

CANOPTEK WRAITHS

95–220 PTS

| M   | T | Sv | W | LD | OC |
|-----|---|----|---|----|----|
| 10" | 6 | 3+ | 4 | 8+ | 2  |

INVULNERABLE  
SAVE



AUFSTELLUNG

3-6x Wraith w/ claws and beamer oder Wraith w/ claws and particle caster oder Wraith w/ coils oder Wraith w/ coils and beamer oder Wraith w/ coils and particle caster (50mm)

Equipped with: Particle caster, Transdimensional beamer, Vicious claws, Whip coils



RANGED WEAPONS

| WEAPON                                          | RANGE | A | BS | S | AP | D |
|-------------------------------------------------|-------|---|----|---|----|---|
| Particle caster<br>DEVASTATING WOUNDS<br>PISTOL | 12"   | 3 | 4+ | 5 | 0  | 1 |
| Transdimensional beamer                         | 12"   | 1 | 4+ | 4 | -2 | 3 |

MELEE WEAPONS

| WEAPON        | RANGE | A | WS | S | AP | D |
|---------------|-------|---|----|---|----|---|
| Vicious claws | Melee | 4 | 4+ | 6 | -1 | 2 |
| Whip coils    | Melee | 8 | 4+ | 5 | 0  | 1 |

ABILITIES

**Wraith Form**  
Each time this unit ends a Normal move, you can select one enemy unit it moved over during that move and roll one D6 for each model in this unit: for each 4+, that enemy unit suffers 1 mortal wound.

WEAPON ABILITIES

**Devastating Wounds**  
Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.  
Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.  
*Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

**Pistol**  
[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.  
Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:  
- One or more of its [CLOSE-QUARTERS] weapons.  
- One or more of its other ranged weapons.

FACTION RULES

**Reanimation Protocols**  
If your Army Faction is NECRONS, at the end of your Command phase, each friendly unit with this ability that is on the battlefield activates its Reanimation Protocols:  
- When a unit's Reanimation Protocols activate, that unit heals D3 wounds.



KEYWORDS: Beast, Fly,  
Canoptek, Wraiths  
FACTION KEYWORDS:  
Necrons