

















AELDARI			WRAITHKNIGHT - Alaithir, The Soul of Vengeance												420 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																		

[illegible]