

CORSAIR CLOUD DANCER BAND [LEGENDS]

Scouts 9"

M

14"

T

4

SV

3+

W

2

LD

6+

OC

2

125–245 PTS

Base —

1

KOMMANDO

—

2

BEWEGUNG

—

3

BESCHUSS

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+

Dark lance

R	A	BS	S	AP	D
36"	1	3+	12	-3	D6+2

VERWUNDET

2+

3+

4+

5+

6+

T1–6

T7–11

T12

T13–23

T24+

Dissonance cannon

DEVASTATING WOUNDS

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+

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+

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+

Splinter cannon

ANTI-INFANTRY 3+

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+

Twin shuriken catapult

ASSAULT

TWIN-LINKED

R	A	BS	S	AP	D
18"	2	3+	4	-1	1

VERWUNDET

2+

3+

4+

5+

6+

T1–2

T3

T4

T5–7

T8+

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+

Void sabre

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

VERWUNDET

2+

3+

4+

5+

6+

T1–2

T3

T4

T5–7

T8+

VERTEIDIGUNG

Reckless Abandon

You can target this unit with the Heroic Intervention stratagem, regardless of any other uses of that stratagem this phase. If you do:

- That use is -1 CP.
- That use does not prevent any uses of that stratagem on other units this phase.

∞

IMMER / EINMALIG

—

GEGEN DIESE EINHEIT

W4 - RW 3+ - 2 LP je Modell

WIRD VERWUNDET MIT

2+

S8+

RETTUNGSWURF JE DS

DS 0

3+

3+

S5–7

DS -1

4+

4+

S4

DS -2

5+

5+

S3

DS -3

6+

6+

S1–2

DS -4

–

REGELN & KEYWORDS KURZ

Scouts 9" 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...

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

SUSTAINED HITS This ability always takes the form [SUSTAINED HITS X].

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

AUFSTELLUNG

1x Cloud Dancer Felarch - Equipped with: Brace of pistols, Close combat weapon, Twin shuriken catapult, Shuriken cannon, Dark lance, Dissonance cannon, Splinter cannon, Void sabre, Dissonance pistol

3-6x Corsair Cloud Dancer

Each Cloud Dancer Felarch can replace its Twin shuriken catapult with Shuriken cannon, Dark lance, Dissonance cannon or Splinter cannon.

Each Cloud Dancer Felarch can be equipped with one of: Void sabre, Dissonance pistol.

Each Corsair Cloud Dancer can replace its Twin shuriken catapult with Shuriken cannon, Dark lance, Dissonance cannon or Splinter cannon.

KEYWORDS Mounted, Grenades, Anhrathe, Corsair Cloud Dancer Band, Corsairs and Travelling Players, Aeldari - FRAKTION -