

# WASP ASSAULT WALKER [LEGENDS]

|     |   |    |   |    |    |    |
|-----|---|----|---|----|----|----|
| M   | T | SV | W | LD | OC |    |
| 10" | 7 | 3+ | 6 | 6+ | 2  | 4+ |

## AUFSTELLUNG

1x Wasp Assault Walker [Legends]

**Equipped with:** Bright Lance, Scatter Laser, Shuriken Cannon, Starcannon, ► Aeldari missile launcher - starshot, ► Aeldari missile launcher - sunburst, Wasp feet

## ⦿ RANGED WEAPONS

| WEAPON                                         | RANGE | A  | BS | S  | AP | D    |
|------------------------------------------------|-------|----|----|----|----|------|
| Bright Lance                                   | 36"   | 1  | 3+ | 12 | -3 | D6+2 |
| Scatter Laser                                  | 36"   | 6  | 3+ | 5  | 0  | 1    |
| Shuriken Cannon<br>SUSTAINED HITS 1            | 24"   | 3  | 3+ | 6  | -1 | 2    |
| Starcannon                                     | 36"   | 2  | 3+ | 8  | -3 | 2    |
| ► Aeldari missile launcher - starshot          | 48"   | 1  | 3+ | 10 | -2 | D6   |
| ► Aeldari missile launcher - sunburst<br>BLAST | 48"   | D6 | 3+ | 4  | -1 | 1    |

## ✂ MELEE WEAPONS

| WEAPON    | RANGE | A | WS | S | AP | D |
|-----------|-------|---|----|---|----|---|
| Wasp feet | Melee | 3 | 3+ | 5 | 0  | 1 |

## ABILITIES

### Cloudbreakers

Each time this model Advances, do not make an Advance roll for it. Instead, until the end of the phase, add 6" to the Move characteristic of this model.

## 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).*



### 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).*