AELDARI - CRAFTWORLDS

DEVOTED OF YNNEAD

6 Stratagems · 4 Enhancements

2 DP · PRIORITY ASSETS

ENHANCEMENTS (4)

Gaze of Ynnead — 15 pts

Farseer model only. The bearer's Eldritch Storm weapon has the [Devastating Wounds] ability.

Storm of Whispers — 10 pts

Warlock model only. In your Shooting phase, after the bearer has shot, select one enemy unit hit by one or more of those attacks. That unit must take a Battle-shock test.

Borrowed Vigour — 10 pts

Archon model only. Add 2 to the Attacks characteristic of the bearer's melee weapons.

Morbid Might — 15 pts

Succubus model only. Each time the bearer makes a melee attack, you can re-roll the Wound roll.

DETACHMENT RULE

Lethal Intent

At the end of your opponent’s Shooting phase, if one or more YNNARI units from your army were destroyed this phase, select one YNNARI INFANTRY or YNNARI MOUNTED unit from your army that was within 6" of your destroyed unit. That unit can make a normal move of up to D6+1.

Lethal Surge

Once per turn, when a YNNARI unit from your army performs the Fade Back Agile Manouvre, it can make a surge move of up to D6+1" instead of a normal move.

Lethal Reprisal

At the start of the Fight phase, select one Ynnari unit from your army (excluding Titanic units) that is below its Starting Strength. Until the end of the phase, that unit has the Fights First ability.

STRATAGEMS (6/6)

1 CP DEVOTED OF YNNEAD – STRATEGIC PLOY STRATAGEM — SHOOTING

DEATH ANSWERS DEATH

When: End of your opponent's Shooting phase.
Target: One Ynnari unit from your army (excluding Wraith Construct units), if one or more models in that unit were destroyed this phase.
Effect: Your unit can shoot as if it were your Shooting phase.

1 CP DEVOTED OF YNNEAD – BATTLE TACTIC STRATAGEM — SHOOTING

MACABRE RESILIENCE

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.
Target: One Ynnari Infantry or Ynnari Mounted 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 Wound roll.

1 CP DEVOTED OF YNNEAD – BATTLE TACTIC STRATAGEM — SHOOTING

SOULSIGHT

When: Your Shooting phase.
Target: One Ynnari 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 [LETHAL HITS] and [IGNORES COVER] abilities.

1 CP DEVOTED OF YNNEAD – BATTLE TACTIC STRATAGEM — FIGHT

EMISSARIES OF YNNEAD

When: Fight phase, just after a Ynnari Infantry unit from your army has selected its targets.
Target: That YNNARI INFANTRY unit.
Effect: Until the end of the phase, each time a model in your unit makes an attack, re-roll a Hit roll of 1. If your unit is below its Starting Strength, you can re-roll the Hit roll instead.

2 CP DEVOTED OF YNNEAD – STRATEGIC PLOY STRATAGEM — FIGHT

PARTING THE VEIL

When: Fight phase, just after an enemy unit has selected its targets.
Target: One Ynnari 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, each time a model in your unit is destroyed, if that model has not fought this phase, do not remove it from play. The destroyed model can fight after the attacking unit has finished making its attacks, and is then removed from play.

1 CP DEVOTED OF YNNEAD – STRATEGIC PLOY STRATAGEM — ANY

PALL OF DREAD

When: Any phase.
Target: One Ynnari unit from your army that was just destroyed while it was within range of one or more objective markers you controlled at the end of the previous phase. You can use this Stratagem on that unit even though it was just destroyed.
Effect: Select one of those objective markers. That objective marker remains under your control until your opponent's Level of Control over that objective marker is greater than yours at the end of a phase.