AELDARI - DRUKHARI

CORSAIR VOIDSCARRED

Scouts 7"

M	T	SV	W	LD	OC
7"	3	4+	1	6+	1

70–140 PTS
Base 28.5mm

1 KOMMANDO

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2 BEWEGUNG

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3 BESCHUSS

Corsair 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+

Corsair 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+

Executioner — ANTI-INFANTRY 2+, PSYCHIC

R	A	BS	S	AP	D
18"	3	3+	6	-2	D3

VERWUNDET

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

Fusion pistol — ASSAULT, MELTA 2, PISTOL

R	A	BS	S	AP	D
6"	1	3+	8	-4	D6

VERWUNDET

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

Long rifle — HEAVY, PRECISION

R	A	BS	S	AP	D
36"	1	3+	4	-1	2

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

Neuro disruptor — ANTI-INFANTRY 2+, ASSAULT, PISTOL

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

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

Shuriken Pistol — ASSAULT, PISTOL

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

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

Shuriken cannon — LETHAL HITS

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+

Shuriken pistol — ASSAULT, PISTOL

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

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

Shuriken rifle — ASSAULT, RAPID FIRE 1

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

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

Wraithcannon

R	A	BS	S	AP	D
18"	1	3+	14	-4	D6+1

VERWUNDET

2+	3+	4+	5+	6+
T1–7	T8–13	T14	T15–27	T28+

4 ANGRIFF

—

5 NAHKAMPF

Close combat weapon

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

VERWUNDET

2+	3+	4+	5+	6+
T1	T2	T3	T4–5	T6+

Paired Hekatarii blades — TWIN-LINKED

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

VERWUNDET

2+	3+	4+	5+	6+
T1	T2	T3	T4–5	T6+

Power sword

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+

Witch staff — ANTI-INFANTRY 2+, PSYCHIC

R	A	WS	S	AP	D
Melee	2	2+	3	0	D3

VERWUNDET

2+	3+	4+	5+	6+
T1	T2	T3	T4–5	T6+

VERTEIDIGUNG

Mistshield

The bearer has a 4+ invulnerable save.

Piratical Raiders

At the start of the battle, select one unit from your opponent's army. Each time a model in this unit makes an attack that targets that unit, that attack has the [LETHAL HITS] and [PRECISION] abilities.

IMMER / EINMALIG

Channeler stones

Once per turn, the first time a saving throw is failed for the bearer's unit, change the Damage characteristic of that attack to 0.

Faolchú

Ranged weapons equipped by models in the bearer's unit have the [IGNORES COVER] ability.

GEGEN DIESE EINHEIT

W3 · RW 4+ · 1 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S6+	S4–5	S3	S2	S1

RETTUNGSWURF JE DS

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

REGELN & KEYWORDS KURZ

Scouts 7" 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).

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…

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.

PRECISION While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER m…

PSYCHIC Each time an attack is made with a [PSYCHIC] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit rol…

RAPID FIRE This ability always takes the form [RAPID FIRE X].

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

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

AUFSTELLUNG

4x Shade Runner oder Soul Weaver oder Way Seeker
1x Voidscarred Felarch

Ausrüstung: Corsair blaster, Corsair shredder, Executioner, Fusion pistol, Long rifle, Neuro disruptor, Shuriken Pistol, Shuriken cannon, Shuriken pistol, Shuriken rifle, Wraithcannon, Close combat weapon, Paired Hekatarii blades, Power sword, Witch staff

- Each Voidscarred with heavy weapon can replace its Shuriken cannon with Wraithcannon.
- Each Voidscarred with special weapon can replace its Corsair shredder with Corsair blaster.
- Each Voidscarred Felarch can be equipped with 1x Mistshield.
- Each Voidscarred Felarch can replace its Shuriken pistol with Neuro disruptor or Shuriken rifle.

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