AELDARI - CRAFTWORLDS

WRAITHKNIGHT

385 PTS

M	T	SV	W	LD	OC
12"	12	2+	18	6+	10

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy Wraithcannon **DEVASTATING WOUNDS**	36"	D3	3+	20	-4	2D6
Scatter Laser **SUSTAINED HITS 1**	36"	6	3+	5	0	1
Shuriken Cannon **LETHAL HITS**	24"	3	3+	6	-1	2
Starcannon	36"	2	3+	8	-3	2
Suncannon **BLAST**	48"	D6+4	3+	10	-3	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Titanic Feet	Melee	5	3+	8	-1	2

AUFSTELLUNG

1x Wraithknight (120x92mm Oval Base)

Equipped with: Heavy Wraithcannon, Scatter Laser, Shuriken Cannon, Starcannon, Suncannon, Titanic Feet

Wargear Options:

- This model can replace its Scattershield with Heavy Wraithcannon.
- This model can replace its Suncannon with Heavy Wraithcannon.
- This model can be equipped with up to 2 of: Scatter Laser, Shuriken Cannon, Starcannon.

ABILITIES

Damaged: 1-6 Wounds Remaining
While this model has 1-6 wounds remaining, subtract 5 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

Point-blank Devastation
Each time this model's Heavy Wraithcannon or Suncannon targets a unit within half range, you can re-roll the dice to determine the number of attacks made.

Scattershield
The bearer has a 4+ invulnerable save and each time an attack is allocated to the bearer, subtract 1 from the Damage characteristic of that attack.

Titanic Strides
Each time this model makes a Normal, Advance or Fall Back move, it can move through models (excluding Titanic models) and sections of terrain features that are 4" or less in height. When doing so:

It can move within Engagement Range of enemy models, but cannot end that move within Engagement Range of them.

It can also move through sections of terrain features that are more than 4" in height, but if it does, after it has moved, roll one D6: on a 1, this model is battle-shocked.

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).*

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.*

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).*

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.

Deadly Demise D6

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").