



1KOMMANDO

2BEWEGUNG

Aspect Training

While this model is leading a Howling Banshees unit, it has the Fights First ability.

While this model is leading a Striking Scorpions unit, it has the Infiltrators, Scouts 7" and Stealth abilities.

Superlative Strategist

While this model is leading a unit, you can re-roll Advance rolls made for that unit, and you can re-roll any rolls made for that unit while it is performing an Agile Manoeuvre.

3BESCHUSS

Death Spinner

IGNORES COVER

TORRENT

R	A	BS	S	AP	D
12"	D6	N/A	4	-1	1

VERWUNDET

2+ T1-2	3+ T3	4+ T4	5+ T5-7	6+ T8+
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Dragon Fusion Gun

ASSAULT

MELTA 3

R	A	BS	S	AP	D
12"	1	2+	9	-4	D6

VERWUNDET

2+ T1-4	3+ T5-8	4+ T9	5+ T10-17	6+ T18+
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Dragon Fusion Pistol

ASSAULT

MELTA 3

PISTOL

R	A	BS	S	AP	D
6"	1	2+	9	-4	D6

VERWUNDET

2+ T1-4	3+ T5-8	4+ T9	5+ T10-17	6+ T18+
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Shuriken Pistol

ASSAULT

PISTOL

R	A	BS	S	AP	D
12"	1	2+	4	-1	1

VERWUNDET

2+ T1-2	3+ T3	4+ T4	5+ T5-7	6+ T8+
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► Reaper Launcher - Starshot

HEAVY

IGNORES COVER

R	A	BS	S	AP	D
48"	1	3+	10	-2	3

VERWUNDET

2+ T1-5	3+ T6-9	4+ T10	5+ T11-19	6+ T20+
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► Reaper Launcher - Starswarm

HEAVY

IGNORES COVER

R	A	BS	S	AP	D
48"	2	3+	4	-2	1

VERWUNDET

2+ T1-2	3+ T3	4+ T4	5+ T5-7	6+ T8+
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4ANGRIFF

5NAHKAMPF

Banshee Blade

ANTI-INFANTRY 3+

R	A	WS	S	AP	D
Melee	5	2+	4	-2	2

VERWUNDET

2+ T1-2	3+ T3	4+ T4	5+ T5-7	6+ T8+
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Scorpion Chainsword

SUSTAINED HITS 1

R	A	WS	S	AP	D
Melee	7	2+	4	-1	1

VERWUNDET

2+ T1-2	3+ T3	4+ T4	5+ T5-7	6+ T8+
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Star Glaive

R	A	WS	S	AP	D
Melee	4	2+	6	-3	3

VERWUNDET

2+ T1-3	3+ T4-5	4+ T6	5+ T7-11	6+ T12+
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VERTEIDIGUNG

IMMER / EINMALIG

Path of Command

Once per battle round, one model from your army with this ability can use it when its unit is targeted with a Stratagem. If it does, reduce the CP cost of that usage of that stratagem by 1CP.

GEGEN DIESE EINHEIT

W3 · RW 3+ · 4++ · 4 LP je Modell

WIRD VERWUNDET MIT

2+ S6+	3+ S4-5	4+ S3	5+ S2	6+ S1
RETTUNGSWURF JE DS				
DS 0 3+	DS -1 4+	DS -2 4++	DS -3 4++	DS -4 4++

REGELN & KEYWORDS KURZ

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...

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.

ANTI This ability always takes the form [ANTI-X Y+].

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

HEAVY In your Shooting phase, each time an attack is made with a [HEAVY] weapon, add 1 to the hit roll if all of the following apply to the attacking unit: - That unit is unen...

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 mod...

MELTA This ability always takes the form [MELTA X].

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

SUSTAINED HITS This ability always takes the form [SUSTAINED HITS X].

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

AUFSTELLUNG

1x Autarch

Ausrüstung: Death Spinner, Dragon Fusion Gun, Dragon Fusion Pistol, Shuriken Pistol, ► Reaper Launcher - Starshot, ► Reaper Launcher - Starswarm, Banshee Blade, Scorpion Chainsword, Star Glaive

- This model can replace its Star Glaive with Scorpion Chainsword or Banshee Blade.
- This model can replace its Shuriken Pistol with Reaper Launcher, Death Spinner, Dragon Fusion Gun or Dragon Fusion Pistol.

Anführer

This model can be attached to the following units:

- Dark Reapers
- Dire Avengers
- Fire Dragons
- Guardian Defenders
- Howling Banshees
- Storm Guardians
- Striking Scorpions