

SCOURGES WITH HEAVY WEAPONS

Deep Strike Power from Pain

M

14"

T

3

SV

4+

W

1

LD

7+

OC

1

RW

5+

110 PTS
Base 32mm



3

BESCHUSS

Blast Pistol

PISTOL

R	A	BS	S	AP	D
6"	1	3+	8	-3	D3

VERWUNDET

2+

T1-4

3+

T5-7

4+

T8

5+

T9-15

6+

T16+

Blaster

ASSAULT

R	A	BS	S	AP	D
18"	1	3+	8	-4	D6+1

VERWUNDET

2+

T1-4

3+

T5-7

4+

T8

5+

T9-15

6+

T16+

Dark Lance

HEAVY

R	A	BS	S	AP	D
36"	1	4+	12	-3	D6+2

VERWUNDET

2+

T1-6

3+

T7-11

4+

T12

5+

T13-23

6+

T24+

Haywire Blaster

ANTI-VEHICLE 4+ DEVASTATING WOUNDS HEAVY

R	A	BS	S	AP	D
24"	2	4+	3	-1	3

VERWUNDET

2+

T1

3+

T2

4+

T3

5+

T4-5

6+

T6+

Heavy Lance

ASSAULT HEAVY MELTA 3

R	A	BS	S	AP	D
18"	1	4+	14	-4	D6

VERWUNDET

2+

T1-7

3+

T8-13

4+

T14

5+

T15-27

6+

T28+

Shardcarbine

ANTI-INFANTRY 3+ ASSAULT

R	A	BS	S	AP	D
18"	3	3+	2	0	1

VERWUNDET

2+

T1

4+

T2

5+

T3

6+

T4+

Shredder

ASSAULT TORRENT

R	A	BS	S	AP	D
18"	D6	N/A	6	0	1

VERWUNDET

2+

T1-3

3+

T4-5

4+

T6

5+

T7-11

6+

T12+

Splinter Cannon

ANTI-INFANTRY 3+ HEAVY SUSTAINED HITS 1

R	A	BS	S	AP	D
36"	3	4+	3	-1	2

VERWUNDET

2+

T1

3+

T2

4+

T3

5+

T4-5

6+

T6+

Splinter Pistol

ANTI-INFANTRY 3+ ASSAULT PISTOL

R	A	BS	S	AP	D
12"	1	3+	2	0	1

VERWUNDET

2+

T1

4+

T2

5+

T3

6+

T4+

Airborne Evasion

In your Shooting phase, after this unit has shot, if it is not within Engagement Range of any enemy units, it can make a Normal move of up to 6". If it does, until the end of the turn, this unit is not eligible to declare a charge.

Winged Strike (Pain)

In your Shooting phase, when you select this unit to shoot, you can spend 1 Pain token to Empower this unit. While Empowered, each time a model in this unit makes a range attack, you can re-roll the Hit roll.

5

NAHKAMPF

Close combat weapon

R	A	WS	S	AP	D
Melee	2	3+	3	0	1

VERWUNDET

2+

T1

3+

T2

4+

T3

5+

T4-5

6+

T6+

Power Weapon

ANTI-INFANTRY 3+

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

VERWUNDET

2+

T1

3+

T2

4+

T3

5+

T4-5

6+

T6+

GEGEN DIESE EINHEIT

W3 · RW 4+ · 5++ · 1 LP je Modell

WIRD VERWUNDET MIT

2+

S6+

3+

S4-5

4+

S3

5+

S2

6+

S1

RETTUNGSWURF JE DS

DS 0

4+

DS -1

5+

DS -2

5++

DS -3

5++

DS -4

5++

1 KOMMANDO —	2 BEWEGUNG —	4 ANGRIFF —	◆ VERTEIDIGUNG —	∞ IMMER / EINMALIG —
--------------------	--------------------	-------------------	------------------------	----------------------------

REGELN & KEYWORDS KURZ

- Deep Strike** Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizo...
- 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).
- 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...
- 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

- 4x Scourge with Heavy Weapon
1x Solarite
- Ausrüstung:** Blast Pistol, Blaster, Dark Lance, Haywire Blaster, Heat Lance, Shardcarbine, Shredder, Splinter Cannon, Splinter Pistol, Close combat weapon, Power Weapon
- Each Scourge with Heavy Weapon can replace its Splinter Cannon with Blaster, Heat Lance, Shredder, Dark Lance or Haywire Blaster.
 - Each Solarite can replace its Shardcarbine with 1 Blast pistol and 1 Power weapon or 1 Splinter pistol and 1 Power weapon.