AELDARI - DRUKHARI

SPECTACLE OF SPITE

6 Stratagems · 4 Enhancements

2 DP · PURGE THE FOE

ENHANCEMENTS (4)

Pharmacophex — 15 pts

Succubus model only. At the start of your Command phase, after selecting which Combat Drugs will be active for your army, roll one D6 and consult the Combat Drugs list. The result rolled applies to the bearer's unit until the start of your next Command phase in addition to any other Combat Drugs that are active for your army. If you randomly select one that is already active for your army, it has no additional effect.

Chronoshard — 15 pts

Succubus model only. Once per battle, at the start of the Fight phase, the bearer can use this Enhancement. If it does, until the end of the phase, models in the bearer's unit have the Fights First ability.

Periapt of Torments — 25 pts

Succubus model only. Enemy units cannot use the Fire Overwatch stratagem to shoot at the bearer's unit.

Morghenna's Curse — 20 pts

Succubus model only. Improve the Armour Penetration and Damage characteristics of the bearer's melee weapons by 1.

DETACHMENT RULE

At the start of your Command phase, select which Combat Drugs will be active for your army until the start of your next Command phase. To do so, either select one from the list below (you cannot select the same Combat Drug more than once per battle), or randomly select two by rolling two D6. When doing so randomly, Combat Drugs you have previously selected can become active again, but if you randomly select one that is already active for your army, it has no additional effect.

1. Adrenalight

Add 1 to the Attacks characteristic of melee weapons equipped by Wych Cult models from your army.

2. Hypex

Add 2" to the Move characteristic of Wych Cult models from your army.

3. Serpentin

Improve the Weapon Skill characteristic of melee weapons equipped by Wych Cult models from your army by 1.

4. Painbringer

Add 1 to the Toughness characteristic of Wych CUlt models from your army.

5. Grave Lotus

Add 1 to the Strength characteristic of melee weapons equipped by Wych Cult models from your army.

6. Splintermind

Improve the Leadership characteristic of Wych Cult models from your army by 1, and improve the Ballistic Skill characteristic of ranged weapons equipped by Wych Cult models from your army by 1.

STRATAGEMS (6/6)

2 CP SPECTACLE OF SPITE – BATTLE TACTIC STRATAGEM — MOVEMENT

A CHALLENGE MET

When: Your opponent's Movement phase, when an enemy unit ends a fall-back move.
Target: One friendly unengaged WYCH CULT unit that is within 6" of that enemy unit.
Effect: Declare a charge with your unit. When selecting charge targets, you can only select enemy units that made a fall-back move this phase and are within the maximum distance.

1 CP SPECTACLE OF SPITE – STRATEGIC PLOY STRATAGEM — MOVEMENT

FEIGNED WEAKNESS

When: Your Movement phase, just after a Drukhari unit from your army Falls Back.
Target: That DRUKHARI unit.
Effect: Until the end of the turn, your unit is eligible to shoot and declare a charge in turn in which it Fell Back.

1 CP SPECTACLE OF SPITE – BATTLE TACTIC STRATAGEM — SHOOTING

ACROBATIC DISPLAY

When: Your opponent's Shooting phase, just after an enemy unit has selected its targets.
Target: One Wych Cult 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, models in your unit have a 5+ invulnerable save.

1 CP SPECTACLE OF SPITE – STRATEGIC PLOY STRATAGEM — CHARGE

PRETERNATURAL AGILITY

When: Start of your Movement or Charge phase.
Target: One Wych Cult unit from your army.
Effect: Until the end of the phase, each time your unit makes a Normal, Advance or Charge move, you can ignore any or all modifiers to its Move characteristic and to Advance and Charge rolls made for it and, until the end of the turn, each time a model in your unit makes such a move, it can move horizontally through models (when doing so, such a model can move within Engagement Range of such models but cannot end a Normal or Advance move within Engagement Range of them).

2 CP SPECTACLE OF SPITE – STRATEGIC PLOY STRATAGEM — FIGHT

BERSERK FUGUE

When: Fight phase, just after an enemy unit has selected its targets.
Target: One Wych Cult 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, do not remove it from play. The destroyed model can fight after the attacking unit has finished making its attacks, and is then removed from play.

1 CP SPECTACLE OF SPITE – BATTLE TACTIC STRATAGEM — FIGHT

DEADLY DEBUT

When: Fight phase.
Target: One DRUKHARI unit from your army that made a Charge move this turn and 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 [LETHAL HITS] ability. If your unit is a Wyches unit, until the end of the phase, improve the Armour Penetration characteristic of melee weapons equipped by models in your unit by 1 as well.