AELDARI - CRAFTWORLDS · DETACHMENT

WINDRIDER HOST

2 DP · DISRUPTION

ENHANCEMENTS

Firstdrawn Blade — **10 pts**

Asuryani Mounted model only. Models in the bearer's unit have the Scouts 9" ability.

Mirage Field — **25 pts**

Asuryani Mounted model only. Each time an attack targets the bearer's unit, subtract 1 from the Hit roll.

Seersight Strike — **15 pts**

Asuryani Mounted Psyker model only. Psychic weapons equipped by the bearer have the [Anti-Monster 2+] and [Anti-Vehicle 2+] abilities.

Echoes of Ulthanesh — **20 pts**

Asuryani Mounted model only. In your Command phase, roll one D6, adding 1 to the result if the bearer is not within your deployment zone, and adding an additional 1 to the result if the bearer is within your opponent's deployment zone: on a 5+, you gain 1CP.

DETACHMENT-REGEL

In the Declare Battle Formations step you can set up Asuryani Mounted and Vyper units in Reserves.

During the battle, such units can be set up on the battlefield as if they were arriving from Strategic Reserves. For the purposes of setting up Asuyani Mounted or Vyper units from your army on the battlefield, treat the current battle round number as being one higher than it actually is.

In addition, at the end of your opponent's turn, you can select a number of Asuryani Mounted or Vyper units from your army (excluding units within Engagement Range of one or more enemy units), then remove those units from the battlefield and place them into Strategic Reserves. The maximum number of units you can select depends on the battle size, as shown below:

- Incursion - 1
- Strike Force - 2
- Onslaught - 3

Windriders units from your army gain the Battleline keyword.

STRATAGEMS

1 CP — WINDRIDER HOST – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — MOVEMENT

DARING RIDERS

When: The Reinforcements step of your Movement phase.
Target: One Asuryani Mounted or VYPER unit from your army in Reserves.
Effect: Until the end of the phase, when setting up your unit on the battlefield from Reserves, it can be set up anywhere on the battlefield that is more than 6" horizontally away from all enemy units. When doing so, if your unit is set up within 8" horizontally of one or more enemy units, until the end of the turn, it is not eligible to declare a charge.

1 CP — WINDRIDER HOST – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — MOVEMENT

WIND OF BLADES

When: Your Movement phase.
Target: One Asuryani Mounted or Vyper unit from your army that has not been selected to move this phase.
Effect: Until the end of the turn, your unit is eligible to shoot and declare a charge in a turn in which it Advanced or Fell Back.

1 CP — WINDRIDER HOST – BATTLE TACTIC STRATAGEM · WAHAPEDIA — SHOOTING

DEATH FROM ON HIGH

When: Your Shooting phase or the Fight phase.
Target: One Asuryani Mounted or VYPER unit from your army that was set upon the battlefield from Reserves this turn and has not been selected to shoot or fight this phase.
Effect: Until the end of the phase, each time a model in your unit makes an attack, you can re-roll the Wound roll.

1 CP — WINDRIDER HOST – BATTLE TACTIC STRATAGEM · WAHAPEDIA — SHOOTING

FOCUSED FIREPOWER

When: Your Shooting phase.
Target: One Asuryani Mounted or VYPER unit from your army that has not been selected to shoot this phase.
Effect: Until the end of the phase, each time a model in your unit makes an attack, improve the Armour Penetration characteristic of that attack by 1.

1 CP — WINDRIDER HOST – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — SHOOTING

OVERFLIGHT

When: End of your Shooting phase or the end of the Fight phase.
Target: One Asuryani Mounted unit from your army that destroyed one or more enemy units this phase.
Effect: Your unit can make a Normal move of up to 7".

1 CP — WINDRIDER HOST – BATTLE TACTIC STRATAGEM · WAHAPEDIA — SHOOTING

SPIRALLING EVASION

When: Your opponent's Shooting phase, just after an enemy unit has selected its targets.
Target: One Asuryani Mounted or VYPER 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.