

SCOURGES WITH SHARDCARBINES

M

14"

T

3

SV

4+

W

1

LD

7+

OC

1

RW

5+

75 PTS

Base 32mm



Deep Strike

Power from Pain

1

KOMMANDO

2

BEWEGUNG

Swooping Descent (Pain)

In your Movement phase, you can spend 1 Pain token to Empower this unit. While Empowered, each time a model in this unit is set up on the battlefield using the Deep Strike ability, it can be set up anywhere on the battlefield that is more than 6" horizontally away from all enemy units. When doing so, if this unit is set up within 8" of one or more enemy units, until the end of the turn, it is not eligible to declare a charge.

3

BESCHUSS

Blast Pistol

PISTOL

R	A	BS	S	AP	D
6"	1	3+	8	-3	D3

VERWUNDET

2+	3+	4+	5+	6+
T1-4	T5-7	T8	T9-15	T16+

Blaster

ASSAULT

R	A	BS	S	AP	D
18"	1	3+	8	-4	D6+1

VERWUNDET

2+	3+	4+	5+	6+
T1-4	T5-7	T8	T9-15	T16+

Shardcarbine

ANTI-INFANTRY 3+

ASSAULT

R	A	BS	S	AP	D
18"	3	3+	2	0	1

VERWUNDET

2+	4+	5+	6+
T1	T2	T3	T4+

Shredder

ASSAULT

TORRENT

R	A	BS	S	AP	D
18"	D6	N/A	6	0	1

VERWUNDET

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

Splinter Pistol

ANTI-INFANTRY 3+

ASSAULT

PISTOL

R	A	BS	S	AP	D
12"	1	3+	2	0	1

VERWUNDET

2+	4+	5+	6+
T1	T2	T3	T4+

Murderous Crossfire

After this unit has shot, select one enemy unit hit by one or more of those attacks. Until the end of the phase, each time a friendly Drukhari unit makes a ranged attack that targets that enemy unit, improve the Armour Penetration characteristic of that attack by 1. The same enemy unit can only be affected by this ability once per turn.

4

ANGRIFF

5

NAHKAMPF

Close combat weapon

R	A	WS	S	AP	D
Melee	2	3+	3	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1	T2	T3	T4-5	T6+

Power Weapon

ANTI-INFANTRY 3+

R	A	WS	S	AP	D
Melee	3	3+	3	-2	1

VERWUNDET

2+	3+	4+	5+	6+
T1	T2	T3	T4-5	T6+

VERTEIDIGUNG

IMMER / EINMALIG

GEGEN DIESE EINHEIT

W3 · RW 4+ · 5++ · 1 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S6+	S4-5	S3	S2	S1

RETTUNGSWURF JE DS

DS 0	DS -1	DS -2	DS -3	DS -4
4+	5+	5++	5++	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).

PISTOL

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

TORRENT

Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

AUFSTELLUNG

4x Scourge with Special Weapon oder Scourge

1x Solarite

Ausrüstung:

Blast Pistol, Blaster, Shardcarbine, Shredder, Splinter Pistol, Close combat weapon, Power Weapon

▪ Each Scourge with Special Weapon can replace its Shardcarbine with Blaster or Shredder.

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