AELDARI - CRAFTWORLDS · DETACHMENT

SEER COUNCIL

2 DP · PRIORITY ASSETS

ENHANCEMENTS

Lucid Eye — **30 pts**

Asuryani Psyker model only. In your Command phase, you can add 1 to or subtract 1 from the value of one Fate dice in your Fate dice pool.

Runes of Warding — **25 pts**

Asuryani Psyker model only. Models in the bearer's unit have the Feel No Pain 4+ ability against mortal wounds, Psychic Attacks and Critical Wounds caused by attacks with the [DEVASTATING WOUNDS] ability.

Stone of Eldritch Fury — **15 pts**

Asuryani Psyker model only. Add 12" to the Range characteristic of ranged Psychic weapons equipped by the bearer.

Torc of Morai-Heg — **20 pts**

Asuryani Psyker model only. Once per turn, when your opponent targets a unit from their army within 12" of the bearer with a Stratagem, the bearer can use this Enhancement. If it does, increase the CP cost of that usage of that Stratagem by 1CP.

DETACHMENT-REGEL

At the start of the first battle round, you generate Fate dice by rolling a number of D6 based on the battle size, as shown below. Keep your Fate dice to one side - this is your Fate dice pool.

- Incursion - 3
- Strike Force - 6
- Onslaught - 9

Each time you use one of the detachment Stratagems, if your Fate dice pool contains one or more Fate dice showing the corresponding value in the table below, you can discard one of those corresponding Fate dice. If you do, reduce the CP cost of that usage of that Stratagem by 1CP.

- Presentiment of Dread - 1
- Forewarned - 2
- Unshrouded Truth - 3
- Fate Inescapable - 4
- Isha's Fury - 5
- Psychic Shield - 6

STRATAGEMS

1 CP — SEER COUNCIL – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — COMMAND

PRESENTIMENT OF DREAD

When: Command phase.
Target: One Asuryani Psyker model from your army.
Effect: Select one enemy unit within 18" of and visible to your model. That enemy unit must take a Battle-shock test, subtracting 1 from that test.

1 CP — SEER COUNCIL – EPIC DEED STRATAGEM · WAHAPEDIA — MOVEMENT

ISHA'S FURY

When: Your opponent's Movement phase, just after an enemy unit ends a Normal, Advance or Fall Back move.
Target: One Asuryani Psyker model from your army within 9" of that enemy unit.
Effect: Roll six D6: for each 3+, that enemy unit suffers 1 mortal wound.

1 CP — SEER COUNCIL – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — MOVEMENT

UNSHROUDED TRUTH

When: Your Movement phase.
Target: One Asuryani Infantry unit from your army (excluding Wraith Construct units) that has not been selected to move this phase, was not set up on the battlefield this phase, and is within 9" of one or more friendly Asuryani Psyker models.
Effect: Place your unit in strategic reserves. Your unit has Deep Strike. Your unit must make an ingress move this phase.
Restriction: Until the end of the phase, your unit is not eligible to be selected to move.

1 CP — SEER COUNCIL – BATTLE TACTIC STRATAGEM · WAHAPEDIA — SHOOTING

FATE INESCAPABLE

When: Your Shooting phase.
Target: One Asuryani Infantry unit from your army (excluding Wraith Construct units) that has not been selected to shoot this phase and is within 9" of one or more friendly Asuryani Psyker models.
Effect: Until the end of the phase, ranged weapons equipped by models in your unit have the [IGNORES COVER] ability and each time a model in your unit makes an attack, on a Critical Wound, improve the Armour Penetration characteristic of that attack by 1.

1 CP — SEER COUNCIL – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — SHOOTING

PSYCHIC SHIELD

When: Your opponent's Shooting phase, just after an enemy unit has selected its targets.
Target: One Asuryani Infantry unit from your army (excluding Wraith Construct units) that was selected as the target of one or more of the attacking unit's attacks and is within 9" of one or more friendly Asuryani Psyker models.
Effect: Until the end of the phase, your unit can only be selected as the target of a ranged attack if the attacking model is within 18".

1 CP — SEER COUNCIL – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — FIGHT

FOREWARNED

When: Fight phase, just after an enemy unit has selected its targets.
Target: One Asuryani Infantry unit from your army (excluding Wraith Construct units) that was selected as the target of one or more of the attacking unit's attacks and is within 9" of one or more friendly Asuryani Psyker models.
Effect: Until the end of the phase, each time an attack targets your unit, subtract 1 from the Hit roll and subtract 1 from the Wound roll.