

Warhost

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

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

Aspect Host

ICP

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 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



Khaine's Vengeance

Seer Council

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

Spirit Token

1



Spirit Conclave – Strategic Ploy

When: Start of your Movement phase.

Target: One WRAITHBLADES or WRAITHGUARD unit from your army.

Effect: Select one objective marker you control that your unit is within range of. 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.

1 CP

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Seer's Eye

1



Spirit Conclave – Battle Tactic

When: Your Shooting phase or the Fight phase.

Target: One AELDARI PSYKER model from your army and one friendly WRAITH CONSTRUCT unit within 12" of it that has not been selected to shoot or fight this phase.

Effect: Select one enemy unit visible to your PSYKER model. Until the end of the phase, each time a model in your WRAITH CONSTRUCT unit makes an attack that targets that enemy unit, you can ignore any or all modifiers to the Armour Penetration and/or Damage characteristics of that attack.

1 CP

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Wraithbone Armour

1



Spirit Conclave – Battle Tactic

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

Target: One WRAITH CONSTRUCT unit from your army (excluding TITANIC 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 is allocated to a model in your unit, subtract 1 from the Damage characteristic of that attack.

1 CP

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Spirit
Conclave

1 CP

When: Fight phase.
Target: One WRAITHBLADES, WRAITHLORD or WRAITHKNIGHT unit from your army that has not been selected to fight this phase.
Effect: Until the end of the phase, melee weapons equipped by models in your unit have the [DEVASTATING WOUNDS] ability.

Spirit Conclave – Battle Tactic



1

Blades from Beyond

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1 CP

When: Your Command phase.
Target: One WRAITHBLADES, WRAITHGUARD or WRAITHLORD unit from your army and one ASURYANI PSYKER model from your army.
Effect: Until the start of your next Command phase, your WRAITHBLADES, WRAITHGUARD or WRAITHLORD unit is considered to be within 12" of your PSYKER model for the purposes of the Psychic Guidance and Spirit Guides abilities.

Spirit Conclave – Strategic Ploy



1

Soul Bridge

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1 CP

When: Your Charge phase, just after a WRAITHBLADES, WRAITHLORD or WRAITHKNIGHT unit from your army ends a Charge move.
Target: That WRAITHBLADES, WRAITHLORD or WRAITHKNIGHT unit.
Effect: Select one enemy unit within Engagement Range of your unit and roll one D6 for each WRAITHBLADES model in your unit, or roll four D6 if your unit has the WRAITHKNIGHT keyword; for each 3+, that enemy unit suffers 1 mortal wound.

Spirit Conclave – Battle Tactic



1

Crushing Strides

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Ghosts of Webway

Tricksters' Retort

1



Ghosts of the Webway — Strategic Ploy

When: Your opponent's Movement phase, just after an enemy unit ends a Normal, Advance or Fall Back move.

Target: One TROUPE unit from your army that is within 9" of that enemy unit.

Effect: Your unit can make a Normal move of up to 6".

1CP

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Exit the Stage

1



Ghosts of the Webway — Strategic Ploy

When: End of your opponent's Fight phase.

Target: One HARLEQUINS unit from your army that is not within Engagement Range of one or more enemy units.

Effect: Remove your unit from the battlefield and place it into Strategic Reserves.

1CP

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Bloody Dance

1



Ghosts of the Webway — Strategic Ploy

When: End of your opponent's Charge phase.

Target: One HARLEQUINS INFANTRY or HARLEQUINS MOUNTED unit from your army that is within 6" of one or more enemy units and would be eligible to declare a charge against one or more of those enemy units if it were your Charge phase.

Effect: Your unit now declares a charge that only targets one or more of those enemy units, and you resolve that charge.

Restriction: Note that even if this charge is successful, your unit does not receive any Charge bonus this turn.

1CP

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1CP

When: Any phase.
Target: One HARLEQUINS CHARACTER model from your army that was just destroyed. You can use this Strategem on that model even though it was just destroyed.
Effect: At the end of the phase, set your model back up on the battlefield as close as possible to where it was destroyed and not within Engagement Range of any enemy units, with half of its starting number of wounds remaining.
Restriction: Each model can only be targeted with this Strategem once per battle.

Ghosts of the Webway — Strategic Ploy



Staged Death

1

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1CP

When: Your Movement phase, just after a HARLEQUINS unit from your army Falls Back.
Target: That HARLEQUINS 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.

Ghosts of the Webway — Strategic Ploy



Mocking Flight

1

2025
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1CP

When: Fight phase, just after an enemy unit has selected its targets.
Target: One HARLEQUINS 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, roll one D6. 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.

Ghosts of the Webway — Strategic Ploy



Heroes' Fall

1

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Emissaries of Ynnead

1



Devoted of Ynnead – Battle Tactic

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.

1CP

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Soul Sight

1



Devoted of Ynnead – Battle Tactic

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.

1CP

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Parting the Veil

2



Devoted of Ynnead – Strategic Ploy

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.

2CP

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1CP

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.

Devoted of Ynnead – Strategic Ploy



Death Answers Death

1

2025
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1CP

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.

Devoted of Ynnead – Strategic Ploy



Pall of Dread

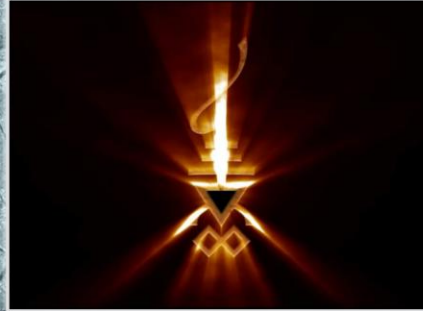
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1CP

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.

Devoted of Ynnead – Battle Tactic



Macabre Resilience

1

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Devoted of
Ynnead