

WAVE SERPENT

M	T	SV	W	LD	OC	
14"	9	3+	13	7+	2	5+

AUFSTELLUNG

1x Wave Serpent (Large Flying Base)

Equipped with: 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

Wargear Options:

- 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.

⚡ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Shuriken Cannon LETHAL HITS	24"	3	3+	6	-1	2
Twin Bright Lance TWIN-LINKED	36"	1	3+	12	-3	D6+2
Twin Scatter Laser SUSTAINED HITS 1, TWIN-LINKED	36"	6	3+	5	0	1
Twin Shuriken Cannon LETHAL HITS, TWIN-LINKED	24"	3	3+	6	-1	2
Twin Shuriken Catapult ASSAULT, TWIN LINKED	18"	2	3+	4	-1	1

ABILITIES

RULES - Battle Focus, Deadly Demise D3

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.

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.



Twin Starcannon <small>TWIN-LINKED</small>	36"	2	3+	8	-3	2
► Twin Aeldari Missile Launcher - Starshot <small>TWIN-LINKED</small>	48"	1	3+	10	-2	D6
► Twin Aeldari Missile Launcher - Sunburst <small>BLAST, TWIN-LINKED</small>	48"	D6	3+	4	-1	1

⚔ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Wraithbone Hull	Melee	3	4+	6	0	1

Wave Serpent (Transport)
Capacity: 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).



WEAPON RULES

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 (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).*



Twin-linked

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

