SUCCUBUS

M	T	SV	W	LD	OC	
8"	3	6+	4	7+	1	4+

AUFSTELLUNG
1x Succubus (25mm)
Equipped with: Archite glaive and agoniser

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Archite glaive and agoniser ANTI-INFANTRY 3+, PRECISION	Melee	7	2+	3	-2	1

ABILITIES

CORE - Leader

RULES - Power from Pain

Bloody Spectacle
Each time this model makes a melee attack that targets a Character unit, you can re-roll the Hit roll and you can re-roll the Wound roll. Each time this model's unit destroys a Character model, you gain 1CP.

Lithe Agility (Pain)
In your Movement phase when you select this model's unit to Advance, or in your Charge phase before you make a Charge roll for this model's unit, you can spend 1 Pain token to Empower that unit. While that unit is Empowered, you can re-roll Advance and Charge rolls made for that unit.

Storm of Blades
While this model is leading a unit, melee weapons equipped by models in that unit have the [SUSTAINED HITS 1] ability.

Leader
This model can be attached to the following unit:

- Wyches

KEYWORDS: Succubus, Wych Cult, Aeldari, Character, Infantry, Leader

FACTION: Drukhari **50 PTS**

WEAPON RULES

Anti

This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

Precision

While resolving attacks made with one or more [**PRECISION**] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.