























| AELDARI  |   |   |  |   |   |   |   |   |   | RAIDER - Bloodfire  |   |   |   |   |   |   | 128 Pts |  |
|--|---|---|--|---|---|---|---|---|---|---|---|---|---|---|---|---|---------|--|
| Drukhari   |   |   |  |   |   |   |   |   |   |   |   |   |   |   |   |   |         |  |
| 1  |  |  |   |  |    |    |      |    |    |  |  |  |    |  |  |  |         |  |
| Full HP  | 14"   | 21"   |  | 3+  | 4+  | 6   |   | 11  | 11  | 11  | 10  | 3   | 5   | 6+  | 2   | 4+  | 6++/6++ |  |
| Mid HP   | 9"  | 13"   |  | 4+  | 5+  | 6   |   | 10  | 10  | 10  | 7   | 2   | 5   | 7+  | 1   | 4+  | 6++/6++ |  |
| Low HP   | 5"  | 7"  |  | 5+  | 6+  | 6   |   | 9   | 9   | 9   | 3   | 1   | 5   | 8+  |   | 4+  | 6++/6++ |  |
| Unit Aptitudes   |   |   |  |   |   |   |   |   |   |   |   |   |   |   |   |   |         |  |
| Chain-snares   |   |   | A vehicle with chain-snares is allowed to Tank Shock even if it is not a Tank. However, it may not Ram.  |   |   |   |   |   |   |   |   |   |   |   |   |   |         |  |
| Grisly Trophies  |   |   | All friendly units within 6" of a vehicle with grisly trophies can re-roll failed Leadership tests.  |   |   |   |   |   |   |   |   |   |   |   |   |   |         |  |
| Athletic Aerialists  |   |   | At the end of the Fight phase, if there are no models currently embarked within this Transport, you can select one friendly Infantry unit that has 6 or fewer models that is wholly within 6" of this Transport. Unless that unit is within Engagement Range of one or more enemy units, it can embark within this Transport.  |   |   |   |   |   |   |   |   |   |   |   |   |   |         |  |
| Splinter Racks   |   |   | Whilst a model is embarked on a vehicle with splinter racks, all splinter weapons have the Twin special rule.  |   |   |   |   |   |   |   |   |   |   |   |   |   |         |  |
| Soulfright   |   |   | At the end of the Shooting phase, a unit that has suffered one or more hits from a weapon with this special rule in that phase must make a Leadership test. The unit suffers a single additional Mortal Wound for each point this test is failed by. Wounds cannot be allocated to models with the Fearless or And They Shall Know No Fear special rules (any excess Wounds are lost). |   |   |   |   |   |   |   |   |   |   |   |   |   |         |  |
| Explosive Lethal Demise  |   |   | When this model is destroyed, throw one D6 for each units within 6". On a 4+, the unit suffers D3 mortal wounds.   |   |   |   |   |   |   |   |   |   |   |   |   |   |         |  |
| Transport Capacity (11)  |   |   | This model has a transport capacity of X Infantry models. It cannot carry models with the Bulky, Very Bulky or Extremely Bulky special rules.  |   |   |   |   |   |   |   |   |   |   |   |   |   |         |  |
| Firing Deck (11)   |   |   | Each time this Transport shoots, select one weapon from up to X models embarked within it; this Transport counts as being equipped with those weapons as well.   |   |   |   |   |   |   |   |   |   |   |   |   |   |         |  |
| Unit Special Rules   |   |   |  |   |   |   |   |   |   |   |   |   |   |   |   |   |         |  |
| Deep Strike / Night Vision / Fast / Skimmer / Transport / Oppen-topped |   |   |  |   |   |   |   |   |   |   |   |   |   |   |   |   |         |  |
| Weapons  |   |   |  |   |  |  |  |  |  |   |   |   |  | Nb  |   | Pts   |         |  |
| Bladevanes   |   |   |  |   | Melee   | User  | User  | 0   | 1   | Melee   |   |   |   | 1   |   |   |         |  |
| Disintegrator cannon   |   |   |  |   | 36"   | 3   | 5   | -2  | 2   | Heavy   |   |   |   | 1   | 11  |   |         |  |
| Torment grenades launcher  |   |   |  |   | 24"   | 1   | 1   | 0   | D3  | Assault - Blast - Soulfright  |   |   |   | 1   | 7   |   |         |  |
| Faction Aptitudes  |   |   |  |   |   |   |   |   |   |   |   |   |   |   | Unit type   |   |         |  |
| Power from Pain  |   | The Serpent's Kiss  |  | The Speed of the Kill   |   |   | Distillers of Fear  |   |   |   |   |   |   |   | Vehicle   |   |         |  |