

FALCON

M	T	SV	W	LD	OC
14"	9	3+	12	7+	3

AUFSTELLUNG

1x Falcon

Equipped with: Bright Lance, Pulse Laser, Scatter Laser, Shuriken Cannon, Starcannon, Twin Shuriken Catapult, ► Missile Launcher - Starshot, ► Missile Launcher - Sunburst, Wraithbone hull

Wargear Options:

- This model can replace its Twin Shuriken Catapult with Shuriken Cannon.

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bright Lance	36"	1	3+	12	-3	D6+2
Pulse Laser	48"	3	3+	9	-2	D6
Scatter Laser SUSTAINED HITS 1	36"	6	3+	5	0	1
Shuriken Cannon LETHAL HITS	24"	3	3+	6	-1	2
Shuriken Cannon LETHAL HITS	24"	3	3+	6	-1	2
Starcannon	36"	2	3+	8	-3	2
Twin Shuriken Catapult ASSAULT, TWIN LINKED	18"	2	3+	4	-1	1
► Missile Launcher - Starshot	48"	1	3+	10	-2	D6

ABILITIES

RULES - Deadly Demise D3, Deep Strike

Damaged: 1-4 Wounds Remaining

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Fire Support

In your Shooting phase, after this model has shot, select one enemy unit hit by one or more of those attacks. Until the end of the turn, each time a friendly model that disembarked from this Transport this turn makes an attack that targets that enemy unit, you can re-roll the Wound roll



► Missile Launcher - Sunburst	48"	D6	3+	4	-1	1
BLAST						

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Wraithbone hull	Melee	3	4+	6	0	1

Transport (Transport)

Capacity: This model has a transport capacity of 6 AELDARI INFANTRY models. Each WRAITH CONSTRUCT model takes the space of 2 models. It cannot transport JUMP PACK models or YNNARI models (excluding ASURYANI, YVRAINE and THE VISARCH models).



WEAPON RULES

Assault

Units containing one or more models with an **[ASSAULT]** weapon can shoot using **assault** shooting (10.05).

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).*

Lethal Hits

Each time an attack made with a **[LETHAL HITS]** weapon results in a critical hit, you can choose for that attack to automatically wound the target.

*Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as **[DEVASTATING WOUNDS]**.*

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.

