
























AELDARI				WRAITHKNIGHT - Fianngaladran, The Burning Tempest												362 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.															
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
Suncannon					48"	2	8	-3	D6+2	Heavy - Blast							1	26
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			