

SCOURGES WITH HEAVY WEAPONS

Deep Strike

Power from Pain

M14"

T3

SV4+

W1

LD7+

OC1

RW5+

110 PTS

Base 32mm



1KOMMANDO

2BEWEGUNG

3BESCHUSS

Blast Pistol

PISTOL

R6"

A1

BS3+

S8

AP-3

D3

VERWUNDET

2+T1-4

3+T5-7

4+T8

5+T9-15

6+T16+

Shredder

ASSAULT

TORRENT

R18"

A

BSN/A

S6

AP0

D1

VERWUNDET

2+T1-3

3+T4-5

4+T6

5+T7-11

6+T12+

Blaster

ASSAULT

R18"

A1

BS3+

S8

AP-4

D6+1

VERWUNDET

2+T1-4

3+T5-7

4+T8

5+T9-15

6+T16+

Splinter Cannon

ANTI-INFANTRY 3+

HEAVY

SUSTAINED HITS 1

R36"

A3

BS4+

S3

AP-1

D2

VERWUNDET

2+T1

3+T2

4+T3

5+T4-5

6+T6+

Dark Lance

HEAVY

R36"

A1

BS4+

S12

AP-3

D6+2

VERWUNDET

2+T1-6

3+T7-11

4+T12

5+T13-23

6+T24+

Haywire Blaster

ANTI-VEHICLE 4+

DEVASTATING WOUNDS

HEAVY

R24"

A2

BS4+

S3

AP-1

D3

VERWUNDET

2+T1

3+T2

4+T3

5+T4-5

6+T6+

Heat Lance

ASSAULT

HEAVY

MELTA 3

R18"

A1

BS4+

S14

AP-4

D6

VERWUNDET

2+T1-7

3+T8-13

4+T14

5+T15-27

6+T28+

Shardcarbine

ANTI-INFANTRY 3+

ASSAULT

R18"

A3

BS3+

S2

AP0

D1

VERWUNDET

2+T1

4+T2

5+T3

6+T4+

4ANGRIFF

5NAHKAMPF

Close combat weapon

RMelee

A2

WS3+

S3

AP0

D1

VERWUNDET

2+T1

3+T2

4+T3

5+T4-5

6+T6+

Power Weapon

ANTI-INFANTRY 3+

RMelee

A3

WS3+

S3

AP-2

D1

VERWUNDET

2+T1

3+T2

4+T3

5+T4-5

6+T6+

VERTEIDIGUNG

IMMER / EINMALIG

GEGEN DIESE EINHEIT

W3 · RW 4+ · 5++ · 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 5++	DS -3 5++	DS -4 5++

REGELN & KEYWORDS KURZ

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...

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).

DEVASTATING WOUNDS Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of...

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...

MELTA This ability always takes the form [MELTA X].

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

4x Scourge with Heavy Weapon
1x Solarite

Ausrüstung: Blast Pistol, Blaster, Dark Lance, Haywire Blaster, Heat Lance, Shardcarbine, Shredder, Splinter Cannon, Splinter Pistol, Close combat weapon, Power Weapon

Each Scourge with Heavy Weapon can replace its Splinter Cannon with Blaster, Heat Lance, Shredder, Dark Lance or Haywire Blaster.

Each Solarite can replace its Shardcarbine with 1 Blast pistol and 1 Power weapon or 1 Splinter pistol and 1 Power weapon.

KEYWORDS Scourges, Aeldari, Fly, Grenades, Infantry, Jump Pack, Blades for Hire, Scourges with Heavy Weapons · FRAKTION Drukhari