

M	T	Sv	W	LD	OC
14"	8	4+	10	7+	2

INVULNERABLE
SAVE

6+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Dark Lance	36"	1	3+	12	-3	D6+2
Disintegrator Cannon	36"	3	3+	6	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Bladevanes and chainsnares	Melee	D3+3	4+	6	-1	1

ABILITIES

- Splinter Racks (Pain)**
In your Shooting phase, when you select this model to shoot, you can spend 1 Pain token to Empower this model. While Empowered, if one or more units are embarked within this model, each time this model makes an attack with a ranged weapon that has the Anti ability, you can re-roll the Hit roll.
- Vanguard of the Dark City**
At the start of your Command phase, select one of the abilities in the Vanguard of the Dark City section for this model. Until the start of your next Command phase, this model has that ability.

VANGUARD OF THE DARK CITY

- Aethersails**
While one or more Drukhari units are embarked within this model, you can re-roll Advance and Charge rolls made for this model.
- Masters of the Shadowed Sky**
At the end of your Command phase, if this model is within range of an objective marker you control, and if one or more Kabalite Warriors units are embarked within it, that objective marker remains under your control until your opponent's Level of Control over that objective marker is greater than yours at the end of a phase.
- Speed of the Kill**
Each time a Wyches unit disembarks from this model (excluding Emergency Disembarkations), models in that Wyches unit must be setup wholly within 6" of this model.
- Visions of Butchery**
While one or more Wracks units are embarked within this model, for each Wracks model embarked within this model, add 1 to the Attacks characteristic of this model's Bladevanes and chainsnares.

TRANSPORT

- Raider**
This model has a transport capacity of 11 Drukhari Infantry models (excluding Jump Pack models).



- AUFSTELLUNG
- 1x Raider (Large Flying Base)
- Equipped with:** Dark Lance, Disintegrator Cannon, Bladevanes and chainsnares
- Wargear Options:**
 - This model can replace its Dark Lance with Disintegrator Cannon.



KEYWORDS: Raider, Aeldari, Dedicated Transport, Fly, Vehicle, Transport, Frame

FACTION KEYWORDS: Drukhari

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FACTION RULES

Power from Pain

All Drukhari units have a Pain ability, tagged with the word 'Pain'. Pain abilities only apply to a unit while it is Empowered. If your Army Faction is Drukhari, you can Empower units from your army with Pain abilities by spending Pain tokens (see below).

GAINING PAIN TOKENS

If your Army Faction is Drukhari, you gain Pain tokens as follows:

- 1 Pain token at the start of your Command phase.
- 1 Pain token each time an enemy unit is destroyed.
- 1 Pain token each time an enemy unit fails a Battle-shock test.

Each time you gain a Pain token, keep it to one side – this is your Pain token pool. Each time you spend a Pain token, reduce your Pain token pool by the same amount.

EMPOWERED THROUGH PAIN

Each Pain ability will state when you can spend Pain tokens to Empower that unit. When you do, until the end of the phase, that unit is Empowered and all Pain abilities it has take effect. While an Attached unit is Empowered, the Pain abilities of all Leader and Bodyguard units in that unit take effect - you do not need to spend additional Pain tokens to activate each of those Pain abilities.

CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Firing Deck 11

This ability always takes the form Firing Deck X. In your Shooting phase, each time this TRANSPORT is selected to shoot, if one or more units are embarked within it, resolve the following sequence:

1. Select up to X models embarked within this TRANSPORT (excluding models whose units have already been selected to shoot this phase).
2. For each selected model, select one of its ranged weapons (excluding [ONE SHOT] weapons).
3. Until this TRANSPORT has resolved all of its attacks, it has all of those selected weapons in addition to its other weapons.
4. Until the end of the turn, units embarked within this TRANSPORT are not eligible to shoot.