

YNNARI WYCHES - AELDARI - CRAFTWORLDS

90 PTS

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

INVULNERABLE
SAVE

4+ / 6

AUFSTELLUNG
9x Wych (25mm)
1x Hekatrix (25mm)
Equipped with: Blast Pistol, Splinter Pistol, Hekatarii Blade
Wargear Options:
■ Each Hekatrix can be equipped with one of: Splinter Pistol, Blast Pistol.

KEYWORDS: Wyches, Aeldari, Battleline, Infantry, Grenades
FACTION KEYWORDS: Ynnari

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Blast Pistol PISTOL	6"	1	3+	8	-3	D3
Splinter Pistol ANTI-INFANTRY 3+, ASSAULT, PISTOL	12"	1	3+	2	0	1

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Hekatarii Blade	Melee	3	3+	3	-1	1

ABILITIES

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

No Escape
Each time an enemy unit (excluding Monsters and Vehicles) within Engagement Range of one or more units from your army with this ability is selected to Fall Back, all models in that enemy unit must take a Desperate Escape test. When doing so, if that enemy unit is Battle-shocked, subtract 1 from each of those tests.

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).

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.

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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.

Disparate Paths
When mustering you army, you can include Harlequins units in your army, even though they do not have the Asuryani Faction keyword. Unless otherwise stated, you cannot select Harlequins or Ynnari as your Army Faction.