AELDARI - DRUKHARI

VENOM

Deadly Demise 1 | Deep Strike | Firing Deck 6 | Power from Pain | Stealth

M	T	SV	W	LD	OC	RW
14"	6	4+	6	7+	1	6+

65 PTS
Base Large Flying Base

1 KOMMANDO

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2 BEWEGUNG

Rapid Deployment (Pain)

In your Movement phase, when you select this model to Advance, you can spend 1 Pain token to Empower this model. While Empowered, units can disembark from this model after it has Advanced. Units that do so count as having made a Normal move that phase, and cannot declare a charge in the same turn, but can otherwise act normally in the remainder of the turn.

3 BESCHUSS

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+

4 ANGRIFF

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5 NAHKAMPF

Bladevanes

R	A	WS	S	AP	D
Melee	3	4+	5	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

Aerialists

At the end of the Fight phase, if there are no models currently embarked within this TRANSPORT, you can select one friendly DRUKHARI INFANTRY unit that has 6 or fewer models that is wholly within 6" of this TRANSPORT (you cannot select a unit that can FLY). Unless that unit is within Engagement Range of one or more enemy units, it can embark within this TRANSPORT. That unit can embark within this TRANSPORT in a turn it disembarked from a TRANSPORT.

◆ VERTEIDIGUNG

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∞ IMMER / EINMALIG

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GEGEN DIESE EINHEIT

W6 · RW 4+ · 6++ · 6 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S12+	S7–11	S6	S4–5	S1–3

RETTUNGSWURF JE DS

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

REGELN & KEYWORDS KURZ

Deadly Demise 1 This ability always takes the form Deadly Demise X.

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…

Firing Deck 6 This ability always takes the form Firing Deck 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).

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 Venom

Ausrüstung: Splinter Cannon, Twin Splinter Rifle, Bladevanes

- This model can replace its Twin Splinter Rifle with Splinter Cannon.

Transport

This model has a transport capacity of 6 DRUKHARI INFANTRY models (excluding JUMP PACK models).

Before the battle, at the start of the Declare Battle Formations step, you can select one KABALITE WARRIORS, HAND OF THE ARCHON or WYCHES unit from your army that has not already been split. If you do, that unit is split into two units, each containing as equal a number of models as possible (when splitting a unit in this way, make a note of which models form each of the two new units). One of these units must start the battle embarked within this model; the other can start the battle embarked within another TRANSPORT, or it can be deployed as a separate unit.

KEYWORDS Venom, Aeldari, Fly, Dedicated Transport, Transport, Vehicle, Frame · **FRAKTION** Drukhari