

BEASTMASTER
[LEGENDS]

Power from Pain
Scouts 9"

M12"

T4

SV6+

W3

LD7+

OC1

RW6+

135 PTS
Base —



1KOMMANDO

2BEWEGUNG

3BESCHUSS

Splinter pods

ANTI-INFANTRY 3+

ASSAULT

TWIN-LINKED

R18"

A2

BS3+

S2

AP0

D1

VERWUNDET

2+T1

4+T2

5+T3

6+T4+

4ANGRIFF

Beastmaster

While this unit contains a Beastmaster model, you can re-roll Charge rolls made for this unit.

5NAHKAMPF

Agonizer

ANTI-INFANTRY 3+

RMelee

A3

WS3+

S3

AP-2

D1

VERWUNDET

2+T1

3+T2

4+T3

5+T4-5

6+T6+

Clawed Fiend fists

DEVASTATING WOUNDS

RMelee

A5

WS4+

S5

AP-2

D2

VERWUNDET

2+T1-2

3+T3-4

4+T5

5+T6-9

6+T10+

Khymerae talons

LETHAL HITS

RMelee

A4

WS4+

S5

AP-1

D1

VERWUNDET

2+T1-2

3+T3-4

4+T5

5+T6-9

6+T10+

Razorwing Feathers

SUSTAINED HITS 1

RMelee

A6

WS4+

S3

AP0

D1

VERWUNDET

2+T1

3+T2

4+T3

5+T4-5

6+T6+

Goaded Savagery (Pain)

In the Fight phase, when you select this unit to fight, you can spend 1 of your Pain tokens to Empower this unit. While this unit is Empowered, if it contains a Beastmaster model, each time a Beast model in this unit makes a melee attack, you can re-roll the Hit roll and you can re-roll the Wound roll.

VERTEIDIGUNG

IMMER / EINMALIG

GEGEN DIESE EINHEIT

W4 · RW 6+ · 6++ · 3 LP je Modell

WIRD VERWUNDET MIT

2+ S8+	3+ S5-7	4+ S4	5+ S3	6+ S1-2
RETTUNGSWURF JE DS				
DS 0 6+	DS -1 6++	DS -2 6++	DS -3 6++	DS -4 6++

REGELN & KEYWORDS KURZ

Power from Pain All Drukhari units have a Pain ability, tagged with the word 'Pain'.

Scouts 9" This ability always takes the form Scouts X".

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).

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...

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.

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

TWIN-LINKED Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

AUFSTELLUNG

1x Beastmaster

1x Clawed Fiend oder Khymerae oder Razorwing Flock

Ausrüstung: Splinter pods, Agonizer, Clawed Fiend fists, Khymerae talons, Razorwing Feathers