

AELDARI - CRAFTWORLDS

STRIKING SCORPIONS

Battle Focus Infiltrators Scouts 7" Stealth

M7" T3 SV3+ W1 LD6+ OC1 RW5+

75–145 PTS

Base 28.5mm



1KOMMANDO

2BEWEGUNG

3 BESCHUSS

Chainsabres

ASSAULTPISTOLTWIN-LINKED

R

A

BS

S

AP

D

12"

1

3+

4

-1

1

VERWUNDET

2+

T1–2

3+

T3

4+

T4

5+

T5–7

6+

T8+

Shuriken pistol

ASSAULTPISTOL

R

A

BS

S

AP

D

12"

1

3+

4

-1

1

VERWUNDET

2+

T1–2

3+

T3

4+

T4

5+

T5–7

6+

T8+

4 ANGRIFF

Mandiblasters

Each time a model in this unit makes a melee attack, if it made a Charge move this turn, an unmodified Hit roll of 5+ scores a Critical Hit.

5 NAHKAMPF

Biting blade

SUSTAINED HITS 1

R

A

WS

S

AP

D

Melee

4

3+

6

-3

1

VERWUNDET

2+

T1–3

3+

T4–5

4+

T6

5+

T7–11

6+

T12+

Chainsabres

SUSTAINED HITS 1TWIN-LINKED

R

A

WS

S

AP

D

Melee

5

3+

4

-1

1

VERWUNDET

2+

T1–2

3+

T3

4+

T4

5+

T5–7

6+

T8+

Scorpion chainsword

SUSTAINED HITS 1

R

A

WS

S

AP

D

Melee

4

3+

4

-1

1

VERWUNDET

2+

T1–2

3+

T3

4+

T4

5+

T5–7

6+

T8+

Scorpion's claw

R

A

WS

S

AP

D

Melee

3

3+

8

-2

2

VERWUNDET

2+

T1–4

3+

T5–7

4+

T8

5+

T9–15

6+

T16+

VERTEIDIGUNG

IMMER / EINMALIG

Aspect Shrine Token

Once per battle for each Aspect Shrine token this unit has, you can change the result of one Hit roll or one Wound roll made for a model in this unit (excluding CHARACTER models) to an unmodified 6. Designer's Note: Place an Aspect Shrine token next to the unit for each Aspect Shrine token it has, removing one each time this ability is used.

GEGEN DIESE EINHEIT

W3 · RW 3+ · 5++ · 1 LP je Modell

WIRD VERWUNDET MIT

2+

S6+

3+

S4–5

4+

S3

5+

S2

6+

S1

RETTUNGSWURF JE DS

DS 0

3+

DS -1

4+

DS -2

5+

DS -3

5++

DS -4

5++

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...

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...

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).

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.

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

4-9x Striking Scorpion

1x Striking Scorpion Exarch

Ausrüstung:

Chainsabres, Shuriken pistol, Biting blade, Scorpion chainsword, Scorpion's claw

• Each Striking Scorpion Exarch can replace its Shuriken Pistol, Scorpion Chainsword & Scorpion's claw with Chainsabres or Biting blade & Shuriken Pistol.

KEYWORDS Striking Scorpions, Infantry, Aeldari, Aspect Warrior, Ynnari · FRAKTION Asuryani