

VAMPIRE RAIDER [LEGENDS]

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

AUFSTELLUNG

1x Vampire Raider [Legends]

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

⚔ 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

⚔ MELEE WEAPONS

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

ABILITIES

RULES - Deadly Demise D6+2, Hover

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 RULES

Twin-linked

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

