



1KOMMANDO

2BEWEGUNG

Flickerjump

In your Movement phase, each time this unit is selected to make a Normal move, it can use this ability. If it does, until the end of the turn, this unit is not eligible to declare a charge and models in it have a Move characteristic of 24". Each time this unit uses this ability, at the end of the phase, roll one D6 for each model in this unit: for each 1, this unit suffers 1 mortal wound.

3BESCHUSS

Death Weavers

IGNORES COVER

TORRENT

TWIN-LINKED

R	A	BS	S	AP	D
6"	D6	N/A	4	-1	1
VERWUNDET					
2+ T1–2	3+ T3	4+ T4	5+ T5–7	6+ T8+	

Death spinner

IGNORES COVER

TORRENT

R	A	BS	S	AP	D
12"	D6	N/A	4	-1	1
VERWUNDET					
2+ T1–2	3+ T3	4+ T4	5+ T5–7	6+ T8+	

Exarch's Deathspinner

IGNORES COVER

TORRENT

R	A	BS	S	AP	D
12"	D6	N/A	6	-2	1
VERWUNDET					
2+ T1–3	3+ T4–5	4+ T6	5+ T7–11	6+ T12+	

Spinneret Rifle

IGNORES COVER

TORRENT

R	A	BS	S	AP	D
18"	D6	N/A	5	-1	1
VERWUNDET					
2+ T1–2	3+ T3–4	4+ T5	5+ T6–9	6+ T10+	

4ANGRIFF

5NAHKAMPF

Close Combat Weapon

R	A	WS	S	AP	D
Melee	2	3+	3	0	1
VERWUNDET					
2+ T1	3+ T2	4+ T3	5+ T4–5	6+ T6+	

Powerblade Array

LETHAL HITS

TWIN-LINKED

R	A	WS	S	AP	D
Melee	10	3+	4	-2	1
VERWUNDET					
2+ T1–2	3+ T3	4+ T4	5+ T5–7	6+ T8+	

Powerblades

LETHAL HITS

TWIN-LINKED

R	A	WS	S	AP	D
Melee	5	3+	4	-2	1
VERWUNDET					
2+ T1–2	3+ T3	4+ T4	5+ T5–7	6+ T8+	

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
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RETTUNGSWURF JE DS

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

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizo...

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...

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.

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.

AUFSTELLUNG

4-9x Warp Spider
1x Warp Spider Exarch

Ausrüstung:

Death Weavers, Death spinner, Exarch's Deathspinner, Spinneret Rifle, Close Combat Weapon, Powerblade Array, Powerblades

• Each Warp Spider Exarch can replace its Exarch's death spinner with 1 Spinneret rifle & 1 Death weavers, 1 Powerblades & 1 Death Weavers or 1 Powerblade array.

KEYWORDS Warp Spiders, Infantry, Fly, Jump Pack, Aeldari, Aspect Warrior, Ynnari · FRAKTION Asuryani