

GEGEN DIESE EINHEIT				REGLN & KEYWORDS KURZ				AUFSTELLUNG			
W4 - RW 6+ - 4++ - 5 LP je Modell				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:				1x Skyrunner [Crucible]			
WIRD VERWUNDET MIT				■ Incursion - 2...				Ausrüstung: Bright Lance, Death Spinner, Destructor, Dragon Fusion Gun, Dragon Fusion Pistol, Eldritch Storm, Flamer, Long Rifle, Scatter Laser, Shuriken Cannon, Shuriken Catapult, Shuriken Pistol, Singing Spear, Star Lance, Scarrannon, Twin Shuriken Catapult, ► Missile Launcher - Starshot, ► Missile Launcher - Sunburst, ► Reaper Launcher - Starshot, ► Reaper Launcher - Starswarm, Banshee Blade, Close Combat Weapon, Paragon Sabre, Scorpion Chainsword, Star Glave, Witch Staff, Witchblade, Wraithbone Fists, ► Ghostglave - Strike, ► Ghostglave - Sweep			
RETTUNGSWURF JE DS				Crucible A Character created using Crucible rules has the Crucible ability.				Aufhörer			
DS 0				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 deploy...				This model can be attached to the following units:			
4++				Leader Before the battle, in the Muster Amies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead.				<ul style="list-style-type: none"> Swooping Hawks Warp Spiders 			
DS -1				Lone Operative Unless part of an attached unit, this unit is not visible to enemy models unless they are within 12" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons u...							
4++				Scouts 7" 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).							
				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).							
				BLAST Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rou...							
				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...							
				LANCE Each time an attack is made with a [LANCE] weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.							
				LETHAL HITS Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.							
				MELTA This ability always takes the form [MELTA X].							
				PSYCHO [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...							
				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 roll...							
				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.							
				TWIN-LINKED Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.							