

AELDARI - AELDARI LIBRARY

GROTESQUES

[LEGENDS]

80–170 PTS



M

7"

T

5

SV

6+

W

4

LD

7+

OC

1

6+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Liquifier Gun ANTI-INFANTRY 3+ TORRENT	12"	D6	N/A	4	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Monstrous Weapons	Melee	4	3+	5	-2	2
Paired monstrous Weapons TWIN-LINKED	Melee	4	3+	5	-2	2

AUFSTELLUNG

3-6x Grotesque w/ paired monstrous weapons oder Grotesque w/ Liquifier
Equipped with: Liquifier Gun, Monstrous Weapons, Paired monstrous Weapons

ABILITIES

Macro-steroids (Pain)

In the Fight phase, when you select this unit to fight, you can spend 1 of your Pain tokens to Empower this unit. While Empowered, melee weapons equipped by models in this unit have a Strength characteristic of 8 and the [LETHAL HITS] ability.

Monstrous Charge

Each time this unit ends a Charge move, select one enemy unit within Engagement Range of it, then roll one D6 for each model in this unit that is within Engagement Range of that enemy unit: for each 4+, that enemy unit suffers D3 mortal wounds.

Monstrous Hulks

This unit cannot embark within a Venom, but it can embark within other Drukhari Transports; when doing so, each Grotesque model takes up the space of 3 models.

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+.

TORRENT

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

TWIN-LINKED

Each time an attack is made with a **[TWIN-LINKED]** weapon, you can re-roll the wound roll.

CORE RULES

Feel No Pain 5+

This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

