

Chaos/Formation specific reward cards

<p style="text-align: right;">RE</p> <p style="text-align: center;">LIGIOUS FERVOUR</p> <p>Play on any Word Bearers unit at any time.</p> <p>Effect- the unit may choose to either: a) Double their base move or b) gain +1 to their CC value in an assault. This effect last until the end of the turn.</p>	<p style="text-align: right;">FEAR</p> <p style="text-align: center;">SOME REPUTATION</p> <p>Play on any Night Lords unit at the start of the Chaos turn.</p> <p>Effect- All enemy units within 10cm of the unit automatically receive D3 blast markers. Fearless formations remain unaffected. Enemy units may try to rally at the end of their turn as normal.</p>	<p style="text-align: right;">SI</p> <p style="text-align: center;">EDGE BREAKER</p> <p>Play on any Iron Warriors unit at the start of an assault.</p> <p>Effect- If fighting in a built-up area (in buildings, rubble, trenches or fortifications) the unit adds +1 to FF and CC value until the end of the turn.</p>	<p style="text-align: right;">TACTI</p> <p style="text-align: center;">CAL GENIUS</p> <p>Play on any Alpha Legion unit at the start of the Chaos Player's turn.</p> <p>Effect- The unit may choose to either: a) not suffer a -1 for retaining initiative or b) double move and shoot without penalty. This effect lasts until the beginning of the next turn.</p>
<p style="text-align: right;">NUR</p> <p style="text-align: center;">GLE'S ROT</p> <p>Play on a Death Guards unit in the end phase</p> <p>Effect: All infantry units (friend and foe) within 15cm contract a hideous rotting disease. Any model that is not a divided follower of Nurgle must make any saving throw(s) to survive (models without saving throw save on a 6+). If the model fails it is destroyed.</p>	<p style="text-align: right;">B</p> <p style="text-align: center;">LURE OF SLAANESH</p> <p>Play on an Emperor's Children unit in the movement phase</p> <p>Effect: Choose any (D3) enemy infantry unit(s) from a formation within 15cm that has not moved yet. You take them over for this turn and choose where they will move and what they will attack, within the restrictions of their normal rules. The unit(s) move with the Emperor's Children.</p>	<p style="text-align: right;">M</p> <p style="text-align: center;">LOOD RAGE OF KHORNE</p> <p>Play on a World Eaters unit in the movement phase</p> <p>Effect: The formation may make an Engage move this turn even if they are broken (in this case the formation is not broken during the assault). World eaters double their move allowance when assaulting. All World eaters receive +1 bonus to their CC value this turn.</p>	<p style="text-align: right;">M</p> <p style="text-align: center;">AGIC OF TZEENTCH</p> <p>Play on a Thousand Sons unit in the assault phase</p> <p>Effect: The infantry units in the formation gain (+1A, SA, MW) this turn, combining their magical power to create a vortex of energy. These attacks ignore cover.</p>