



1KOMMANDO

2BEWEGUNG

3BESCHUSS

Long riflePRECISION

R	A	BS	S	AP	D
36"	1	2+	4	-1	2

VERWUNDET

2+T1–2	3+T3	4+T4	5+T5–7	6+T8+
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Scatter LaserSUSTAINED HITS 1

R	A	BS	S	AP	D
36"	6	3+	5	0	1

VERWUNDET

2+T1–2	3+T3–4	4+T5	5+T6–9	6+T10+
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Shuriken PistolASSAULTPISTOL

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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Invulnerable Save (5+*)

Models in this unit have a 5+ invulnerable save against ranged attacks.

Target Acquisition

In your Shooting phase, after this unit has shot, select one enemy unit hit by one or more of those attacks made with a long rifle. Until the end of the phase, that enemy unit cannot have the Benefit of Cover.

4ANGRIFF

5NAHKAMPF

Close Combat Weapon

R	A	WS	S	AP	D
Melee	1	3+	3	0	1

VERWUNDET

2+T1	3+T2	4+T3	5+T4–5	6+T6+
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VERTEIDIGUNG

IMMER / EINMALIG

GEGEN DIESE EINHEIT

W4 · RW 5+ · 5+*++ · 3 LP je Modell

WIRD VERWUNDET MIT

2+S8+	3+S5–7	4+S4	5+S3	6+S1–2
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RETTUNGSWURF JE DS

DS 0	DS -1	DS -2	DS -3	DS -4
5+	6+	-	-	-

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...

Scouts 9" This ability always takes the form Scouts X".

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).

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.

PRECISION While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER m...

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

AUFSTELLUNG

3-6x Shroud Runner - Equipped with: Close Combat Weapon, Shuriken Pistol, Long rifle, Scatter Laser

KEYWORDS Shroud Runners, Fly, Mounted, Aeldari, Ynnari · FRAKTION Asuryani