

# SPIRIT CONCLAVE

6 Stratagems · 4 Enhancements



2 DP · TAKE AND HOLD

## ENHANCEMENTS (4)

### Light of Clarity

30 pts

Spiritseer model only. In your Command phase, select one friendly Wraith Construct unit within 12" of the bearer. Until the start of your next Command phase, add 1 to the Objective Control characteristic of Infantry models in that unit and add 3 to the Objective Control characteristic of Monster models in that unit.

### Stave of Kurnous

15 pts

Spiritseer model only. In your Command phase, select one friendly Wraith Construct unit within 12" of the bearer (excluding Titanic units). Until the start of your next Command phase, each time a model in that unit makes an attack, on a Critical Wound, that attack has the [Precision] ability.

### Rune of Mists

10 pts

Spiritseer model only. In your Command phase, select one friendly Wraith Construct unit within 12" of the bearer. Until the start of your next Command phase, each time a ranged attack targets that unit, unless the attacking model is within 18, models in that unit have the Benefit of Cover against that attack.

### Higher Duty

25 pts

SPIRITSEER model only. In your opponent's Movement phase, if an enemy unit ends a move within 8" of this unit, if this unit is not within Engagement Range of one or more enemy units, this unit can make a Normal move of up to 6".

## DETACHMENT RULE

Each time an Asuryani Psyker model from your army is destroyed by an enemy unit, that unit gains a Vengeful Dead token. Each time a Wraith Construct model from your army makes an attack that targets a unit with one or more Vengeful Dead tokens, add 1 to the Hit roll and add 1 to the Wound roll.

Asuryani Psyker models from your army have the following ability:

Spirit Guides (Aura): while a Wraithblades, Wraithguard or Wraithlord unit from your army is within 12" of this model, that unit has the Battle Focus ability.

Wraithblades and Wraithguard units from your army gains the Battleline keyword.

## STRATAGEMS (6/6)

1 CP SPIRIT CONCLAVE – STRATEGIC PLOY STRATAGEM **COMMAND**

### SOUL BRIDGE

**When:** Your Command phase.

**Target:** One Wraithblades, Wraithguard or Wraithlord unit from your army and one Asuryani Psyker model from your army.

**Effect:** Until the start of your next Command phase, your WRAITHBLADES, WRAITHGUARD or WRAITHLORD unit is considered to be within 12" of your PSYKER model for the purposes of the Psychic Guidance and Spirit Guides abilities.

1 CP SPIRIT CONCLAVE – STRATEGIC PLOY STRATAGEM **MOVEMENT**

### SPIRIT TOKEN

**When:** Start of your Movement phase.

**Target:** One Wraithblades or Wraithguard unit from your army.

**Effect:** Select one objective marker you control that your unit is within range of. That objective marker remains under your control until your opponent's Level of Control over that objective marker is greater than yours at the end of a phase.

1 CP SPIRIT CONCLAVE – BATTLE TACTIC STRATAGEM **SHOOTING**

### SEER'S EYE

**When:** Your Shooting phase or the Fight phase.

**Target:** One Aeldari Psyker model from your army and one friendly Wraith Construct unit within 12" of it that has not been selected to shoot or fight this phase.

**Effect:** Select one enemy unit visible to your PSYKER model. Until the end of the phase, each time a model in your WRAITH CONSTRUCT unit makes an attack that targets that enemy unit, you can ignore any or all modifiers to the Armour Penetration and/or Damage characteristics of that attack.

1 CP SPIRIT CONCLAVE – BATTLE TACTIC STRATAGEM **SHOOTING**

### WRAITHBONE ARMOUR

**When:** Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.

**Target:** One Wraith Construct unit from your army (excluding TITANIC units) 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 an attack is allocated to a model in your unit, subtract 1 from the Damage characteristic of that attack.

1 CP SPIRIT CONCLAVE – BATTLE TACTIC STRATAGEM **CHARGE**

### CRUSHING STRIDES

**When:** Your Charge phase, just after a Wraithblades, Wraithlord or Wraithknight unit from your army ends a Charge move.

**Target:** That WRAITHBLADES, WRAITHLORD or WRAITHKNIGHT unit.

**Effect:** Select one enemy unit within Engagement Range of your unit and roll one D6 for each WRAITHBLADES model in your unit, or roll four D6 if your unit has the WRAITHLORD keyword, or roll six D6 if your unit has the WRAITHKNIGHT keyword: for each 3+, that enemy unit suffers 1 mortal wound.

1 CP SPIRIT CONCLAVE – BATTLE TACTIC STRATAGEM **FIGHT**

### BLADES FROM BEYOND

**When:** Fight phase.

**Target:** One Wraithblades, Wraithlord or Wraithknight unit from your army that has not been selected to fight this phase.

**Effect:** Until the end of the phase, melee weapons equipped by models in your unit have the [DEVASTATING WOUNDS] ability.