



1

KOMMANDO

2

BEWEGUNG

3

BESCHUSS

Hexrifle

HEAVY

PRECISION

|     |   |    |   |    |   |
|-----|---|----|---|----|---|
| R   | A | BS | S | AP | D |
| 36" | 1 | 3+ | 8 | -2 | 3 |

VERWUNDET

2+

T1-4

3+

T5-7

4+

T8

5+

T9-15

6+

T16+

Liquifier Gun

ANTI-INFANTRY 3+

TORRENT

|     |    |     |   |    |   |
|-----|----|-----|---|----|---|
| R   | A  | BS  | S | AP | D |
| 12" | D6 | N/A | 4 | -1 | 1 |

VERWUNDET

2+

T1-2

3+

T3

4+

T4

5+

T5-7

6+

T8+

Ossefactor

ANTI-INFANTRY 4+

DEVASTATING WOUNDS

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

VERWUNDET

2+

T1

4+

T2

5+

T3

6+

T4+

Stinger Pistol

ANTI-INFANTRY 2+

PISTOL

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

VERWUNDET

2+

T1

4+

T2

5+

T3

6+

T4+

Torturer's Craft

In your Shooting phase and the Fight phase, after this unit has shot or fought, select one enemy unit (excluding Vehicles) hit by one or more of those attacks. That units must take a Vehicle-shock test.

4

ANGRIFF

5

NAHKAMPF

Power weapon

ANTI-INFANTRY 3+

|       |   |    |   |    |   |
|-------|---|----|---|----|---|
| R     | A | WS | S | AP | D |
| Melee | 3 | 3+ | 5 | -2 | 1 |

VERWUNDET

2+

T1-2

3+

T3-4

4+

T5

5+

T6-9

6+

T10+

Torturer's tool

ANTI-INFANTRY 4+

|       |   |    |   |    |   |
|-------|---|----|---|----|---|
| R     | A | WS | S | AP | D |
| Melee | 2 | 3+ | 4 | -1 | 1 |

VERWUNDET

2+

T1-2

3+

T3

4+

T4

5+

T5-7

6+

T8+

Twin Torturer's Tools

ANTI-INFANTRY 4+

TWIN-LINKED

|       |   |    |   |    |   |
|-------|---|----|---|----|---|
| R     | A | WS | S | AP | D |
| Melee | 2 | 3+ | 4 | -1 | 1 |

VERWUNDET

2+

T1-2

3+

T3

4+

T4

5+

T5-7

6+

T8+

Experimental Enhancements (Pain)

In the Fight phase, when you select this unit to fight, you can spend 1 Pain token to Empower this unit. Each time you do, select one of the following to apply to this unit until the end of the phase:

• Melee weapons equipped by non-Character models in this unit have an Attacks characteristic of 3.

• Melee weapons equipped by non-Character models in this unit have an Attacks characteristic of 4 and the [Hazardous] ability.

◆

VERTEIDIGUNG

∞

IMMER / EINMALIG

GEGEN DIESE EINHEIT

W4 · RW 5+ · 6++ · 2 LP je Modell

WIRD VERWUNDET MIT

2+

S8+

3+

S5-7

4+

S4

5+

S3

6+

S1-2

RETTUNGSWURF JE DS

DS 0

5+

DS -1

6+

DS -2

6++

DS -3

6++

DS -4

6++

REGELN & KEYWORDS KURZ

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+].

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...

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

PRECISION While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER m...

TORRENT Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

AUFSTELLUNG

4-9x Wrack oder Wrack with Hexrifle oder Wrack with Liquifier Gun oder Wrack with Ossefactor oder Wrack with Stinger Pistol

1x Acothyst

Ausrüstung: Hexrifle, Liquifier Gun, Ossefactor, Stinger Pistol, Power weapon, Torturer's tool, Twin Torturer's Tools

• Each Acothyst can be equipped with one of: Torturer's tool, Hexrifle, Liquifier gun, Ossefactor, Stinger pistol.

• Each Acothyst can be equipped with one of: Power weapon, Torturer's tool.