

Battle Focus

Stealth

M

7"

T

3

SV

6+

W

3

LD

6+

OC

1

RW

4+

50 PTS

Base 25mm



1KOMMANDO

Tears of Isha (Psychic)
In your Command phase, select one friendly Wraith Construct unit within 6" of this model. If one or more models in that unit are destroyed, you can return one destroyed model to that unit. Otherwise, one model in that unit regains up to D3 lost wounds. Each unit can only be selected for this ability once per turn.

2BEWEGUNG

Spirit Mark (Psychic)
Once per turn, in your Movement phase, when this model starts or ends a move, select one friendly Wraith Construct unit within 6" of this model (excluding Titanic units) and one enemy unit visible to this model. Until the start of your next Movement phase, weapons equipped by models in that friendly unit have the [Sustained Hits 1] ability while targeting that enemy unit.

3BESCHUSS

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+

4ANGRIFF

5NAHKAMPF

Witch Staff **ANTI-INFANTRY 2+** **PSYCHIC**

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

VERWUNDET

2+	3+	4+	5+	6+
T1	T2	T3	T4-5	T6+

VERTEIDIGUNG

IMMER / EINMALIG

Spiritseer
While this model is within 3" of one or more friendly Wraith Construct units, this model has the Lone Operative ability.

GEGEN DIESE EINHEIT
W3 · RW 6+ · 4++ · 3 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...
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 roll...

AUFSTELLUNG
1x Spiritseer
Ausrüstung: Shuriken Pistol, Witch Staff