

ARMoured WARHOST

ENHANCEMENTS

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-REGEL

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

STRATAGEMS

1 CP

ARMoured WARHOST STRATAGEM

MOVEMENT

The result of exquisite and ingenious Aeldari engineering,

When: Your Movement phase, when a friendly AELDARI VEHICLE unit

Target: That AELDARI VEHICLE unit.

Effect: That move does not prevent your unit from being eligible

1 CP

ARMoured WARHOST STRATAGEM

SHOOTING

Spirit stones containing the souls of gifted seers have been

When: Your Shooting phase, when a friendly AELDARI VEHICLE unit

Target: That AELDARI VEHICLE unit.

Effect: Your unit's attacks can re-roll:

1 CP

ARMoured WARHOST STRATAGEM

MOVEMENT

The result of exquisite and ingenious Aeldari engineering,

When: Your Movement phase, when a friendly AELDARI VEHICLE unit

Target: That AELDARI VEHICLE unit.

Effect: That move does not prevent your unit from being eligible

1 CP

ARMoured WARHOST STRATAGEM

ANY

The wraithbone superstructure of this vehicle has been

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

Target: That AELDARI VEHICLE unit.

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

1 CP

ARMoured WARHOST STRATAGEM

SHOOTING

Spirit stones containing the souls of gifted seers have been

When: Your Shooting phase, when a friendly AELDARI VEHICLE unit

Target: That AELDARI VEHICLE unit.

Effect: Your unit's attacks can re-roll:

1 CP

ARMoured WARHOST STRATAGEM

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Target: That AELDARI VEHICLE unit.

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