

AELDARI - AELDARI LIBRARY

VAMPIRE RAIDER

[LEGENDS]

430 PTS

M

T

SV

W

LD

OC

4+

-

12

3+

30

6+

-

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

MELEE WEAPONS

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

AUFSTELLUNG

1x Vampire Raider [Legends]

Equipped with: Scatter Laser, Twin Pulse Laser, 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.

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.

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").
- Hover**
Each time this unit takes to the skies (21.03), do not subtract 2" from the maximum distance.