AELDARI - DRUKHARI

DEATH JESTER

Lone Operative

M	T	SV	W	LD	OC	RW
8"	3	6+	4	6+	1	4+

65 PTS
Base 25mm

1 KOMMANDO

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2 BEWEGUNG

Flip Belt

Each time the bearer's unit makes a Normal, Advance, Fall Back or Charge move, ignore any vertical distance when determining the total distance the bearer can be moved during that move.

3 BESCHUSS

Shrieker Cannon

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

VERWUNDET

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

Cruel Amusement

In your Shooting phase, each time this model is selected to shoot, select one of the abilities below. Until the end of the phase, this model's Shrieker Cannon has that ability:

- [IGNORES COVER]
- [PRECISION]
- [SUSTAINED HITS 3]

Death is Not Enough

In your Shooting phase, after this model has shot, select one enemy unit (excluding Monsters and Vehicles) hit by one or more of those attacks. That enemy unit must take a Battle-shock test. If one or more of those attacks destroyed a model in that enemy unit, subtract 1 from that test.

4 ANGRIFF

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5 NAHKAMPF

Jester's Blade

R	A	WS	S	AP	D
Melee	4	2+	4	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

◆ VERTEIDIGUNG

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∞ IMMER / EINMALIG

Travelling Players

Unless otherwise stated, you cannot include more than one of this model in your army.

GEGEN DIESE EINHEIT

W3 · RW 6+ · 4++ · 4 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++	4++	4++	4++	4++

REGELN & KEYWORDS KURZ

Lone Operative Unless part of an attached unit, this unit is not visible to enemy models unless they are within 12" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons u…

AUFSTELLUNG

1x Death Jester

Ausrüstung: Shrieker Cannon, Jester's Blade

KEYWORDS Character, Infantry, Death Jester, Harlequin Allies, Aeldari, Corsairs and Travelling Players · **FRAKTION** Harlequins