

KABALITE WARRIORS

Power from Pain

M

7"

T

3

SV

4+

W

1

LD

7+

OC

2

RW

6+

110 PTS
Base 25mm



1 KOMMANDO

Cruel Enforcers
At the end of your Command phase, if this unit is within range of an objective marker you control, that objective marker remains under your control, until your opponent's Level of Control over that objective marker is greater than yours at the end of a phase.
Kabalite Icon
While the bearer's unit is not Battle-shocked, add 1 to the bearer's Objective Control characteristic.

2 BEWEGUNG

3 BESCHUSS

Blast Pistol **PISTOL**
R A BS S AP D
6" 1 3+ 8 -3 D3
VERWUNDET
2+ 3+ 4+ 5+ 6+
T1-4 T5-7 T8 T9-15 T16+

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+

Dark Lance **HEAVY**
R A BS S AP D
36" 1 4+ 12 -3 D6+2
VERWUNDET
2+ 3+ 4+ 5+ 6+
T1-6 T7-11 T12 T13-23 T24+

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+

Splinter Cannon
ANTI-INFANTRY 3+ **HEAVY**
SUSTAINED HITS 1
R A BS S AP D
36" 3 4+ 3 -1 2
VERWUNDET
2+ 3+ 4+ 5+ 6+
T1 T2 T3 T4-5 T6+

Splinter Pistol **ANTI-INFANTRY 3+**
ASSAULT **PISTOL**
R A BS S AP D
12" 1 3+ 2 0 1
VERWUNDET
2+ 4+ 5+ 6+
T1 T2 T3 T4+

Splinter Rifle **ANTI-INFANTRY 3+**
ASSAULT
R A BS S AP D
24" 2 3+ 2 0 1
VERWUNDET
2+ 4+ 5+ 6+
T1 T2 T3 T4+

Sadistic Raiders (Pain)
In your Shooting phase or the Fight phase, when you select this unit to shoot or fight, you can spend 1 Pain token to Empower this unit. While Empowered, each time a model in this unit makes an attack, re-roll a Wound roll of 1. If the target is within range of an objective marker, you can re-roll the Wound roll instead.

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+

Power Weapon **ANTI-INFANTRY 3+**
R A WS S AP D
Melee 3 3+ 3 -2 1
VERWUNDET
2+ 3+ 4+ 5+ 6+
T1 T2 T3 T4-5 T6+

VERTEIDIGUNG

IMMER / EINMALIG

Phantasm Grenade Launcher
The bearer's unit has the Smoke and Grenades keywords.

GEGEN DIESE EINHEIT
W3 · RW 4+ · 6++ · 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+ 5+ 6+ 6++ 6++

REGELN & KEYWORDS KURZ
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).
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...
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
9x Kabalite Warrior with Shredder oder Kabalite Warrior oder Kabalite Warrior with Blaster oder Kabalite Warrior with Splinter Cannon oder Kabalite Warrior with Dark Lance
1x Sybarite
Ausrüstung: Blast Pistol, Blaster, Dark Lance, Shredder, Splinter Cannon, Splinter Pistol, Splinter Rifle, Close Combat Weapon, Power Weapon
• Each Sybarite can replace its Splinter Rifle with Blast Pistol or Splinter Pistol.
• Each Sybarite can replace its Close Combat Weapon with Power Weapon.
• Each Sybarite can be equipped with one of: Phantasm Grenade Launcher, Kabalite Icon.