

VAMPIRE HUNTER [LEGENDS] - AELDARI - CRAFTWORLDS

460 PTS

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

INVULNERABLE
SAVE



AUFSTELLUNG

1x Vampire Hunter [Legends]

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

KEYWORDS: Vehicle, Fly, Aircraft, Titanic, Vampire Hunter, 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 TWIN-LINKED	48"	3	3+	9	-2	D6
Twin Vampire Pulsar TWIN-LINKED	60"	3	3+	12	-3	4

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.

Titan Hunter

Each time a ranged attack made by this model is allocated to a Monster or Vehicle model, re-roll a Damage roll of 1.

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.