

AELDARI - DRUKHARI

DEATH JESTER

Lone Operative

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

65 PTS

Base 25mm



1KOMMANDO

2BEWEGUNG

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.

3BESCHUSS

Shrieker Cannon

R	A	BS	S	AP	D
24"	3	2+	6	-2	2

VERWUNDET

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

Cruel Amusement
In your Shooting phase, each time this model is selected to shoot, select one of the abilities below. Until the end of the phase, this model's Shrieker Cannon has that ability:

- [IGNORES COVER]
- [PRECISION]
- [SUSTAINED HITS 3]

Death is Not Enough
In your Shooting phase, after this model has shot, select one enemy unit (excluding Monsters and Vehicles) hit by one or more of those attacks. That enemy unit must take a Battle-shock test. If one or more of those attacks destroyed a model in that enemy unit, subtract 1 from that test.

4ANGRIFF

5NAHKAMPF

Jester's Blade

R	A	WS	S	AP	D
Melee	4	2+	4	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3	T4	T5-7	T8+

VERTEIDIGUNG

IMMER / EINMALIG

Travelling Players
Unless otherwise stated, you cannot include more than one of this model in your army.

GENE DIESE EINHEIT
W3 · RW 6+ · 4++ · 4 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
Lone Operative Unless part of an attached unit, this unit is not visible to enemy models unless they are within 12" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons u...

AUFSTELLUNG
1x Death Jester
Ausrüstung: Shrieker Cannon, Jester's Blade

KEYWORDS Character, Infantry, Death Jester, Harlequin Allies, Aeldari, Corsairs and Travelling Players · FRAKTION Harlequins