HAEMONCULUS

M	T	SV	W	LD	OC	
7"	4	5+	5	7+	1	6+

AUFSTELLUNG

1x Haemonculus (25mm)

Equipped with: Stinger Pistol, Haemonculus tools and scissorhands

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Stinger Pistol ANTI-INFANTRY 2+, PISTOL, PRECISION	12"	1	2+	2	-1	D3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Haemonculus tools and scissorhands ANTI-INFANTRY 2+, PRECISION	Melee	5	2+	3	-1	D3

ABILITIES

CORE - Leader

RULES - Feel No Pain 5+, Leader, Power from Pain

Fear Incarnate (Aura)
While an enemy unit is within 6" of this model, worsen the Leadership characteristic of models in that unit by 1. In addition, in the Battle-shock step of your opponent's Command phase, if such an enemy unit is below its Starting Strength, it must take a Battle-shock test.

Fleshcraft (Pain)
In your Command phase, you can spend 1 Pain token to Empower this model's unit. Each time you do, you can return up to D3+1 destroyed Bodyguard models to that unit.

Pain Adept
In your Command phase, if one or more models from your army with this ability are on the battlefield, roll one D6: on a 4+, you gain 1 Pain token.

KEYWORDS: Haemonculus, Haemonculus Covens, Aeldari, Character, Infantry, Leader

FACTION: Drukhari **50 PTS**

Leader
This model can be attached to the following unit:

- Wracks

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+.*

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

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

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 models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.