

VAMPIRE RAIDER [LEGENDS] - AELDARI - CRAFTWORLDS

430 PTS

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

INVULNERABLE
SAVE

4+

AUFSTELLUNG
1x Vampire Raider [Legends]
Equipped with: Scatter Laser, 2x Twin Pulse Laser, Wraithbone Hull

KEYWORDS: Vehicle, Fly, Titanic, Transport, Vampire Raider, Aeldari
FACTION KEYWORDS: Asuryani

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Scatter Laser	36"	6	3+	5	0	1
2x Twin Pulse Laser <small>TWIN-LINKED</small>	48"	3	3+	9	-2	D6

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.
- Into the Foe**
If a unit disembarks from this Transport before it moves, until the end of the turn, that unit is eligible to charge in a turn in which it Advanced.
- Transport**
This model has a transport capacity of 30 Aeldari Infantry models. Each Wraith Construct model takes the space of 2 models. It cannot transport Jump Pack models or Ynnari models (excluding Yvraine and The Visarch).

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.

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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.

Hover

Each time this unit takes to the skies (21.03), do not subtract 2" from the maximum distance.