AELDARI

Drukhari

REAVERS - Venomwing Outriders

343 Pts

10																
16"		3+	3+	3	4				2	3	6	6+	1	4+	6++/6++

Unit Aptitudes

Eviscerating Fly-by	Each time this unit ends a Normal move, you can select one enemy unit (excluding Monster and Vehicle units) that it moved over during that move. If you do, roll one D6 for each model in this unit: for each 4+, that enemy unit suffers 1 mortal wound.
Grav-talon	All Hammer of Wrath attacks made by this unit have the Concussive special rule.
Cluster Caltrops	This unit makes D6 Hammer of Wrath attacks instead of just one, with the Rending special rule.

Unit Special Rules

Fleet / Night Vision / Hit & Run / Very Bulky / Skilled Rider

Weapons							Nb	Pts
Bladevanes	Melee	User	User	0	1	Melee	10	
Splinter pistol	12"	1	2	0	1	Pistol - Assault - Anti-Infantry - Poisoned (4+)	10	
Agoniser	Melee	+1	User	-1	1	Melee - Poisoned (4+) - Anti-Infantry	1	5
Blaster	18"	1	8	-4	D6+1	Assault - Lance	1	12
Heat lance	18"	1	14	-4	D6	Assault - Heavy - Melta	2	26
Splinter rifle	24"	2	2	0	1	Assault - Anti-Infantry - Poisoned (4+)	7	

Faction Aptitudes				Unit type
Power from Pain	The Serpent's Kiss	The Speed of the Kill	Distillers of Fear	Jetbike