

# SHADOWSEER

|    |   |    |   |    |    |                                                                                   |
|----|---|----|---|----|----|-----------------------------------------------------------------------------------|
| M  | T | SV | W | LD | OC |  |
| 8" | 3 | 6+ | 4 | 6+ | 1  |                                                                                   |

## AUFSTELLUNG

1x Shadowseer

**Equipped with:** Neuro Disruptor, Shuriken Pistol, Miststave

### Wargear Options:

- This model can replace its Shuriken Pistol with Neuro Disruptor.

## ⦿ RANGED WEAPONS

| WEAPON                                               | RANGE | A | BS | S | AP | D |
|------------------------------------------------------|-------|---|----|---|----|---|
| Neuro Disruptor<br>ANTI-INFANTRY 2+, ASSAULT, PISTOL | 12"   | 1 | 2+ | 4 | -2 | 1 |
| Shuriken Pistol<br>ASSAULT, PISTOL                   | 12"   | 1 | 2+ | 4 | -1 | 1 |

## ✂ MELEE WEAPONS

| WEAPON               | RANGE | A | WS | S | AP | D  |
|----------------------|-------|---|----|---|----|----|
| Miststave<br>PSYCHIC | Melee | 4 | 2+ | 5 | -1 | D3 |

## ABILITIES

**CORE** - Leader

**RULES** - Infiltrators, Leader, Stealth

### Flip Belt

Each time the bearer's unit makes a Normal, Advance, Fall Back or Charge move, ignore any vertical distance when determining the total distance the bearer can be moved during that move.

### Fog of Dreams (Psychic)

While this model is leading a unit, that unit can only be selected as the target of a ranged attack if the attacking model is within 18".

### Travelling Players

Unless otherwise stated, you cannot include more than one of this model in your army.



### **Treacherous Illusion (Psychic)**

Melee weapons equipped by enemy models have the [Hazardous] ability while targeting this model's unit.

### **Leader**

This model can be attached to the following unit:

- Troupe



## WEAPON RULES

### Anti

This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

### Assault

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

### Pistol

[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

### Psychic

Each time an attack is made with a [PSYCHIC] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [PSYCHIC] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

