

COURT OF THE PHOENICIAN

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

Once per battle round, when you target a Fulgrim unit from your army with the Sinuous Breach or Prideful Superiority Stratagem, you can reduce the CP cost of that use of that Stratagem by 1CP.

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 Stimulus move. To do so, roll one D6; models in your unit move a number of inches up to the result, but your unit must end that move as close as possible to the closest enemy unit (excluding AIRCRAFT). When doing so, those models can be moved within Engagement Range of that enemy unit.

1 CP

COURT OF THE PHOENICIAN –
STRATAGEM · WAHAPEDIA

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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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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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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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

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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.