

AELDARI - CRAFTWORLDS

VAMPIRE RAIDER

[LEGENDS]

430 PTS



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

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.

