AELDARI - DRUKHARI

CRONOS

Deadly Demise 1 | Feel No Pain 5+ | Power from Pain

M	T	SV	W	LD	OC	RW
7"	7	3+	7	7+	2	6+

55–100 PTS
Base Large Flying Base

1 KOMMANDO

—

2 BEWEGUNG

—

3 BESCHUSS

Spirit Syphon — IGNORES COVER | TORRENT

R	A	BS	S	AP	D
12"	D6	N/A	5	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

Spirit Vortex — BLAST | IGNORES COVER

R	A	BS	S	AP	D
18"	D6	3+	5	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

Pain Parasite (Pain)
In your Shooting phase or the Fight phase, when you select this unit to shoot or fight, you can spend 1 Pain token to Empower this unit. While Empowered, each time this unit shoots or fights, after it has resolved its attacks, if one or more enemy models were destroyed as a result of those attacks, one model in this unit regains up to 3 lost wounds (if all models in this unit have their starting number of wounds and this unit is below its Starting Strength, 1 model is returned to this unit with 3 wounds remaining).

4 ANGRIFF

—

5 NAHKAMPF

Spirit-leech Tentacles — ANTI-INFANTRY 2+

R	A	WS	S	AP	D
Melee	6	3+	5	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

◆ VERTEIDIGUNG

—

∞ IMMER / EINMALIG

Pain Engine (Aura)
Each time you spend 1 Pain token to Empower a friendly unit within 9" of this unit, roll one D6, adding 1 to the result if one or more models in this unit are not equipped with a spirit vortex: on a 5+, you gain 1 Pain token.
Designer's Note: Pain tokens you spend for reasons other than Empowering a unit do not trigger this ability.

GEGEN DIESE EINHEIT

W7 · RW 3+ · 6++ · 7 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S14+	S8–13	S7	S4–6	S1–3

RETTUNGSWURF JE DS

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

Feel No Pain 5+ gegen jeden verlorenen LP

REGELN & KEYWORDS KURZ

Deadly Demise 1 This ability always takes the form Deadly Demise X.

Feel No Pain 5+ This ability always takes the form Feel No Pain X+.

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

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

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…

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…

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

AUFSTELLUNG

1-2x Cronos - Equipped with: Spirit Vortex, Spirit Syphon, Spirit-leech Tentacles

KEYWORDS Cronos, Aeldari, Haemonculus Covens, Monster, Fly · **FRAKTION** Drukhari