AELDARI - DRUKHARI

HELLIONS

Deep Strike | Power from Pain

M	T	SV	W	LD	OC	RW
14"	4	4+	2	7+	1	6+

90–180 PTS
Base Small Flying Base

1 KOMMANDO

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2 BEWEGUNG

Skyboard Evasion

In your opponent's Movement phase, if an enemy unit ends a move within 8” of this unit, if this unit is not within Engagement Range of one or more enemy units, this unit can make a Normal move of up to D6”.

3 BESCHUSS

Splinter Pistol — ANTI-INFANTRY 3+ · ASSAULT · PISTOL

R	A	BS	S	AP	D
12"	1	3+	2	0	1

VERWUNDET

2+	4+	5+	6+
T1	T2	T3	T4+

Splinter Pods — ANTI-INFANTRY 3+ · ASSAULT · TWIN LINKED

R	A	BS	S	AP	D
18"	2	3+	2	0	1

VERWUNDET

2+	4+	5+	6+
T1	T2	T3	T4+

4 ANGRIFF

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5 NAHKAMPF

Hellglaive — LANCE · SUSTAINED HITS 1

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

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

Power weapon — ANTI-INFANTRY 3+ · LANCE · SUSTAINED HITS 1

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

VERWUNDET

2+	3+	4+	5+	6+
T1	T2	T3	T4–5	T6+

Stunclaw — DEVASTATING WOUNDS · LANCE · PRECISION

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

VERWUNDET

2+	3+	4+	5+	6+
T1	T2	T3	T4–5	T6+

Battlefield Butchery (Pain)

In the Fight phase, when you select this unit to fight, you can spend 1 Pain token to Empower this unit. While Empowered, add 1 to the Attacks and Strength characteristics of this unit's melee weapons.

◆ VERTEIDIGUNG

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∞ IMMER / EINMALIG

Phantasm Grenade Launcher

The bearer’s unit has the Smoke and Grenades keywords.

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

Deep Strike Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizo…

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+].

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…

LANCE Each time an attack is made with a [LANCE] weapon, if the attacking model’s unit made a charge move this turn, add 1 to the wound roll.

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…

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

4-9x Hellion
1x Heliarch

Ausrüstung: Splinter Pistol, Splinter Pods, Hellglaive, Power weapon, Stunclaw
▪ Each Heliarch can replace its Hellglaive with 1 Splinter pistol and 1 Power weapon or 1 Splinter pistol and 1 Stunclaw.

KEYWORDS Hellions, Aeldari, Wych Cult, Mounted, Fly · **FRAKTION** Drukhari