



1

KOMMANDO

2 BEWEGUNG

Eviscerating Fly-by

Each time this unit ends a Normal or Advance move, you can select one enemy unit (excluding Monster and Vehicle units) that it moved over during that move, then roll one D6 for each model in this unit: for each 4+, that enemy unit suffers 1 mortal wound.

Matchless Swiftness (Pain)

In your Movement phase, when you select this unit to Advance, you can spend 1 Pain token to Empower this unit. While Empowered, each time this unit Advances, do not make an Advance roll. Instead, until the end of the phase, add 8" to the Move characteristic of models in this unit.

3 BESCHUSS

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+
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Heat Lance

ASSAULT

MELTA 3

R	A	BS	S	AP	D
18"	1	3+	14	-4	D6

VERWUNDET

2+ T1–7	3+ T8–13	4+ T14	5+ T15–27	6+ T28+
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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+
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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+
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4

ANGRIFF

5 NAHKAMPF

Bladevanes

LANCE

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

VERWUNDET

2+ T1–2	3+ T3	4+ T4	5+ T5–7	6+ T8+
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VERTEIDIGUNG

IMMER / EINMALIG

Cluster Caltrops

Each time you roll to inflict wounds using this unit's Eviscerating Fly-by ability, you can re-roll one D6 for each model in this unit equipped with cluster caltrops.

Grav Talon

The bearer's melee weapons have an Armour Penetration characteristic of -2 and the [Lethal Hits] ability.

GEGEN DIESE EINHEIT

W4 · RW 4+ · 6++ · 2 LP je Modell

WIRD VERWUNDET MIT

2+ S8+	3+ S5–7	4+ S4	5+ S3	6+ S1–2
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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

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).

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.

LETHAL HITS Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

PISTOL [PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

AUFSTELLUNG

2-5x Reaver oder Reaver with Blaster oder Reaver with Heat Lance
1x Arena Champion

Ausrüstung: Blaster, Heat Lance, Splinter Pistol, Splinter Rifle, Bladevanes

- Each Reaver can be equipped with 1x Reaver Wargear.
- Each Reaver with Blaster can be equipped with 1x Reaver Wargear.
- Each Reaver with Heat Lance can be equipped with 1x Reaver Wargear.
- Each Arena Champion can be equipped with 1x Reaver Wargear.
- Each Arena Champion can replace its Splinter Rifle with Blaster or Heat Lance.

KEYWORDS Reavers, Wych Cult, Aeldari, Fly, Mounted · FRAKTION Drukhari