AELDARI - DRUKHARI

WRACKS

55–110 PTS

M	T	SV	W	LD	OC
7"	4	5+	2	7+	2

6+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Hexrifle HEAVY PRECISION	36"	1	3+	8	-2	3
Liquifier Gun ANTI-INFANTRY 3+ TORRENT	12"	D6	N/A	4	-1	1
Ossefactor ANTI-INFANTRY 4+ DEVASTATING WOUNDS	24"	1	3+	2	-2	2
Stinger Pistol ANTI-INFANTRY 2+ PISTOL	12"	1	3+	2	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Power weapon ANTI-INFANTRY 3+	Melee	3	3+	5	-2	1
Torturer's tool ANTI-INFANTRY 4+	Melee	2	3+	4	-1	1
Twin Torturer's Tools ANTI-INFANTRY 4+ TWIN-LINKED	Melee	2	3+	4	-1	1

AUFSTELLUNG

4-9x Wrack oder Wrack with Hexrifle oder Wrack with Liquifier Gun oder Wrack with Ossefactor oder Wrack with Stinger Pistol (25mm)
1x Acothyst (25mm)

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

Wargear Options:

- 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.

ABILITIES

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.

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 Battle-shock test.

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+.

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 mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

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 unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

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.

TORRENT

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

CORE RULES

◈ Power from Pain

All Drukhari units have a Pain ability, tagged with the word 'Pain'. Pain abilities only apply to a unit while it is Empowered. If your Army Faction is Drukhari, you can Empower units from your army with Pain abilities by spending Pain tokens (see below).

GAINING PAIN TOKENS

If your Army Faction is Drukhari, you gain Pain tokens as follows:

- 1 Pain token at the start of your Command phase.
- 1 Pain token each time an enemy unit is destroyed.
- 1 Pain token each time an enemy unit fails a Battle-shock test.

Each time you gain a Pain token, keep it to one side – this is your Pain token pool. Each time you spend a Pain token, reduce your Pain token pool by the same amount.

EMPOWERED THROUGH PAIN

Each Pain ability will state when you can spend Pain tokens to Empower that unit. When you do, until the end of the phase, that unit is Empowered and all Pain abilities it has take effect. While an Attached unit is Empowered, the Pain abilities of all Leader and Bodyguard units in that unit take effect - you do not need to spend additional Pain tokens to activate each of those Pain abilities.