

Mar de Destroyers • 2995pts

Dark Brothers 3.4.1

Dark Elite Pathfinder [1] - 160pts

⌕ Joined to Dark Pathfinders

Quality 4+

Defense 4+

Tough 3

Hero, Strider, Tough(3), Grim, Advanced Tactics, Scout, Stealth

Weapon	RNG	ATK	AP	SPE
Master Storm Rifle	24"	A4	1	-
Energy Fist	-	A2	4	-
Upgrade	SPE			
Captain	Advanced Tactics			
Forward Sentry	Scout			
Camo Cloak	Stealth			

Dark Pathfinders [10] - 295pts

⌕ Joined to Dark Destroyers

Quality 4+

Defense 4+

Strider, Grim, Scout, Stealth

Weapon	RNG	ATK	AP	SPE
CCW	-	A2	-	-
Flamer	12"	A1	-	Blast(3), Reliable
9x Shotguns	12"	A2	1	-
9x CCWs	-	A1	-	-
Upgrade	SPE			
Forward Sentries	Scout			
Camo Cloaks	Stealth			

Dark Pathfinders [10] - 280pts

⌕ Joined to Dark Destroyers

Quality 4+

Defense 4+

Strider, Grim, Scout, Stealth

Weapon	RNG	ATK	AP	SPE
10x Shotguns	12"	A2	1	-
10x CCWs	-	A1	-	-
Upgrade	SPE			
Forward Sentries	Scout			
Camo Cloaks	Stealth			

Dark Master Destroyer [1] - 240pts

⌕ Joined to Dark Destroyers

Quality 3+

Defense 3+

Tough 6

Hero, Tough(6), Grim, Dark Assault, Shield Wall, Caster(3)

Weapon	RNG	ATK	AP	SPE
Energy Fist	-	A4	4	-
Upgrade	SPE			
Combat Shield	Shield Wall			
Master Archivist	Caster(3)			

Dark Destroyers [6] - 490pts

⌕ Joined to Dark Destroyers

Quality 3+

Defense 3+

Tough 3

Tough(3), Grim, Dark Assault

Weapon	RNG	ATK	AP	SPE
6x Dual Energy Claws	-	A4	-	Rending

Dark Master Destroyer [1] - 240pts

⌕ Joined to Dark Destroyers

Quality 3+

Defense 3+

Tough 6

Hero, Tough(6), Grim, Dark Assault, Shield Wall, Caster(3)

Weapon	RNG	ATK	AP	SPE
Energy Fist	-	A4	4	-
Upgrade	SPE			
Combat Shield	Shield Wall			
Master Archivist	Caster(3)			

Dark Destroyers [6] - 560pts

⌕ Joined to Dark Destroyers

Quality 3+

Defense 3+

Tough 3

Tough(3), Grim, Dark Assault, Shield Wall

Weapon	RNG	ATK	AP	SPE
6x Heavy Maces	-	A3	2	Rending
Upgrade	SPE			
Combat Shield	Shield Wall			

Dark Master Destroyer [1] - 240pts

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Joined to Dark Destroyers

Quality 3+

Defense 3+

Tough 6

Hero, Tough(6), Grim, Dark Assault, Shield Wall, Caster(3)

Weapon	RNG	ATK	AP	SPE
Energy Fist	-	A4	4	-
Upgrade		SPE		
Combat Shield		Shield Wall		
Master Archivist		Caster(3)		

Dark Destroyers [6] - 490pts

Quality 3+

Defense 3+

Tough 3

Tough(3), Grim, Dark Assault

Weapon	RNG	ATK	AP	SPE
6x Dual Energy Claws	-	A4	-	Rending

Special Rules

AP: Targets get -X to Defense rolls when blocking hits.

Advanced Tactics: Once per this unit's activation, before attacking, pick one other friendly unit within 12", which may move by up to 6".

Ambush: May be set aside before deployment. At the start of any round after the first, may be deployed anywhere over 9" away from enemy units. Players alternate in placing Ambush units, starting with the player that activates next. Units that deploy via Ambush can't seize or contest objectives on the round they deploy.

Blast: Ignores cover, and after resolving other special rules, each hit is multiplied by X, where X is up to as many hits as models in the target unit.

Caster: Gets X spell tokens at the start of each round, but can't hold more than 6 tokens at once. At any point before attacking, spend as many tokens as the spell's value to try casting one or more spells (only one try per spell). Roll one die, on 4+ resolve the effect on a target in line of sight. Models within 18" in line of sight of the caster's unit may spend any number of spell tokens at the same time before rolling, to give the caster +1/-1 to the roll per token.

Dark Assault: This model counts as having Ambush and may be deployed on any round.

Defense: Gets +X to Defense rolls.

Grim: Whenever a unit where most models have this rule fails a morale test that causes it to be Shaken or Routed, the test counts as passed instead. Then, roll as many dice as the number of wounds it would take to fully destroy it, and for each result of 1-3 the unit takes one wound, which can't be ignored.

Hero: Heroes with up to Tough(6) may deploy as part of one multi-model unit without another Hero. The hero may take morale tests on behalf of the unit, but must use the unit's Defense until all other models have been killed.

Reliable: Attacks at Quality 2+.

Rending: Ignores Regeneration, and unmodified rolls of 6 to hit get AP(4).

Scout: May be set aside before deployment. After all other units are deployed, must be deployed and may then be placed anywhere within 12" of their position. Players alternate in placing Scout units, starting with the player that activates next.

Shield Wall: This model gets +1 to defense rolls against hits that are not from spells.

Stealth: Enemies get -1 to hit rolls when shooting at units where all models have this rule from over 9" away.

Strider: May ignore the effects of difficult terrain when moving.

Tough: This model must take X wounds before being killed. If a model with tough joins a unit without it, then it is removed last when the unit takes wounds. Note that you must continue to put wounds on the tough model with most wounds in the unit until it is killed, before starting to put them on the next tough model (heroes must be assigned wounds last).

Dark Brothers Army Spells

Blurred Sight (1): Target enemy unit within 18" gets -1 to hit rolls next time it shoots.

Psychic Terror (1): Target enemy unit within 12" takes 2 hits with AP(2).

Cursed Ground (2): Target 2 enemy units within 18" move -2" next time they Advance, or -4" next time they Charge/Rush.

Cerebral Trauma (2): Target enemy model within 12" takes 2 hits with AP(4).

Time Passage (3): Target 2 friendly units within 12" get AP(+3) next time they charge.

Lightning Fog (3): Target 2 enemy units within 12" take 6 hits each.