

COURT OF THE PHOENICIAN

▽ 2 DP · PURGE THE FOE

ENHANCEMENTS

Soulstain Made Manifest

15 pts

At the start of the Fight phase, you can select one enemy unit within Engagement Range of the bearer; that unit must take a Battle-shock test, subtracting 1 from the result.

Exalted Patron

15 pts

Add 1" to the Move characteristic of the bearer.

Spiritsliver

20 pts

Add 1 to the Strength and Attacks characteristics of the bearer's melee weapons.

Tears of the Phoenix

25 pts

Each time a model in the bearer's unit makes a melee attack, you can ignore any or all modifiers to that attack's Weapon Skill characteristic and any or all modifiers to the Hit roll and Wound roll.

DETACHMENT-REGEL

Emperor's Children units from your army have the following ability:

Sensational Performance: Each time this unit is selected to fight, if this unit made a Charge move this turn, it can use this ability. If it does, until the end of the phase:

- This unit cannot target a unit it was within Engagement Range of at the start of the turn.
- This unit cannot target a unit that was the target of another unit's attack this phase.
- Improve the Strength and Armour Penetration characteristics of this unit's melee weapons by 1.

STRATAGEMS

1 CP

COURT OF THE PHOENICIAN
STRATAGEM · WAHAPEDIA

SHOOTING

CATALYTIC STIMULUS

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

Target: One EMPEROR'S CHILDREN unit from your army that lost one or more wounds as a result of those attacks.

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

1 CP

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STRATAGEM · WAHAPEDIA

SHOOTING

CLOSE-QUARTERS EXCRUCIATION

When: Your Shooting phase.

Target: One Emperor's Children unit from your army that has not been selected to shoot this phase.

Effect: Until the end of the phase, each time an EMPEROR'S CHILDREN model in your unit makes an attack that targets an eligible unit within 12", improve the Strength and Armour Penetration characteristics of that attack by 1.

1 CP

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SHOOTING

CONTEMPTUOUS DISREGARD

When: Your opponent's Shooting phase or the Fight phase.

Target: One Emperor's Children unit from your army.

Effect: Until the end of the phase, each time an attack targets your unit, if the Strength characteristic of that attack is greater than the Toughness characteristic of your unit, subtract 1 from the Wound roll.

1 CP

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STRATAGEM · WAHAPEDIA

CHARGE

EUPHORIC INSPIRATION

When: Your Charge phase.

Target: One Emperor's Children Daemon unit from your army.

Effect: Until the end of the phase, you can re-roll Charge rolls for friendly Emperor's Children units within 6" of your unit.

1 CP

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STRATAGEM · WAHAPEDIA

CHARGE

SINUOUS BREACH

When: Your Movement phase or your Charge phase.

Target: One Emperor's Children Daemon unit from your army that has not been selected to move or charge this phase.

Effect: Until the end of the phase, each time your unit makes a Normal, Advance or Charge move, it can move horizontally through terrain features.

2 CP

COURT OF THE PHOENICIAN STRATAGEM
· WAHAPEDIA

FIGHT

PRIDEFUL SUPERIORITY

When: Fight phase.

Target: One Emperor's Children 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 a CHARACTER unit, you can re-roll the Hit roll and you can re-roll the Wound roll.