

WARSCROLL



WAYWATCHER



MISSILE WEAPONS

Range	Attacks	To Hit	To Wound	Rend	Damage
22"	3	3+	3+	-1	1

MELEE WEAPONS

Range	Attacks	To Hit	To Wound	Rend	Damage
1"	2	3+	4+	-	1

Range	Attacks	To Hit	To Wound	Rend	Damage
1"	2	3+	4+	-	1

DESCRIPTION

A Waywatcher is a single model. Such is his skill with his Waystalker Bow that he can fire either Fast Shots or Precise Shots to deadly effect. He also carries a Waystalker Blade with which to finish off his prey.

ABILITIES

Invisible Hunter: Your opponent subtracts 1 from any hit rolls that target a model with this ability in the shooting phase.

Hawk-eyed Archer: When a Waywatcher shoots his Waystalker Bow, he can choose to make either Fast Shots or Precise Shots (he cannot make Fast and Precise Shots in the same shooting phase):

Fast Shots: A Waywatcher firing Fast Shots makes three extra attacks with his Waystalker Bow. In addition, each time you roll a hit roll of 6 or more for this model when making a Fast Shot, it can make one additional attack with its bow.

Precise Shots: A Waywatcher firing Precise Shots inflicts double damage with its Waystalker Bow. In addition, each time you roll a wound roll of 6 or more for this model when making Precise Shots, that shot is resolved with a Rend of -2 instead of -1.

Solitary Marksman: Add 1 to hit rolls made for a Waywatcher's shooting attacks if it did not move in its preceding movement phase.

COMMAND ABILITY

See, But Do Not Be Seen: If a Waywatcher uses this ability, then until your next hero phase, **WANDERERS** from your army that are within 18" of him gain the Invisible Hunter ability (see left).

KEYWORDS

ORDER, AELF, WANDERER, HERO, WAYWATCHER