AELDARI - CRAFTWORLDS · DETACHMENT

ELDRITCH RAIDERS

2 DP · PURGE THE FOE

ENHANCEMENTS

Pirate Prince — **15 pts**

Prince Yriel unit only. Each time you spend a Battle Focus token to enable this unit to perform an Agile Manoeuvre, roll one D6: on a 3+, you gain 1 Battle Focus token.

Alacritous Assault — **20 pts**

Anhrathe unit only. Melee weapons equipped by models in this unit have the [LANCE] ability.

Exotic Munitions — **15 pts**

Anhrathe unit only. Ranged weapons equipped by models in this unit have the [ANTI-MONSTER 5+] and [ANTI-VEHICLE 5+] abilities.

Adrenal Infusions — **20 pts**

Anhrathe Infantry unit only. This unit can perform the Fade Back Agile Manoeuvre without spending a Battle Focus token to do so. It can do so even if other units have done so in the same phase, and doing so does not prevent other units from performing the same Agile Manoeuvre in the same phase.

DETACHMENT-REGEL

Aeldari units in your army are eligible to declare a charge in a turn in which they Advanced. In addition, each time an Anhrathe, Rangers or Shroud Runners unit from your army Advances, you can re-roll the Advance roll.

STRATAGEMS

1 CP — ELDRITCH RAIDERS – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — COMMAND

RAIDERS' SPOILS

When: Command phase.
Target: One Anhrathe unit from your army that is within Engagement Range of one or more enemy units.
Effect: Until the start of the next Command phase, add 1 to the Objective Control characteristic of models in your unit.

1 CP — ELDRITCH RAIDERS – BATTLE TACTIC STRATAGEM · WAHAPEDIA — SHOOTING

NO PREY TOO BIG

When: Your Shooting phase.
Target: One Anhrathe, Rangers or Shroud Runners unit from your army that has not been selected to shoot this phase.
Effect: Until the end of the phase, each time a model in your unit makes an attack, if the Strength characteristic of that attack is less than the highest Toughness characteristic of models in the target unit, add 1 to the Wound roll.

1 CP — ELDRITCH RAIDERS – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — SHOOTING

RUTHLESS KILLERS

When: Your Shooting phase or the Fight phase.
Target: One Corsair Voidscarred 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, add 1 to the Damage characteristic of that attack.

1 CP — ELDRITCH RAIDERS – WARGEAR STRATAGEM · WAHAPEDIA — CHARGE

IMPEDING FIRE

When: Start of your opponent's Charge phase.
Target: One Rangers, Shroud Runners or Starfang unit from your army.
Effect: Select one enemy unit (excluding TITANIC units) visible to and within 36" of your unit. Until the end of the phase, each time that enemy unit declares a charge, subtract 2 from the Charge roll (this is not cumulative with any other negative modifiers to that Charge roll).

1 CP

ELDRITCH RAIDERS – STRATEGIC PLOY STRATAGEM · WAHAPEDIA

FIGHT

WITHDRAW AND REINFORCE

When: End of your opponent's Fight phase.
Target: One Anhrathe 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. If that unit is below Starting Strength, return all destroyed models (excluding CHARACTER models) to that unit.

1 CP

ELDRITCH RAIDERS – EPIC DEED STRATAGEM · WAHAPEDIA

FIGHT

YRIEL'S EXAMPLE

When: Fight phase, just after an enemy unit has selected its targets.
Target: One Aeldari 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.
Effect: Until the end of the phase, models in your unit have the Feel No Pain 5+ ability.