

CANOPTEK WRAITHS

M

9"

T

6

SV

3+

W

3

LD

8+

OC

2



RANGED WEAPONS

RANGE

A

BS

S

AP

D

Particle caster [DEVASTATING WOUNDS, PISTOL]

12"

3

2+

5

0

1

Transdimensional beamer

12"

1

4+

4

-2

3



MELEE WEAPONS

RANGE

A

WS

S

AP

D

Vicious claws

Melee

4

4+

6

-1

2

Whip coils

Melee

8

4+

4

0

1

ABILITIES

FACTION: **Reanimation Protocols**

Wraith Form: Each time this unit ends a Normal move, you can select one enemy unit it moved over during that move and roll one D6 for each model in this unit: for each 4+, that enemy unit suffers 1 mortal wound.

INVULNERABLE SAVE

4+

KEYWORDS: **BEASTS, FLY, CANOPTEK, WRAITHS**



FACTION KEYWORDS:
NECRONS

CANOPTEK WRAITHS

These constructs serve as the eyes and ears of their masters while tomb worlds slumber, and as spectral assassins once their armies march out to war. Their dimensional destabilisation matrices allow them to phase in and out of reality, passing through solid objects and sliding their talons through armour, flesh and bone.



WARGEAR OPTIONS

- Any number of models can each be equipped with one of the following:
 - 1 particle caster
 - 1 transdimensional beamer
- Any number of models can each have their vicious claws replaced with whip coils.

UNIT COMPOSITION

- 3-6 Canoptek Wraiths

Every model is equipped with: vicious claws.

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