



1KOMMANDO

2BEWEGUNG

3BESCHUSS

Scatter laser

SUSTAINED 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+

Shuriken cannon

LETHAL HITS

R	A	BS	S	AP	D
24"	3	3+	6	-1	2

VERWUNDET

2+T1–3

3+T4–5

4+T6

5+T7–11

6+T12+

Twin shuriken catapult

ASSAULT

TWIN-LINKED

R	A	BS	S	AP	D
18"	2	3+	4	-1	1

VERWUNDET

2+T1–2

3+T3

4+T4

5+T5–7

6+T8+

Swift Demise

Each time a model in this unit makes a ranged attack, re-roll a Hit roll of 1. If the target of that attack is the closest eligible target, you can re-roll the Hit roll instead.

4ANGRIFF

5NAHKAMPF

Close combat weapon

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

VERWUNDET

2+T1

3+T2

4+T3

5+T4–5

6+T6+

VERTEIDIGUNG

IMMER / EINMALIG

GEGEN DIESE EINHEIT

W4 · RW 4+ · 6++ · 2 LP je Modell

WIRD VERWUNDET MIT

2+S8+

3+S5–7

4+S4

5+S3

6+S1–2

RETTUNGSWURF JE DS

DS 04+

DS -15+

DS -26+

DS -36++

DS -46++

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...

ASSAULT

Units containing one or more models with an [ASSAULT] weapon can shoot using assault shooting (10.05).

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.

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

3-6x Windrider with Twin Shuriken Catapult oder Windrider with Scatter Laser oder Windrider with Shuriken Cannon

Ausrüstung:

Scatter laser, Shuriken cannon, Twin shuriken catapult, Close combat weapon

KEYWORDS Mounted, Fly, Windriders, Aeldari, Ynnari · FRAKTION Asuryani