

STORM GUARDIANS - AELDARI - CRAFTWORLDS

100 PTS

Serpent's Scale Platform

M	T	Sv	W	LD	OC
7"	3	4+	2	7+	0

AUFSTELLUNG

1x Serpent's Scale Platform - Equipped with: Close Combat Weapon

10x Storm Guardian oder Storm Guardian with Flamer oder Storm Guardian with Fusion Gun oder Storm Guardian with Power Sword oder Storm Guardian with Flamer & Power Sword oder Storm Guardian with Fusion Gun & Power Sword

Basegrößen: 28.5mm, Serpent's Scale Platform 40mm

KEYWORDS: Storm Guardians, Battleline, Infantry, Grenades, Guardians, Aeldari, Ynnari

FACTION KEYWORDS: Asuryani

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Flamer ASSAULT, IGNORES COVER, TORRENT	12"	D6	N/A	4	0	1
Fusion gun ASSAULT, MELTA 2	12"	1	3+	8	-4	D6
Shuriken Pistol ASSAULT, PISTOL	12"	1	3+	4	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close Combat Weapon	Melee	2	3+	3	0	1
Power sword	Melee	2	3+	4	-2	1

ABILITIES

- Crewed Platform**

When the last Storm Guardian model in this unit is destroyed, any remaining Serpent's Scale Platform models in this unit are also destroyed.
- Serpent Shield**

Models in the bearer's unit have a 5+ invulnerable save.
- Stormblades**

At the end of your Command phase, if this unit is within range of an objective marker you control, that objective marker remains under your control until your opponent's Level of Control over that objective marker is greater than yours at the end of a phase.

WEAPON ABILITIES

- Assault**

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

Each time an attack is made with an **[IGNORES COVER]** weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).
- Melta**

This ability always takes the form **[MELTA X]**. Each time a model makes an attack with a **[MELTA]** weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a **[MELTA 2]** weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*
- 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.

STORM GUARDIANS - AELDARI -
CRAFTWORLDS

100 PTS

SERPENT'S SCALE PLATFORM

M	T	Sv	W	LD	OC
7"	3	4+	2	7+	0

AUFSTELLUNG

1x Serpent's Scale Platform - Equipped with: Close Combat Weapon
10x Storm Guardian oder Storm Guardian with Flamer oder Storm Guardian with Fusion Gun oder Storm Guardian with Power Sword oder Storm Guardian with Flamer & Power Sword oder Storm Guardian with Fusion Gun & Power Sword
Basegrößen: 28.5mm, Serpent's Scale Platform 40mm

KEYWORDS: Storm Guardians, Battleline, Infantry, Grenades, Guardians, Aeldari, Ynnari
FACTION KEYWORDS: Asuryani

Torrent

Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

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.