

M	T	Sv	W	LD	OC
8"	3	2+	5	6+	1

INVULNERABLE
SAVE

4+

AUFSTELLUNG
1x Jain Zar (40mm)
Equipped with: Silent Death, Blade of Destruction

KEYWORDS: Jain Zar, Phoenix Lord, Character, Epic Hero, Infantry, Aeldari, Aspect Warrior, Leader
FACTION KEYWORDS: Asuryani

 RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Silent Death ASSAULT	12"	6	2+	6	-2	1

 MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Blade of Destruction ANTI-INFANTRY 3+	Melee	8	2+	6	-3	2

ABILITIES

CORE - Leader

Storm of Silence
Each time this model makes an attack that targets a Character unit, you can re-roll the Wound roll.

Whirling Death
While this model is leading a unit, each time that unit Advances, do not make an Advance roll. Instead, until the end of the phase, add 6" to the Move characteristic of models in that unit and each time a model in that unit makes an Advance move, ignore any vertical distance when determining the total distance that model can be moved during that move.

Leader
This model can be attached to the following unit:

- Howling Banshees

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).

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.

JAIN ZAR - AELDARI - CRAFTWORLDS

105 PTS

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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).

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.