SKATHACH WRAITHKNIGHT [LEGENDS]

M	T	SV	W	LD	OC
10"	12	2+	18	6+	10

AUFSTELLUNG

1x Skathach Wraithknight [Legends]

Equipped with: Inferno Lance, Scatter Laser, Shuriken Cannon, Starcannon, ➤ Deathshroud Cannon - Dispersed, ➤ Deathshroud Cannon - Focused, Titanic Feet

Wargear Options:

- This model can replace its Scattershield with Deathshroud Cannon or Inferno Lance.
- This model can replace its Inferno Lance with Deathshroud Cannon.
- This model can be equipped with up to 2 of: Scatter Laser, Shuriken Cannon, Starcannon.

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Inferno Lance MELTA 2	24"	4	3+	12	-4	D6
Scatter Laser	36"	6	3+	5	0	1
Shuriken Cannon SUSTAINED HITS 1	24"	3	3+	6	-1	2
Starcannon	36"	2	3+	8	-3	2
➤ Deathshroud Cannon - Dispersed BLAST, DEVASTATING WOUNDS	12"	3D6	3+	6	-1	1
➤ Deathshroud Cannon - Focused BLAST, DEVASTATING WOUNDS	48"	D6	3+	10	-3	2

ABILITIES

RULES - Battle Focus, Deadly Demise D6, Deep Strike

Agile
Each time this model makes a Normal, Advance or Fall Back move, it can move over other models (excluding Titanic models) and terrain features that are 4" or less in height as if they were not there.

Damaged: 1-6 Wounds Remaining
While this model has 1-6 wounds remaining, subtract 5 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

KEYWORDS: Skathach Wraithknight, Wraith Construct, Towering, Titanic, Walker, Monster, Aeldari

FACTION: Asuryani **490 PTS**

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Titanic Feet	Melee	5	3+	8	-1	2

Scattershield
The bearer has a 4+ invulnerable save.

Webway Shunt Generator
Once per battle, at the end of your opponent's turn, if this model is not within Engagement Range of one or more enemy units, you can remove this model from the battlefield and place it into Strategic Reserves.

WEAPON RULES

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 (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

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 mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

Melta

This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

Sustained Hits

This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*