
























AELDARI				WRAITHKNIGHT - Alaithir, The Soul of Vengeance												420 Pts	
Craftworld - Biel-Tan																	
1																	
Full HP	10"	15"		3+	3+	8		12	12	12	18	5	4	6+	10	2+	4++/4++
Mid HP	7"	10"		4+	4+	8		11	11	11	12	4	4	7+	9	2+	4++/4++
Low HP	3"	4"		5+	5+	8		10	10	10	6	5	4	8+	8	2+	4++/4++
Unit Aptitudes																	
Agile			Each time this model makes a Normal, Advance or Fall Back move, it can move over other models (excluding Titanic models) and terrain features that are 4" or less in height as if they were not there.														
Wraithbone Form			Each time an attack is allocated to this model, subtract 1 from that attack’s Damage characteristic.														
Distort Scythe			When rolling on the Destroyer Weapon Attack table for a weapon that has this special rule, subtract 1 from the result of the D6 roll (to a minimum of 1). Furthermore, a weapon with this special rule is assumed to have a Strength of 12 for the necessities rule.														
Explosive Lethal Demise			When this model is destroyed, throw one D6 for each units within 6". On a 4+, the unit suffers D3 mortal wounds.														
Unit Special Rules																	
Fearless / Super-Heavy Walker																	
Weapons																Nb	Pts
Heavy wraithcannon					36"	D3	20	-4	2D6	Assault - Blast - Devastating Wounds						2	60
Starcannon					36"	2	8	-3	2	Heavy						2	30
Vehicles close combat					Melee	User	User	0	1	Melee						2	
Faction Aptitudes															Unit type		
Stands of Fate	Battle Focus			Ancient Doom			Shepherds of the Dead		Martial Grace		Defend at All Costs		Path of the Warrior		Vehicle		