

**WARHAMMER**  
40,000  
**GALAXY IN FLAMES**

**FATE OF KONOR**  
**STRATAGEM**

2CP

# ASTARAMIS

## INSPIRED TACTICS

*The Warlords that fought to decide the fate of Konor shared a common destiny – one that would see some fall and others become legend.*

Use this Stratagem at the start of the turn add 3". To the range of any abilities on your Warlord's datasheet for the duration of the turn.

This Stratagem can only be used when fighting a battle in the Galaxy in Flames: Fate of Konor campaign

2CP

# KONOR

## ABLATIVE PLATING

*When expecting to engage the enemy in close-range firefights, it is not uncommon for some warriors to reinforce their armour with ablative plates to help them weather the storm.*

Use this Stratagem at the start of the turn. Select a friendly INFANTRY unit with a Save characteristic of 2+, 3+ or 4+. For the rest of the turn, roll a dice each time a model in that unit loses a wound. On a roll of 5+, the ablative plating absorbs the damage and the wound is not lost.

This Stratagem can only be used when fighting a battle in the Galaxy in Flames: Fate of Konor campaign

2CP

# NETHAMUS

## LEGACY OF KONOR

*The planets of the Konor System benefit from many of the logistical advantages common to those found within the Realm of Ultramar, including large stockpiles of equipment and replacement parts with which to enact swift battlefield repairs.*

Use this Stratagem at the start of the turn. Select a friendly **VEHICLE**. That model immediately regains D3 wounds lost earlier in the battle.

This Stratagem can only be used when fighting a battle in the Galaxy in Flames: Fate of Konor campaign

1CP

# VANITOR

## WARP SURGE

*With aetheric gales of warp energy coursing across the battlefield, a skilled psyker can assail their foes with wave after wave of otherworldly power if they have the strength to channel it.*

Use this Stratagem after successfully manifesting a psychic power to immediately attempt to manifest the same psychic power for a second time.

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Fate of Konor campaign

2CP

# DRENTHAL

## FIGHTER ACE

*One of your pilots has developed a formidable reputation in the air, their deadly aim having accounted for a frightening tally of enemy kills.*

Use this Stratagem at the start of the first battle round, but before the first turn has begun. If you do so, pick a single Flyer model in your army to be piloted by a fighter ace; add 1 to any hit rolls you make for that model for the duration of the battle.

This Stratagem can only be used when fighting a battle in the Galaxy in Flames:  
Fate of Konor campaign

1CP

# LOEBOS

## SPONTANEOUS OUTBREAK

*So corrupted have the forests of Loebos become with Nurgle's touch that dormant viruses hang heavy in the air beneath their boughs, just waiting for a suitable host to draw near...*

Use this Stratagem when an enemy unit moves within 3" of a Deathworld Forest terrain piece. Roll a dice for each model in the unit; for each roll of a 6, the unit suffers a mortal wound.

This Stratagem can only be used when fighting a battle in the Galaxy in Flames: Fate of Konor campaign