

GHOSTS OF THE WEBWAY

6 Stratagems · 4 Enhancements



2 DP · DISRUPTION

ENHANCEMENTS (4)

Cegorach's Coil

25 pts

Troupe Master model only. Each time the bearer's unit ends a Charge move, select one enemy unit within Engagement Range of the bearer's unit, then roll one D6 for each model in the bearer's unit that is within Engagement Range of that enemy unit: for each 4+, that enemy unit suffers 1 mortal wound (to a maximum of 6 mortal wounds).

Murder's Jest

20 pts

Death Jester model only. Each time the bearer makes an attack that targets a unit that is below Half-strength, each successful Hit scores a Critical Hit.

Mask of Secrets

15 pts

Harlequins model only. Each time an enemy unit (excluding Monsters and Vehicles) within Engagement Range of the bearer's unit Falls Back, all models in that enemy unit must take a Desperate Escape test. When doing so, if that enemy unit is Battle-shocked, subtract 1 from each of those tests.

Mistweave

15 pts

Shadowseer model only. While the bearer is leading a unit, models in that unit have the Infiltrators ability.

DETACHMENT RULE

Each time a Harlequins model from your army makes a Charge move, it can move through enemy models.

STRATAGEMS (6/6)

1 CP

GHOSTS OF THE WEBWAY – STRATEGIC PLOY
STRATAGEM

MOVEMENT

MOCKING FLIGHT

When: Your Movement phase, just after a Harlequins unit from your army Falls Back.

Target: That HARLEQUINS unit.

Effect: Until the end of the turn, your unit is eligible to shoot and declare a charge in a turn in which it Fell Back.

1 CP

GHOSTS OF THE WEBWAY – STRATEGIC PLOY
STRATAGEM

MOVEMENT

TRICKSTERS' RETORT

When: Your opponent's Movement phase, just after an enemy unit ends a Normal, Advance or Fall Back move.

Target: One Troupe unit from your army that is within 8" of that enemy unit.

Effect: Your unit can make a Normal move of up to 6".

1 CP GHOSTS OF THE WEBWAY – STRATEGIC PLOY
STRATAGEM

CHARGE

BLOODY DANCE

When: End of your opponent's Charge phase.

Target: One Harlequins Infantry or Harlequins Mounted unit from your army that is within 6" of one or more enemy units and would be eligible to declare a charge against one or more of those enemy units if it were your Charge phase.

Effect: Your unit now declares a charge that only targets one or more of those enemy units, and you resolve that charge.

Restriction: Note that even if this charge is successful, your unit does not receive any Charge bonus this turn.

1 CP GHOSTS OF THE WEBWAY – STRATEGIC PLOY
STRATAGEM

FIGHT

EXIT THE STAGE

When: End of your opponent's Fight phase.

Target: One Harlequins unit from your army that is not within Engagement Range of one or more enemy units.

Effect: Remove your unit from the battlefield and place it into Strategic Reserves.

1 CP GHOSTS OF THE WEBWAY – STRATEGIC PLOY
STRATAGEM

FIGHT

HEROES' FALL

When: Fight phase, just after an enemy unit has selected its targets.

Target: One Harlequins unit from your army that was selected as the target of one or more of the attacking unit's attacks.

Effect: Until the end of the phase, each time a model in your unit is destroyed, if that model has not fought this phase, roll one D6. On a 4+, do not remove the destroyed model from play; it can fight after the attacking unit has finished making its attacks, and is then removed from play.

1 CP GHOSTS OF THE WEBWAY – STRATEGIC PLOY STRATAGEM

ANY

STAGED DEATH

When: Any phase.

Target: One Harlequins Character model from your army that was just destroyed. You can use this Stratagem on that model even though it was just destroyed.

Effect: At the end of the phase, set your model back up on the battlefield as close as possible to where it was destroyed and not within Engagement Range of any enemy units, with half of its starting number of wounds remaining.

Restriction: Each model can only be targeted with this Stratagem once per battle.