

SPIRITSEER

55 PTS



M	T	SV	W	LD	OC	
7"	3	6+	3	6+	1	4+



RANGED WEAPONS

WEAPON		RANGE	A	BS	S	AP	D
Shuriken Pistol	ASSAULT PISTOL	12"	1	2+	4	-1	1

MELEE WEAPONS

WEAPON		RANGE	A	WS	S	AP	D
Witch Staff	ANTI-INFANTRY 2+ PSYCHIC	Melee	2	2+	3	0	D3

AUFSTELLUNG

1x Spiritseer

Equipped with: Shuriken Pistol, Witch Staff

ABILITIES

Spirit Mark (Psychic)

Once per turn, in your Movement phase, when this model starts or ends a move, select one friendly Wraith Construct unit within 6" of this model (excluding Titanic units) and one enemy unit visible to this model. Until the start of your next Movement phase, weapons equipped by models in that friendly unit have the [Sustained Hits 1] ability while targeting that enemy unit.

Spiritseer

While this model is within 3" of one or more friendly Wraith Construct units, this model has the Lone Operative ability.

Tears of Isha (Psychic)

In your Command phase, select one friendly Wraith Construct unit within 6" of this model. If one or more models in that unit are destroyed, you can return one destroyed model to that unit. Otherwise, one model in that unit regains up to D3 lost wounds. Each unit can only be selected for this ability once per turn.

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).

CORE RULES

Stealth

If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).

