

SCOURGES WITH SHARDCARBINES

M14"

T3

SV4+

W1

LD7+

OC1

RW5+

75 PTS
Base 32mm



- Deep Strike
- Power from Pain

1KOMMANDO

2BEWEGUNG

Swooping Descent (Pain)
In your Movement phase, you can spend 1 Pain token to Empower this unit. While Empowered, each time a model in this unit is set up on the battlefield using the Deep Strike ability, it can be set up anywhere on the battlefield that is more than 6" horizontally away from all enemy units. When doing so, if this unit is set up within 8" of one or more enemy units, until the end of the turn, it is not eligible to declare a charge.

3BESCHUSS

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+

Shardcarbine **[ANTI-INFANTRY 3+]**
[ASSAULT]
R A BS S AP D
18" 3 3+ 2 0 1
VERWUNDET
2+ 4+ 5+ 6+
T1 T2 T3 T4+

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 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+

4ANGRIFF

5NAHKAMPF

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

GEGEN DIESE EINHEIT
W3 · RW 4+ · 5++ · 1 LP je Modell
WIRD VERWUNDET MIT

2+ S6+
RETTUNGSWURF JE DS
DS 0
4+

3+ S4-5
DS -1
5+

4+ S3
DS -2
5++

5+ S2
DS -3
5++

6+ S1
DS -4
5++

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 Drukharis 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).
[PISTOL] [PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.
[TORRENT] Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

AUFSTELLUNG
4x Scourge with Special Weapon oder Scourge
1x Solarite
Ausrüstung: Blast Pistol, Blaster, Shardcarbine, Shredder, Splinter Pistol, Close combat weapon, Power Weapon
• Each Scourge with Special Weapon can replace its Shardcarbine with Blaster or Shredder.
• Each Solarite can replace its Shardcarbine with 1 Blast pistol and 1 Power weapon or 1 Splinter pistol and 1 Power weapon.

KEYWORDS Scourges, Aeldari, Fly, Grenades, Infantry, Jump Pack, Blades for Hire, Scourges with Shardcarbines · FRAKTION Drukharis