YNNARI VENOM

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

AUFSTELLUNG

1x Ynnari Venom (Large Flying Base)

Equipped with: Splinter Cannon, Twin Splinter Rifle, Bladevanes

Wargear Options:

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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Splinter Cannon ANTI-INFANTRY 3+, SUSTAINED HITS 1	36"	3	3+	3	-1	2
Twin Splinter Rifle ANTI-INFANTRY 3+, ASSAULT, RAPID FIRE 1, TWIN LINKED	24"	2	3+	2	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Bladevanes	Melee	3	4+	5	0	1

ABILITIES

RULES - Battle Focus, Deadly Demise 1, Deep Strike, Disparate Paths, Firing Deck 6, Stealth

Lithe Embarkation

At the end of the Fight phase, if there are no models currently embarked within this Transport, you can select one friendly Ynnari Infantry unit that only includes models from the units listed in this unit's Transport section, that has 6 or fewer models and that is wholly within 6" of this Transport. 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 this TRANSPORT.

KEYWORDS: Venom, Aeldari, Fly, Dedicated Transport, Transport, Vehicle, Frame

Venom (Transport)

Capacity: This model has a transport capacity of 6 models from the following units: The Visarch, Ynnari Archon, Ynnari Incubi, Ynnari Kabalite Warriors, Ynnari Succubus, Ynnari Wyches, Yvraine.

Before the battle, at the start of the Declare Battle Formations step, you can select one YNNARI KABALITE WARRIORS or YNNARI 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 TRANSPORT; the other can start the battle embarked within another TRANSPORT, or it can be deployed as a separate unit.

WEAPON RULES

Anti

This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

Assault

Units containing one or more models with an [**ASSAULT**] weapon can shoot using **assault** shooting (10.05).

Rapid Fire

This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Sustained Hits

This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

Twin-linked
Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.