AELDARI - CRAFTWORLDS

SHADOW SPECTRES [LEGENDS]

115–230 PTS

SHADOW SPECTRE EXARCH

M	T	SV	W	LD	OC
12"	3	3+	2	6+	1

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
➤ Prism Rifle - dispersed BLAST	18"	D6	3+	4	-1	1
➤ Prism Rifle - focused	24"	1	3+	6	-2	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close Combat Weapon	Melee	2	3+	3	0	1

AUFSTELLUNG

1x Shadow Spectre Exarch - Equipped with: ➤ Prism Rifle - dispersed, ➤ Prism Rifle - focused, Close Combat Weapon
5-10x Shadow Spectre

ABILITIES

Shade of Twilight
In your Shooting phase, after this unit has shot, if it is not within Engagement Range of one or more enemy units, it can make a Normal move of up to D6". If it does, until the end of the turn, this unit is not eligible to declare a charge.

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).

CORE RULES

Battle Focus

If your Army Faction is Asuryani, at the start of the battle round, you receive a number of Battle Focus tokens based on the battle size, as shown below:

- Incursion - 2
- Strike Force - 4
- Onslaught - 6

Each time one of the triggers shown in the Agile Manoeuvres section of your codex occurs, you can spend one Battle focus token to enable the relevant eligible unit to perform that Agile Manoeuvre. A unit is eligible to perform an Agile Manoeuvre if it has this ability and has not already performed an Agile Manoeuvre in the same phase. Unless otherwise stated, you cannot trigger the same Agile Manoeuvre more than once per phase. At the end of the battle round, all unspent Battle Focus tokens are lost.

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Stealth

If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).