DEATH JESTER - AELDARI - DRUKHARI

65 PTS

M	T	Sv	W	LD	OC
8"	3	6+	4	6+	1

INVULNERABLE SAVE 4+

AUFSTELLUNG

1x Death Jester (25mm)

Equipped with: Shrieker Cannon, Jester's Blade

KEYWORDS: Character, Infantry, Death Jester, Harlequin Allies, Aeldari, Corsairs and Travelling Players

FACTION KEYWORDS: Harlequins

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Shrieker Cannon	24"	3	2+	6	-2	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Jester's Blade	Melee	4	2+	4	0	1

ABILITIES

Cruel Amusement
In your Shooting phase, each time this model is selected to shoot, select one of the abilities below. Until the end of the phase, this model's Shrieker Cannon has that ability:

- [IGNORES COVER]
- [PRECISION]
- [SUSTAINED HITS 3]

Death is Not Enough
In your Shooting phase, after this model has shot, select one enemy unit (excluding Monsters and Vehicles) hit by one or more of those attacks. That enemy unit must take a Battle-shock test. If one or more of those attacks destroyed a model in that enemy unit, subtract 1 from that test.

Flip Belt
Each time the bearer's unit makes a Normal, Advance, Fall Back or Charge move, ignore any vertical distance when determining the total distance the bearer can be moved during that move.

Travelling Players
Unless otherwise stated, you cannot include more than one of this model in your army.

CORE RULES

Lone Operative
Unless part of an attached unit, this unit is not visible to enemy models unless they are within 12" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within 12" of this unit.

If this ability takes the form Lone Operative X", unless part of an attached unit, this unit is not visible to enemy models unless they are within X" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within X" of this unit.