

RAZORWING JETFIGHTER

Deadly Demise D3 Power from Pain Stealth

M

-

T

8

SV

4+

W

10

LD

7+

OC

-

RW

6+

170 PTS
Base 120x92mm Oval Base



1KOMMANDO

2BEWEGUNG

3BESCHUSS

2x 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+

2x 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 Cannon

ANTI-INFANTRY 3+

SUSTAINED HITS 1

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

VERWUNDET

2+

T1

3+

T2

4+

T3

5+

T4-5

6+

T6+

Twin Splinter Rifle

ANTI-INFANTRY 3+

ASSAULT

RAPID FIRE 2

TWIN LINKED

R	A	BS	S	AP	D
24"	2	3+	2	0	1

VERWUNDET

2+

T1

4+

T2

5+

T3

6+

T4+

> Razorwing Missiles - Monoscythe Missiles

BLAST

R	A	BS	S	AP	D
48"	D6	3+	6	-1	2

VERWUNDET

2+

T1-3

3+

T4-5

4+

T6

5+

T7-11

6+

T12+

> Razorwing Missiles - Neurotoxin Missiles

ANTI-INFANTRY 2+

BLAST

R	A	BS	S	AP	D
48"	D6+3	3+	2	0	1

VERWUNDET

2+

T1

4+

T2

5+

T3

6+

T4+

> Razorwing Missiles - Shatterfield Missiles

BLAST

R	A	BS	S	AP	D
48"	D6	3+	7	-2	1

VERWUNDET

2+

T1-3

3+

T4-6

4+

T7

5+

T8-13

6+

T14+

Nowhere to Run (Pain)
In your Shooting phase, when you select this unit to shoot, you can spend 1 Pain token to Empower this unit. While Empowered, after this unit has shot, select one enemy unit (excluding Monsters and Vehicles) hit by one or more of those attacks; until the start of your next turn, that enemy unit is pinned. While a unit is pinned, subtract 2 from that unit's Move characteristic and subtract 2 from Charge rolls made for that unit.

4ANGRIFF

5NAHKAMPF

Bladed Wings

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

VERWUNDET

2+

T1-3

3+

T4-5

4+

T6

5+

T7-11

6+

T12+

6VERTEIDIGUNG

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

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

RETTUNGSWURF JE DS

DS 0

4+

DS -1

5+

DS -2

6+

DS -3

6++

DS -4

6++

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+].
ASSAULT Units containing one or more models with an [ASSAULT] weapon can shoot using assault shooting (10.05).
RAPID FIRE This ability always takes the form [RAPID FIRE X].
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
1x Razorwing Jetfighter
Ausrüstung: 2x Dark Lance, 2x Disintegrator Cannon, Splinter Cannon, Twin Splinter Rifle, > Razorwing Missiles - Monoscythe Missiles, > Razorwing Missiles - Neurotoxin Missiles, > Razorwing Missiles - Shatterfield Missiles, Bladed Wings
• This model can replace its Two dark lances with Two disintegrator cannons.
• This model can replace its Twin Splinter Rifle with Splinter Cannon.

KEYWORDS Razorwing Jetfighter, Aeldari, Aircraft, Vehicle, Fly · FRAKTION Drukhari