

















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.															
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																			
Psychic Domains																			

