

WRAITHLORD

M	T	SV	W	LD	OC
8"	10	2+	10	8+	3

AUFSTELLUNG

1x Wraithlord (60mm)

Equipped with: Bright Lance, Flamer, Scatter Laser, Shuriken Cannon, Shuriken Catapult, Starcannon, ► Aeldari Missile Launcher - Starshot, ► Aeldari Missile Launcher - Sunburst, Wraithbone Fists, ► Ghostglaive - Strike, ► Ghostglaive - Sweep

Wargear Options:

- This model must be equipped with 2 of: Shuriken Catapult, Flamer.
- This model can be equipped with up to 2 of: Aeldari Missile Launcher, Bright Lance, Scatter Laser, Shuriken Cannon, Starcannon.

⚙ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bright Lance	36"	1	4+	12	-3	D6+2
Flamer ASSAULT, IGNORES COVER, TORRENT	12"	D6	N/A	4	0	1
Scatter Laser SUSTAINED HITS 1	36"	6	4+	5	0	1
Shuriken Cannon LETHAL HITS	24"	3	4+	6	-1	2
Shuriken Catapult ASSAULT	18"	2	4+	4	-1	1

ABILITIES

RULES - Deadly Demise 1

Fated Hero

At the start of the battle, select one of the following keywords: Infantry, Monster, Mounted, Vehicle. Each time this model makes an attack that targets a unit with the selected keyword, re-roll a Hit roll of 1 and re-roll a Wound roll of 1.

Psychic Guidance

While this model is within 12" of one or more friendly Aeldari Psyker models, improve the Ballistic Skill and Weapon Skill characteristics of weapons equipped by this model by 1 and it has a Leadership characteristic of 6+.



Starcannon	36"	2	4+	8	-3	2
► Aeldari Missile Launcher - Starshot	48"	1	4+	10	-2	D6
► Aeldari Missile Launcher - Sunburst BLAST	48"	D6	4+	4	-1	1

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Wraithbone Fists	Melee	4	4+	7	-2	2
► Ghostglaive - Strike	Melee	4	4+	10	-3	D6+1
► Ghostglaive - Sweep	Melee	8	4+	7	-2	2

WEAPON RULES

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 (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

Ignores Cover

Each time an attack is made with an **[IGNORES COVER]** weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

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.

*Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as **[DEVASTATING WOUNDS]**.*



Sustained Hits

This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

Torrent

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