SHADOWSEER

50 PTS

M	T	Sv	W	LD	OC
8"	3	6+	4	6+	1

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Neuro Disruptor ANTI-INFANTRY 2+ ASSAULT PISTOL	12"	1	2+	4	-2	1
Shuriken Pistol ASSAULT PISTOL	12"	1	2+	4	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Miststave PSYCHIC	Melee	4	2+	5	-1	D3

ABILITIES

CORE - Leader

Flip Belt
Each time the bearer's unit makes a Normal, Advance, Fall Back or Charge move, ignore any vertical distance when determining the total distance the bearer can be moved during that move.

Fog of Dreams (Psychic)
While this model is leading a unit, that unit can only be selected as the target of a ranged attack if the attacking model is within 18".

Travelling Players
Unless otherwise stated, you cannot include more than one of this model in your army.

Treacherous Illusion (Psychic)
Melee weapons equipped by enemy models have the [Hazardous] ability while targeting this model's unit.

Leader
This model can be attached to the following unit:

- Troupe

WEAPON ABILITIES

Anti
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

Assault
Units containing one or more models with an [**ASSAULT**] weapon can shoot using **assault** shooting (10.05).

Pistol
[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

Psychic
Each time an attack is made with a [**PSYCHIC**] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [**PSYCHIC**] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

AUFSTELLUNG

1x Shadowseer (25mm)

Equipped with: Neuro Disruptor, Shuriken Pistol, Miststave

Wargear Options:

- This model can replace its Shuriken Pistol with Neuro Disruptor.

KEYWORDS: Shadowseer, Character, Infantry, Grenades, Psyker, Harlequin Allies, Aeldari, Corsairs and Travelling Players, Leader
FACTION KEYWORDS: Harlequins

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FACTION RULES

Battle Focus

If your Army Faction is Asuryani, at the start of the battle round, you receive a number of Battle Focus tokens based on the battle size, as shown below:

- Incursion - 2
- Strike Force - 4
- Onslaught - 6

Each time one of the triggers shown in the Agile Manoeuvres section of your codex occurs, you can spend one Battle focus token to enable the relevant eligible unit to perform that Agile Manoeuvre. A unit is eligible to perform an Agile Manoeuvre if it has this ability and has not already performed an Agile Manoeuvre in the same phase. Unless otherwise stated, you cannot trigger the same Agile Manoeuvre more than once per phase. At the end of the battle round, all unspent Battle Focus tokens are lost.

Disparate Paths

When mustering you army, you can include Harlequins units in your army, even though they do not have the Asuryani Faction keyword. Unless otherwise stated, you cannot select Harlequins or Ynnari as your Army Faction.

CORE RULES

Infiltrators

During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment zone and all enemy units.

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

Stealth

If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).

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