AELDARI - CRAFTWORLDS

SHADOWSEER

Leader | Battle Focus | Disparate Paths | Infiltrators | Stealth

M	T	SV	W	LD	OC	RW
8"	3	6+	4	6+	1	4+

50 PTS
Base 25mm

1 KOMMANDO

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2 BEWEGUNG

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.

3 BESCHUSS

Neuro Disruptor — ANTI-INFANTRY 2+ — ASSAULT — PISTOL

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

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

Shuriken Pistol — ASSAULT — PISTOL

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

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	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".

4 ANGRIFF

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5 NAHKAMPF

Miststave — PSYCHIC

R	A	WS	S	AP	D
Melee	4	2+	5	-1	D3

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

◆ VERTEIDIGUNG

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∞ 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+	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++

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…

Disparate Paths When mustering you army, you can include Harlequins units in your army, even though they do not have the Asuryani Faction keyword.

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