

CORSAIR REAVER
 BAND [LEGENDS]

M

16"

T

4

SV

4+

W

2

LD

6+

OC

2

RW

6+

125–275 PTS

Base

—



3

BESCHUSS

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+

Fusion gun

ASSAULT

MELTA 2

R

A

BS

S

AP

D

12"

1

3+

8

-4

D6+1

VERWUNDET

2+

3+

4+

5+

6+

T1-4

T5-7

T8

T9-15

T16+

Brace of pistols

ASSAULT

PISTOL

R

A

BS

S

AP

D

12"

2

3+

3

0

1

VERWUNDET

2+

3+

4+

5+

6+

T1

T2

T3

T4-5

T6+

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+

Corsair firearm

ASSAULT

LETHAL HITS

R

A

BS

S

AP

D

24"

4

3+

4

0

1

VERWUNDET

2+

3+

4+

5+

6+

T1-2

T3

T4

T5-7

T8+

Shuriken cannon

SUSTAINED HITS 1

R

A

BS

S

AP

D

24"

3

3+

6

-1

2

VERWUNDET

2+

3+

4+

5+

6+

T1-3

T4-5

T6

T7-11

T12+

Dark lance

HEAVY

R

A

BS

S

AP

D

48"

1

4+

12

-3

D6+2

VERWUNDET

2+

3+

4+

5+

6+

T1-6

T7-11

T12

T13-23

T24+

Dissonance pistol

DEVASTATING WOUNDS

PISTOL

R

A

BS

S

AP

D

12"

1

3+

6

-1

1

VERWUNDET

2+

3+

4+

5+

6+

T1-3

T4-5

T6

T7-11

T12+

Flamer

ASSAULT

IGNORES COVER

TORRENT

R

A

BS

S

AP

D

12"

D6

N/A

4

0

1

VERWUNDET

2+

3+

4+

5+

6+

T1-2

T3

T4

T5-7

T8+

Splinter cannon

ANTI-INFANTRY 3+

HEAVY

SUSTAINED HITS 1

R

A

BS

S

AP

D

36"

3

3+

3

-1

2

VERWUNDET

2+

3+

4+

5+

6+

T1

T2

T3

T4-5

T6+

► Aeldari missile launcher - starshot

R

A

BS

S

AP

D

48"

1

3+

10

-2

D6

VERWUNDET

2+

3+

4+

5+

6+

T1-5

T6-9

T10

T11-19

T20+

► Aeldari missile launcher - sunburst

BLAST

R

A

BS

S

AP

D

48"

D6

3+

4

-1

1

VERWUNDET

2+

3+

4+

5+

6+

T1-2

T3

T4

T5-7

T8+

5

NAHKAMPF

Close combat weapon

R

A

BS

S

AP

D

Melee

2

3+

3

0

1

VERWUNDET

2+

3+

4+

5+

6+

T1

T2

T3

T4-5

T6+

Spar glaive

R

A

BS

S

AP

D

Melee

4

3+

3

0

1

VERWUNDET

2+

3+

4+

5+

6+

T1

T2

T3

T4-5

T6+

Void sabre

R

A

BS

S

AP

D

Melee

3

3+

4

-2

1

VERWUNDET

2+

3+

4+

5+

6+

T1-2

T3

T4

T5-7

T8+

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

RETTUNGSWURF JE DS

DS 0

4+

DS -1

5+

DS -2

6+

DS -3

6++

DS -4

6++

1

KOMMANDO

2 BEWEGUNG

Reaver Band

In your opponent's Movement phase, when an enemy unit ends a Normal, Advance or Fall Back move within 8" of this unit, if this unit is not within Engagement Range of one or more enemy units, it can make a Normal move of up to D6".

4

ANGRIFF



VERTEIDIGUNG

∞ IMMER / EINMALIG

Corsairs

If a model from your army with the Leader ability can be attached to a Corsair Voidreavers unit, it can be attached to this unit instead.

REGELN & KEYWORDS KURZ

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).

BLAST Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (roun...

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...

IGNORES COVER Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a mod...

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.

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

1x Reaver Felarch - Equipped with: Brace of pistols, Close combat weapon, ► Aeldari missile launcher - sunburst, ► Aeldari missile launcher - starshot, Blaster, Shredder, Fusion gun, Splinter cannon, Flamer, Dark lance, Shuriken cannon, Corsair firearm, Spar glaive, Void sabre, Dissonance pistol

5-10x Reaver w/ corsair firearm oder Reaver w/ sparglaive

- Each Reaver Felarch can replace its Corsair firearm with Spar glaive, Aeldari missile launcher, Blaster, Shredder, Fusion gun, Splinter cannon, Flamer, Dark lance or Shuriken cannon.
- Each Reaver Felarch can be equipped with one of: Void sabre, Dissonance pistol.