

GHOST WARRIOR [CRUCIBLE]

Leader Leader Leader Leader Battle Focus Crucible

Deadly Demise 1 Infiltrators Lone Operative Scouts 7" Stealth

M

8"

T

10

SV

2+

W

10

LD

6+

QC

3

160 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		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		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

► 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

W10 · RW 2+ · 10 LP je Modell

WIRD VERWUNDET MIT

2+

S20+

3+

S11-19

4+

S10

5+

S6-9

6+

S1-5

RETTUNGSWURF JE DS

DS 0

2+

DS -1

3+

DS -2

4+

DS -3

5+

DS -4

6+

KEYWORDS

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

<div>1</div> <div>KOMMANDO</div> <div>—</div>	<div>2 BEWEGUNG</div> <div>Cameleoline Cloak</div> <div>(INFANTRY only):</div> <div>This model gains the Infiltrators and Stealth abilities, and replace the list of units this model can be attached to:</div> <div><ul style="list-style-type: none">• Rangers</div> <div>Corsair Raider</div> <div>(INFANTRY only):</div> <div>This model gains the Scouts 7" ability, adds the ANHRATHE keyword, and replace the list of units this model can be attached to:</div> <div><ul style="list-style-type: none">• Corsair Voidreavers• Corsair Voidscarred</div> <div>Superlative Strategist</div> <div>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.</div> <div>Wayleaper's Heavy Aspect Armour</div> <div>(INFANTRY only):</div> <div>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.</div> <div>Replace the list of units this model can be attached to:</div> <div><ul style="list-style-type: none">• Swooping Hawks• Warp Spiders</div>	<div>4</div> <div>ANGRIFF</div> <div>—</div>	<div>◆</div> <div>VERTEIDIGUNG</div> <div>—</div>	<div>∞ IMMER / EINMALIG</div> <div>Awakened Spirit</div> <div>Each time this model makes an attack, re-roll a Hit roll of 1 and re-roll a Wound roll of 1.</div> <div>Doomseer</div> <div>(PSYKER only):</div> <div>Each time a model in this unit makes an attack, add 1 to the Hit roll.</div> <div>Heavy Aspect Armour</div> <div>(INFANTRY only):</div> <div>Change this model's Save characteristic to 3+. Add the following units to the list of units this model can be attached to:</div> <div><ul style="list-style-type: none">• Dark Reapers• Dire Avengers• Fire Dragons• Howling Banshees• Striking Scorpions</div> <div>Outcast</div> <div>(INFANTRY and MOUNTED only):</div> <div>This model has the Lone Operative ability.</div> <div>Path of the Witch</div> <div>The model gains the PSYKER keyword.</div> <div>Skyrunner's Heavy Aspect armour</div> <div>(MOUNTED only):</div> <div>Change this model's Save characteristic to 3+. Add the following unit to the list of units this model can be attached to:</div> <div><ul style="list-style-type: none">• Shining Spears</div>
---	---	--	---	--

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.

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 o...

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 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