



Warlord of Havoc
Command Abilities 2017



Holy Havoc Warlord Command Abilities

Warlords must choose a new Command Ability at the start of the each game.

Warlord Command Abilities, Battle Traits, & Command Traits only apply to a player's warhost and cannot affect their teammate's warhost unless they have the same Grand alliance. Warlord Command Abilities do not stack.

**The Holy Havoc Council reserves the right to make any changes to these rules if needed.*

ORDER

1. **"To the death"** Choose a unit within 12". Re-roll 1s on armor saves. If defending an objective (within 3"), re-roll all armor saves.
2. **"Bring them down"** Choose a single unit within 18" that has either a Chaos or Monster keyword. That unit re-rolls all successful saves.
3. **"Only the faithful"** When you activate this command ability during your hero phase, roll a d6 all friendly units within 18" cannot be reduced to less models in the unit due to battleshock than the result of this dice. If the unit affected has more than 20 models, roll an extra dice for that unit (for a total of 2d6).
4. **"Onward!"** Choose one allied unit within 12". Until your next hero phase, you can add 2 to the unit's Bravery and 1 to its hit and charge rolls
5. **"Form up around me!"** All friendly units within 8" may each immediately move a distance equal to their Move characteristic so long as they end their movement closer to the warlord than they began. This movement may not be taken by models engaged in close combat.

CHAOS

1. **"Leave no survivors!"** Allies within 8" may re-roll wound rolls of 1 during the combat phase until the start of your next Hero phase.
2. **"A necessary sacrifice"** If the Warlord uses this ability, then once before your next hero phase, if the warlord would be removed from play for any reason, you may instead roll a dice. On a roll of 4 or more, you may choose any other friendly model within 6" and remove that model from play instead. If the warlord would have been removed from play due to inflicted damage, the warlord does not suffer this damage.
3. **"Do not fail me again"** Choose a single hero within 18" of the Warlord. That hero increases their attack characteristic with a single weapon on their profile by 2 until your next hero phase. If that hero attacks with the chosen weapon and does not deal a wound with that weapon, roll a die at the end of that phase. On a roll of 4 or more, that hero is removed from play.
4. **"SKULLS, BLOOD, DEATH!"** If the warlord uses this ability, all units within 12" may re-roll all hit and wound rolls. Any unit affected by this ability reduces their armor save by 1 must also re-roll all successful armor saves.
5. **"Challenge!"** If your warlord uses this ability, select a single enemy HERO within 18", until your next hero phase, your warlord may re-roll any charge rolls that would bring them within a ½" of this HERO, increase their rend by 1 against the chosen Hero and increase their damage by 1 against this HERO.

DESTRUCTION

1. **"The hunt is on!"** Choose one friendly unit within 16". Until your next hero phase, that unit can run and charge in the same turn and add 1 to its run and charge rolls.
2. **"Incite Frenzy"** Allies within 4" of the Warlord make one extra attack with each of their melee weapons when they attack in the combat phase until your next hero phase. As long as models have this extra attack, their save value is worsened by 1 (i.e. 5+ save becomes 6+)
3. **"Tough'n up maggot!"** Choose an allied unit within 8". Until your next hero phase, this unit ignores rend values of -2 or less.
4. **"Keep Fightin!"** Choose a friendly unit within 12". Until your next Hero phase, anytime that a model in that unit would be removed from play for any reason (including damage or fleeing from Battleshock), that model may make a single attack with a melee weapon of your choice against an enemy within reach.
5. **"Cunnin' Plan"** Choose a friendly unit within 12". Until your next Hero phase, that unit may Retreat and Charge during the same turn.

DEATH

1. **"Return and Fight Anew"** If your Warlord uses this ability, all units within 12" that would restore models for any reason during the hero phase restore one additional model.
2. **"The Dead do not Fear"** If your warlord uses this ability, all units within 6" of your warlord are immune to Battleshock until your next Hero phase.
3. **"Borrowed Power"** If your warlord uses this ability, choose a single DEATH unit within 8", that unit suffers 1d6 Mortal Wounds which cannot be prevented in any way. Your warlord may add the total wounds dealt as a bonus to any single roll made before your next Hero Phase except turn priority.
4. **"Protect me!":** Choose a single unit within 8". That unit may immediately move a distance equal to their Move characteristic so long as they end their movement closer to the Warlord than they began. This movement may not be taken by models engaged in close combat.
5. **"Vigor of Death"** Choose a single unit within 12" That unit may run and charge in the same turn.