
























AELDARI																	
RAVAGER - Bloodspire																	
205 Pts																	
Drukhari																	
1																	
Full HP	14"	21"		3+	4+	6		12	12	12	10	3	5	6+	2	4+	6++/6++
Mid HP	9"	13"		4+	5+	6		11	11	11	7	2	5	7+	1	4+	6++/6++
Low HP	5"	7"		5+	6+	6		10	10	10	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.														
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.														
Unit Special Rules																	
Deep Strike / Night Vision / Fast / Skimmer / Oppen-topped																	
Weapons															Nb	Pts	
Bladevanes					Melee	User	User	0	1	Melee					1		
Torment grenades launcher					24"	1	1	0	D3	Assault - Blast - Soulfright					1	7	
Dark lance					36"	1	12	-3	D6+2	Heavy - Lance					3	48	
Faction Aptitudes															Unit type		
Power from Pain	The Serpent's Kiss			The Speed of the Kill			Distillers of Fear								Vehicle		