

HEMLOCK WRAITHFIGHTER - AELDARI -  
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155 PTS

|   |   |    |    |    |    |
|---|---|----|----|----|----|
| M | T | Sv | W  | LD | OC |
| - | 8 | 3+ | 12 | 6+ | -  |

|                                                                                                         |                                                                                                                                                |
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| <b>AUFSTELLUNG</b><br>1x Hemlock Wraithfighter<br><b>Equipped with:</b> Heavy D-Scythe, Wraithbone Hull | <b>KEYWORDS:</b> Hemlock Wraithfighter, Vehicle, Fly, Aircraft, Psyker, Wraith Construct, Aeldari, Ynnari<br><b>FACTION KEYWORDS:</b> Asuryani |
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⦿ RANGED WEAPONS

| WEAPON                     | RANGE | A  | BS | S  | AP | D |
|----------------------------|-------|----|----|----|----|---|
| 2x Heavy D-Scythe<br>BLAST | 18"   | D6 | 4+ | 12 | -4 | 2 |

✂ MELEE WEAPONS

| WEAPON          | RANGE | A | WS | S | AP | D |
|-----------------|-------|---|----|---|----|---|
| Wraithbone Hull | Melee | 3 | 4+ | 6 | 0  | 1 |

ABILITIES

|                                                                                                                                                                |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Damaged: 1-4 Wounds Remaining</b><br>While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.         |
| <b>Mindshock Pod (Aura, Psychic)</b><br>While an enemy unit is within 9" of this model, subtract 1 from Battle-shock and Leadership tests taken for that unit. |

WEAPON ABILITIES

|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |
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| <b>Blast</b><br>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.<br><i>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).</i> |
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