REAVERS

75–150 PTS

M	T	Sv	W	LD	OC
16"	4	4+	2	7+	2

INVULNERABLE SAVE 6+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Blaster **ASSAULT**	18"	1	3+	8	-4	D6+1
Heat Lance **ASSAULT** MELTA 3	18"	1	3+	14	-4	D6
Splinter Pistol **ANTI-INFANTRY 3+** **ASSAULT** **PISTOL**	12"	1	3+	2	0	1
Splinter Rifle **ANTI-INFANTRY 3+** **ASSAULT**	24"	2	3+	2	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Bladevanes **LANCE**	Melee	4	3+	4	-1	1

ABILITIES

Cluster Caltrops
Each time you roll to inflict wounds using this unit's Eviscerating Fly-by ability, you can re-roll one D6 for each model in this unit equipped with cluster caltrops.

Eviscerating Fly-by
Each time this unit ends a Normal or Advance move, you can select one enemy unit (excluding Monster and Vehicle units) that it moved over during that move, then roll one D6 for each model in this unit: for each 4+, that enemy unit suffers 1 mortal wound.

Grav Talon
The bearer's melee weapons have an Armour Penetration characteristic of -2 and the [**Lethal Hits**] ability.

Matchless Swiftness (Pain)
In your Movement phase, when you select this unit to Advance, you can spend 1 Pain token to Empower this unit. While Empowered, each time this unit Advances, do not make an Advance roll. Instead, until the end of the phase, add 8" to the Move characteristic of models in this unit.

WEAPON ABILITIES

Anti
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

Assault
Units containing one or more models with an [**ASSAULT**] weapon can shoot using **assault** shooting (10.05).

Lance
Each time an attack is made with a [**LANCE**] weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.

AUFSTELLUNG

2-5x Reaver oder Reaver with Blaster oder Reaver with Heat Lance (Small Flying Base)

1x Arena Champion (Small Flying Base)

Equipped with: Blaster, Heat Lance, Splinter Pistol, Splinter Rifle, Bladevanes

Wargear Options:
- Each Reaver can be equipped with 1x Reaver Wargear.
- Each Reaver with Blaster can be equipped with 1x Reaver Wargear.

KEYWORDS: Reavers, Wych Cult, Aeldari, Fly, Mounted
FACTION KEYWORDS: Drukhari

REAVERS

75–150 PTS

Lethal Hits
Each time an attack made with a [**LETHAL HITS**] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

Pistol
[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

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.

KEYWORDS: Reavers, Wych Cult, Aeldari, Fly, Mounted
FACTION KEYWORDS: Drukhari