



1KOMMANDO

2BEWEGUNG

3BESCHUSS

Bright Lance

R

A

BS

S

AP

D

36"

1

3+

12

-3

D6+2

VERWUNDET

2+

3+

4+

5+

6+

T1-6

T7-11

T12

T13-23

T24+

Pulse Laser

R

A

BS

S

AP

D

48"

3

3+

9

-2

D6

VERWUNDET

2+

3+

4+

5+

6+

T1-4

T5-8

T9

T10-17

T18+

Scatter Laser

SUSTAINED HITS 1

R

A

BS

S

AP

D

36"

6

3+

5

0

1

VERWUNDET

2+

3+

4+

5+

6+

T1-2

T3-4

T5

T6-9

T10+

Shuriken Cannon

LETHAL HITS

R

A

BS

S

AP

D

24"

3

3+

6

-1

2

VERWUNDET

2+

3+

4+

5+

6+

T1-3

T4-5

T6

T7-11

T12+

Starcannon

R

A

BS

S

AP

D

36"

2

3+

8

-3

2

VERWUNDET

2+

3+

4+

5+

6+

T1-4

T5-7

T8

T9-15

T16+

Twin Shuriken Catapult

ASSAULT

TWIN LINKED

R

A

BS

S

AP

D

18"

2

3+

4

-1

1

VERWUNDET

2+

3+

4+

5+

6+

T1-2

T3

T4

T5-7

T8+

► Missile Launcher - Starshot

R

A

BS

S

AP

D

48"

1

3+

10

-2

D6

VERWUNDET

2+

3+

4+

5+

6+

T1-5

T6-9

T10

T11-19

T20+

► Missile Launcher - Sunburst

BLAST

R

A

BS

S

AP

D

48"

D6

3+

4

-1

1

VERWUNDET

2+

3+

4+

5+

6+

T1-2

T3

T4

T5-7

T8+

Fire Support

In your Shooting phase, after this model has shot, select one enemy unit hit by one or more of those attacks. Until the end of the turn, each time a friendly model that disembarked from this Transport this turn makes an attack that targets that enemy unit, you can re-roll the Wound roll

4ANGRIFF

5NAHKAMPF

Wraithbone hull

R

A

WS

S

AP

D

Melee

3

4+

6

0

1

VERWUNDET

2+

3+

4+

5+

6+

T1-3

T4-5

T6

T7-11

T12+

VERTEIDIGUNG

IMMER / EINMALIG

GEGEN DIESE EINHEIT

W9 · RW 3+ · 12 LP je Modell

WIRD VERWUNDET MIT

2+ S18+	3+ S10-17	4+ S9	5+ S5-8	6+ S1-4
RETTUNGSWURF JE DS				
DS 0 3+	DS -1 4+	DS -2 5+	DS -3 6+	DS -4 -

Damaged: 1-4 Wounds Remaining

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

REGELN & KEYWORDS KURZ

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...

Deadly Demise D3 This ability always takes the form Deadly Demise X.

Deep Strike Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizo...

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

BLAST Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (roun...

LETHAL HITS Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

SUSTAINED HITS This ability always takes the form [SUSTAINED HITS X].

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

AUFSTELLUNG

1x Falcon

Ausrüstung: Bright Lance, Pulse Laser, Scatter Laser, Shuriken Cannon, Starcannon, Twin Shuriken Catapult, ► Missile Launcher - Starshot, ► Missile Launcher - Sunburst, Wraithbone hull

- This model can replace its Twin Shuriken Catapult with Shuriken Cannon.

Transport

This model has a transport capacity of 6 AELDARI INFANTRY models. Each WRAITH CONSTRUCT model takes the space of 2 models. It cannot transport JUMP PACK models or YNNARI models (excluding ASURYANI, YVRAINE and THE VISARCH models).

KEYWORDS Falcon, Fly, Transport, Vehicle, Aeldari, Ynnari, Frame · FRAKTION Asuryani