

COVENITE COTERIE

6 Stratagems · 4 Enhancements



2 DP · TAKE AND HOLD

ENHANCEMENTS (4)

Master Regenesist

25 pts

Haemonculus model only. Each time the bearer uses its Fleshcraft ability, you can return up to D3+3 destroyed Bodyguard models to the bearer's unit instead of D3+1.

Master Nemesine

5 pts

Haemonculus model only. The bearer's weapons have the [Anti-Beast 2+] and [Anti-Monster 4+] abilities.

Master Artisan

20 pts

Haemonculus model only. Add 1 to the bearer's Wounds characteristic and add 1 to the Toughness characteristic of models in the bearer's unit.

Master Repugnomancer [Aura]

15 pts

Haemonculus model only. Add 3" to the range of the bearer's Fear Incarnate ability, and each time a friendly Drukhar within 9" of the bearer fails a Battle-shock test or is destroyed, roll one D6; on a 4+, you gain 1 Pain token.

DETACHMENT RULE

Each time an attack targets a Haemonculus Covens unit from your army, if the Strength characteristic of that attack is greater than the Toughness characteristic of your unit, subtract 1 from the Wound roll.

STRATAGEMS (6/6)

1 CP COVENITE COTERIE – BATTLE TACTIC STRATAGEM **SHOOTING**

CONNOISSEURS OF PAIN

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

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

Effect: Spend 1 Pain token. Until the attacking unit has finished making its attacks, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1. At the end of the phase, if your unit is still on the battlefield and it is a Haemonculus Covens unit, you gain 1 Pain token.

1 CP COVENITE COTERIE – STRATEGIC PLOY STRATAGEM **SHOOTING**

ENFOLDING NIGHTMARE

When: Your opponent's Shooting phase, just after an enemy unit has shot.

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

Effect: Your unit can make a surge move of up to D6".

2 CP COVENITE COTERIE – STRATEGIC PLOY STRATAGEM **FIGHT**

DISTILLERS OF FEAR

When: Fight phase.

Target: One Haemonculus Covens unit from your army that has not been selected to fight this phase.

Effect: Until the end of the phase, each time a model in your unit makes an attack that targets an enemy unit that is Battle-shocked, that attack has the [DEVASTATING WOUNDS] ability.

1 CP COVENITE COTERIE – EPIC DEED STRATAGEM **FIGHT**

POISONER'S ART

When: Fight phase, just after a Haemonculus Covens unit from your army has fought.

Target: That HAEMONCULUS COVENS unit.

Effect: Select one enemy unit (excluding VEHICLES) hit by one or more of your unit's attacks this phase. Until the end of the battle, that enemy unit is poisoned. At the start of each Command phase, roll one D6 for each poisoned unit on the battlefield: on a 4+, that unit suffers D3 mortal wounds.

1 CP COVENITE COTERIE – EPIC DEED STRATAGEM **FIGHT**

SYMPHONY OF SUFFERING

When: Fight phase, just after a Drukhari unit from your army destroys an enemy unit.

Target: That DRUKHARI unit.

Effect: Each enemy unit within 9" of and visible to your unit must take a Battle-shock test, subtracting 1 from that test if your unit is a Haemonculus Covens unit.

1 CP COVENITE COTERIE – EPIC DEED STRATAGEM **ANY**

POSTMORTALITY

When: Any phase.

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

Effect: Spend 1-3 Pain tokens. At the end of the phase, set up the destroyed model on the battlefield, unengaged and as close as possible to where it was destroyed. That model is not part of an attached unit and its unit has a starting strength of 1. That model has a number of wounds remaining equal to the number of Pain tokens you just spent.

Restriction: You cannot use this Stratagem if you have 0 Pain tokens, and you cannot target the same HAEMONCULUS model with this Stratagem more than once per battle.