

Leader

Battle Focus

Disparate Paths

Infiltrators

Stealth

M8"

T3

SV6+

W4

LD6+

OC1

RW4+

50 PTS

Base 25mm



1KOMMANDO

2BEWEGUNG

Flip Belt

Each time the bearer's unit makes a Normal, Advance, Fall Back or Charge move, ignore any vertical distance when determining the total distance the bearer can be moved during that move.

3BESCHUSS

Neuro Disruptor

ANTI-INFANTRY 2+ASSAULT

PISTOL

R12"

A1

BS2+

S4

AP-2

D1

VERWUNDET

2+T1-2

3+T3

4+T4

5+T5-7

6+T8+

Shuriken Pistol

ASSAULTPISTOL

R12"

A1

BS2+

S4

AP-1

D1

VERWUNDET

2+T1-2

3+T3

4+T4

5+T5-7

6+T8+

Fog of Dreams (Psychic)

While this model is leading a unit, that unit can only be selected as the target of a ranged attack if the attacking model is within 18".

4ANGRIFF

5NAHKAMPF

Miststave

PSYCHIC

RMelee

A4

WS2+

S5

AP-1

D3

VERWUNDET

2+T1-2

3+T3-4

4+T5

5+T6-9

6+T10+

VERTEIDIGUNG

IMMER / EINMALIG

Travelling Players

Unless otherwise stated, you cannot include more than one of this model in your army.

Treacherous Illusion (Psychic)

Melee weapons equipped by enemy models have the [Hazardous] ability while targeting this model's unit.

GEGEN DIESE EINHEIT

W3 · RW 6+ · 4++ · 4 LP je Modell

WIRD VERWUNDET MIT

2+S6+

3+S4-5

4+S3

5+S2

6+S1

RETTUNGSWURF JE DS

DS 04++

DS -14++

DS -24++

DS -34++

DS -44++

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...

Disparate Paths

When mustering you army, you can include Harlequins units in your army, even though they do not have the Asuryani Faction keyword.

Infiltrators

During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deploym...

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.

Stealth

If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).

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).

PISTOL

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

PSYCHIC

Each time an attack is made with a [PSYCHIC] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit rol...

AUFSTELLUNG

1x Shadowseer

Ausrüstung: Neuro Disruptor, Shuriken Pistol, Miststave

This model can replace its Shuriken Pistol with Neuro Disruptor.

Anführer

This model can be attached to the following unit:

Troupe