

VAMPIRE HUNTER  
[LEGENDS]

460 PTS

| M | T  | Sv | W  | LD | OC |
|---|----|----|----|----|----|
| - | 12 | 3+ | 30 | 6+ | -  |

INVULNERABLE  
SAVE

4+

RANGED WEAPONS

| WEAPON                             | RANGE | A | BS | S  | AP | D  |
|------------------------------------|-------|---|----|----|----|----|
| Scatter Laser                      | 36"   | 6 | 3+ | 5  | 0  | 1  |
| 2x Twin Pulse Laser<br>TWIN-LINKED | 48"   | 3 | 3+ | 9  | -2 | D6 |
| Twin Vampire Pulsar<br>TWIN-LINKED | 60"   | 3 | 3+ | 12 | -3 | 4  |

MELEE WEAPONS

| WEAPON          | RANGE | A | WS | S | AP | D |
|-----------------|-------|---|----|---|----|---|
| Wraithbone Hull | Melee | 6 | 4+ | 6 | 0  | 1 |

ABILITIES

- Damaged: 1-10 Wounds Remaining**  
While this model has 1-10 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.
- Titan Hunter**  
Each time a ranged attack made by this model is allocated to a Monster or Vehicle model, re-roll a Damage roll of 1.

WEAPON ABILITIES

- Twin-linked**  
Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

FACTION RULES

- Battle Focus**  
If your Army Faction is Asuryani, at the start of the battle round, you receive a number of Battle Focus tokens based on the battle size, as shown below:
  - Incursion - 2
  - Strike Force - 4
  - Onslaught - 6Each time one of the triggers shown in the Agile Manoeuvres section of your codex occurs, you can spend one Battle focus token to enable the relevant eligible unit to perform that Agile Manoeuvre. A unit is eligible to perform an Agile Manoeuvre if it has this ability and has not already performed an Agile Manoeuvre in the same phase. Unless otherwise stated, you cannot trigger the same Agile Manoeuvre more than once per phase. At the end of the battle round, all unspent Battle Focus tokens are lost.



**AUFSTELLUNG**

1x Vampire Hunter [Legends]

**Equipped with:** Scatter Laser, 2x Twin Pulse Laser, Twin Vampire Pulsar, Wraithbone Hull



**KEYWORDS:** Vehicle, Fly, Aircraft, Titanic, Vampire Hunter, Aeldari  
**FACTION KEYWORDS:** Asuryani

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### CORE RULES

#### Deadly Demise D6+2

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

*Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.*

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**FACTION KEYWORDS:** Asuryani