AELDARI - DRUKHARI · DETACHMENT

SKYSPLINTER ASSAULT

2 DP · RECONNAISSANCE

ENHANCEMENTS

Phantasmal Smoke — **15 pts**

Drukhari model only. While the bearer's unit is wholly within 6" of a friendly Drukhari Transport:

Models in the bearer's unit have the Stealth ability

Each time a ranged attack targets the bearer's unit, models in that unit have the Benefit of Cover against that attack.

Sadistic Fulcrum — **15 pts**

Drukhari model only. Each time you spend 1 Pain token to Empower the bearer's unit in the Shooting phase, select one friendly Drukhari Transport within 6" of the bearer's unit; until the end of the phase, each time that Transport makes an attack, you can re-roll the Hit roll.

Spiteful Raider — **10 pts**

Drukhari model only. Each time the bearer's unit destroys an enemy unit in the Fight phase, if that enemy unit was within range of one or more objective markers when the bearer's unit was selected to fight, you gain 1 additional Pain token.

Nightmare Shroud — **20 pts**

Drukhari model only. Each time the bearer's unit disembarks from a Transport, until the end of the turn, enemy units cannot use the Fire Overwatch Stratagem to shoot at the bearer's unit.

DETACHMENT-REGEL

Each time a Drukhari unit from your army disembarks from a Transport, until the end of the turn:

Ranged weapons equipped by models in that disembarking units have the [Ignores Cover] ability.

Melee weapons equipped by models in that disembarking unit have the [Lance] ability.

STRATAGEMS

1 CP — SKYSPLINTER ASSAULT – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — MOVEMENT

POUNCE ON THE PREY

When: Your Movement phase, just after a Drukhari Infantry unit from your army disembarks from a Transport that made a Normal move this phase.
Target: That INFANTRY unit.
Effect: Your unit makes an assault disembark move (Core Rules, 18.06) for that disembarkation.

1 CP — SKYSPLINTER ASSAULT – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — MOVEMENT

SWOOPING MOCKERY

When: Your opponent's Movement phase, just after an enemy unit ends a Normal, Advance or Fall Back move.
Target: One Drukhari Transport from your army that is within 8" of that enemy unit.
Effect: Your TRANSPORT can make a Normal move of up to 6".

1 CP

SKYSPLINTER ASSAULT – WARGEAR STRATAGEM · WAHAPEDIA

SHOOTING

NIGHT SHIELD

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

Target: One Drukhari Vehicle 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 4+ invulnerable save.

1 CP

SKYSPLINTER ASSAULT – BATTLE TACTIC STRATAGEM · WAHAPEDIA

SHOOTING

SKYBORNE ANNIHILATION

When: Your Shooting phase.

Target: One Drukhari unit from your army that has not been selected to shoot this phase and that disembarked from a Transport this turn.

Effect: Until the end of the phase, ranged weapons equipped by models in your unit have the [SUSTAINED HITS 1] ability, or the [SUSTAINED HITS 2] ability if your unit is a Kabalite Warriors or Hand of the Archon unit.

1 CP

SKYSPLINTER ASSAULT – STRATEGIC PLOY STRATAGEM · WAHAPEDIA

FIGHT

VICIOUS BLADES

When: Fight phase, just after a Drukhari Transport from your army has selected its targets.

Target: That TRANSPORT.

Effect: After your TRANSPORT has fought, select one enemy unit that was the target of one or more of those attacks and roll one D6 for each model embarked within your TRANSPORT, adding 1 to the result if that embarked model is a Wracks model: for each 5+, that enemy unit suffers 1 mortal wound (to a maximum of 6 mortal wounds).

1 CP

SKYSPLINTER ASSAULT – STRATEGIC PLOY STRATAGEM · WAHAPEDIA

FIGHT

WRAITHLIKE RETREAT

When: End of the Fight phase.

Target: One DRUKHARI INFANTRY unit from your army that fought this phase.

Effect: Your unit can make a Normal or Fall Back move, but unless it is a WYCHES unit, it must end that move wholly within 3" horizontally and 5" vertically of a friendly DRUKHARI TRANSPORT and must embark within that TRANSPORT at the end of that move (otherwise, it cannot make that move). Your unit can embark within that TRANSPORT in a turn it disembarked from that TRANSPORT.