AELDARI - CRAFTWORLDS · DETACHMENT

WARHOST

2 DP · RECONNAISSANCE

ENHANCEMENTS

Psychic Destroyer — **30 pts**

Asuryani Psyker model only. Add 1 to the Damage characteristic of ranged Psychic weapons equipped by the bearer.

Phoenix Gem — **35 pts**

Asuryani model only. The first time the bearer is destroyed, remove it from play, then, at the end of the phase, roll one D6: on a 2+, set the bearer back up on the battlefield as close as possible to where it was destroyed and not within Engagement Range of one of more enemy units, with its full wounds remaining.

Gift of Foresight — **15 pts**

Asuryani model only. Once per battle round, you can target the bearer's unit with the Command Re-roll Stratagem for 0CP.

Timeless Strategist — **15 pts**

Asuryani model only. At the start of the battle round, if the bearer is on the battlefield (or any Transport it is embarked within is on the battlefield), you receive 1 additional Battle Focus token.

DETACHMENT-REGEL

At the start of the battle round, you receive 1 additional Battle Focus token.

Each time a unit from your army performs the Swift as the Wind Agile Manoeuvre, until the end of the phase, add an additional 1" to the Move characteristic of models in that unit.

Each time a unit from your army performs an Agile Manoeuvre that involves rolling a D6, add 1 to the result.

STRATAGEMS

1 CP — WARHOST – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — MOVEMENT

FEIGNED RETREAT

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

1 CP — WARHOST – BATTLE TACTIC STRATAGEM · WAHAPEDIA — SHOOTING

BLITZING FIREPOWER

When: Your Shooting phase.
Target: One Asuryani unit from your army that has not been selected to shoot this phase.
Effect: Until the end of the phase, ranged weapons equipped by models in your unit have the [SUSTAINED HITS 1] ability while targeting an enemy unit within 12". If such a weapon already has that ability, until the end of the phase, each time an attack is made with that weapon, an unmodified Hit roll of 5+ scores a Critical Hit.

1 CP

WARHOST – STRATEGIC PLOY STRATAGEM · WAHAPEDIA

SHOOTING

FIRE AND FADE

When: Your Shooting phase, just after an Asuryani Infantry unit from your army (excluding Aircraft, Asurmen and Wraith Construct units) has shot.

Target: That ASURYANI unit.

Effect: Your unit can make a Normal move of up to D6+1".

Restriction: Until the end of the turn, your unit is not eligible to declare a charge or embark within a Transport.

1 CP

WARHOST – BATTLE TACTIC STRATAGEM · WAHAPEDIA

SHOOTING

LIGHTNING-FAST REACTIONS

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

Target: One Asuryani unit from your army (excluding Wraith Construct 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.

1 CP

WARHOST – STRATEGIC PLOY STRATAGEM · WAHAPEDIA

FIGHT

SKYBORNE SANCTUARY

When: End of the Fight phase.

Target: One unengaged ASURYANI unit from your army that was eligible to fight this phase and one friendly TRANSPORT it is able to embark within.

Effect: If your ASURYANI unit is wholly within 6" of that TRANSPORT, it can embark within it.

1 CP

WARHOST – STRATEGIC PLOY STRATAGEM · WAHAPEDIA

FIGHT

WEBWAY TUNNEL

When: End of your opponent's Fight phase.

Target: One Asuryani Infantry unit from your army that is wholly within 9" of one or more battlefield edges.

Effect: If your unit is not within Engagement Range of one or more enemy units, remove it from the battlefield and place it into Strategic Reserves.