

CORSAIR REAVER BAND

[LEGENDS]

M

16"

T

4

SV

4+

W

2

LD

6+

OC

2

RW

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** **PISTOL** **DEVASTATING WOUNDS**

|     |   |    |   |    |   |
|-----|---|----|---|----|---|
| 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

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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 (round down).

**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 unengaged...

**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 model...

**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.

KEYWORDS Infantry, Grenades, Anhrathe, Corsair Reaver Band, Corsairs and Travelling Players, Aeldari · FRAKTION -