

LEGIONARY STRATEGY PLOY

BLOOD FOR THE BLOOD GOD

Bloodthirsty, battle-hungry and filled with unbridled fury, Legionaries strike with rage-fuelled might.

Whenever a friendly **LEGIONARY** operative (excluding **KHORNE**) is fighting, the first time you strike during that sequence, inflict 1 additional damage (to a maximum of 7).

Add 1 to both Dmg stats of friendly **LEGIONARY** **KHORNE** operatives' melee weapons (to a maximum of 7).

LEGIONARY^{SKULL} STRATEGY PLOY

IMPLACABLE

Empowered by their transhuman might and the gifts of theiremonic patrons, Legionaries are monstrously resilient.

Whenever an operative is shooting a friendly **LEGIONARY^{SKULL}** operative, weapons with the Piercing 1 weapon rule have the Piercing Crits 1 weapon rule instead.

You can ignore any changes to the stats of friendly **LEGIONARY^{SKULL} NURGLE** operatives from being injured (including their weapons' stats).

LEGIONARY[•] STRATEGY PLOY

QUICKSILVER SPEED

Some amongst the Heretic Astartes are possessed of a fleetness of foot and inhuman agility with which they beguile and confound the foe.

Whenever a friendly **LEGIONARY[•]** operative that performed an action in which it moved during this turning point is fighting, worsen the Hit stat of the enemy operative's melee weapons by 1.

Whenever an operative is shooting a friendly **LEGIONARY[•] SLAANESH** operative more than 6" from it that performed an action in which it moved during this turning point, worsen the Hit stat of the enemy operative's weapons by 1.

In all cases for this ploy, this isn't cumulative with being injured.

LEGIONARY^{SKULL} STRATEGY PLOY

FICKLE FATES

With superhuman reactions, a Heretic Astartes warrior can use even fractional glimpses of future events to devastating effect.

Whenever a friendly **LEGIONARY^{SKULL}** operative is shooting a ready enemy operative, that friendly operative's ranged weapons have the Balanced weapon rule.

Whenever an operative is shooting a ready friendly **LEGIONARY^{SKULL} TZEENTCH** operative, in the Roll Defence Dice step, if you retain any critical successes, you can retain one of your fails as a normal success instead of discarding it.