

# WAVE SERPENT - AELDARI - AELDARI

## LIBRARY

115 PTS

|     |   |    |    |    |    |
|-----|---|----|----|----|----|
| M   | T | Sv | W  | LD | OC |
| 14" | 9 | 3+ | 13 | 7+ | 2  |

INVULNERABLE  
SAVE



### AUFSTELLUNG

1x Wave Serpent

**Equipped with:** Shuriken Cannon, Twin Bright Lance, Twin Scatter Laser, Twin Shuriken Cannon, Twin Shuriken Catapult, Twin Starcannon, ► Twin Aeldari Missile Launcher - Starshot, ► Twin Aeldari Missile Launcher - Sunburst, Wraithbone Hull

#### Wargear Options:

- This model can replace its Twin Shuriken Catapult with Shuriken Cannon.
- This model can replace its Twin Shuriken Cannon with Twin Aeldari Missile Launcher, Twin Bright Lance, Twin Scatter Laser or Twin Starcannon.

**KEYWORDS:** Wave Serpent, Fly, Dedicated Transport, Vehicle, Transport, Aeldari, Ynnari, Frame

**FACTION KEYWORDS:** Asuryani

### RANGED WEAPONS

| WEAPON                                                           | RANGE | A  | BS | S  | AP | D    |
|------------------------------------------------------------------|-------|----|----|----|----|------|
| Shuriken Cannon<br>LETHAL HITS                                   | 24"   | 3  | 3+ | 6  | -1 | 2    |
| Twin Bright Lance<br>TWIN-LINKED                                 | 36"   | 1  | 3+ | 12 | -3 | D6+2 |
| Twin Scatter Laser<br>SUSTAINED HITS 1, TWIN-LINKED              | 36"   | 6  | 3+ | 5  | 0  | 1    |
| Twin Shuriken Cannon<br>LETHAL HITS, TWIN-LINKED                 | 24"   | 3  | 3+ | 6  | -1 | 2    |
| Twin Shuriken Catapult<br>ASSAULT, TWIN LINKED                   | 18"   | 2  | 3+ | 4  | -1 | 1    |
| Twin Starcannon<br>TWIN-LINKED                                   | 36"   | 2  | 3+ | 8  | -3 | 2    |
| ► Twin Aeldari Missile Launcher - Starshot<br>TWIN-LINKED        | 48"   | 1  | 3+ | 10 | -2 | D6   |
| ► Twin Aeldari Missile Launcher - Sunburst<br>BLAST, TWIN-LINKED | 48"   | D6 | 3+ | 4  | -1 | 1    |

### MELEE WEAPONS

| WEAPON          | RANGE | A | WS | S | AP | D |
|-----------------|-------|---|----|---|----|---|
| Wraithbone Hull | Melee | 3 | 4+ | 6 | 0  | 1 |

### ABILITIES

#### Damaged: 1-4 Wounds Remaining

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

#### Wave Serpent Shield

Each time a ranged attack targets this model, if the Strength characteristic of that attack is greater than the Toughness characteristic of this model, subtract 1 from the Wound roll.

### WEAPON ABILITIES

#### Assault

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

#### 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).*

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SAVE

5+

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FACTION KEYWORDS:

Asuryani

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).*

Twin-linked

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

CORE RULES

Deadly Demise D3

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.*

TRANSPORT

Wave Serpent

This model has a transport capacity of 12 ASURYANI INFANTRY models. Each WRAITH CONSTRUCT model takes the space of 2 models. It cannot transport JUMP PACK models or YNNARI models (excluding ASURYANI, YVRAINE and THE VISARCH models).