Vehicles D6 / Eldar Wraithlord



Craft: Eldar Wraithlord
Type: Eldar Craftworld Wraithlord Walker
Scale: Walker
Length: 3 Meters Tall
Skill: *
Crew: *
Passengers: 0
Cargo Capacity: 30 kilograms
Cover: Full
Maneuverability: 3D
Move: 30, 90 kmh
Body Strength: 4D
Weapons:

- 2 x Shuriken Catapults
  - Fire Arc: Turret
  - Skill: Vehicle Blasters
  - Scale: Character
  - Fire Control: 2D+1
  - Range: 3-50/100/200
  - Damage: 6D

- Pulse Laser
  - Fire Arc: Turret
  - Skill: Vehicle Blasters
  - Scale: Walker
  - Fire Control: 2D+2
  - Range: 10-120/500/2500
  - Damage: 5D

- Sword
  - Fire Arc: Front
  - Scale: Walker
  - Skill: Melee Weapons
  - Damage: 6D

*: Although a Wraithlord doesn't carry any crew, it does contain the soul of a Eldar Hero, who uses his skills to control the vehicle.

Description:
A Wraithlord is an Eldar robotic combat walker or mecha that contains no living warrior; rather, it is merely a robotic shell, a repository of the animating soul of a dead Eldar hero. Wraithlords are graceful but mighty giants that dwarf their Wraithguard cousins. These large constructs are extremely precious to their Eldar Craftworlds and have a supernatural toughness due to being made from the psychically-active substance called wraithbone. Summoned into being by the

necromantic processes of the Eldar Spiritseers, only a true hero of the Eldar race has psychic power enough to animate the gigantic wraithbone shell of a Wraithlord.

Function
An Eldar soul is drawn from the Infinity Circuit of a Craftworld and resides within the wraithbone construct until such time as its power begins to fade and it can no longer function or it is destroyed. The Eldar Wraithlords stand significantly taller than a man, carry an array of weaponry and are a terrifying sight on the battlefield. Wraithlords have incredible strength in any case, but also sometimes carry a wraithsword for close-combat.

If the animating soul within the Wraithlord specialized in close infantry assault when it was alive, it will seek to tear apart its enemies with great energized fists or cleave several apart with a swing from its Wraithblade. If it specialized in combat support, the ghost warrior's energy core will instead be rerouted to power a devastating array of heavy weaponry. Either way, a single Wraithlord can turn the tide of battle for the Eldar; the legends of the fallen heroes within continuing to grow even in death.

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