SHAS'O R'ALAI [LEGENDS]

M	T	SV	W	LD	OC	
8"	6	3+	6	7+	2	4+

AUFSTELLUNG

1x Shas'o R'alai [Legends]

Equipped with: ➤ Experimental pulse submunitions rifle - EMP, ➤ Experimental pulse submunitions rifle - ionic cluster-beam shell, Battlesuit fists

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
➤ Experimental pulse submunitions rifle - EMP ANTI-VEHICLE 3+, DEVASTATING WOUNDS	24"	1	3+	1	0	3
➤ Experimental pulse submunitions rifle - ionic cluster-beam shell BLAST	24"	D6	3+	6	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Battlesuit fists	Melee	3	4+	5	0	1

ABILITIES

CORE - Leader

RULES - Deep Strike, For The Greater Good, Leader

Assassin
Each time this model makes an attack that targets a Character unit, you can re-roll the Hit roll.

Blacklight Marker Drones
Twice per battle, when this unit is an Observer unit, until the end of the phase, each time a ranged attack is made by a model in their Guided unit that targets their Spotted unit, re-roll a Wound roll of 1.

Designer's Note: *Place two Blacklight Marker Drone tokens next to this model, removing one each time this ability has been used.*

Eclipse Field Generator
While this model is leading a unit, models in that unit have a 5+ invulnerable save.

KEYWORDS: Epic Hero, Character, Vehicle, Walker, Fly, Markerlight, Shas'o R'alai, Battlesuit, Non-Kroot, Leader

Leader
This model can be attached to the following unit:

- XV9 Hazard Battlesuits

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).*

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.*