

Table 1

PHASE	ME	
Command Phase	BLASPHEMOUS MACHINES 2CP/1CP Use this Stratagem in your Command phase. Select one TRAITORS ASTARTES MACHINE SPIRIT or TRAITORIS ASTARTES DAEMON ENGINE model from your army that has a Wounds characteristic of 10 or more. Until the start of your next Command phase, that model is considered to have its full wounds remaining for the purposes of determining what characteristics on its profile to use. If that model has the TITANIC keyword, this Stratagem costs 2CP; otherwise, it costs 1CP.	CONFLUENCE OF TRAITORS 1CP, Use this Stratagem in your Command phase. Select one BLACK LEGION HERETIC ASTARTES unit from your army, then select one Legion Trait (pg 78-105). Until the start of your next Command phase, models in that unit have that Legion Trait. You can only use this Stratagem once.
	TIDE OF TRAITORS 1CP, Use this Stratagem in your Command phase. Select one CULTISTS MoB unit from your army that is either within 6" of a battlefield edge or within 6" of your deployment zone. Up to D3+3 destroyed models can be added back to that unit. These returned models cannot be set up within Engagement Range of any enemy units, unless those enemy units are already within Engagement Range of that CULTISTS MOB unit.	HERALDS OF DOOM 2CP, Use this Stratagem in your Command phase. Select one BLACK LEGION LEGIONARIES unit from your army that is on the battlefield. Until the start of your next Command phase, that unit has the following ability: 'Heralds of Doom (Aura): While an enemy unit with the Objective Secured ability is within 6" of this unit, it loses that ability.
	HATRED UNBOUND 2CP Use this Stratagem in your Command phase, if a BLACK LEGION WARLORD from your army is on the battlefield and your army is engaged in either Wanton Destruction, Wanton Massacre or Wanton Slaughter (pg 145). Select one BLACK LEGION CORE unit from your army within 18" of your WARLORD. Until the start of your next Command phase, that unit is considered to be engaged in Wanton Destruction, Wanton Massacre and Wanton Slaughter.	VENGEFUL SKIES 3CP Use this Stratagem in your Command phase, if any BLACK LEGION CHARACTER models from your army are on the battlefield. Select one point on the battlefield and place a marker on that point. At the start of your next Command phase, place another marker on the battlefield within 12" of the centre of that marker, and draw a straight line between the centre of each of these markers. Roll one D6 for each unit that line would pass over or through, adding 1 if the unit being rolled for contains 11 or more models and subtracting 1 if the unit being rolled for is a CHARACTER unit. On a 3+, that unit suffers D3 mortal wounds. The markers are then removed. You can only use this Stratagem once.
Movement Phase	ME	OPPONENT
	RELENTLESS DEVASTATION 1CP Use this Stratagem in your Movement phase, when a TRAITORIS ASTARTES INFANTRY unit (excluding CULTISTS units) from your army makes a Normal Move or Advances. Until the end of your Shooting phase, provided that unit does not move again, it is considered to have Remained Stationary.	EXCESSIVE CRUELTY 2CP Use this Stratagem when an enemy unit within Engagement Range of a TRAITORIS ASTARTES SLAANESH unit from your army Falls Back. After that enemy unit has finished that move, select one TRAITORIS ASTARTES SLAANESH unit from your army that that enemy unit was within Engagement Range of when this Stratagem was used. That SLAANESH unit can either consolidate up to 3", or, if it is no longer within Engagement Range of any enemy units, shoot as if it were your Shooting phase. If the selected SLAANESH unit shoots, it can only target the enemy unit that Fell Back (and only if it is an eligible target).
	UNRELENTING ONSLAUGHT 2CP Use this Stratagem in your Movement phase, when you select a BLACK LEGION unit from your army to move. Until the start your next Movement phase: • That unit can ignore any or all modifiers to its Move characteristic, Advance rolls and charge rolls. • That unit is eligible to shoot and declare a charge, even if it Falls Back this turn.	WARP-BORN FORESIGHT 2CP Use this Stratagem at the end of the Reinforcements step of your opponent's Movement phase. Select one TRAITORIS ASTARTES TZEENTCH unit from your army that is not within Engagement Range of any enemy units, then select one enemy unit that is within 12" of that unit and was set up as Reinforcements this turn. That TZEENTCH unit can shoot as if it were your Shooting phase, but if it does so, models in that unit can only target that enemy unit (and only if that enemy unit is an eligible target).
Psychic Phase	ME	OPPONENT
	THE GREAT SORCERER 1CP Use this Stratagem at the start of your Psychic phase. Select one TRAITORS ASTARTES TZEENTCH PSYKER unit from your army, then select one of the following rules to apply to that unit: • That unit can attempt to manifest one additional psychic power this phase. • That unit can attempt to perform one psychic action and attempt to manifest one psychic power this phase.	SCORN OF SORCERY 1CP, Use this Stratagem in your opponent's Psychic phase, after a Psychic test is passed for an enemy PSYKER unit and after any Deny the Witch test is taken. If that enemy PSYKER unit is within 24" of any TRAITORIS ASTARTES KHORNE units from your army, roll one D6: on a 4+, that psychic power is denied.
Shooting	ME	OPPONENT
	DAEMONFORGE 2CP/1CP Use this Stratagem in your Shooting phase or the Fight phase, when a TRAITORIS ASTARTES DAEMON ENGINE unit from your army is selected to shoot or fight. Until the end of the phase, improve the Weapon Skill and Ballistic Skill characteristics of models in that unit by 1. If that unit has the TITANIC keyword, this Stratagem costs 2CP; otherwise, it costs 1CP.	SHROUD OF FLIES 3CP/2CP Use this Stratagem at the start of your opponent's Shooting phase. Select one TRAITORIS ASTARTES NURGLE unit from your army. Until the end of the phase, each time an enemy model shoots, if that NURGLE unit is not the closest eligible target or within 12" of that model, then until that shooting is resolved, that model cannot target that NURGLE unit. If that NURGLE unit has the MONSTER, VEHICLE, TERMINATOR or BIKER keyword, this Stratagem costs 3CP; otherwise, it costs 2CP.
	HATRED ETERNAL 2CP Use this Stratagem at the end of your Shooting phase or at the end of the Fight phase. Select one LEGIONARIES unit from your army; if it is the Shooting phase, that unit can shoot again; if it is the Fight phase and that unit is within Engagement Range of any enemy units, that LEGIONARIES unit can fight again.	FIRE FRENZY 1CP Use this Stratagem in your opponent's Shooting phase, after an enemy unit has finished making its attacks. Select one TRAITORIS ASTARTES HELBRUTE model from your army that was hit by one or more of that enemy unit's attacks this phase, and which is not within Engagement Range of any enemy units. That HELBRUTE model can shoot as if it were your Shooting phase, but when doing so, it can only target either the closest enemy unit or an enemy unit containing any models that targeted that HELBRUTE model (and only if that enemy unit is an eligible target).
	MURDEROUS PERFECTION 1CP, Use this Stratagem in your Shooting phase or the Fight phase, when a TRAITORS ASTARTES SLAANESH unit from your army is selected to shoot or fight. Once during that phase, when resolving an attack made by a model in that unit, you can change the result of one hit roll, one wound roll or one damage roll to be a 6 (note that if a D3 is being rolled as part of that damage roll, that 6 is halved to a 3).	
	WRATH OF THE CHOSEN 1CP Use this Stratagem in your Shooting phase or the Fight phase, when a TRAITORIS ASTARTES TERMINATOR Or CHOSEN unit from your army is selected to shoot or fight. Until the end of the phase, each time a model in that unit makes an attack, add 1 to that attack's hit roll.	UNENDING DESTRUCTION 2CP Use this Stratagem in your Shooting phase. Select one TRAITORIS ASTARTES INFANTRY unit from your army (excluding CULTISTS units) that is performing an action. That unit can shoot this phase without that action failing.
VETERANS OF THE LONG WAR 2CP Use this Stratagem in your Shooting phase or the Fight phase, when a TRAITORIS ASTARTES INFANTRY Or TRAITORIS ASTARTES BIKER unit from your army is selected to shoot or fight. Until the end of the phase, each time a model in that unit makes an attack, add 1 to that attack's wound roll.	DAEMON SHELLS 1CP Use this Stratagem in your Shooting phase, when a TRAITORIS ASTARTES unit from your army is selected to shoot. Until the end of the phase: — Add 6" to the Range characteristic of all bolt weapons (pg 176) models in that unit are equipped with. — Each time a model in that unit makes a ranged attack with a bolt weapon, improve the Armour Penetration characteristic of that attack by 1.	

	<p>CONTEMPT OVER CAUTION 1CP/2CP Use this Stratagem in your Shooting phase. Select one <LEGION> CORE unit from your army that is not within Engagement Range of any enemy units, then select one enemy unit. Until the end of the phase:</p> <ul style="list-style-type: none"> • Models in that <LEGION> unit can target that enemy unit even if that enemy unit is within Engagement Range of other friendly units, provided those other friendly units are all <LEGION> units. • Each time a model in that <LEGION> unit makes an attack against that enemy unit, you cannot re-roll the hit roll, and on an unmodified hit roll of 1, that attack scores a hit against one friendly <LEGION> unit of your choice within Engagement Range of that enemy unit instead (resolve any attacks against friendly units after resolving any attacks that hit that enemy unit). If all of the <LEGION> units within Engagement Range of the enemy unit you selected were CULTISTS units, this Stratagem costs 1CP; otherwise, it costs 2CP. 	<p>SKYSHRIKE MISSILE 1CP Use this Stratagem in your Shooting phase, when a TRAITORIS ASTARTES INFANTRY model from your army targets an AIRCRAFT unit with a missile launcher. That model can only make one attack with that weapon this phase, but when resolving that attack, add 1 to that attack's hit roll. If a hit is scored, the target suffers 2D3 mortal wounds and the attack sequence ends.</p>
	<p>OPPONENT</p>	
BEING TARGETED	<p>GRANDFATHER'S BLESSINGS 1CP/2CP Use this Stratagem in any phase, when a TRAITORIS ASTARTES NURGLE unit from your army is selected as the target of an attack. Until the end of the phase, each time an attack is made against that unit, an unmodified wound roll of 1-3 for that attack fails, irrespective of any abilities that the weapon or the model making the attack may have. If that unit contains 5 or fewer models, this Stratagem costs 1CP; otherwise, it costs 2CP.</p>	<p>INFERNAL ENGINE 2CP/1CP Use this Stratagem in your opponent's Shooting phase or the Fight phase, when a TRAITORIS ASTARTES DAEMON ENGINE model from your army is selected as the target of an attack. Until the end of the phase, each time an attack is allocated to that model, subtract 1 from the Damage characteristic of that attack (to a minimum of 1). If that model has the TITANIC keyword, this Stratagem costs 2CP; otherwise, it costs 1CP.</p>
	<p>SMOKESCREEN 1CP Use this Stratagem in your opponent's Shooting phase, when a TRAITORIS ASTARTES SMOKESCREEN unit from your army is selected as the target of an attack. Until the end of the phase, each time an attack is made against that unit, subtract 1 from that attack's hit roll</p>	<p>WINDS OF THE WARP 1CP Use this Stratagem in your opponent's Shooting phase, when a TRAITORIS ASTARTES BIKER or TRAITORIS ASTARTES JUMP PACK unit from your army that Advanced in your previous Movement phase, or that was set up on the battlefield during the Reinforcements step of your previous Movement phase, is selected as the target of a ranged attack. Until the end of the phase, each time an attack is made against that unit, subtract 1 from that attacks hit roll.</p>
	<p>ME</p>	
CHARGE PHASE	<p>VICIOUS DESCENT 1CP, Use this Stratagem in your Charge phase, when a TRAITORIS ASTARTES JUMP PACK unit from your army finishes a charge move. Select one enemy unit within Engagement Range of that JUMP PACK unit, then roll one D6 for each model in that JUMP PACK unit that is within Engagement Range of that enemy unit. For each result that equals or exceeds that enemy unit's Toughness characteristic, that enemy unit suffers 1 mortal wound.</p>	<p>TIP OF THE SPEAR 2CP Use this Stratagem at the start of your Charge phase, if no BLACK LEGION units from your army are within Engagement Range of any enemy units. Select the BLACK LEGION CORE, BLACK LEGION DAEMONKIN or BLACK LEGION CHARACTER unit from your army that is closest to an enemy unit. Until the end of the turn: You can re-roll charge rolls made for that unit. Each time a model in that unit makes a melee attack against an enemy unit that is either in range of an objective marker or within your opponent's deployment zone, improve the Armour Penetration characteristic of that attack by 1.</p>
	<p>ANY</p>	<p>OPPONENT</p>
FIGHT PHASE	<p>DEATH TO THE FALSE EMPEROR! 1CP Use this Stratagem in the Fight phase, when a TRAITORS ASTARTES unit from your army is selected to fight. Until the end of the phase, each time a HERETIC ASTARTES model in that unit makes a melee attack against an ADEPTUS ASTARTES Or SANCTIC ASTARTES unit, you can re-roll the hit roll.</p>	<p>BRINGERS OF DESPAIR 2CP Use this Stratagem at the start of your opponent's Fight phase. Select one BLACK LEGION CHAOS TERMINATOR SQUAD unit within 3" of one or more enemy units. That unit is eligible to fight and fights first this phase. • Until the end of the phase, add 1 to the Attacks characteristic of models in that unit.</p>
	<p>DAEMONFORGE 2CP/1CP Use this Stratagem in your Shooting phase or the Fight phase, when a TRAITORIS ASTARTES DAEMON ENGINE unit from your army is selected to shoot or fight. Until the end of the phase, improve the Weapon Skill and Ballistic Skill characteristics of models in that unit by 1. If that unit has the TITANIC keyword, this Stratagem costs 2CP; otherwise, it costs 1CP.</p>	
	<p>FURY OF KHORNE 1CP Use this Stratagem in the Fight phase, when a TRAITORIS ASTARTES KHORNE unit from your army is selected to fight. Until the end of the phase, each time a model in that unit makes a melee attack, an unmodified hit roll of 6 automatically wounds the target.</p>	<p>VETERANS OF THE LONG WAR 2CP Use this Stratagem in your Shooting phase or the Fight phase, when a TRAITORIS ASTARTES INFANTRY Or TRAITORIS ASTARTES BIKER unit from your army is selected to shoot or fight. Until the end of the phase, each time a model in that unit makes an attack, add 1 to that attack's wound roll.</p>
	<p>HATRED ETERNAL 2CP Use this Stratagem at the end of your Shooting phase or at the end of the Fight phase. Select one LEGIONARIES unit from your army; if it is the Shooting phase, that unit can shoot again; if it is the Fight phase and that unit is within Engagement Range of any enemy units, that LEGIONARIES unit can fight again.</p>	<p>WRATH OF THE CHOSEN 1CP Use this Stratagem in your Shooting phase or the Fight phase, when a TRAITORIS ASTARTES TERMINATOR Or CHOSEN unit from your army is selected to shoot or fight. Until the end of the phase, each time a model in that unit makes an attack, add 1 to that attacks hit roll.</p>
	<p>MURDEROUS PERFECTION 1CP, Use this Stratagem in your Shooting phase or the Fight phase, when a TRAITORS ASTARTES SLAANESH unit from your army is selected to shoot or fight. Once during that phase, when resolving an attack made by a model in that unit, you can change the result of one hit roll, one wound roll or one damage roll to be a 6 (note that if a D3 is being rolled as part of that damage roll, that 6 is halved to a 3).</p>	
	<p>ANY</p>	
MORALE PHASE	<p>TERRIFYING PHENOMENA 1CP, Use this Stratagem at the start of the Morale phase. Select one enemy unit within 12" of a TRAITORIS ASTARTES CHAOS UNDIVIDED unit from your army. Until the end of the phase: Your opponent cannot select that unit for the Insane Bravery Stratagem, and cannot use any rule that would allow them to re-roll a Morale test for that unit. If that unit fails a Morale test, any action it is performing immediately fails.</p>	
ANY PHASES	<p>FELL PRAYERS 2CP Use this Stratagem at the start of any of your phases other than your Command phase. Select one TRAITORIS ASTARTES PRIEST model from your army that has not chanted a prayer this turn. That model can chant one prayer that has not already been chanted by a friendly model this turn. That prayer is automatically heard (do not roll) and takes effect until the start of your next Command phase.</p>	
DESTROY MODELS	<p>RITUAL OFFERINGS 1CP Chaos Space Marines - Strategic Ploy Stratagem Use this Stratagem when an enemy unit is destroyed by a TRAITORIS ASTARTES CULTISTS unit from your army. Until the end of the battle: That CULTISTS unit automatically passes Morale tests. Each time a model in that CULTISTS unit makes a melee attack, add 1 to that attacks hit roll.</p>	