

AELDARI - CRAFTWORLDS

TWILIGHT FLICKERS

3 Stratagems · 2 Enhancements

 1 DP · TAKE AND HOLD

ENHANCEMENTS (2)

Prelude Performer

20 pts

HARLEQUINS model only. This unit has Scouts 6".

Shadowfall Masks

15 pts

TROUPE unit only. This unit has Fights First.

DETACHMENT RULE

Friendly HARLEQUINS units have Stealth.

This detachment has the ACROBATIC tag and cannot be taken with another ACROBATIC detachment.

STRATAGEMS (3/3)

1 CP TWILIGHT FLICKERS STRATAGEM

MOVEMENT

CAPTIVATING PERFORMANCE

When: End of your Movement phase.

Target: One friendly TROUPE unit.

Effect: Select one objective your unit is controlling. That objective is secured.

1 CP TWILIGHT FLICKERS STRATAGEM

SHOOTING

PHANTASMAL MIRAGE

When: Your Shooting phase, when a friendly HARLEQUINS VEHICLE unit has shot.

Target: That HARLEQUINS VEHICLE unit.

Effect: Your unit can make a normal move of up to D6". Your unit is not eligible to declare a charge until the end of the turn.

1 CP TWILIGHT FLICKERS STRATAGEM

FIGHT

PRESAGED REHEARSAL

When: Fight phase, when a friendly TROUPE unit is selected to fight.

Target: That TROUPE unit.

Effect: Your unit's melee attacks have [LANCE].