

TWILIGHT FLICKERS

1 DP · TAKE AND HOLD

ENHANCEMENTS

<div>Prelude Performer</div> <p>HARLEQUINS model only. This unit has Scouts 6".</p>	20 pts
<div>Shadowfall Masks</div> <p>TROUPE unit only. This unit has Fights First.</p>	15 pts

DETACHMENT-REGEL

Friendly HARLEQUINS units have Stealth.

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

STRATAGEMS

<div> <div>1 CP</div> <div> TWILIGHT FLICKERS STRATAGEM · WAHAPEDIA <div>MOVEMENT</div> </div> </div> <div> CAPTIVATING PERFORMANCE <p>When: End of your Movement phase.</p> <p>Target: One friendly TROUPE unit.</p> <p>Effect: Select one objective your unit is controlling. That objective is secured.</p> </div>	<div> <div>1 CP</div> <div> TWILIGHT FLICKERS STRATAGEM · WAHAPEDIA <div>FIGHT</div> </div> </div> <div> PRESAGED REHEARSAL <p>When: Fight phase, when a friendly TROUPE unit is selected to fight.</p> <p>Target: That TROUPE unit.</p> <p>Effect: Your unit's melee attacks have [LANCE].</p> </div>
<div> <div>1 CP</div> <div> TWILIGHT FLICKERS STRATAGEM · WAHAPEDIA <div>SHOOTING</div> </div> </div> <div> PHANTASMAL MIRAGE <p>When: Your Shooting phase, when a friendly HARLEQUINS VEHICLE unit has shot.</p> <p>Target: That HARLEQUINS VEHICLE unit.</p> <p>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.</p> </div>	