
























| 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 | | | |