























AELDARI					HEMLOCK WRAITHFIGHTER - Shadowshroud Wraithhunter											232 Pts	
Craftworld - Biel-Tan																	
1																	
Full HP	20-30"	30-45"	18"	4+	4+	6		10	10	10	12	3	5	6+		3+	
Mid HP	13-20"	19-30"	12"	5+	5+	6		9	9	9	8	2	5	7+		3+	
Low HP	7-10"	10-15"	6"	6+	6+	6		8	8	8	4	1	5	8+		3+	
Unit Aptitudes																	
Spirit Stones			A vehicle with this upgrade ignores Crew Shaken results on a roll of 2+ and Crew Stunned results on a roll of 4+. Roll immediately when the result is suffered.														
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.														
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 Fatal Demise			When this model is destroyed, throw one D6 for each units within 6". On a 4+, the unit suffers D6 mortal wounds.														
Unit Special Rules																	
Flyer / Vector Dancer / Psychic Pilot / Psyker (2)																	
Psychic Domains																	
Rune of Battle - Telepathy - Dæmonology Sanctic																	
Weapons																Nb	Pts
Heavy D-scythes					18"	2	20	-4	D6	Assault - Blast - Distort Scythe					2	42	
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			