HOWLING BANSHEES - AELDARI - CRAFTWORLDS

85–165 PTS

M	T	Sv	W	LD	OC
8"	3	4+	1	6+	1

INVULNERABLE SAVE 4+* / 5

AUFSTELLUNG

4-9x Howling Banshee (28.5mm)
1x Howling Banshee Exarch (28.5mm)

Equipped with: Shuriken Pistol, Triskele, Banshee Blade, Executioner, Mirrorswords

Wargear Options:
- Each Howling Banshee Exarch can replace its Banshee Blade and Shuriken Pistol with Executioner and Shuriken Pistol, Triskele and Shuriken Pistol or Mirrorswords.

KEYWORDS: Howling Banshees, Infantry, Ynnari, Aspect Warrior

FACTION KEYWORDS: Asuryani

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Shuriken Pistol ASSAULT, PISTOL	12"	1	3+	4	-1	1
Triskele ASSAULT, ANTI-INFANTRY 3+	12"	3	3+	3	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Banshee Blade ANTI-INFANTRY 3+	Melee	2	2+	4	-2	2
Executioner ANTI-INFANTRY 3+	Melee	3	2+	6	-3	3
Mirrorswords ANTI-INFANTRY 3+	Melee	4	2+	4	-2	2
Triskele ANTI-INFANTRY 3+	Melee	6	2+	3	-1	1

ABILITIES

Acrobatic
This unit is eligible to declare a charge in a turn in which it Advanced or Fell Back

Aspect Shrine Token
Once per battle for each Aspect Shrine token this unit has, you can change the result of one Hit roll or one Wound roll made for a model in this unit (excluding CHARACTER models) to an unmodified 6.

Designer's Note: Place an Aspect Shrine token next to the unit for each Aspect Shrine token it has, removing one each time this ability is used.

Invulnerable Save (4+*)
Models in this unit have a 4+ invulnerable save against melee attacks.

WEAPON ABILITIES

Anti
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

Assault
Units containing one or more models with an [**ASSAULT**] weapon can shoot using **assault** shooting (10.05).

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Pistol

[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

FACTION RULES

Battle Focus

If your Army Faction is Asuryani, at the start of the battle round, you receive a number of Battle Focus tokens based on the battle size, as shown below:

- Incursion - 2
- Strike Force - 4
- Onslaught - 6

Each time one of the triggers shown in the Agile Manoeuvres section of your codex occurs, you can spend one Battle focus token to enable the relevant eligible unit to perform that Agile Manoeuvre. A unit is eligible to perform an Agile Manoeuvre if it has this ability and has not already performed an Agile Manoeuvre in the same phase. Unless otherwise stated, you cannot trigger the same Agile Manoeuvre more than once per phase. At the end of the battle round, all unspent Battle Focus tokens are lost.

CORE RULES

Fights First

While every model in a unit has this ability, that unit is a Fights First unit.

See the Resolve Fights First Combats step in the Fight phase (12.04).