AELDARI - DRUKHARI

TROUPE MASTER

Leader

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

75 PTS
Base 25mm

1 KOMMANDO

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2 BEWEGUNG

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.

3 BESCHUSS

Fusion Pistol — ASSAULT · MELTA 2 · PISTOL

R	A	BS	S	AP	D
6"	1	2+	8	-4	D6

VERWUNDET

2+	3+	4+	5+	6+
T1–4	T5–7	T8	T9–15	T16+

Neuro Disruptor — ANTI-INFANTRY 2+ · ASSAULT · PISTOL

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

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

Shuriken Pistol — ASSAULT · PISTOL

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

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

4 ANGRIFF

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5 NAHKAMPF

Harlequin's Special Weapon — DEVASTATING WOUNDS

R	A	WS	S	AP	D
Melee	6	2+	4	-1	2

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

Troupe Master's Blade — DEVASTATING WOUNDS

R	A	WS	S	AP	D
Melee	5	2+	5	-2	2

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

Cegorach's Favour

Each time this model makes a melee attack you can re-roll a Hit roll of 1 and add 1 to the Wound roll.

Choreographer of War

While this model is leading a unit, each time a model in that unit makes a Pile In or Consolidate move, it can move up to 6" instead of 3". In addition, it does not need to end that move closer to the closest enemy model, provided it ends as close as possible to the closest enemy unit.

◆ VERTEIDIGUNG

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∞ IMMER / EINMALIG

Travelling Players

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

GEGEN 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

Leader Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead.

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…

MELTA This ability always takes the form [MELTA X].

PISTOL [PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

AUFSTELLUNG

1x Troupe Master

Ausrüstung: Fusion Pistol, Neuro Disruptor, Shuriken Pistol, Harlequin's Special Weapon, Troupe Master's Blade

- This model can replace its Harlequin's Special Weapon with Troupe Master's Blade.
- This model can replace its Shuriken Pistol with Fusion Pistol or Neuro Disruptor.

Anführer

This model can be attached to the following unit:

- Troupe

KEYWORDS Troupe Master, Infantry, Character, Grenades, Harlequin Allies, Aeldari, Corsairs and Travelling Players, Leader · **FRAKTION** Harlequins