

# WRAITHKNIGHT WITH GHOSTGLAIVE

380 PTS

| M   | T  | Sv | W  | LD | OC |
|-----|----|----|----|----|----|
| 12" | 12 | 2+ | 18 | 6+ | 10 |

## RANGED WEAPONS

| WEAPON                                   | RANGE | A  | BS | S  | AP | D   |
|------------------------------------------|-------|----|----|----|----|-----|
| Heavy Wraithcannon<br>DEVASTATING WOUNDS | 36"   | D3 | 3+ | 20 | -4 | 2D6 |
| Scatter Laser<br>SUSTAINED HITS 1        | 36"   | 6  | 3+ | 5  | 0  | 1   |
| Shuriken Cannon<br>LETHAL HITS           | 24"   | 3  | 3+ | 6  | -1 | 2   |
| Starcannon                               | 36"   | 2  | 3+ | 8  | -3 | 2   |

## MELEE WEAPONS

| WEAPON                         | RANGE | A  | WS | S  | AP | D |
|--------------------------------|-------|----|----|----|----|---|
| ▶ Titanic Ghostglaive - Strike | Melee | 5  | 3+ | 16 | -3 | 6 |
| ▶ Titanic Ghostglaive - Sweep  | Melee | 15 | 3+ | 8  | -2 | 2 |

## 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.
- 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 Agility**  
Each time this model makes a Normal, Advance or Fall Back move, it can move through models and terrain features. When doing so, it can move within Engagement Range of enemy models, but cannot end that move within Engagement Range of them.



### AUFSTELLUNG

- 1x Wraithknight with Ghostglaive
- Equipped with:** Heavy Wraithcannon, Scatter Laser, Shuriken Cannon, Starcannon,
- ▶ Titanic Ghostglaive - Strike,
  - ▶ Titanic Ghostglaive - Sweep
- Wargear Options:**
- This model can replace its Heavy Wraithcannon with Scattershield.
  - This model can be equipped with up to 2 of: Scatter Laser, Shuriken Cannon, Starcannon.



**KEYWORDS:** Wraith Construct, Monster, Titanic, Towering, Walker, Aeldari, Wraithknight with Ghostglaive, Ynnari

**FACTION KEYWORDS:** Asuryani

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WEAPON ABILITIES

**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

**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").

*Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.*

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