratagem

YOU SHALL NOT PASS

By sheer willpower, a powerful hero can impose himself even against towering enemies which will be unable to move.

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.

3

COMMAND POINTS

KYK1M

Common Discipline

LIGHT SMITE

The psyker draws upon the raw power of the warp, to unleash a crackling bolt that can gravely wound a man.

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.

This power can be attempted more than only once per turn and does not suffer warp charge value increases.

5

PSYCHIC POWER

Q3NRM

Warlord Trait

EXPERT COMMANDER

This veteran commander has a few tricks up his sleeve.

Once per battle, you can reroll a failed hit, wound or save roll

5CF8V

Misterious relic

THE SEALED BOX

This black box has a powerful energy core inside than can devastate any enemy, but the cost to the user is always too high.

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.

ZFNLO