

RAIDER

Deadly Demise D3

Deep Strike

Firing Deck 11

Power from Pain

M14"

T8

SV4+

W10

LD7+

OC2

RW6+

75 PTS

Base Large Flying Base



1KOMMANDO

Vanguard of the Dark City

At the start of your Command phase, select one of the abilities in the Vanguard of the Dark City section for this model. Until the start of your next Command phase, this model has that ability.

Masters of the Shadowed Sky (Vanguard of the Dark City)

At the end of your Command phase, if this model is within range of an objective marker you control, and if one or more Kabalite Warriors units are embarked within it, 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.

2BEWEGUNG

Aethersails (Vanguard of the Dark City)

While one or more Drukhari units are embarked within this model, you can re-roll Advance and Charge rolls made for this model.

Speed of the Kill (Vanguard of the Dark City)

Each time a Wyches unit disembarks from this model (excluding Emergency Disembarkations), models in that Wyches unit must be setup wholly within 6" of this model.

Visions of Butchery (Vanguard of the Dark City)

While one or more Wracks units are embarked within this model, for each Wracks model embarked within this model, add 1 to the Attacks characteristic of this model's Bladevanes and chainsnares.

3BESCHUSS

Dark Lance

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

Disintegrator Cannon

R	A	BS	S	AP	D
36"	3	3+	6	-3	2
VERWUNDET					
2+ T1-3	3+ T4-5	4+ T6	5+ T7-11	6+ T12+	

Splinter Racks (Pain)

In your Shooting phase, when you select this model to shoot, you can spend 1 Pain token to Empower this model. While Empowered, if one or more units are embarked within this model, each time this model makes an attack with a ranged weapon that has the Anti ability, you can re-roll the Hit roll.

4

ANGRIFF

5NAHKAMPF

Bladevanes and chainsnares

R	A	WS	S	AP	D
Melee	D3+3	4+	6	-1	1
VERWUNDET					
2+ T1-3	3+ T4-5	4+ T6	5+ T7-11	6+ T12+	

VERTEIDIGUNG

IMMER / EINMALIG

GEGEN DIESE EINHEIT

W8 · RW 4+ · 6++ · 10 LP je Modell

WIRD VERWUNDET MIT

2+ S16+	3+ S9-15	4+ S8	5+ S5-7	6+ S1-4
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RETTUNGSWURF JE DS

DS 0 4+	DS -1 5+	DS -2 6+	DS -3 6++	DS -4 6++
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REGELN & KEYWORDS KURZ

Deadly Demise D3 This ability always takes the form Deadly Demise X.

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...

Firing Deck 11 This ability always takes the form Firing Deck X.

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

AUFSTELLUNG

1x Raider

Ausrüstung: Dark Lance, Disintegrator Cannon, Bladevanes and chainsnares

▪ This model can replace its Dark Lance with Disintegrator Cannon.

Transport

This model has a transport capacity of 11 Drukhari Infantry models (excluding Jump Pack models).