

VOIDRAVEN BOMBER - AELDARI - DRUKHARI

245 PTS

M	T	Sv	W	LD	OC
-	9	4+	12	7+	-

INVULNERABLE
SAVE



AUFSTELLUNG

1x Voidraven Bomber

Equipped with: Dark Scythe, Void Lance, ► Voidraven Missiles - Implosion Missiles, ► Voidraven Missiles - Shatterfield Missiles, Bladed Wings

Wargear Options:

- This model can replace its 2 Void Lances with 2 Dark Scythes.

KEYWORDS: Voidraven, Aeldari, Aircraft, Vehicle, Fly

FACTION KEYWORDS: Drukhari

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
2x Dark Scythe	24"	6	3+	8	-4	2
2x Void Lance	36"	2	3+	14	-4	D6+2
► Voidraven Missiles - Implosion Missiles BLAST	48"	D3	3+	9	-2	3
► Voidraven Missiles - Shatterfield Missiles BLAST	48"	D6	3+	7	-2	1

MELEE WEAPONS

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

ABILITIES

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.

Nowhere to Hide (Pain)

In your Shooting phase, when you select this unit to shoot, you can spend 1 Pain token to Empower this unit. While Empowered, after this unit has shot, select one enemy unit hit by one or more of those attacks. Until the end of the phase, that enemy unit cannot have the Benefit of Cover.

Void Mine

At the end of your opponent's Fight phase, select one visible enemy model (excluding Lone Operative units) within 24" of this unit, and roll one D6 for each enemy unit within D6" of that model:

- For each 4+, that enemy unit suffers D6 mortal wounds.

WEAPON ABILITIES

Blast

Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

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.

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Stealth

If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).