

AELDARI - CRAFTWORLDS

ILLIC NIGHTSPEAR

[LEGENDS]

70 PTS



M

7"

T

3

SV

5+

W

3

LD

6+

OC

1

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Shuriken Pistol ASSAULT PISTOL	12"	1	2+	4	-1	1
Voidbringer DEVASTATING WOUNDS HEAVY PRECISION	48"	1	2+	6	-3	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Aeldari power sword	Melee	4	2+	4	-2	1

AUFSTELLUNG

1x Illic Nightspear [Legends]

Equipped with: Shuriken Pistol, Voidbringer, Aeldari power sword

ABILITIES

CORE - Leader

- Bringer of the True Death

While this model is leading a unit, each time a model in that unit makes an attack, you can re-roll the Wound roll.
- Hunter Unseen

This model's unit can only be selected as the target of a ranged attack if the attacking model is within 12".

Leader

This model can be attached to the following unit:

- Rangers



WEAPON RULES

ASSAULT

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

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.

HEAVY

In your Shooting phase, each time an attack is made with a [HEAVY] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

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.

PRECISION

While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

CORE RULES

◆ Infiltrators

During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment zone and all enemy units.

◆ Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

◆ 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).