

HEMLOCK WRAITHFIGHTER

155 PTS



M	T	SV	W	LD	OC
-	8	3+	12	6+	-

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
2x Heavy D-Scythe BLAST	18"	D6	4+	12	-4	2

MELEE WEAPONS

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

AUFSTELLUNG

1x Hemlock Wraithfighter

Equipped with: Heavy D-Scythe, Wraithbone Hull

ABILITIES

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.

Mindshock Pod (Aura, Psychic)

While an enemy unit is within 9" of this model, subtract 1 from Battle-shock and Leadership tests taken for that unit.

WEAPON RULES

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).*

