

AELDARI - DRUKHARI

SHADOWSEER

Leader

Infiltrators

Stealth

M8"

T3

SV6+

W4

LD6+

OC1

RW4+

50 PTS

Base 25mm



1KOMMANDO

2BEWEGUNG

Flip Belt

Each time the bearer's unit makes a Normal, Advance, Fall Back or Charge move, ignore any vertical distance when determining the total distance the bearer can be moved during that move.

3BESCHUSS

Neuro Disruptor

ANTI-INFANTRY 2+

ASSAULTPISTOL

R	A	BS	S	AP	D
12"	1	2+	4	-2	1
VERWUNDET					
2+ T1-2	3+ T3	4+ T4	5+ T5-7	6+ T8+	

Shuriken Pistol

ASSAULTPISTOL

R	A	BS	S	AP	D
12"	1	2+	4	-1	1
VERWUNDET					
2+ T1-2	3+ T3	4+ T4	5+ T5-7	6+ T8+	

Fog of Dreams (Psychic)

While this model is leading a unit, that unit can only be selected as the target of a ranged attack if the attacking model is within 18".

4ANGRIFF

5NAHKAMPF

Miststave

PSYCHIC

R	A	WS	S	AP	D
Melee	4	2+	5	-1	D3
VERWUNDET					
2+ T1-2	3+ T3-4	4+ T5	5+ T6-9	6+ T10+	

VERTEIDIGUNG

IMMER / EINMALIG

Travelling Players

Unless otherwise stated, you cannot include more than one of this model in your army.

Treacherous Illusion (Psychic)

Melee weapons equipped by enemy models have the [Hazardous] ability while targeting this model's unit.

GEGEN DIESE EINHEIT

W3 · RW 6+ · 4++ · 4 LP je Modell

WIRD VERWUNDET MIT

2+ S6+	3+ S4-5	4+ S3	5+ S2	6+ S1
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RETTUNGSWURF JE DS

DS 0 4++	DS -1 4++	DS -2 4++	DS -3 4++	DS -4 4++
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REGELN & KEYWORDS KURZ

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...

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead.

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).

PISTOL

[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

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...

AUFSTELLUNG

1x Shadowseer

Ausrüstung:

Neuro Disruptor, Shuriken Pistol, Miststave

This model can replace its Shuriken Pistol with Neuro Disruptor.

Anführer

This model can be attached to the following unit:

Troupe

KEYWORDS Shadowseer, Character, Infantry, Grenades, Psyker, Harlequin Allies, Aeldari, Corsairs and Travelling Players, Leader · FRAKTION Harlequins