

WRAITHSEER [LEGENDS]

Battle Focus

Deadly Demise 1

M8" T11 SV2+ W10 LD6+ OC3 RW5+

160 PTS

Base —



1KOMMANDO

2BEWEGUNG

3BESCHUSS

Bright Lance

R	A	BS	S	AP	D
36"	1	4+	12	-3	D6+2

VERWUNDET

2+ T1-6 3+ T7-11 4+ T12 5+ T13-23 6+ T24+

Destructor

PSYCHIC

TORRENT

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

VERWUNDET

2+ T1-2 3+ T3-4 4+ T5 5+ T6-9 6+ T10+

Scatter Laser

R	A	BS	S	AP	D
36"	6	4+	5	0	1

VERWUNDET

2+ T1-2 3+ T3-4 4+ T5 5+ T6-9 6+ T10+

Shuriken Cannon

SUSTAINED HITS 1

R	A	BS	S	AP	D
24"	3	4+	6	-1	2

VERWUNDET

2+ T1-3 3+ T4-5 4+ T6 5+ T7-11 6+ T12+

Starcannon

R	A	BS	S	AP	D
36"	2	4+	8	-3	2

VERWUNDET

2+ T1-4 3+ T5-7 4+ T8 5+ T9-15 6+ T16+

Wraithseer D-Cannon

DEVASTATING WOUNDS

R	A	BS	S	AP	D
24"	1	4+	14	-4	D6

VERWUNDET

2+ T1-7 3+ T8-13 4+ T14 5+ T15-27 6+ T28+

Aeldari Missile Launcher - Starshot

R	A	BS	S	AP	D
48"	1	4+	10	-2	D6

VERWUNDET

2+ T1-5 3+ T6-9 4+ T10 5+ T11-19 6+ T20+

Aeldari Missile Launcher - Sunburst

BLAST

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

VERWUNDET

2+ T1-2 3+ T3 4+ T4 5+ T5-7 6+ T8+

Horrrify (Psychic)

In your Shooting phase, after this model has shot, select one enemy unit hit by one or more of those attacks. That enemy unit must take a Battle-shock test.

4ANGRIFF

5NAHKAMPF

► Ghostspear - Strike

ANTI-INFANTRY 2+

PRECISION

PSYCHIC

R	A	WS	S	AP	D
Melee	4	4+	10	-2	3

VERWUNDET

2+ T1-5 3+ T6-9 4+ T10 5+ T11-19 6+ T20+

► Ghostspear - Sweep

ANTI-INFANTRY 2+

PSYCHIC

R	A	WS	S	AP	D
Melee	12	4+	7	-1	1

VERWUNDET

2+ T1-3 3+ T4-6 4+ T7 5+ T8-13 6+ T14+

6VERTEIDIGUNG

7IMMER / EINMALIG

GEGEN DIESE EINHEIT

W11 · RW 2+ · 5++ · 10 LP je Modell

WIRD VERWUNDET MIT

2+ S22+	3+ S12-21	4+ S11	5+ S6-10	6+ S1-5
RETTUNGSWURF JE DS				
DS 0	DS -1	DS -2	DS -3	DS -4
2+	3+	4+	5+	5++

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 1 This ability always takes the form Deadly Demise X.

ANTI This ability always takes the form [ANTI-X Y+].

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...)

DEVASTATING WOUNDS Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of...

PRECISION While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER m...

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...

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

TORRENT Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

AUFSTELLUNG

1x Wraithseer [Legends]

Ausrüstung: Bright Lance, Destructor, Scatter Laser, Shuriken Cannon, Starcannon, Wraithseer D-Cannon, ► Aeldari Missile Launcher - Starshot, ► Aeldari Missile Launcher - Sunburst, ► Ghostspear - Strike, ► Ghostspear - Sweep • This model can replace its Wraithseer D-Cannon with Aeldari Missile Launcher, Bright Lance, Scatter Laser, Shuriken Cannon or Starcannon.