

REAVERS - AELDARI - DRUKHARI

75–150 PTS

M	T	Sv	W	LD	OC
16"	4	4+	2	7+	2

INVULNERABLE
SAVE

6+

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, 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 Reaver Wargear.
- Each Arena Champion can be equipped with 1x Reaver Wargear.
- Each Arena Champion can replace its Splinter Rifle with Blaster or Heat Lance.

KEYWORDS: Reavers, Wych Cult, Aeldari, Fly, Mounted

FACTION KEYWORDS: Drukhari

RANGED WEAPONS

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

MELEE WEAPONS

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

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 or Advance move, you can select one enemy unit (excluding Monster and Vehicle units) that it moved over during that move, then roll one D6 for each model in this unit: for each 4+, that enemy unit suffers 1 mortal wound.

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

Matchless Swiftess (Pain)
In your Movement phase, when you select this unit to Advance, you can spend 1 Pain token to Empower this unit. While Empowered, each time this unit Advances, do not make an Advance roll. Instead, until the end of the phase, add 8" to the Move characteristic of models in this unit.

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).

Lance
Each time an attack is made with a **[LANCE]** weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.

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.