
























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			