AELDARI - DRUKHARI

RAZORWING JETFIGHTER

Deadly Demise D3 | Power from Pain | Stealth

M	T	SV	W	LD	OC	RW
-	8	4+	10	7+	-	6+

170 PTS
Base 120x92mm Oval Base

1 KOMMANDO

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2 BEWEGUNG

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3 BESCHUSS

2× 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+

2× Disintegrator Cannon

R	A	BS	S	AP	D
36"	3	3+	6	-3	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 Splinter Rifle [ANTI-INFANTRY 3+] [ASSAULT] [RAPID FIRE 2] [TWIN LINKED]

R	A	BS	S	AP	D
24"	2	3+	2	0	1

VERWUNDET

2+	4+	5+	6+
T1	T2	T3	T4+

➤ Razorwing Missiles - Monoscythe Missiles [BLAST]

R	A	BS	S	AP	D
48"	D6	3+	6	-1	2

VERWUNDET

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

➤ Razorwing Missiles - Neurotoxin Missiles [ANTI-INFANTRY 2+] [BLAST]

R	A	BS	S	AP	D
48"	D6+3	3+	2	0	1

VERWUNDET

2+	4+	5+	6+
T1	T2	T3	T4+

➤ Razorwing Missiles - Shatterfield Missiles [BLAST]

R	A	BS	S	AP	D
48"	D6	3+	7	-2	1

VERWUNDET

2+	3+	4+	5+	6+
T1–3	T4–6	T7	T8–13	T14+

Nowhere to Run (Pain)

In your Shooting phase, when you select this unit to shoot, you can spend 1 Pain token to Empower this unit. While Empowered, after this unit has shot, select one enemy unit (excluding Monsters and Vehicles) hit by one or more of those attacks; until the start of your next turn, that enemy unit is pinned. While a unit is pinned, subtract 2 from that unit's Move characteristic and subtract 2 from Charge rolls made for that unit.

4 ANGRIFF

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5 NAHKAMPF

Bladed Wings

R	A	WS	S	AP	D
Melee	3	4+	6	-1	1

VERWUNDET

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

VERTEIDIGUNG

Ground-attack Craft

Each time a model in this unit makes a ranged attack that targets an enemy unit (excluding units that can Fly), add 1 to the Hit roll.

∞ IMMER / EINMALIG

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GEGEN DIESE EINHEIT

W8 · RW 4+ · 6++ · 10 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S16+	S9–15	S8	S5–7	S1–4

RETTUNGSWURF JE DS

DS 0	DS −1	DS −2	DS −3	DS −4
4+	5+	6+	6++	6++

REGELN & KEYWORDS KURZ

Deadly Demise D3 This ability always takes the form Deadly Demise X.

Power from Pain All Drukhari units have a Pain ability, tagged with the word 'Pain'.

Stealth If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).

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).

RAPID FIRE This ability always takes the form [RAPID FIRE X].

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 Razorwing Jetfighter

Ausrüstung: 2x Dark Lance, 2x Disintegrator Cannon, Splinter Cannon, Twin Splinter Rifle, ➤ Razorwing Missiles - Monoscythe Missiles, ➤ Razorwing Missiles - Neurotoxin Missiles, ➤ Razorwing Missiles - Shatterfield Missiles, Bladed Wings

- This model can replace its Two dark lances with Two disintegrator cannons.
- This model can replace its Twin Splinter Rifle with Splinter Cannon.

KEYWORDS Razorwing Jetfighter, Aeldari, Aircraft, Vehicle, Fly · **FRAKTION** Drukhari