

YNNARI KABALITE WARRIORS

M8"

T3

SV4+

W1

LD6+

OC2

RW6+

110 PTS

Base 25mm

- Battle Focus
- Disparate Paths

1KOMMANDO

Sadistic Raiders

At the end of your Command phase, if you control an objective marker that this unit (or a Transport it is embarked within) is within range of, that objective marker remains under your control until your opponent's Level of Control over that objective marker is greater than yours at the end of any phase.

2BEWEGUNG

3BESCHUSS

Blast PistolPISTOL

R	A	BS	S	AP	D
6"	1	3+	8	-3	D3

VERWUNDET

2+ T1-4	3+ T5-7	4+ T8	5+ T9-15	6+ T16+
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BlasterASSAULT

R	A	BS	S	AP	D
18"	1	3+	8	-4	D6+1

VERWUNDET

2+ T1-4	3+ T5-7	4+ T8	5+ T9-15	6+ T16+
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Dark LanceHEAVY

R	A	BS	S	AP	D
36"	1	4+	12	-3	D6+2

VERWUNDET

2+ T1-6	3+ T7-11	4+ T12	5+ T13-23	6+ T24+
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ShredderASSAULTTORRENT

R	A	BS	S	AP	D
18"	D6	N/A	6	0	1

VERWUNDET

2+ T1-3	3+ T4-5	4+ T6	5+ T7-11	6+ T12+
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Splinter Cannon

ANTI-INFANTRY 3+HEAVY

SUSTAINED HITS 1

R	A	BS	S	AP	D
36"	3	4+	3	-1	2

VERWUNDET

2+ T1	3+ T2	4+ T3	5+ T4-5	6+ T6+
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Splinter PistolANTI-INFANTRY 3+

ASSAULTPISTOL

R	A	BS	S	AP	D
12"	1	2+	2	0	1

VERWUNDET

2+ T1	4+ T2	5+ T3	6+ T4+
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Splinter RifleANTI-INFANTRY 3+

ASSAULT

R	A	BS	S	AP	D
24"	2	3+	2	0	1

VERWUNDET

2+ T1	4+ T2	5+ T3	6+ T4+
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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+
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Sybarite WeaponANTI-INFANTRY 3+

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

VERWUNDET

2+ T1	3+ T2	4+ T3	5+ T4-5	6+ T6+
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VERTEIDIGUNG

IMMER / EINMALIG

Phantasm Grenade Launcher

The bearer's unit has the Grenades keyword.

GEGEN DIESE EINHEIT

W3 · RW 4+ · 6++ · 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 4+	DS -1 5+	DS -2 6+	DS -3 6++	DS -4 6++
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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...

Disparate Paths

When mustering you army, you can include Harlequins units in your army, even though they do not have the Asuryani Faction keyword.

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).

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...

PISTOL

[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

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.

AUFSTELLUNG

9x Kabalite Warrior with Shredder oder Kabalite Warrior oder Kabalite Warrior with Blaster oder Kabalite Warrior with Splinter Cannon oder Kabalite Warrior with Dark Lance

1x Sybarite

Ausrüstung:

Blast Pistol, Blaster, Dark Lance, Shredder, Splinter Cannon, Splinter Pistol, Splinter Rifle, Close Combat Weapon, Sybarite Weapon

• Each Sybarite can replace its Splinter Rifle with Blast Pistol or Splinter Pistol.

• Each Sybarite can replace its Close Combat Weapon with Sybarite Weapon.