AELDARI - CRAFTWORLDS

GUARDIAN BATTLEHOST

6 Stratagems · 4 Enhancements

2 DP · TAKE AND HOLD

ENHANCEMENTS (4)

Craftworld's Champion — 25 pts

Asuryani model only. The bearer has an Objective Control characteristic of 5.

Ethereal Pathway — 30 pts

Asuryani model only. In the Deploy Armies step, select up to two Guardians units from your army. Models in the selected units have the Infiltrators ability.

Protector of the Paths — 20 pts

Asuryani model only. While the bearer is leading a Dire Avengers or Guardians unit, once per battle round, you can target the bearer's unit with the Fire Overwatch Stratagem for 0CP, and while resolving that Stratagem, hits are scored on unmodified Hit rolls of 5+, or unmodified Hit rolls of 4+ instead if the bearer's unit is within range of an objective marker you control.

Breath of Vaul — 10 pts

ASURYANI model only. While the bearer is leading a STORM GUARDIANS unit, each time you roll to determine the number of attacks made with a flamer equipped by a model in that unit, you can re-roll the result, and each time you make a Damage roll for a model equipped with a fusion gun in that unit, you can re-roll the result.

DETACHMENT RULE

Each time a Dire Avenger, Guardian, Support Weapon or War Walker model from your army makes an attack, if that model's unit and/or the target unit are within range of one or more objective markers, add 1 to the Hit roll.

STRATAGEMS (6/6)

1 CP GUARDIAN BATTLEHOST – STRATEGIC PLOY STRATAGEM — MOVEMENT

TIME TO STRIKE

When: Your Movement phase.
Target: One Storm Guardians unit from your army that has not been selected to move this phase.
Effect: Until the end of the phase, each time your unit Advances, do not make an Advance roll. Instead, until the end of the phase, add 6" to the Move characteristic of models in your unit. Until the end of the turn, your unit is eligible to shoot and declare a charge in a turn in which it Advanced.

1 CP GUARDIAN BATTLEHOST – BATTLE TACTIC STRATAGEM — SHOOTING

BLADES OF ASURYAN

When: Your Shooting phase.
Target: One Dire Avengers or Guardians 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 [PISTOL] ability.

1 CP GUARDIAN BATTLEHOST – BATTLE TACTIC STRATAGEM — SHOOTING

SHIELD NODES

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.
Target: One Dire Avengers or Guardians unit from your army that was selected as the target of one or more of the attacking unit's attacks.
Effect: If your unit is within range of one or more objective markers, until the end of the phase, each time an attack targets your unit, subtract 1 from the Wound roll.

1 CP GUARDIAN BATTLEHOST – BATTLE TACTIC STRATAGEM — SHOOTING

VAUL'S VENGEANCE

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit destroys a Dire Avengers or Guardians unit from your army.
Target: One War Walkers unit from your army.
Effect: After that enemy unit has finished making its attacks, your unit can shoot as if it were your Shooting phase, but when resolving those attacks, it can only target that enemy unit (and only if it is an eligible target).
Restriction: You can only use this Stratagem once per battle round.

1 CP GUARDIAN BATTLEHOST – BATTLE TACTIC STRATAGEM — SHOOTING

WARDING SALVOES

When: Your Shooting phase or the Fight phase.
Target: One Dire Avengers or Guardians unit from your army that 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 that targets an enemy unit within range of one or more objective markers, you can re-roll the Wound roll.

1 CP GUARDIAN BATTLEHOST – STRATEGIC PLOY STRATAGEM — FIGHT

COST OF VICTORY

When: End of your opponent's Fight phase.
Target: One Guardians unit from your army.
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. When doing so, return every destroyed GUARDIANS model to your unit.