

# YNNARI REAVERS

65–120 PTS

| M   | T | Sv | W | LD | OC |
|-----|---|----|---|----|----|
| 16" | 4 | 4+ | 2 | 6+ | 2  |

INVULNERABLE  
SAVE



## RANGED WEAPONS

| WEAPON                                                   | RANGE | A | BS | S  | AP | D    |
|----------------------------------------------------------|-------|---|----|----|----|------|
| Blaster<br>ASSAULT                                       | 18"   | 1 | 3+ | 8  | -4 | D6+1 |
| Blaster<br>ASSAULT                                       | 18"   | 1 | 3+ | 8  | -4 | D6+1 |
| Heat Lance<br>ASSAULT<br>MELTA 3                         | 18"   | 1 | 3+ | 14 | -4 | D6   |
| Heat Lance<br>ASSAULT<br>MELTA 3                         | 18"   | 1 | 3+ | 14 | -4 | D6   |
| Splinter Pistol<br>ANTI-INFANTRY 3+<br>ASSAULT<br>PISTOL | 12"   | 1 | 3+ | 2  | 0  | 1    |
| Splinter Pistol<br>ANTI-INFANTRY 3+<br>ASSAULT<br>PISTOL | 12"   | 1 | 3+ | 2  | 0  | 1    |
| Splinter Pistol<br>ANTI-INFANTRY 3+<br>ASSAULT<br>PISTOL | 12"   | 1 | 3+ | 2  | 0  | 1    |
| Splinter Pistol<br>ANTI-INFANTRY 3+<br>ASSAULT<br>PISTOL | 12"   | 1 | 3+ | 2  | 0  | 1    |
| Splinter Rifle<br>ANTI-INFANTRY 3+<br>ASSAULT            | 24"   | 2 | 3+ | 2  | 0  | 1    |
| Splinter Rifle<br>ANTI-INFANTRY 3+<br>ASSAULT            | 24"   | 2 | 3+ | 2  | 0  | 1    |

## MELEE WEAPONS

| WEAPON                       | RANGE | A | WS | S | AP | D |
|------------------------------|-------|---|----|---|----|---|
| Agonizer<br>ANTI-INFANTRY 3+ | Melee | 4 | 3+ | 3 | -1 | 1 |
| Bladevanes                   | Melee | 3 | 3+ | 4 | 0  | 1 |
| Bladevanes                   | Melee | 3 | 3+ | 4 | 0  | 1 |
| Bladevanes                   | Melee | 3 | 3+ | 4 | 0  | 1 |
| Bladevanes                   | Melee | 3 | 3+ | 4 | 0  | 1 |



### AUFSTELLUNG

2-5x Reaver oder Reaver  
with Blaster oder Reaver with  
Heat Lance

1x Arena Champion

**Equipped with:** Blaster, Heat  
Lance, Splinter Pistol, Splinter  
Rifle, Agonizer, Bladevanes

#### Wargear Options:

- Each Reaver can be  
equipped with 1x Reaver  
Wargear.
- Each Reaver with Blaster can  
be equipped with 1x Reaver  
Wargear.
- Each Reaver with Heat Lance  
can be equipped with 1x  
Wargear.



**KEYWORDS:** Reavers,  
Aeldari, Fly, Mounted  
**FACTION KEYWORDS:**  
Ynnari

## ABILITIES

**Cluster Caltrops**

Each time you roll to inflict wounds using this unit's Eviscerating Fly-by ability, you can re-roll one D6 for each model in this unit equipped with cluster caltrops.

**Eviscerating Fly-by**

Each time this unit ends a Normal move, you can select one enemy unit (excluding Monster and Vehicle units) that it moved over during that move. If you do, roll one D6 for each model in this unit: for each 4+, that enemy unit suffers 1 mortal wound.

**Grav Talon**

The bearer's melee weapons have an Armour Penetration characteristic of -2 and the **[Lethal Hits]** ability.

## WEAPON ABILITIES

**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).

**Lethal Hits**

Each time an attack made with a **[LETHAL HITS]** weapon results in a critical hit, you can choose for that attack to automatically wound the target.

*Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as **[DEVASTATING WOUNDS]**.*

**Melta**

This ability always takes the form **[MELTA X]**. Each time a model makes an attack with a **[MELTA]** weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a **[MELTA 2]** weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+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.