

WAR WALKERS

WAR WALKER

M	T	SV	W	LD	OC	
10"	7	3+	6	7+	2	5+

AUFSTELLUNG

1-2x War Walker - Equipped with: Shuriken Cannon, ➤ Missile Launcher - Starshot, ➤ Missile Launcher - Sunburst, Bright Lance, Scatter Laser, Starcannon, War Walker feet (60mm)

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bright Lance	36"	1	3+	12	-3	D6+2
Scatter Laser <small>SUSTAINED HITS 1</small>	36"	6	3+	5	0	1
Shuriken Cannon <small>LETHAL HITS</small>	24"	3	3+	6	-1	2
Starcannon	36"	2	3+	8	-3	2
➤ Missile Launcher - Starshot	48"	1	3+	10	-2	D6
➤ Missile Launcher - Sunburst <small>BLAST</small>	48"	D6	3+	4	-1	1

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
War Walker feet	Melee	3	3+	5	0	1

ABILITIES

RULES - Battle Focus, Scouts 9"

Crystalline Targeting

In your Shooting phase, after this unit has shot, select one enemy unit hit by one or more of those attacks. Until the end of the phase, each time a friendly Aeldari unit makes an attack that targets that enemy unit, improve the Armour Penetration characteristic of that attack by 1. Each unit can only be selected for that ability once per turn.



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).*

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.

*Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as **[DEVASTATING WOUNDS]**.*

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).*