



1KOMMANDO

2BEWEGUNG

3BESCHUSS

Disintegrator Cannon

ASSAULT

|     |   |    |   |    |   |
|-----|---|----|---|----|---|
| R   | A | BS | S | AP | D |
| 36" | 3 | 3+ | 6 | -3 | 2 |

VERWUNDET

|            |            |          |             |            |
|------------|------------|----------|-------------|------------|
| 2+<br>T1-3 | 3+<br>T4-5 | 4+<br>T6 | 5+<br>T7-11 | 6+<br>T12+ |
|------------|------------|----------|-------------|------------|

Starfang Grenade Launcher

ASSAULT

BLAST

|     |    |    |   |    |   |
|-----|----|----|---|----|---|
| R   | A  | BS | S | AP | D |
| 36" | D3 | 3+ | 6 | -3 | 2 |

VERWUNDET

|            |            |          |             |            |
|------------|------------|----------|-------------|------------|
| 2+<br>T1-3 | 3+<br>T4-5 | 4+<br>T6 | 5+<br>T7-11 | 6+<br>T12+ |
|------------|------------|----------|-------------|------------|

Hallucinogen Grenades

At the start of your opponent's Shooting phase, this unit can use this ability. If it does, select one Aeldari Infantry unit from your army visible to and within 36" of this unit: until the end of the phase, that unit has the Stealth ability.

4ANGRIFF

5NAHKAMPF

Wraithbone Hull

|       |   |    |   |    |   |
|-------|---|----|---|----|---|
| R     | A | WS | S | AP | D |
| Melee | 3 | 4+ | 6 | 0  | 1 |

VERWUNDET

|            |            |          |             |            |
|------------|------------|----------|-------------|------------|
| 2+<br>T1-3 | 3+<br>T4-5 | 4+<br>T6 | 5+<br>T7-11 | 6+<br>T12+ |
|------------|------------|----------|-------------|------------|

VERTEIDIGUNG

IMMER / EINMALIG

GEGEN DIESE EINHEIT

W6 · RW 3+ · 6 LP je Modell

WIRD VERWUNDET MIT

|            |             |          |            |            |
|------------|-------------|----------|------------|------------|
| 2+<br>S12+ | 3+<br>S7-11 | 4+<br>S6 | 5+<br>S4-5 | 6+<br>S1-3 |
|------------|-------------|----------|------------|------------|

RETTUNGSWURF JE DS

|            |             |             |             |            |
|------------|-------------|-------------|-------------|------------|
| DS 0<br>3+ | DS -1<br>4+ | DS -2<br>5+ | DS -3<br>6+ | DS -4<br>- |
|------------|-------------|-------------|-------------|------------|

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...

Deadly Demise 1

This ability always takes the form Deadly Demise X.

Scouts 7"

This ability always takes the form Scouts X".

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 (roun...

AUFSTELLUNG

1-2x Starfang - Equipped with: Wraithbone Hull, Disintegrator Cannon, Starfang Grenade Launcher

KEYWORDS Vehicle, Aeldari, Fly, Ynnari, Starfangs, Anhrathe, Grenades, Smoke · FRAKTION Asuryani