



1KOMMANDO

2BEWEGUNG

3BESCHUSS

Stinger Pod

R	A	BS	S	AP	D
24"	2D6	3+	5	0	1

VERWUNDET

2+

T1–2

3+

T3–4

4+

T5

5+

T6–9

6+

T10+

Twin Haywire Blaster

ANTI-VEHICLE 4+

DEVASTATING WOUNDS

TWIN-LINKED

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

VERWUNDET

2+

T1

3+

T2

4+

T3

5+

T4–5

6+

T6+

Twin Liquifier Gun

ANTI-INFANTRY 3+

TORRENT

TWIN-LINKED

R	A	BS	S	AP	D
12"	D6	N/A	4	-1	1

VERWUNDET

2+

T1–2

3+

T3

4+

T4

5+

T5–7

6+

T8+

Twin Splinter Cannon

ANTI-INFANTRY 3+

SUSTAINED HITS 1

TWIN-LINKED

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 heat lance

ASSAULT

MELTA 3

TWIN-LINKED

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+

4ANGRIFF

5NAHKAMPF

Chain-flails

R	A	WS	S	AP	D
Melee	8	3+	6	-1	1

VERWUNDET

2+

T1–3

3+

T4–5

4+

T6

5+

T7–11

6+

T12+

Macro-Scalpel

R	A	WS	S	AP	D
Melee	5	3+	7	-2	2

VERWUNDET

2+

T1–3

3+

T4–6

4+

T7

5+

T8–13

6+

T14+

Talos Gauntlet

R	A	WS	S	AP	D
Melee	5	4+	9	-2	3

VERWUNDET

2+

T1–4

3+

T5–8

4+

T9

5+

T10–17

6+

T18+

Talos Ichor Injector

EXTRA ATTACKS

R	A	WS	S	AP	D
Melee	1	2+	8	-2	D6

VERWUNDET

2+

T1–4

3+

T5–7

4+

T8

5+

T9–15

6+

T16+

Mindless Killing Machines (Pain)

At the start of the Fight phase, you can spend 1 Pain token to Empower this unit. While Empowered, each time a model in this unit is destroyed by a melee attack, if that model has not fought this phase, roll one D6. On a 2+, do not remove it from play; that destroyed model can fight after the attacking unit has finished making its attacks, and it is then removed from play.

VERTEIDIGUNG

IMMER / EINMALIG

Devoted to Pain

If a model in this unit is equipped with 2 macro-scalpels, those weapons have the [Twin-Linked] ability.

Torture Device

Each time this unit destroys an enemy unit, you gain 1 additional Pain token.

GEGEN DIESE EINHEIT

W7 · RW 3+ · 6++ · 7 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S14+	S8–13	S7	S4–6	S1–3
RETTUNGSWURF JE DS				
DS 0	DS –1	DS –2	DS –3	DS –4
3+	4+	5+	6+	6++

Feel No Pain 5+ gegen jeden verlorenen LP

REGELN & KEYWORDS KURZ

Deadly Demise 1 This ability always takes the form Deadly Demise X.

Feel No Pain 5+ This ability always takes the form Feel No Pain X+.

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...

EXTRA ATTACKS Each time a unit containing one or more models with an [EXTRAATTACKS] weapon fights, those models will make attacks with those weapons in addition to any others.

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

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.

TWIN-LINKED Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

AUFSTELLUNG

1-2x Talos - Equipped with: Macro-Scalpel, Talos Ichor Injector, Twin Liquifier Gun, Chain-flails, Talos Gauntlet, Twin Splinter Cannon, Twin Haywire Blaster, Twin heat lance, Stinger Pod

- This model can replace its Macro-Scalpel with Talos Ichor Injector or Twin Liquifier Gun.
- This model can replace its Macro-Scalpel with Chain-flails or Talos Gauntlet.
- This model can replace its Twin Splinter Cannon with Twin Haywire Blasters, Twin Heat Lance or Stinger Pod.