AELDARI - CRAFTWORLDS

CRIMSON HUNTER

M	T	SV	W	LD	OC	RW
-	8	3+	12	6+	-	5+

160 PTS
Base 120x92mm Oval Base

1 KOMMANDO
—

2 BEWEGUNG
—

3 BESCHUSS

2× 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+

2× 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+

Skyhunter
Each time this model makes a ranged attack that targets a unit that can Fly, add 1 to the Hit roll and add 1 to the Wound roll.

4 ANGRIFF
—

5 NAHKAMPF

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
W8 · RW 3+ · 5++ · 12 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S16+	S9–15	S8	S5–7	S1–4

RETTUNGSWURF JE DS

DS 0	DS −1	DS −2	DS −3	DS −4
3+	4+	5+	5++	5++

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
—

AUFSTELLUNG
1x Crimson Hunter

Ausrüstung: 2x Bright Lance, Pulse Laser, 2x Starcannon, Wraithbone Hull
- This model can replace its 2 Starcannons with 2 Bright Lances.

KEYWORDS Vehicle, Aircraft, Fly, Crimson Hunter, Aeldari, Aspect Warrior, Ynnari · **FRAKTION** Asuryani