AELDARI - CRAFTWORLDS · DETACHMENT

PATH OF THE OUTCAST

1 DP · RECONNAISSANCE

ENHANCEMENTS

Camouflaged Snipers — **10 pts**

RANGERS unit only. This unit's ranged attacks do not prevent this unit from being hidden.

Assassin's Eye — **15 pts**

RANGERS/SHROUD RUNNERS unit only. This unit's ranged attacks that target a CHARACTER unit have +1 AP.

DETACHMENT-REGEL

When a friendly RANGERS/SHROUD RUNNERS unit is selected to shoot, enemy units have +6" detection range until that friendly unit has shot.

STRATAGEMS

1 CP — PATH OF THE OUTCAST STRATAGEM · WAHAPEDIA — SHOOTING

CASTING BACK THE VEIL

When: Your Shooting phase, when a friendly RANGERS/SHROUD RUNNERS unit has shot.
Target: That RANGERS/SHROUD RUNNERS unit.
Effect: Select one enemy unit hit by those ranged attacks. That enemy unit has +6" detection range.

1 CP — PATH OF THE OUTCAST STRATAGEM · WAHAPEDIA — SHOOTING

ELDRITCH SUPPRESSION

When: Your Shooting phase, when a friendly RANGERS/SHROUD RUNNERS unit has shot.
Target: That RANGERS/SHROUD RUNNERS unit.
Effect: Select one enemy unit hit by those ranged attacks. That enemy unit makes a battle-shock roll, with -1 to that battle-shock roll if a model in that enemy unit was destroyed by those attacks.

1 CP — PATH OF THE OUTCAST STRATAGEM · WAHAPEDIA — SHOOTING

NOMADS OF THE HIDDEN WAY

When: Your Shooting phase, when a friendly RANGERS/SHROUD RUNNERS unit has shot.
Target: That RANGERS/SHROUD RUNNERS unit.
Effect: Your unit can make a normal move of up to D6". Your unit is not eligible to declare a charge or embark within a TRANSPORT until the end of the turn.