



1KOMMANDO

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2BEWEGUNG

—

3BESCHUSS

Shuriken Cannon

LETHAL HITS

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

VERWUNDET

2+T1-33+T4-54+T65+T7-116+T12+

Twin Bright Lance

TWIN-LINKED

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

VERWUNDET

2+T1-63+T7-114+T125+T13-236+T24+

Twin Scatter Laser

SUSTAINED HITS 1

TWIN-LINKED

R	A	BS	S	AP	D
36"	6	3+	5	0	1

VERWUNDET

2+T1-23+T3-44+T55+T6-96+T10+

Twin Shuriken Cannon

LETHAL HITS

TWIN-LINKED

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

VERWUNDET

2+T1-33+T4-54+T65+T7-116+T12+

Twin Shuriken Catapult

ASSAULT

TWIN LINKED

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

VERWUNDET

2+T1-23+T34+T45+T5-76+T8+

Twin Starcannon

TWIN-LINKED

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

VERWUNDET

2+T1-43+T5-74+T85+T9-156+T16+

► Twin Aeldari Missile Launcher - Starshot

TWIN-LINKED

R	A	BS	S	AP	D
48"	1	3+	10	-2	D6

VERWUNDET

2+T1-53+T6-94+T105+T11-196+T20+

► Twin Aeldari Missile Launcher - Sunburst

BLAST

TWIN-LINKED

R	A	BS	S	AP	D
48"	D6	3+	4	-1	1

VERWUNDET

2+T1-23+T34+T45+T5-76+T8+

Wave Serpent Shield

Each time a ranged attack targets this model, if the Strength characteristic of that attack is greater than the Toughness characteristic of this model, subtract 1 from the Wound roll.

4ANGRIFF

—

5NAHKAMPF

Wraithbone Hull

R	A	WS	S	AP	D
Melee	3	4+	6	0	1

VERWUNDET

2+T1-33+T4-54+T65+T7-116+T12+

VERTEIDIGUNG

—

IMMER / EINMALIG

—

GEGEN DIESE EINHEIT

W9 · RW 3+ · 5++ · 13 LP je Modell

WIRD VERWUNDET MIT

2+S18+

3+S10-17

4+S9

5+S5-8

6+S1-4

RETTUNGSWURF JE DS

DS 03+

DS -14+

DS -25+

DS -35++

DS -45++

Damaged: 1-4 Wounds Remaining

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

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...

Deadly Demise D3 This ability always takes the form Deadly Demise X.

ASSAULT Units containing one or more models with an [ASSAULT] weapon can shoot using assault shooting (10.05).

BLAST Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (round...

LETHAL HITS Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

SUSTAINED HITS This ability always takes the form [SUSTAINED HITS X].

TWIN-LINKED Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

AUFSTELLUNG

1x Wave Serpent

Ausrüstung: Shuriken Cannon, Twin Bright Lance, Twin Scatter Laser, Twin Shuriken Cannon, Twin Shuriken Catapult, Twin Starcannon, ► Twin Aeldari Missile Launcher - Starshot, ► Twin Aeldari Missile Launcher - Sunburst, Wraithbone Hull

• This model can replace its Twin Shuriken Catapult with Shuriken Cannon.

• This model can replace its Twin Shuriken Cannon with Twin Aeldari Missile Launcher, Twin Bright Lance, Twin Scatter Laser or Twin Starcannon.

Transport

This model has a transport capacity of 12 ASURYANI INFANTRY models. Each WRAITH CONSTRUCT model takes the space of 2 models. It cannot transport JUMP PACK models or YNNARI models (excluding ASURYANI, YVRAINE and THE VISARCH models).