GHOST WARRIOR [CRUCIBLE]

160 PTS

M	T	Sv	W	LD	OC
8"	10	2+	10	6+	3

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bright Lance	36"	1	2+	12	-3	D6+2
Death Spinner IGNORES COVER TORRENT	12"	D6	N/A	4	-1	1
Destructor PSYCHIC TORRENT	12"	D6	N/A	5	-1	1
Dragon Fusion Gun ASSAULT MELTA 3	12"	1	2+	9	-4	D6
Dragon Fusion Pistol ASSAULT MELTA 3 PISTOL	6"	1	2+	9	-4	D6
Eldritch Storm BLAST PSYCHIC	24"	D6	3+	6	-2	D3
Flamer IGNORES COVER TORRENT	12"	D6	N/A	4	0	1
Long Rifle HEAVY PRECISION	36"	1	2+	4	-1	2
Scatter Laser ASSAULT SUSTAINED HITS 1	36"	6	2+	5	0	1
Shuriken Cannon ASSAULT LETHAL HITS	24"	3	3+	6	-1	2
Shuriken Catapult ASSAULT	18"	2	4+	4	-1	1
Shuriken Pistol ASSAULT PISTOL	12"	1	2+	4	-1	1
Singing Spear ASSAULT PSYCHIC	12"	1	2+	9	0	3
Star Lance ASSAULT	6"	1	2+	9	-3	3
Starcannon	36"	2	2+	8	-3	2
Twin Shuriken Catapult ASSAULT TWIN-LINKED	18"	2	3+	4	-1	1
➤ Missile Launcher - Starshot	48"	1	2+	10	-2	D6
➤ Missile Launcher - Sunburst BLAST	48"	D6	2+	4	-1	1

AUFSTELLUNG

1x Ghost Warrior [Crucible]

Equipped with: Bright Lance, Death Spinner, Destructor, Dragon Fusion Gun, Dragon Fusion Pistol, Eldritch Storm, Flamer, Long Rifle, Scatter Laser, Shuriken Cannon, Shuriken Catapult, Shuriken Pistol, Singing Spear, Star Lance, Starcannon, Twin Shuriken Catapult, ➤ Missile Launcher - Starshot, ➤ Missile Launcher - Sunburst, ➤ Reaper Launcher - Starshot, ➤ Reaper Launcher - Starswarm, [illegible]nshee Blade, Close Combat [illegible]n, Paragon Sabre, [illegible]hainsword

KEYWORDS: Character, Aeldari, Crucible, Monster, Walker, Ghost Warrior, Wraith Construct
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➤ Reaper Launcher - Starshot HEAVY IGNORES COVER	48"	1	3+	10	-2	3
➤ Reaper Launcher - Starswarm HEAVY IGNORES COVER	48"	2	3+	4	-2	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Banshee Blade ANTI-INFANTRY 3+	Melee	5	2+	4	-2	2
Close Combat Weapon	Melee	3	3+	3	0	1
Paragon Sabre	Melee	6	3+	5	-2	2
Scorpion Chainsword SUSTAINED HITS 1	Melee	7	2+	4	-1	1
Singing Spear PSYCHIC	Melee	2	2+	3	0	3
Star Glaive	Melee	4	2+	6	-3	3
Star Lance ANTI-MONSTER 3+ ANTI-VEHICLE 3+ LANCE	Melee	4	2+	5	-3	3
Witch Staff ANTI-INFANTRY 2+ PSYCHIC	Melee	2	2+	3	0	D3
Witchblade ANTI-INFANTRY 2+ PSYCHIC	Melee	2	2+	3	0	2
Wraithbone Fists	Melee	4	4+	7	-2	2
➤ Ghostglaive - Strike	Melee	4	4+	10	-3	D6+1
➤ Ghostglaive - Sweep	Melee	8	4+	7	-2	2

ABILITIES

CORE - Leader, Leader, Leader, Leader

Awakened Spirit
Each time this model makes an attack, re-roll a Hit roll of 1 and re-roll a Wound roll of 1.

Cameleoline Cloak
(INFANTRY only):

This model gains the Infiltrators and Stealth abilities, and replace the list of units this model can be attached to:

• Rangers

Corsair Raider
(INFANTRY only):

This model gains the Scouts 7" ability, adds the ANHRATHE keyword, and replace the list of units this model can be attached to:

• Corsair Voidreavers

• Corsair Voidscarred

Doomseer
(PSYKER only):

Each time a model in this unit makes an attack, add 1 to the Hit roll.

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Heavy Aspect Armour
(INFANTRY only):

Change this model's Save characteristic to 3+. Add the following units to the list of units this model can be attached to:

- Dark Reapers
- Dire Avengers
- Fire Dragons
- Howling Banshees
- Striking Scorpions

Outcast
(INFANTRY and MOUNTED only):

This model has the Lone Operative ability.

Path of the Witch
The model gains the PSYKER keyword.

Skyrunner's Heavy Aspect armour
(MOUNTED only):

Change this model's Save characteristic to 3+. Add the following unit to the list of units this model can be attached to:

- Shining Spears

Superlative Strategist
You can re-roll Advance rolls made for this model's unit, and you can re-roll any rolls made for that unit while it is performing an Agile Manoeuvre.

Warden of Fate
(PSYKER only):

Each time a ranged attack targets this unit, models in that unit have the Benefit of Cover.

Wayleaper's Heavy Aspect Armour
(INFANTRY only):

Change this model's Move characteristic to 14", its Save characteristic to 3+, it gains the Deep Strike ability, and add the FLY and JUMP PACK keywords.

Replace the list of units this model can be attached to:

- Swooping Hawks
- Warp Spiders

Leader
This model can be attached to the following units:

- Swooping Hawks
- Warp Spiders

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).

Blast
Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

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Heavy
In your Shooting phase, each time an attack is made with a [**HEAVY**] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.

- That unit was not set up on the battlefield this turn.

- No model in that unit has moved more than 3" this turn.

Ignores Cover
Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Lance
Each time an attack is made with a [**LANCE**] weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.

Lethal Hits
Each time an attack made with a [**LETHAL HITS**] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

Melta
This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

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.

Precision
While resolving attacks made with one or more [**PRECISION**] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

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).

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

Torrent
Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

Twin-linked
Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

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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.

CORE RULES

Crucible

A Character created using Crucible rules has the Crucible ability. Your army may include up to three units with the Crucible ability and these units cannot be given Enhancements.

Deadly Demise 1

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

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.

Lone Operative

Unless part of an attached unit, this unit is not visible to enemy models unless they are within 12" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within 12" of this unit.

If this ability takes the form Lone Operative X", unless part of an attached unit, this unit is not visible to enemy models unless they are within X" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within X" of this unit.

Scouts 7"

This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.

- If that unit is wholly within your deployment zone, it can make a scout move.

- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

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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