

NIGHTWING [LEGENDS]

M-83+126+-5+

150 PTS
Base —



Battle Focus

1KOMMANDO

2BEWEGUNG

3BESCHUSS

Twin Bright LanceTWIN-LINKED

R36"

A1

BS3+

S12

AP-3

D6+2

VERWUNDET

2+T1-6

3+T7-11

4+T12

5+T13-23

6+T24+

Twin Shuriken CannonSUSTAINED HITS 1TWIN-LINKED

R24"

A3

BS3+

S6

AP-1

D2

VERWUNDET

2+T1-3

3+T4-5

4+T6

5+T7-11

6+T12+

Interceptor

Each time this model makes a ranged attack that targets a unit that can Fly, add 1 to the Hit roll.

4ANGRIFF

5NAHKAMPF

Wraithbone Hull

RMelee

A3

WS4+

S6

AP0

D1

VERWUNDET

2+T1-3

3+T4-5

4+T6

5+T7-11

6+T12+

VERTEIDIGUNG

IMMER / EINMALIG

GEGEN DIESE EINHEIT

W8 · RW 3+ · 5++ · 12 LP je Modell

WIRD VERWUNDET MIT

2+S16+

3+S9-15

4+S8

5+S5-7

6+S1-4

RETTUNGSWURF JE DS

DS 03+

DS -14+

DS -25+

DS -35++

DS -45++

Damaged: 1-4 Wounds Remaining

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

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...

SUSTAINED HITS

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

TWIN-LINKED

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

AUFSTELLUNG

1x Nightwing [Legends]

Ausrüstung: Twin Bright Lance, Twin Shuriken Cannon, Wraithbone Hull

KEYWORDS Vehicle, Fly, Aircraft, Nightwing, Aeldari · FRAKTION Asuryani