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VAMPIRE HUNTER

[LEGENDS]

460 PTS



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SV

W

LD

OC

4+

RANGED WEAPONS

| WEAPON              | RANGE | A | BS | S  | AP | D  |
|---------------------|-------|---|----|----|----|----|
| Scatter Laser       | 36"   | 6 | 3+ | 5  | 0  | 1  |
| 2x Twin Pulse Laser | 48"   | 3 | 3+ | 9  | -2 | D6 |
| Twin Vampire Pulsar | 60"   | 3 | 3+ | 12 | -3 | 4  |

MELEE WEAPONS

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

AUFSTELLUNG

1x Vampire Hunter [Legends]

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

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 RULES

- 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").

