

RAVAGER - AELDARI - DRUKHARI

110 PTS

M	T	Sv	W	LD	OC
14"	9	4+	11	7+	3

INVULNERABLE
SAVE

6+

AUFSTELLUNG
1x Ravager
Equipped with: Dark Lance, Disintegrator Cannon, Bladevanes
Wargear Options:
■ This model must be equipped with 3 of: Disintegrator Cannon, Dark Lance.

KEYWORDS: Ravager, Aeldari, Kabal, Fly, Vehicle, Frame
FACTION KEYWORDS: Drukhari

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Dark Lance	36"	1	3+	12	-3	D6+2
Disintegrator Cannon	36"	3	3+	6	-3	2

⌘ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Bladevanes	Melee	3	4+	6	-1	1

ABILITIES

Agonising Suppression (Pain)
In your Shooting phase, when you select this model to shoot, you can spend 1 Pain token to Empower this model. While Empowered, after this model has shot, select one enemy unit hit by one or more of those attacks. Until the start of your next turn, that enemy unit is suppressed. While a unit is suppressed, each time a model in that unit makes an attack, subtract 1 from the Hit roll.

Damaged: 1-4 Wounds Remaining
While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Eradicate the Foe
Each time this model makes an attack that targets an enemy unit that is at its Starting Strength, you can re-roll the Hit roll.

CORE RULES

Deadly Demise D3
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").
Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Deep Strike
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.