AELDARI - DRUKHARI

RAVEN STRIKE FIGHTER [LEGENDS]

Deadly Demise D3 | Power from Pain | Stealth

M	T	SV	W	LD	OC	RW
20+"	8	4+	10	7+	0	5+

170 PTS
Base —

1 KOMMANDO

—

2 BEWEGUNG

—

3 BESCHUSS

2× Dark lance

R	A	BS	S	AP	D
36"	1	3+	12	-3	D6+2

VERWUNDET

2+	3+	4+	5+	6+
T1–6	T7–11	T12	T13–23	T24+

Splinterstorm cannon ANTI-INFANTRY 3+ SUSTAINED HITS 2

R	A	BS	S	AP	D
36"	8	3+	3	-1	2

VERWUNDET

2+	3+	4+	5+	6+
T1	T2	T3	T4–5	T6+

Ground-attack Craft

Each time a model in this unit makes a ranged attack that targets an enemy unit (excluding unit that can Fly), add 1 to the Hit roll.

Shredding Fire (Pain)

In your Shooting phase, when you select this unit to shoot, you can spend 1 Pain token to Empower this unit. While Empowered, the Armour Penetration characteristic of its ranged weapons is increased by 1.

4 ANGRIFF

—

5 NAHKAMPF

Bladed wings

R	A	WS	S	AP	D
Melee	3	4+	6	-1	1

VERWUNDET

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

◆ VERTEIDIGUNG

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∞ IMMER / EINMALIG

—

GEGEN DIESE EINHEIT

W8 · RW 4+ · 5++ · 10 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S16+	S9–15	S8	S5–7	S1–4

RETTUNGSWURF JE DS

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

REGELN & KEYWORDS KURZ

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

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

Stealth If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).

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

SUSTAINED HITS This ability always takes the form [SUSTAINED HITS X].

AUFSTELLUNG

1x Raven Strike Fighter [Legends]

Ausrüstung: 2x Dark lance, Splinterstorm cannon, Bladed wings

KEYWORDS Vehicle, Fly, Aircraft, Aeldari, Raven Strike Fighter · **FRAKTION** Drukhari