

WRAITHKNIGHT WITH GHOSTGLAIVE

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

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.

⚔ 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

⚔ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
► Titanic Ghostglaive - Strike	Melee	5	3+	16	-3	6

ABILITIES

RULES - Deadly Demise D6

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 Ghostglaive - Sweep	Melee	15	3+	8	-2	2
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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.

WEAPON RULES

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).