AELDARI - DRUKHARI

TROUPE

Infiltrators | Scouts 6"

M	T	SV	W	LD	OC	RW
8"	3	6+	1	6+	1	4+

85–205 PTS

Base 25mm

1 KOMMANDO

—

2 BEWEGUNG

Flip Belt

Each time the bearer's unit makes a Normal, Advance, Fall Back or Charge move, ignore any vertical distance when determining the total distance the bearer can be moved during that move.

3 BESCHUSS

Fusion Pistol — ASSAULT | MELTA 2 | PISTOL

R	A	BS	S	AP	D
6"	1	3+	8	-4	D6

VERWUNDET

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

Neuro Disruptor — ANTI-INFANTRY 2+ | ASSAULT | PISTOL

R	A	BS	S	AP	D
12"	1	3+	4	-2	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

Shuriken Pistol — ASSAULT | PISTOL

R	A	BS	S	AP	D
12"	1	3+	4	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

4 ANGRIFF

—

5 NAHKAMPF

Harlequin's Blade — DEVASTATING WOUNDS

R	A	WS	S	AP	D
Melee	5	3+	3	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1	T2	T3	T4–5	T6+

Harlequin's Special Weapon — DEVASTATING WOUNDS

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

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

Power sword — DEVASTATING WOUNDS

R	A	WS	S	AP	D
Melee	5	3+	4	-2	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

Dance of Death

At the start of the Fight phase, select one of the following abilities for this unit to gain until the end of the phase:

- Hero's Prowess: Each time a model in this unit makes an attack, re-roll a Hit roll of 1.
- Villain's Doom: Each time a model in this unit makes an attack, add 1 to the Wound roll.
- Trickster's Grace: Each time an attack targets this unit, subtract 1 from the Hit roll.

◆ VERTEIDIGUNG

—

∞ IMMER / EINMALIG

—

GEGEN DIESE EINHEIT

W3 · RW 6+ · 4++ · 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++	4++	4++	4++	4++

REGELN & KEYWORDS KURZ

Infiltrators During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deploym…

Scouts 6" This ability always takes the form Scouts X".

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…

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

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

AUFSTELLUNG

4-11x Player with Harlequin's Blade oder Player with Harlequin's Special Weapon oder Player with Fusion Pistol oder Player with Neuro Disruptor
1x Lead Player

Ausrüstung: Fusion Pistol, Neuro Disruptor, Shuriken Pistol, Harlequin's Blade, Harlequin's Special Weapon, Power sword

- Each Player with Fusion Pistol can replace its Harlequin's Blade with Harlequin's Special Weapon.
- Each Player with Neuro Disruptor can replace its Harlequin's Blade with Harlequin's Special Weapon.
- Each Lead Player can replace its Harlequin's Blade with Harlequin's Special Weapon or Power sword.
- Each Lead Player can replace its Shuriken Pistol with Fusion Pistol or Neuro Disruptor.

KEYWORDS Troupe, Infantry, Grenades, Harlequin Allies, Aeldari, Corsairs and Travelling Players · **FRAKTION** Harlequins