SHADOWSEER

M	T	SV	W	LD	OC	
8"	3	6+	4	6+	1	4+

AUFSTELLUNG

1x Shadowseer (25mm)

Equipped with: Neuro Disruptor, Shuriken Pistol, Miststave

Wargear Options:

- This model can replace its Shuriken Pistol with Neuro Disruptor.

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Neuro Disruptor ANTI-INFANTRY 2+, ASSAULT, PISTOL	12"	1	2+	4	-2	1
Shuriken Pistol ASSAULT, PISTOL	12"	1	2+	4	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Miststave PSYCHIC	Melee	4	2+	5	-1	D3

ABILITIES

CORE - Leader

RULES - Infiltrators, Leader, Stealth

Flip Belt
Each time the bearer's unit makes a Normal, Advance, Fall Back or Charge move, ignore any vertical distance when determining the total distance the bearer can be moved during that move.

Fog of Dreams (Psychic)
While this model is leading a unit, that unit can only be selected as the target of a ranged attack if the attacking model is within 18".

Travelling Players
Unless otherwise stated, you cannot include more than one of this model in your army.

KEYWORDS: Shadowseer, Character, Infantry, Grenades, Psyker, Harlequin Allies, Aeldari, Corsairs and Travelling Players, Leader

FACTION: Harlequins **50 PTS**

Treacherous Illusion (Psychic)
Melee weapons equipped by enemy models have the [Hazardous] ability while targeting this model's unit.

Leader
This model can be attached to the following unit:

- Troupe

KEYWORDS: Shadowseer, Character, Infantry, Grenades, Psyker, Harlequin Allies, Aeldari, Corsairs and Travelling Players, Leader

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+.*

Assault

Units containing one or more models with an [**ASSAULT**] weapon can shoot using **assault** shooting (10.05).

Pistol

[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

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).