AELDARI - CRAFTWORLDS

CORSAIR REAVER BAND [LEGENDS]

M	T	SV	W	LD	OC	RW
16"	4	4+	2	6+	2	6+

125–275 PTS
Base —

1 KOMMANDO

—

2 BEWEGUNG

Reaver Band

In your opponent's Movement phase, when an enemy unit ends a Normal, Advance or Fall Back move within 8" of this unit, if this unit is not within Engagement Range of one or more enemy units, it can make a Normal move of up to D6".

3 BESCHUSS

Blaster [ASSAULT]

R	A	BS	S	AP	D
18"	1	3+	8	-4	D6+1

VERWUNDET

2+	3+	4+	5+	6+
T1–4	T5–7	T8	T9–15	T16+

Brace of pistols [ASSAULT] [PISTOL]

R	A	BS	S	AP	D
12"	2	3+	3	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1	T2	T3	T4–5	T6+

Corsair firearm [ASSAULT] [LETHAL HITS]

R	A	BS	S	AP	D
24"	4	3+	4	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

Dark lance [HEAVY]

R	A	BS	S	AP	D
48"	1	4+	12	-3	D6+2

VERWUNDET

2+	3+	4+	5+	6+
T1–6	T7–11	T12	T13–23	T24+

Dissonance pistol [DEVASTATING WOUNDS] [PISTOL]

R	A	BS	S	AP	D
12"	1	3+	6	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1–3	T4–5	T6	T7–11	T12+

Flamer [ASSAULT] [IGNORES COVER] [TORRENT]

R	A	BS	S	AP	D
12"	D6	N/A	4	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

Fusion gun [ASSAULT] [MELTA 2]

R	A	BS	S	AP	D
12"	1	3+	8	-4	D6+1

VERWUNDET

2+	3+	4+	5+	6+
T1–4	T5–7	T8	T9–15	T16+

Shredder [ASSAULT] [TORRENT]

R	A	BS	S	AP	D
18"	D6	N/A	6	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1–3	T4–5	T6	T7–11	T12+

Shuriken cannon [SUSTAINED HITS 1]

R	A	BS	S	AP	D
24"	3	3+	6	-1	2

VERWUNDET

2+	3+	4+	5+	6+
T1–3	T4–5	T6	T7–11	T12+

Splinter cannon [ANTI-INFANTRY 3+] [HEAVY] [SUSTAINED HITS 1]

R	A	BS	S	AP	D
36"	3	3+	3	-1	2

VERWUNDET

2+	3+	4+	5+	6+
T1	T2	T3	T4–5	T6+

➤ Aeldari missile launcher - starshot

R	A	BS	S	AP	D
48"	1	3+	10	-2	D6

VERWUNDET

2+	3+	4+	5+	6+
T1–5	T6–9	T10	T11–19	T20+

➤ Aeldari missile launcher - sunburst [BLAST]

R	A	BS	S	AP	D
48"	D6	3+	4	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

4 ANGRIFF

—

5 NAHKAMPF

Close combat weapon

R	A	WS	S	AP	D
Melee	2	3+	3	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1	T2	T3	T4–5	T6+

Spar glaive

R	A	WS	S	AP	D
Melee	4	3+	3	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1	T2	T3	T4–5	T6+

Void sabre

R	A	WS	S	AP	D
Melee	3	3+	4	-2	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

◆ VERTEIDIGUNG

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∞ IMMER / EINMALIG

Corsairs

If a model from your army with the Leader ability can be attached to a Corsair Voidreavers unit, it can be attached to this unit instead.

GEGEN DIESE EINHEIT

W4 · RW 4+ · 6++ · 2 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S8+	S5–7	S4	S3	S1–2

RETTUNGSWURF JE DS

DS 0	DS −1	DS −2	DS −3	DS −4
4+	5+	6+	6++	6++

REGELN & KEYWORDS KURZ

ANTI This ability always takes the form [ANTI-X Y+].

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

BLAST Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (roun…

DEVASTATING WOUNDS Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of…

HEAVY In your Shooting phase, each time an attack is made with a [HEAVY] weapon, add 1 to the hit roll if all of the following apply to the attacking unit: - That unit is unen…

IGNORES COVER Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a mod…

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.

MELTA This ability always takes the form [MELTA X].

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

SUSTAINED HITS This ability always takes the form [SUSTAINED HITS X].

TORRENT Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

AUFSTELLUNG

1x Reaver Felarch - Equipped with: Brace of pistols, Close combat weapon, ➤ Aeldari missile launcher - sunburst, ➤ Aeldari missile launcher - starshot, Blaster, Shredder, Fusion gun, Splinter cannon, Flamer, Dark lance, Shuriken cannon, Corsair firearm, Spar glaive, Void sabre, Dissonance pistol
5-10x Reaver w/ corsair firearm oder Reaver w/ sparglaive
- Each Reaver Felarch can replace its Corsair firearm with Spar glaive, Aeldari missile launcher, Blaster, Shredder, Fusion gun, Splinter cannon, Flamer, Dark lance or Shuriken cannon.
- Each Reaver Felarch can be equipped with one of: Void sabre, Dissonance pistol.

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