
























AELDARI				WRAITHKNIGHT - Lathrial, Herald of the Last Hunt												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.														
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
Starcannon					36"	2	8	-3	2	Heavy						2	30
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		