

1

KOMMANDO

—

2

BEWEGUNG

—

3

BESCHUSS

D-Scythe

TORRENT

R	A	BS	S	AP	D
12"	D6	N/A	7	-3	1

VERWUNDET

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

Wraithcannon

R	A	BS	S	AP	D
18"	1	4+	14	-4	D6+1

VERWUNDET

2+	3+	4+	5+	6+
T1-7	T8-13	T14	T15-27	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	A	WS	S	AP	D
Melee	3	4+	5	0	1

VERWUNDET

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

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.