

WYCHES

Power from Pain

M8"

T3

SV6+

W1

LD7+

OC2

RW4+*

6+

90 PTS
Base 25mm



3 BESCHUSS

Blast Pistol

PISTOL

R	A	BS	S	AP	D
6"	1	3+	8	-4	D3

VERWUNDET

2+ T1-4

3+ T5-7

4+ T8

5+ T9-15

6+ T16+

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+

5 NAHKAMPF

Gladiatorial weapons

R	A	WS	S	AP	D
Melee	5	3+	4	-2	1

VERWUNDET

2+ T1-2

3+ T3

4+ T4

5+ T5-7

6+ T8+

Hekatorii Blade

R	A	WS	S	AP	D
Melee	4	3+	3	-1	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	5	3+	3	-2	1

VERWUNDET

2+ T1

3+ T2

4+ T3

5+ T4-5

6+ T6+

Invulnerable Save (4+*)

Models in this unit have a 4+ invulnerable save against melee attacks.

GEGEN DIESE EINHEIT

W3 · RW 6+ · 4+* / 6++ · 1 LP je Modell

WIRD VERWUNDET MIT

2+ S6+

3+ S4-5

4+ S3

5+ S2

6+ S1

RETTUNGSWURF JE DS

DS 0

DS -1

DS -2

DS -3

DS -4

6+

-

-

-

-

<div>1KOMMANDO</div> <div>No Escape</div> <div>Each time an enemy unit (excluding Monsters and Vehicles) within Engagement Range of one or more units from your army with this ability Falls Back, all models in that enemy unit must take Desperate Escape test. When doing so, if that enemy unit is Battle-shocked, subtract 1 from each of those tests.</div>	<div>2</div> <div>BEWEGUNG</div> <div>—</div>	<div>4ANGRIFF</div> <div>Acrobatic Gladiators (Pain)</div> <div>At the start of your Charge phase, you can spend 1 Pain token to Empower this unit. While Empowered, this unit is eligible to declare a charge in a turn in which it Advanced or Fell Back.</div>	<div>◆</div> <div>VERTEIDIGUNG</div> <div>—</div>	<div>∞</div> <div>IMMER / EINMALIG</div> <div>—</div>
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<div>REGELN & KEYWORDS KURZ</div> <div>Power from Pain All Drukhari units have a Pain ability, tagged with the word 'Pain'.</div> <div>ANTI This ability always takes the form [ANTI-X Y+].</div> <div>ASSAULT Units containing one or more models with an [ASSAULT] weapon can shoot using assault shooting (10.05).</div> <div>PISTOL [PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.</div>	<div>AUFSTELLUNG</div> <div>9x Wych oder Wych w/ Gladiatorial weapons</div> <div>1x Hekatrix</div> <div>Ausrüstung: Blast Pistol, Splinter Pistol, Gladiatorial weapons, Hekatarii Blade, Power weapon</div> <div>▪ Each Hekatrix can replace its Splinter Pistol with Blast Pistol.</div> <div>▪ Each Hekatrix can replace its Hekatarii Blade with Power weapon.</div>
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