

PHOENIX [LEGENDS] - AELDARI - CRAFTWORLDS

175 PTS

|   |   |    |    |    |    |
|---|---|----|----|----|----|
| M | T | Sv | W  | LD | OC |
| - | 9 | 3+ | 16 | 6+ | -  |

**AUFSTELLUNG**  
1x Phoenix [Legends]  
**Equipped with:** Phoenix missile array, Phoenix pulse laser, Twin shuriken cannon, Wraithbone Hull

**KEYWORDS:** Vehicle, Aeldari, Aircraft, Fly, Phoenix, Frame  
**FACTION KEYWORDS:** Asuryani

 RANGED WEAPONS

| WEAPON                                                | RANGE | A  | BS | S  | AP | D  |
|-------------------------------------------------------|-------|----|----|----|----|----|
| Phoenix missile array<br>BLAST                        | 48"   | D6 | 3+ | 6  | -1 | 2  |
| Phoenix pulse laser                                   | 48"   | 4  | 3+ | 10 | -2 | D6 |
| Twin shuriken cannon<br>SUSTAINED HITS 1, TWIN-LINKED | 24"   | 3  | 3+ | 6  | -1 | 2  |

 MELEE WEAPONS

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

ABILITIES

- Damaged: 1-5 wounds remaining**  
While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.
- Strafing Run**  
Each time this model makes a ranged attack that targets a unit that cannot FLY, add 1 to the Hit roll.

WEAPON ABILITIES

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

CORE RULES

- Deadly Demise D3**  
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.*