

1

KOMMANDO

2

BEWEGUNG

3

BESCHUSS

4

ANGRIFF

5 NAHKAMPF

Ghostaxe

R	A	WS	S	AP	D
Melee	3	4+	7	-2	2

VERWUNDET

2+	3+	4+	5+	6+
T1-3	T4-6	T7	T8-13	T14+

Ghostwords

R	A	WS	S	AP	D
Melee	5	4+	5	-2	2

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3-4	T5	T6-9	T10+

Malevolent Souls

Each time a model in this unit is destroyed by a melee attack, if that model has not fought this phase, roll one D6. On a 3+, do not remove it from play; that destroyed model can fight after the attacking model's unit has finished making its attacks, and is then removed from play.

VERTEIDIGUNG

Forceshield

The bearer has a 4+ invulnerable save.

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+	3+	4+	5+	6+
S12+	S7-11	S6	S4-5	S1-3

RETTUNGSWURF JE DS

DS 0	DS -1	DS -2	DS -3	DS -4
2+	3+	4+	5+	6+

REGELN & KEYWORDS KURZ

AUFSTELLUNG

5x Wraithblade - Equipped with: Ghostwords, Ghostaxe

This model can replace its Ghostwords with Ghostaxe and Forceshield.