

NIGHT SPINNER

M	T	SV	W	LD	OC
14"	9	3+	12	7+	3

AUFSTELLUNG

1x Night Spinner

Equipped with: Doomweaver, Shuriken Cannon, Twin Shuriken Catapult, Wraithbone Hull

Wargear Options:

- This model can replace its Twin Shuriken Catapult with Shuriken Cannon.

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Doomweaver BLAST, INDIRECT FIRE, TWIN LINKED	48"	D6+3	3+	7	-1	2
Shuriken Cannon LETHAL HITS	24"	3	3+	6	-1	2
Twin Shuriken Catapult ASSAULT, TWIN LINKED	18"	2	3+	4	-1	1

✂ MELEE WEAPONS

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

ABILITIES

RULES - Deadly Demise D3

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.

Monofilament Web

In your Shooting phase, after this model has shot, if one or more of those attacks made with its doomweaver scored a hit against an enemy unit, until the start of your next turn, that enemy unit is pinned. While a unit is pinned, subtract 2 from that unit's Move characteristic and subtract 2 from Charge rolls made for it.



WEAPON RULES

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).

Indirect Fire

Units containing one or more models with an [INDIRECT FIRE] weapon can shoot using indirect shooting (10.07).

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].

Twin-linked

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