
























AELDARI				WRAITHKNIGHT - Faenonir, The Spear of the Everguard												376 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.															
Unit Special Rules																		
Fearless / Super-Heavy Walker																		
Weapons																	Nb	Pts
Heavy wraithcannon					36"	D3	20	-4	2D6	Assault - Blast - Devastating Wounds							1	30
Shuriken cannon					24"	3	6	-1	2	Heavy - Bladestorm - Sustained Hits 1							2	16
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			