# WRAITHSEER [LEGENDS]

**160 PTS**

| M | T | Sv | W | LD | OC |
|---|---|---|---|---|---|
| 8" | 11 | 2+ | 10 | 6+ | 3 |

**INVULNERABLE SAVE** 5+

## RANGED WEAPONS

| WEAPON | RANGE | A | BS | S | AP | D |
|---|---|---|---|---|---|---|
| Bright Lance | 36" | 1 | 4+ | 12 | -3 | D6+2 |
| Destructor<br>PSYCHIC<br>TORRENT | 12" | D6 | N/A | 5 | -1 | 1 |
| Scatter Laser | 36" | 6 | 4+ | 5 | 0 | 1 |
| Shuriken Cannon<br>SUSTAINED HITS 1 | 24" | 3 | 4+ | 6 | -1 | 2 |
| Starcannon | 36" | 2 | 4+ | 8 | -3 | 2 |
| Wraithseer D-Cannon<br>DEVASTATING WOUNDS | 24" | 1 | 4+ | 14 | -4 | D6 |
| ➤ Aeldari Missile Launcher - Starshot | 48" | 1 | 4+ | 10 | -2 | D6 |
| ➤ Aeldari Missile Launcher - Sunburst<br>BLAST | 48" | D6 | 4+ | 4 | -1 | 1 |

## MELEE WEAPONS

| WEAPON | RANGE | A | WS | S | AP | D |
|---|---|---|---|---|---|---|
| ➤ Ghostspear - Strike<br>ANTI-INFANTRY 2+<br>PRECISION<br>PSYCHIC | Melee | 4 | 4+ | 10 | -2 | 3 |
| ➤ Ghostspear - Sweep<br>ANTI-INFANTRY 2+<br>PSYCHIC | Melee | 12 | 4+ | 7 | -1 | 1 |

## ABILITIES

**Horrify (Psychic)**
In your Shooting phase, after this model has shot, select one enemy unit hit by one or more of those attacks. That enemy unit must take a Battle-shock test.

## 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+.*

**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).*

### AUFSTELLUNG

1x Wraithseer [Legends]

**Equipped with:** Bright Lance, Destructor, Scatter Laser, Shuriken Cannon, Starcannon, Wraithseer D-Cannon, ➤ Aeldari Missile Launcher - Starshot, ➤ Aeldari Missile Launcher - Sunburst, ➤ Ghostspear - Strike, ➤ Ghostspear - Sweep

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

**KEYWORDS:** Walker, Monster, Wraith Construct, Wraithseer, Psyker, Aeldari
**FACTION KEYWORDS:** Asuryani

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**160 PTS**

**Devastating Wounds**
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

**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.

## 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:** Walker, Monster, Wraith Construct, Wraithseer, Psyker, Aeldari
**FACTION KEYWORDS:** Asuryani