AELDARI - CRAFTWORLDS

GHOST WARRIOR [CRUCIBLE]

Leader | Leader | Leader | Leader | Battle Focus | Crucible | Deadly Demise 1 | Infiltrators | Lone Operative | Scouts 7" | Stealth

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

160 PTS

Base —

1 KOMMANDO

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2 BEWEGUNG

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

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.

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

3 BESCHUSS

Bright Lance
R 36" | A 1 | BS 2+ | S 12 | AP -3 | D D6+2
VERWUNDET: 2+ T1–6 | 3+ T7–11 | 4+ T12 | 5+ T13–23 | 6+ T24+

Death Spinner IGNORES COVER TORRENT
R 12" | A D6 | BS N/A | S 4 | AP -1 | D 1
VERWUNDET: 2+ T1–2 | 3+ T3 | 4+ T4 | 5+ T5–7 | 6+ T8+

Destructor PSYCHIC TORRENT
R 12" | A D6 | BS N/A | S 5 | AP -1 | D 1
VERWUNDET: 2+ T1–2 | 3+ T3–4 | 4+ T5 | 5+ T6–9 | 6+ T10+

Dragon Fusion Gun ASSAULT MELTA 3
R 12" | A 1 | BS 2+ | S 9 | AP -4 | D D6
VERWUNDET: 2+ T1–4 | 3+ T5–8 | 4+ T9 | 5+ T10–17 | 6+ T18+

Dragon Fusion Pistol ASSAULT MELTA 3 PISTOL
R 6" | A 1 | BS 2+ | S 9 | AP -4 | D D6
VERWUNDET: 2+ T1–4 | 3+ T5–8 | 4+ T9 | 5+ T10–17 | 6+ T18+

Eldritch Storm BLAST PSYCHIC
R 24" | A D6 | BS 3+ | S 6 | AP -2 | D D3
VERWUNDET: 2+ T1–3 | 3+ T4–5 | 4+ T6 | 5+ T7–11 | 6+ T12+

Flamer IGNORES COVER TORRENT
R 12" | A D6 | BS N/A | S 4 | AP 0 | D 1
VERWUNDET: 2+ T1–2 | 3+ T3 | 4+ T4 | 5+ T5–7 | 6+ T8+

Long Rifle HEAVY PRECISION
R 36" | A 1 | BS 2+ | S 4 | AP -1 | D 2
VERWUNDET: 2+ T1–2 | 3+ T3 | 4+ T4 | 5+ T5–7 | 6+ T8+

Scatter Laser ASSAULT SUSTAINED HITS 1
R 36" | A 6 | BS 2+ | S 5 | AP 0 | D 1
VERWUNDET: 2+ T1–2 | 3+ T3–4 | 4+ T5 | 5+ T6–9 | 6+ T10+

Shuriken Cannon ASSAULT LETHAL HITS
R 24" | A 3 | BS 3+ | S 6 | AP -1 | D 2
VERWUNDET: 2+ T1–3 | 3+ T4–5 | 4+ T6 | 5+ T7–11 | 6+ T12+

Shuriken Catapult ASSAULT
R 18" | A 2 | BS 4+ | S 4 | AP -1 | D 1
VERWUNDET: 2+ T1–2 | 3+ T3 | 4+ T4 | 5+ T5–7 | 6+ T8+

Shuriken Pistol ASSAULT PISTOL
R 12" | A 1 | BS 2+ | S 4 | AP -1 | D 1
VERWUNDET: 2+ T1–2 | 3+ T3 | 4+ T4 | 5+ T5–7 | 6+ T8+

Singing Spear ASSAULT PSYCHIC
R 12" | A 1 | BS 2+ | S 9 | AP 0 | D 3
VERWUNDET: 2+ T1–4 | 3+ T5–8 | 4+ T9 | 5+ T10–17 | 6+ T18+

Star Lance ASSAULT
R 6" | A 1 | BS 2+ | S 9 | AP -3 | D 3
VERWUNDET: 2+ T1–4 | 3+ T5–8 | 4+ T9 | 5+ T10–17 | 6+ T18+

Starcannon
R 36" | A 2 | BS 2+ | S 8 | AP -3 | D 2
VERWUNDET: 2+ T1–4 | 3+ T5–7 | 4+ T8 | 5+ T9–15 | 6+ T16+

Twin Shuriken Catapult ASSAULT TWIN-LINKED
R 18" | A 2 | BS 3+ | S 4 | AP -1 | D 1
VERWUNDET: 2+ T1–2 | 3+ T3 | 4+ T4 | 5+ T5–7 | 6+ T8+

➤ Missile Launcher - Starshot
R 48" | A 1 | BS 2+ | S 10 | AP -2 | D D6
VERWUNDET: 2+ T1–5 | 3+ T6–9 | 4+ T10 | 5+ T11–19 | 6+ T20+

➤ Missile Launcher - Sunburst BLAST
R 48" | A D6 | BS 2+ | S 4 | AP -1 | D 1
VERWUNDET: 2+ T1–2 | 3+ T3 | 4+ T4 | 5+ T5–7 | 6+ T8+

➤ Reaper Launcher - Starshot HEAVY IGNORES COVER
R 48" | A 1 | BS 3+ | S 10 | AP -2 | D 3
VERWUNDET: 2+ T1–5 | 3+ T6–9 | 4+ T10 | 5+ T11–19 | 6+ T20+

➤ Reaper Launcher - Starswarm HEAVY IGNORES COVER
R 48" | A 2 | BS 3+ | S 4 | AP -2 | D 1
VERWUNDET: 2+ T1–2 | 3+ T3 | 4+ T4 | 5+ T5–7 | 6+ T8+

Warden of Fate
(PSYKER only):
Each time a ranged attack targets this unit, models in that unit have the Benefit of Cover.

4 ANGRIFF

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5 NAHKAMPF

Banshee Blade ANTI-INFANTRY 3+
R Melee | A 5 | WS 2+ | S 4 | AP -2 | D 2
VERWUNDET: 2+ T1–2 | 3+ T3 | 4+ T4 | 5+ T5–7 | 6+ T8+

Close Combat Weapon
R Melee | A 3 | WS 3+ | S 3 | AP 0 | D 1
VERWUNDET: 2+ T1 | 3+ T2 | 4+ T3 | 5+ T4–5 | 6+ T6+

Paragon Sabre
R Melee | A 6 | WS 3+ | S 5 | AP -2 | D 2
VERWUNDET: 2+ T1–2 | 3+ T3–4 | 4+ T5 | 5+ T6–9 | 6+ T10+

Scorpion Chainsword SUSTAINED HITS 1
R Melee | A 7 | WS 2+ | S 4 | AP -1 | D 1
VERWUNDET: 2+ T1–2 | 3+ T3 | 4+ T4 | 5+ T5–7 | 6+ T8+

Singing Spear PSYCHIC
R Melee | A 2 | WS 2+ | S 3 | AP 0 | D 3
VERWUNDET: 2+ T1 | 3+ T2 | 4+ T3 | 5+ T4–5 | 6+ T6+

Star Glaive
R Melee | A 4 | WS 2+ | S 6 | AP -3 | D 3
VERWUNDET: 2+ T1–3 | 3+ T4–5 | 4+ T6 | 5+ T7–11 | 6+ T12+

Star Lance ANTI-MONSTER 3+ ANTI-VEHICLE 3+ LANCE
R Melee | A 4 | WS 2+ | S 5 | AP -3 | D 3
VERWUNDET: 2+ T1–2 | 3+ T3–4 | 4+ T5 | 5+ T6–9 | 6+ T10+

Witch Staff ANTI-INFANTRY 2+ PSYCHIC
R Melee | A 2 | WS 2+ | S 3 | AP 0 | D D3
VERWUNDET: 2+ T1 | 3+ T2 | 4+ T3 | 5+ T4–5 | 6+ T6+

Witchblade ANTI-INFANTRY 2+ PSYCHIC
R Melee | A 2 | WS 2+ | S 3 | AP 0 | D 2
VERWUNDET: 2+ T1 | 3+ T2 | 4+ T3 | 5+ T4–5 | 6+ T6+

Wraithbone Fists
R Melee | A 4 | WS 4+ | S 7 | AP -2 | D 2
VERWUNDET: 2+ T1–3 | 3+ T4–6 | 4+ T7 | 5+ T8–13 | 6+ T14+

➤ Ghostglaive - Strike
R Melee | A 4 | WS 4+ | S 10 | AP -3 | D D6+1
VERWUNDET: 2+ T1–5 | 3+ T6–9 | 4+ T10 | 5+ T11–19 | 6+ T20+

➤ Ghostglaive - Sweep
R Melee | A 8 | WS 4+ | S 7 | AP -2 | D 2
VERWUNDET: 2+ T1–3 | 3+ T4–6 | 4+ T7 | 5+ T8–13 | 6+ T14+

◆ VERTEIDIGUNG

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∞ IMMER / EINMALIG

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

Doomseer
(PSYKER only):
Each time a model in this unit makes an attack, add 1 to the Hit roll.

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

GEGEN DIESE EINHEIT

W10 · RW 2+ · 10 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S20+	S11–19	S10	S6–9	S1–5

RETTUNGSWURF JE DS

DS 0	DS –1	DS –2	DS –3	DS –4
2+	3+	4+	5+	6+

REGELN & KEYWORDS KURZ

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…
Crucible A Character created using Crucible rules has the Crucible ability.
Deadly Demise 1 This ability always takes the form Deadly Demise X.
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 deploym…
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 u…
Scouts 7" This ability always takes the form Scouts X".
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).
ANTI This ability always takes the form [ANTI-X Y+].
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 (roun…
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 unen…
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 mod…
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.
MELTA This ability always takes the form [MELTA X].
PISTOL [PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.
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 m…
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 rol…
SUSTAINED HITS This ability always takes the form [SUSTAINED HITS X].
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.

AUFSTELLUNG

1x Ghost Warrior [Crucible]

Ausrüstung: 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, Banshee Blade, Close Combat Weapon, Paragon Sabre, Scorpion Chainsword, Star Glaive, Witch Staff, Witchblade, Wraithbone Fists, ➤ Ghostglaive - Strike, ➤ Ghostglaive - Sweep

Anführer
This model can be attached to the following units:

• Swooping Hawks
• Warp Spiders

KEYWORDS Character, Aeldari, Crucible, Monster, Walker, Ghost Warrior, Wraith Construct · **FRAKTION** Asuryani