


















AELDARI

Drukhari

5



7"

4+

3+

3

3

1

3

5

6+

1

4+

5++/5++

SCOURGES - Razorwing Dragoons

190 Pts

Unit Aptitudes

Winged Strike

In your Shooting phase, after this unit has shot, if it is not within Engagement Range of any enemy units, it can make a Normal move of up to 6". If it does, until the end of the turn, this unit is not eligible to declare a charge.

Unit Special Rules

Fleet / Night Vision / Plasma Grenades / Deep Strike / Bulky

Psychic Domains

