

WRAITHGUARD

M

6"

T

6

SV

2+

W

3

LD

8+

OC

1

145 PTS

Base 40mm



1

KOMMANDO

2

BEWEGUNG

3

BESCHUSS

D-Scythe

TORRENT

R

12"

A

D6

BS

N/A

S

7

AP

-3

D

1

VERWUNDET

2+

T1-3

3+

T4-6

4+

T7

5+

T8-13

6+

T14+

Wraithcannon

R

18"

A

1

BS

4+

S

14

AP

-4

D

D6+1

VERWUNDET

2+

T1-7

3+

T8-13

4+

T14

5+

T15-27

6+

T28+

War Construct

This unit is eligible to shoot in a turn in which it Fell Back.

4

ANGRIFF

5

NAHKAMPF

Close Combat Weapon

R

Melee

A

3

WS

4+

S

5

AP

0

D

1

VERWUNDET

2+

T1-2

3+

T3-4

4+

T5

5+

T6-9

6+

T10+

VERTEIDIGUNG

IMMER / EINMALIG

Psychic Guidance

While this unit is within 12" of one or more friendly Aeldari Psyker models, models in this unit have a Leadership characteristic of 6+ and each time a model in this unit makes an attack, add 1 to the Hit roll.

GEGEN DIESE EINHEIT

W6 · RW 2+ · 3 LP je Modell

WIRD VERWUNDET MIT

2+

S12+

3+

S7-11

4+

S6

5+

S4-5

6+

S1-3

RETTUNGSWURF JE DS

DS 0

2+

DS -1

3+

DS -2

4+

DS -3

5+

DS -4

6+

REGELN & KEYWORDS KURZ

TORRENT

 Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

AUFSTELLUNG

5x Wraithguard - Equipped with: Close Combat Weapon, Wraithcannon, D-Scythe

This model can replace its Wraithcannon with D-Scythe.