



1KOMMANDO

2BEWEGUNG

3BESCHUSS

Bright Lance

R	A	BS	S	AP	D
36"	1	4+	12	-3	D6+2

VERWUNDET

2+

3+

4+

5+

6+

T1-6

T7-11

T12

T13-23

T24+

Destructor

PSYCHIC

TORRENT

R	A	BS	S	AP	D
12"	D6	N/A	5	-1	1

VERWUNDET

2+

3+

4+

5+

6+

T1-2

T3-4

T5

T6-9

T10+

Scatter Laser

R	A	BS	S	AP	D
36"	6	4+	5	0	1

VERWUNDET

2+

3+

4+

5+

6+

T1-2

T3-4

T5

T6-9

T10+

Shuriken Cannon

SUSTAINED HITS 1

R	A	BS	S	AP	D
24"	3	4+	6	-1	2

VERWUNDET

2+

3+

4+

5+

6+

T1-3

T4-5

T6

T7-11

T12+

Starcannon

R	A	BS	S	AP	D
36"	2	4+	8	-3	2

VERWUNDET

2+

3+

4+

5+

6+

T1-4

T5-7

T8

T9-15

T16+

Wraithseer D-Cannon

DEVASTATING WOUNDS

R	A	BS	S	AP	D
24"	1	4+	14	-4	D6

VERWUNDET

2+

3+

4+

5+

6+

T1-7

T8-13

T14

T15-27

T28+

► Aeldari Missile Launcher - Starshot

R	A	BS	S	AP	D
48"	1	4+	10	-2	D6

VERWUNDET

2+

3+

4+

5+

6+

T1-5

T6-9

T10

T11-19

T20+

► Aeldari Missile Launcher - Sunburst

BLAST

R	A	BS	S	AP	D
48"	D6	4+	4	-1	1

VERWUNDET

2+

3+

4+

5+

6+

T1-2

T3

T4

T5-7

T8+

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.

4ANGRIFF

5NAHKAMPF

► Ghostspear - Strike

ANTI-INFANTRY 2+

PRECISION

PSYCHIC

R	A	WS	S	AP	D
Melee	4	4+	10	-2	3

VERWUNDET

2+

3+

4+

5+

6+

T1-5

T6-9

T10

T11-19

T20+

► Ghostspear - Sweep

ANTI-INFANTRY 2+

PSYCHIC

R	A	WS	S	AP	D
Melee	12	4+	7	-1	1

VERWUNDET

2+

3+

4+

5+

6+

T1-3

T4-6

T7

T8-13

T14+

VERTEIDIGUNG

IMMER / EINMALIG

GEGEN DIESE EINHEIT				
W11 · RW 2+ · 5++ · 10 LP je Modell				
WIRD VERWUNDET MIT				
2+ S22+	3+ S12-21	4+ S11	5+ S6-10	6+ S1-5
RETTUNGSWURF JE DS				
DS 0 2+	DS -1 3+	DS -2 4+	DS -3 5+	DS -4 5++

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...

Deadly Demise 1 This ability always takes the form Deadly Demise X.

[ANTI] This ability always takes the form [ANTI-X Y+].

[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...

[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...

[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.

AUFSTELLUNG

1x Wraithseer [Legends]

Ausrüstung: Bright Lance, Destructor, Scatter Laser, Shuriken Cannon, Starcannon, Wraithseer D-Cannon, ► Aeldari Missile Launcher - Starshot, ► Aeldari Missile Launcher - Sunburst, ► Ghostspear - Strike, ► Ghostspear - Sweep

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