AELDARI - CRAFTWORLDS

ARMOURED WARHOST

3 Stratagems · 2 Enhancements

1 DP · RECONNAISSANCE

ENHANCEMENTS (2)

Guiding Presence — 25 pts

AELDARI PSYKER model only. At the start of your Shooting phase, select one visible friendly AELDARI VEHICLE unit within 6" of this model. That VEHICLE unit's ranged attacks have +1 to hit rolls.

Spirit Stone of Raelyth — 20 pts

AELDARI PSYKER model only.

- While this model is within 3" of a friendly AELDARI VEHICLE unit, this model has Lone Operative.

- In your Movement phase, at the start or end of this unit's move, you can select one friendly AELDARI VEHICLE model within 3" of this model. That VEHICLE model heals D3 wounds.

DETACHMENT RULE

Friendly AELDARI VEHICLE units' ranged attacks have [ASSAULT].

STRATAGEMS (3/3)

1 CP ARMOURED WARHOST STRATAGEM MOVEMENT

VECTORED ENGINES

When: Your Movement phase, when a friendly AELDARI VEHICLE unit makes a fall-back move.
Target: That AELDARI VEHICLE unit.
Effect: That move does not prevent your unit from being eligible to shoot.

1 CP ARMOURED WARHOST STRATAGEM SHOOTING

SOULSIGHT

When: Your Shooting phase, when a friendly AELDARI VEHICLE unit is selected to shoot.
Target: That AELDARI VEHICLE unit.
Effect: Your unit's attacks can re-roll: One hit roll. One wound roll. One damage roll.

1 CP ARMOURED WARHOST STRATAGEM ANY

LAYERED WARDS

When: Any phase, when a friendly AELDARI VEHICLE unit suffers a mortal wound.

Target: That AELDARI VEHICLE unit.

Effect: Your unit has Feel No Pain 5+ against mortal wounds.