

KABALITE WARRIORS

Power from Pain

M

7"

T

3

SV

4+

W

1

LD

7+

OC

2

RW

6+

110 PTS

Base 25mm



1 KOMMANDO

Cruel Enforcers

At the end of your Command phase, if this unit is within range of an objective marker you control, that objective marker remains under your control, until your opponent's Level of Control over that objective marker is greater than yours at the end of a phase.

Kabalite Icon

While the bearer's unit is not Battle-shocked, add 1 to the bearer's Objective Control characteristic.

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BEWEGUNG

3 BESCHUSS

Blast Pistol PISTOL

R	A	BS	S	AP	D
6"	1	3+	8	-3	D3
VERWUNDET					
2+ T1-4	3+ T5-7	4+ T8	5+ T9-15	6+ T16+	

Blaster ASSAULT

R	A	BS	S	AP	D
18"	1	3+	8	-4	D6+1
VERWUNDET					
2+ T1-4	3+ T5-7	4+ T8	5+ T9-15	6+ T16+	

Dark Lance HEAVY

R	A	BS	S	AP	D
36"	1	4+	12	-3	D6+2
VERWUNDET					
2+ T1-6	3+ T7-11	4+ T12	5+ T13-23	6+ T24+	

Shredder ASSAULT TORRENT

R	A	BS	S	AP	D
18"	D6	N/A	6	0	1
VERWUNDET					
2+ T1-3	3+ T4-5	4+ T6	5+ T7-11	6+ T12+	

Splinter Cannon

ANTI-INFANTRY 3+ HEAVY

SUSTAINED HITS 1

R	A	BS	S	AP	D
36"	3	4+	3	-1	2
VERWUNDET					
2+ T1	3+ T2	4+ T3	5+ T4-5	6+ T6+	

Splinter Pistol ANTI-INFANTRY 3+

ASSAULT PISTOL

R	A	BS	S	AP	D
12"	1	3+	2	0	1
VERWUNDET					
2+ T1	4+ T2	5+ T3	6+ T4+		

Splinter Rifle ANTI-INFANTRY 3+

ASSAULT

R	A	BS	S	AP	D
24"	2	3+	2	0	1
VERWUNDET					
2+ T1	4+ T2	5+ T3	6+ T4+		

Sadistic Raiders (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 a model in this unit makes an attack, re-roll a Wound roll of 1. If the target is within range of an objective marker, you can re-roll the Wound roll instead.

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ANGRIFF

5 NAHKAMPF

Close Combat Weapon

R	A	WS	S	AP	D
Melee	2	3+	3	0	1
VERWUNDET					
2+ T1	3+ T2	4+ T3	5+ T4-5	6+ T6+	

Power Weapon ANTI-INFANTRY 3+

R	A	WS	S	AP	D
Melee	3	3+	3	-2	1
VERWUNDET					
2+ T1	3+ T2	4+ T3	5+ T4-5	6+ T6+	

6

VERTEIDIGUNG

IMMER / EINMALIG

Phantasm Grenade Launcher

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

GEGEN DIESE EINHEIT

W3 · RW 4+ · 6++ · 1 LP je Modell

WIRD VERWUNDET MIT

2+ S6+	3+ S4-5	4+ S3	5+ S2	6+ S1
RETTUNGSWURF JE DS				
DS 0 4+	DS -1 5+	DS -2 6+	DS -3 6++	DS -4 6++

REGELN & KEYWORDS KURZ

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).

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...

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

9x Kabalite Warrior with Shredder oder Kabalite Warrior oder Kabalite Warrior with Blaster oder Kabalite Warrior with Splinter Cannon oder Kabalite Warrior with Dark Lance

1x Sybarite

Ausrüstung: Blast Pistol, Blaster, Dark Lance, Shredder, Splinter Cannon, Splinter Pistol, Splinter Rifle, Close Combat Weapon, Power Weapon

- Each Sybarite can replace its Splinter Rifle with Blast Pistol or Splinter Pistol.
- Each Sybarite can replace its Close Combat Weapon with Power Weapon.
- Each Sybarite can be equipped with one of: Phantasm Grenade Launcher, Kabalite Icon.