

ASPECT HOST

6 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Aspect of Murder

15 pts

Autarch or Autarch Wayleaper model only. Add 1 to the Damage characteristics of melee weapons equipped by the bearer, and those weapons have the [PRECISION] ability.

Shimmerstone

10 pts

Autarch or Autarch Wayleaper model only. While the bearer is leading an Aspect Warriors unit, each time a ranged attack targets that unit, subtract 1 from the Wound roll.

Mantle of Wisdom

20 pts

Autarch or Autarch Wayleaper model only. While the bearer is leading an Aspect Warriors unit, each time that unit is selected to shoot or fight, until the end of the phase, models in that unit gain both of the abilities from the Path of the Warrior Detachment rule.

Strategic Savant

10 pts

Autarch or Autarch Wayleaper model only. While the bearer is leading an Aspect Warriors unit, add 1 to the Objective Control characteristic of models in that unit.

DETACHMENT RULE

Each time an Aspect Warriors or Avatar of Khaine unit from your army is selected to shoot or fight, select one of the following abilities for it to gain until the end of the phase:

- Each time a model in this unit makes an attack, re-roll a Hit roll of 1.
- Each time a model in this unit makes an attack, re-roll a Wound roll of 1.

STRATAGEMS (6/6)

1 CP ASPECT HOST – STRATEGIC PLOY STRATAGEM **MOVEMENT**

KHAINE'S VENGEANCE

When: Your opponent's Movement phase, just after an enemy unit (excluding MONSTERS and VEHICLES) is selected to Fall Back.

Target: One Aspect Warriors or Avatar of Khaine unit from your army that is within Engagement Range of that enemy unit.

Effect: All models in that enemy unit must take a Desperate Escape test. When doing so, if that enemy unit is Battle-shocked, subtract 1 from each of those tests.

1 CP ASPECT HOST – BATTLE TACTIC STRATAGEM **SHOOTING**

DOOM INESCAPABLE

When: Your Shooting phase.

Target: One Avatar of Khaine model from your army that has not been selected to shoot this phase.

Effect: Until the end of the phase, your model's Wailing Doom ranged weapon has a Range characteristic of 18" and a Damage characteristic of 8.

1 CP ASPECT HOST – BATTLE TACTIC STRATAGEM **SHOOTING**

PRETERNATURAL PRECISION

When: Your Shooting phase.

Target: One Aspect Warriors unit from your army that has not been selected to shoot this phase.

Effect: Each time you use this Stratagem, you can remove one Aspect Shrine token your unit has (see datasheets). Then, select one of the following abilities, or select two of the following abilities if you removed an Aspect Shrine token during this usage of this Stratagem: [IGNORES COVER], [LETHAL HITS], [SUSTAINED HITS 1]. Until the end of the phase, ranged weapons equipped by models in your unit have the selected abilities.

1 CP ASPECT HOST – BATTLE TACTIC STRATAGEM **SHOOTING**

WARRIOR FOCUS

When: Your Shooting phase or the Fight phase.

Target: One Aspect Warriors or Avatar of Khaine 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, you can ignore any or all modifiers to that attack's Ballistic Skill, Weapon skill, Strength, Armour Penetration and Damage characteristics and/or any or all modifiers to the Hit roll.

1 CP ASPECT HOST – STRATEGIC PLOY STRATAGEM **FIGHT**

SKYBORNE SANCTUARY

When: End of the Fight phase.

Target: One 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 not within Engagement Range of one or more enemy units and is wholly within 6" of that TRANSPORT, it can embark within it.

1 CP ASPECT HOST – STRATEGIC PLOY STRATAGEM **FIGHT**

TO THEIR FINAL BREATH

When: Fight phase, just after an enemy unit has selected its targets.

Target: One Aspect Warriors or Avatar of Khaine unit from your army that was selected as the target of one or more of the attacking unit's attacks.

Effect: Each time you use this Stratagem, you can remove one Aspect Shrine token your unit has (see datasheets). Then, until the end of the phase, each time a model in your unit is destroyed, if that model has not fought this phase, roll one D6, adding 1 to the result if you removed an Aspect Shrine token during this usage of this Stratagem. On a 4+, do not remove the destroyed model from play; it can fight after the attacking unit has finished making its attacks, and is then removed from play.