VYPERS

75–140 PTS

VYPER

M	T	Sv	W	LD	OC
14"	6	3+	6	7+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bright Lance	48"	1	3+	12	-3	D6+2
Scatter Laser **SUSTAINED HITS 2**	36"	6	3+	5	0	1
Shuriken Cannon **LETHAL HITS**	24"	3	3+	6	-1	2
Starcannon	36"	2	2+	8	-3	2
➤ Missile Launcher - Starshot	48"	1	3+	10	-2	D6
➤ Missile Launcher - Sunburst **BLAST**	48"	D6	3+	4	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Wraithbone Hull	Melee	3	4+	6	0	1

ABILITIES

Harassment Fire
In your Shooting phase, after this unit has shot, select one enemy unit hit by one or more of those attacks. Until the start of your next turn, that enemy unit is suppressed. While a unit is suppressed, each time a model in that unit makes an attack, subtract 1 from the Hit roll.

WEAPON ABILITIES

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).*

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].

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).*

AUFSTELLUNG

1-2x Vyper - Equipped with: Wraithbone Hull, Bright Lance, Scatter Laser, Starcannon, Shuriken Cannon, ➤ Missile Launcher - Starshot, ➤ Missile Launcher - Sunburst (105 x 70mm)

Wargear Options:
- This model can replace its Bright Lance with Scatter Laser or Starcannon.
- This model can replace its Shuriken Cannon with Missile Launcher.

KEYWORDS: Vehicle, Aeldari, Fly, Vypers, Ynnari
FACTION KEYWORDS: Asuryani

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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

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.

KEYWORDS: Vehicle, Aeldari, Fly, Vypers, Ynnari
FACTION KEYWORDS: Asuryani