KHARSETH

M	T	SV	W	LD	OC	
7"	3	6+	4	6+	1	4+

AUFSTELLUNG
1x Kharseth (32mm)
Equipped with: Dread of the Deep Void, Waystave

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Dread of the Deep Void ANTI-INFANTRY 2+, BLAST, HAZARDOUS, IGNORES COVER, PSYCHIC	24"	D6+2	3+	3	-2	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Waystave ANTI-INFANTRY 2+, PSYCHIC	Melee	3	2+	3	0	3

ABILITIES

CORE - Leader

RULES - Leader, Scouts 7"

Aethersense (Psychic)
Enemy units that are set up on the battlefield from Reserves cannot be set up within 12" of this model.

Fury of the Void (Psychic)
In your Shooting phase, after this model's unit has shot, select one enemy unit hit by one or more attacks made with this model's Dread of the Deep Void. Until the end of the turn, that unit is riven. Each time an Aeldari model from your army makes an attack that targets a riven unit, add 1 to the Strength characteristic of that attack.

Leader
This model can be attached to the following units:
- CORSAIR REAVER BAND
- CORSAIR VOIDREAVERS
- CORSAIR VOIDSCARRED

KEYWORDS: Infantry, Aeldari, Character, Epic Hero, Psyker, Anhrathe, Kharseth, Leader

FACTION: Asuryani **80 PTS**

WEAPON RULES

Anti

This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

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).*

Hazardous

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

Ignores Cover

Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

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. Attacks made with [**PSYCHIC**] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).