AELDARI - DRUKHARI

REALSPACE RAIDERS

6 Stratagems · 4 Enhancements

2 DP · PRIORITY ASSETS

ENHANCEMENTS (4)

Crucible of Malediction — 15 pts

Haemonculus model only. Once per battle, in your Shooting phase, the bearer can use this Enhancement. If it does, you can spend 1 Pain token. Then, each enemy unit within 12" of the bearer must take a Battle-shock test, subtracting 1 from that test if you spent 1 Pain token. Each time a Psyker unit fails that test, it suffers 3 mortal wounds.

Eye of Spite — 15 pts

Succubus model only. Improve the Attacks and Armour Penetration characteristics of the bearer's melee weapons by 1. Each time the bearer's unit is selected to fight, you can spend 1 Pain token; if you do, until the end of the phase, improve the Attacks and Armour Penetration characteristics of the bearer's melee weapons by 2 instead.

Labyrinthine Cunning — 25 pts

Archon model only. At the start of your Command phase, if the bearer is on the battlefield, you can do one of the following:

Spend 1 Pain token and gain 1CP.

Roll one D6: on a 4+, you gain 1CP.

Dark Vitality — 20 pts

Drukhari model only. The bearer's unit is always Empowered - you do not need to spend any Pain tokens to activate that unit's Pain abilities

DETACHMENT RULE

At the start of the battle, you gain 2 Pain tokens for each of the following combinations your army contains (these do not need to be in the same Attached unit):

- One or more Archon models and one or more Kabalite Warriors units.
- One or more Succubus models and one or more Wyches units.
- One or more Haemonculus models and one or more Wracks units.

Designer's Note: These are all cumulative, so if your army contains at least one of all of the combinations listed above, you start the battle with 6 Pain tokens.

STRATAGEMS (6/6)

1 CP REALSPACE RAIDERS – BATTLE TACTIC STRATAGEM — MOVEMENT

EAGER FOR THE KILL

When: Start of your Movement phase.
Target: Up to two Wyches units from your army, or one other Drukhari unit from your army, that have not been selected to move this phase.
Effect: Until the end of the phase, each time one of those units Advances, do not make an Advance roll for it. Instead, until the end of the phase, add 6" to the Move characteristic of models in that unit (this is not cumulative with the Reavers' Matchless Swiftness ability).

1 CP REALSPACE RAIDERS – BATTLE TACTIC STRATAGEM — SHOOTING

FIGHTING SHADOWS

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 (excluding Haemonculus Covens 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 targets your unit, subtract 1 from the Hit roll.

2 CP REALSPACE RAIDERS – BATTLE TACTIC STRATAGEM — SHOOTING

INSENSIBLE TO PAIN

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.
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: 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 REALSPACE RAIDERS – BATTLE TACTIC STRATAGEM — SHOOTING

INSTINCTIVE SPITE

When: Start of your Shooting phase or the start of the Fight phase.
Target: Up to two Drukhari Battleline units from your army, or one other Drukhari unit from your army.
Effect: You can spend 1 Pain token. Until the end of the phase, each time a model in each of those units makes an attack that targets an enemy unit that is Below Half-strength, add 1 to the Hit roll. If you spent 1 Pain token, add 1 to the Wound roll as well.

2 CP REALSPACE RAIDERS – STRATEGIC PLOY STRATAGEM — SHOOTING

RAID AND FADE

When: End of your Shooting phase.
Target: Up to two Kabalite Warriors units from your army, or one other Drukhari unit from your army (excluding ScouRGES and Aircraft).
Effect: Each of those units can make a Normal move of up to 6".
Restriction: You cannot select units that are within Engagement Range of one or more enemy units. Until the end of the turn, those units are not eligible to declare a charge.

1 CP REALSPACE RAIDERS – STRATEGIC PLOY STRATAGEM — FIGHT

DARK HARVEST

When: Start of the Fight phase.
Target: Up to two Wracks units from your army, or one other Drukhari unit from your army.
Effect: Until the end of the phase, melee weapons equipped by models in each of those units have the [LETHAL HITS] ability.