AELDARI - CRAFTWORLDS

CRAFTWORLD WARLEADER [CRUCIBLE]

Leader · Leader · Leader · Leader · Leader · Battle Focus · Crucible · Infiltrators · Lone Operative · Scouts 7" · Stealth

M	T	SV	W	LD	OC	RW
7"	3	6+	4	6+	1	4+

75 PTS
Base —

3 BESCHUSS

Bright Lance

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

Death Spinner — IGNORES COVER · TORRENT

R	A	BS	S	AP	D
12"	D6	N/A	4	-1	1

Destructor — PSYCHIC · TORRENT

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

Dragon Fusion Gun — ASSAULT · MELTA 3

R	A	BS	S	AP	D
12"	1	2+	9	-4	D6

Dragon Fusion Pistol — ASSAULT · MELTA 3 · PISTOL

R	A	BS	S	AP	D
6"	1	2+	9	-4	D6

Eldritch Storm — BLAST · PSYCHIC

R	A	BS	S	AP	D
24"	D6	3+	6	-2	D3

Flamer — IGNORES COVER · TORRENT

R	A	BS	S	AP	D
12"	D6	N/A	4	0	1

Long Rifle — HEAVY · PRECISION

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

Scatter Laser — ASSAULT · SUSTAINED HITS 1

R	A	BS	S	AP	D
36"	6	2+	5	0	1

Shuriken Cannon — ASSAULT · LETHAL HITS

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

Shuriken Catapult — ASSAULT

R	A	BS	S	AP	D
18"	2	4+	4	-1	1

Shuriken Pistol — ASSAULT · PISTOL

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

Singing Spear — ASSAULT · PSYCHIC

R	A	BS	S	AP	D
12"	1	2+	9	0	3

Star Lance — ASSAULT

R	A	BS	S	AP	D
6"	1	2+	9	-3	3

Starcannon

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

Twin Shuriken Catapult — ASSAULT · TWIN-LINKED

R	A	BS	S	AP	D
18"	2	3+	4	-1	1

➤ Missile Launcher - Starshot

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

➤ Missile Launcher - Sunburst — BLAST

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

➤ Reaper Launcher - Starshot — HEAVY · IGNORES COVER

R	A	BS	S	AP	D
48"	1	3+	10	-2	3

➤ Reaper Launcher - Starswarm — HEAVY · IGNORES COVER

R	A	BS	S	AP	D
48"	2	3+	4	-2	1

Warden of Fate

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

5 NAHKAMPF

Banshee Blade — ANTI-INFANTRY 3+

R	A	WS	S	AP	D
Melee	5	2+	4	-2	2

Close Combat Weapon

R	A	WS	S	AP	D
Melee	3	3+	3	0	1

Paragon Sabre

R	A	WS	S	AP	D
Melee	6	3+	5	-2	2

Scorpion Chainsword — SUSTAINED HITS 1

R	A	WS	S	AP	D
Melee	7	2+	4	-1	1

Singing Spear — PSYCHIC

R	A	WS	S	AP	D
Melee	2	2+	3	0	3

Star Glaive

R	A	WS	S	AP	D
Melee	4	2+	6	-3	3

Star Lance — ANTI-MONSTER 3+ · ANTI-VEHICLE 3+ · LANCE

R	A	WS	S	AP	D
Melee	4	2+	5	-3	3

Witch Staff — ANTI-INFANTRY 2+ · PSYCHIC

R	A	WS	S	AP	D
Melee	2	2+	3	0	D3

Witchblade — ANTI-INFANTRY 2+ · PSYCHIC

R	A	WS	S	AP	D
Melee	2	2+	3	0	2

Wraithbone Fists

R	A	WS	S	AP	D
Melee	4	4+	7	-2	2

➤ Ghostglaive - Strike

R	A	WS	S	AP	D
Melee	4	4+	10	-3	D6+1

➤ Ghostglaive - Sweep

R	A	WS	S	AP	D
Melee	8	4+	7	-2	2

GEGEN DIESE EINHEIT

W3 · RW 6+ · 4++ · 4 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S6+	S4–5	S3	S2	S1

RETTUNGSWURF JE DS

DS 0	DS −1	DS −2	DS −3	DS −4
4++	4++	4++	4++	4++

KEYWORDS Character, Infantry, Aeldari, Craftworld Warleader, Crucible · FRAKTION Asuryani

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

4 ANGRIFF

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◆ VERTEIDIGUNG

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∞ IMMER / EINMALIG

Doomseer

(PSYKER only):

Each time a model in this unit makes an attack, add 1 to the Hit roll.

Guided by Fate

Each time this model makes an attack, you can re-roll the Hit roll and you can re-roll the Wound 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

REGELN & KEYWORDS KURZ

Battle Focus If your Army Faction is Asuryani, at the start of the battle round, you receive a number…
Crucible A Character created using Crucible rules has the Crucible ability.
Infiltrators During deployment, if every model in a unit has this ability, it can be set up anywhere o…
Leader Before the battle, in the Muster Armies step, for each leader and support unit in your ar…
Lone Operative Unless part of an attached unit, this unit is not visible to enemy models unless they are…
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, t…

AUFSTELLUNG

1x Craftworld Warleader [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