

VAMPIRE RAIDER [LEGENDS] - AELDARI -  
AELDARI LIBRARY

430 PTS

|   |    |    |    |    |    |
|---|----|----|----|----|----|
| M | T  | Sv | W  | LD | OC |
| - | 12 | 3+ | 30 | 6+ | -  |

INVULNERABLE  
SAVE



AUFSTELLUNG

1x Vampire Raider [Legends]

Equipped with: Scatter Laser, Twin Pulse Laser, Wraithbone Hull

KEYWORDS: Vehicle, Fly, Titanic, Transport, Vampire Raider, Aeldari, Frame

FACTION KEYWORDS: Asuryani

RANGED WEAPONS

| WEAPON                                            | RANGE | A | BS | S | AP | D  |
|---------------------------------------------------|-------|---|----|---|----|----|
| Scatter Laser                                     | 36"   | 6 | 3+ | 5 | 0  | 1  |
| 2x Twin Pulse Laser<br><small>TWIN-LINKED</small> | 48"   | 3 | 3+ | 9 | -2 | D6 |

MELEE WEAPONS

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

ABILITIES

Damaged: 1-10 Wounds Remaining

While this model has 1-10 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Into the Foe

If a unit disembarks from this Transport before it moves, until the end of the turn, that unit is eligible to charge in a turn in which it Advanced.

Transport

This model has a transport capacity of 30 Aeldari Infantry models. Each Wraith Construct model takes the space of 2 models. It cannot transport Jump Pack models or Ynnari models (excluding Yvraine and The Visarch).

WEAPON ABILITIES

Twin-linked

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

CORE RULES

Deadly Demise D6+2

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Hover

Each time this unit takes to the skies (21.03), do not subtract 2" from the maximum distance.