

Dark Brothers • 300pts

Dark Brothers 3.4.1

Dark Master Brother [1] - 75pts

Quality 3+

Defense 3+

Tough 3

Hero, Tough(3), Grim, Ambush, Flying

Weapon	RNG	ATK	AP	SPE
Flamer Pistol	6"	A1	-	Blast(3), Reliable
CCW	-	A2	-	-
Upgrade	SPE			
Jetpack	Ambush, Flying			

2x Dark Battle Brother [1] - 30pts

Quality 3+

Defense 3+

Grim

Weapon	RNG	ATK	AP	SPE
Heavy Rifle	24"	A1	1	-
CCW	-	A1	-	-

Dark Destroyer [1] - 70pts

Quality 3+

Defense 3+

Tough 3

Tough(3), Grim, Dark Assault, Shield Wall

Weapon	RNG	ATK	AP	SPE
CCW	-	A3	-	-
Upgrade	SPE			
Combat Shield	Shield Wall			

Dark Brother Biker [1] - 95pts

Quality 3+

Defense 3+

Tough 3

Fast, Tough(3), Grim

Weapon	RNG	ATK	AP	SPE
Twin Heavy Rifle	24"	A2	1	-
Heavy Pistol	12"	A1	1	-
CCW	-	A2	-	-

Special Rules

AP: Targets get -X to Defense rolls when blocking hits.

Ambush: May be set aside before deployment. At the start of any round after the first, may be deployed anywhere over 9" away from enemy units. Players alternate in placing Ambush units, starting with the player that activates next. Units that deploy via Ambush can't seize or contest objectives on the round they deploy.

Blast: Ignores cover, and after resolving other special rules, each hit is multiplied by X, where X is up to as many hits as enemy models in the target unit and within 3" of it. Hits must be split evenly between all enemy units within 3" of any model from the target (defender picks how).

Dark Assault: This model counts as having Ambush and may be deployed on any round.

Defense: Gets +X to Defense rolls.

Fast: Moves +2" when using Advance, and +4" when using Rush/Charge.

Flying: May move through units and terrain, and ignores terrain effects whilst moving, and automatically passes jumping rolls.

Grim: Whenever a unit where most models have this rule fails a morale test that causes it to be Shaken or Routed, the test counts as passed instead. Then, roll as many dice as the number of wounds it would take to check for wound effects (must always roll at least 1 die), and for each result of 1-3 the unit takes one wound, which can't be ignored.

Hero: Friendly units within 12" may take morale tests using the hero's Quality, as long as the hero isn't Shaken.

Reliable: Attacks at Quality 2+.

Shield Wall: This model gets +1 to defense rolls against hits that are not from spells.

Tough: This model only rolls to check wound effects once it has taken at least X wounds, and is only Knocked Out on rolls of 5+X or more.