

LEGIONARY FIREFIGHT PLOY

UNENDING BLOODSHED

Even when on the verge of death, the devotees of Khorne spend their last vestiges of energy to kill in the Blood God's name.

Use this firefight ploy when a friendly **LEGIONARY KHORNE** operative is incapacitated while fighting or retaliating. You can strike the enemy operative in that sequence with one of your unresolved successes before it's removed from the killzone.

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MUTABILITY AND CHANGE

Tzeentch bestows upon his most devoted followers all manner of bizarre mutations, some of which may even prove beneficial.

Use this firefight ploy when a friendly **LEGIONARY** TZEENTCH operative is activated. Until the end of that operative's activation, add 1 to its APL stat, but it cannot perform the same action more than once during that activation. If it's a **WARRIOR** operative, that operative's Marks of Chaos keyword cannot be changed during this turning point (see Infernal Pact additional rule).

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MALIGNANT AURA

Those who swear themselves to Nurgle may be granted his favour. Some are even able to project an miasmic aura of decay.

Use this firefight ploy when a friendly **LEGIONARY NURGLE** operative is performing the **Shoot** action, when you select a valid target. Until the end of that action, whenever that friendly operative is shooting an enemy operative within 3" of it (i.e. including secondary targets, if any), that friendly operative's ranged weapons have the Piercing 1 weapon rule.

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SICKENING CAPTIVATION

Slaanesh bestows upon the loyal the power to nauseate their foes, using dazzling speed, sickening perfumed auras and horrific sonic projections.

Use this firefight ploy during a friendly

LEGIONARY  **SLAANESH** operative's activation, before or after it performs an action. Select one enemy operative visible to and within 4" of that friendly operative. Until the end of that enemy operative's next activation, subtract 1 from its APL stat.