

1

KOMMANDO

—

2

BEWEGUNG

—

3

BESCHUSS

Solar Carbine

RAPID FIRE 2

R	A	BS	S	AP	D
18"	2	3+	4	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3	T4	T5-7	T8+

4

ANGRIFF

—

5

NAHKAMPF

Drakesteed Fangs and Talons

EXTRA ATTACKS

R	A	WS	S	AP	D
Melee	3	3+	5	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3-4	T5	T6-9	T10+

Moonblades

LETHAL HITS

TWIN-LINKED

R	A	WS	S	AP	D
Melee	5	2+	4	-2	2

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3	T4	T5-7	T8+

Blade of the Clans

This unit's melee attacks have [SUSTAINED HITS 1].

VERTEIDIGUNG

—

IMMER / EINMALIG

Cornered Prey

When an enemy unit engaged with this unit is selected to make a fall-back move, that enemy unit must use the desperate escape mode. If that enemy unit is battle-shocked, -1 from those hazard rolls.

GEGEN DIESE EINHEIT

W5 · RW 4+ · 4 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S10+	S6-9	S5	S3-4	S1-2

RETTUNGSWURF JE DS

DS 0	DS -1	DS -2	DS -3	DS -4
4+	5+	6+	-	-

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...

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead.

EXTRA ATTACKS

Each time a unit containing one or more models with an [EXTRA ATTACKS] weapon fights, those models will make attacks with those weapons in addition to any others.

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.

RAPID FIRE

This ability always takes the form [RAPID FIRE X].

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

1x Clanblade

Ausrüstung:

Solar Carbine, Drakesteed Fangs and Talons, Moonblades

Anführer

This model can be attached to the following unit:

- DRAGON KNIGHTS