

AELDARI - DRUKHARI

BEASTMASTER

[LEGENDS]

135 PTS



M

12"

T

4

SV

6+

W

3

LD

7+

OC

1

6+

RANGED WEAPONS

| WEAPON                               | RANGE | A | BS | S | AP | D |
|--------------------------------------|-------|---|----|---|----|---|
| Splinter pods                        | 18"   | 2 | 3+ | 2 | 0  | 1 |
| ANTI-INFANTRY 3+ ASSAULT TWIN-LINKED |       |   |    |   |    |   |

MELEE WEAPONS

| WEAPON             | RANGE | A | WS | S | AP | D |
|--------------------|-------|---|----|---|----|---|
| Agonizer           | Melee | 3 | 3+ | 3 | -2 | 1 |
| ANTI-INFANTRY 3+   |       |   |    |   |    |   |
| Clawed Fiend fists | Melee | 5 | 4+ | 5 | -2 | 2 |
| DEVASTATING WOUNDS |       |   |    |   |    |   |
| Khymerae talons    | Melee | 4 | 4+ | 5 | -1 | 1 |
| LETHAL HITS        |       |   |    |   |    |   |
| Razorwing Feathers | Melee | 6 | 4+ | 3 | 0  | 1 |
| SUSTAINED HITS 1   |       |   |    |   |    |   |

AUFSTELLUNG

1x Beastmaster

1x Clawed Fiend oder Khymerae oder Razorwing Flock

Equipped with: Splinter pods, Agonizer, Clawed Fiend fists, Khymerae talons, Razorwing Feathers

ABILITIES

**Beastmaster**  
While this unit contains a Beastmaster model, you can re-roll Charge rolls made for this unit.

**Goaded Savagery (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 this unit is Empowered, if it contains a Beastmaster model, each time a Beast model in this unit makes a melee attack, you can re-roll the Hit roll and you can re-roll the Wound roll.



## 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+.*

### ASSAULT

Units containing one or more models with an [ASSAULT] weapon can shoot using **assault** shooting (10.05).

### DEVASTATING WOUNDS

Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

### 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].*

### SUSTAINED HITS

This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).*

### TWIN-LINKED

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

## CORE RULES

### ◇ Scouts 9"

This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.
- If that unit is wholly within your deployment zone, it can make a scout move.
- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.