

Preternatural Precision



Aspect Host Stratagem — Battle Tactic

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

ICP

To Their Final Breath



Aspect Host — Strategic Ploy

Aspect Host — Strategic Ploy

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.

ICP

Doom Inescapable



Aspect Host Stratagem — Battle Tactic

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.

ICP

ICP

When: End of the Fight phase.

Target: One ASURVANI unit from your army and one friendly TRANSPORT it is able to embark within.

Effect: If your ASURVANI 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.

Aspect Host — Strategic Ploy



Skyborne Sanctuary

ICP

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.

Aspect Host Stratagem — Battle Tactic



Warrior Focus

ICP

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.

Aspect Host Stratagem — Strategic Ploy



Khaïne's Vengeance

Blitzing Firepower

1



Warhost — Battle Tactic

When: Your Shooting phase.

Target: One ASURYANI 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 [SUSTAINED HITS 1] ability while targeting an enemy unit within 12". If such a weapon already has that ability, until the end of the phase, each time an attack is made with that weapon, an unmodified Hit roll of 5+ scores a Critical Hit.

1 CP

Webway Tunnel

1



Warhost — Strategic Ploy

When: End of your opponent's Fight phase.

Target: One ASURYANI INFANTRY unit from your army that is wholly within 9" of one or more battlefield edges.

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.

1 CP

Feigned Retreat

1



Warhost — Strategic Ploy

Warhost — Strategic Ploy

When: Your Movement phase, just after an ASURYANI unit from your army Falls Back.

Target: That ASURYANI unit.

Effect: Until the end of the turn, your unit is eligible to shoot and declare a charge in a turn in which it Fell Back.

1 CP

1 CP

When: End of the Fight phase.
Target: One ASURYANI unit from your army and one friendly TRANSPORT it is able to embark within.
Effect: If your ASURYANI unit is wholly within 6" of that TRANSPORT, it can embark within it.

Warhost — Strategic Ploy



Skyborne Sanctuary

1

1 CP

When: Your Shooting phase, just after an ASURYANI INFANTRY unit from your army (excluding AIRCRAFT, ASURMEN and WRAITH CONSTRUCT units) has shot.
Target: That ASURYANI unit.
Effect: Your unit can make a Normal move of up to D6+1".
Restriction: Until the end of the turn, your unit is not eligible to declare a charge.

Warhost — Strategic Ploy



Fire and Fade

1

1 CP

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

Warhost — Battle Tactic



Lightning-fast Reactions

1

Presentiment of Dread

1



Seer Council — Strategic Ploy

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 / FD#1

Unshrouded Truth

1



Seer Council — Strategic Ploy

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 and is within 9" of one or more friendly ASURYANI PSYKER models.

Effect: Remove your unit from the battlefield and set it up again anywhere on the battlefield that is more than 9" horizontally away from all enemy models.

Restriction: Until the end of the phase, your unit is not eligible to be selected to move.

1 CP / FD#3

Fate Inescapable

1



Seer Council — Battle Tactic

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 / FD#4

1 CP / FD#2

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.

Seer Council — Strategic Ploy



Forewarned

1

1 CP / FD#5

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".

Seer Council — Strategic Ploy



Psychic Shield

1

1 CP / FD#5

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.

Seer Council — Epic Deed



Isha's Fury

1