



1KOMMANDO

2BEWEGUNG

3BESCHUSS

Shuriken Cannon

IGNORES COVER

LETHAL HITS

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

VERWUNDET

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

► Missile Launcher - Sunburst

BLAST

IGNORES COVER

R	A	BS	S	AP	D
48"	D6	2+	4	-1	1

VERWUNDET

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

Tempest Launcher

BLAST

INDIRECT FIRE

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

VERWUNDET

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

► Missile Launcher - Starshot

IGNORES COVER

R	A	BS	S	AP	D
48"	1	2+	10	-2	D6

VERWUNDET

2+	3+	4+	5+	6+
T1-5	T6-9	T10	T11-19	T20+

► Reaper Launcher - Starshot

IGNORES COVER

R	A	BS	S	AP	D
48"	2	3+	5	-2	1

VERWUNDET

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

► Reaper Launcher - Starswarm

IGNORES COVER

R	A	BS	S	AP	D
48"	2	3+	5	-2	1

VERWUNDET

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

4ANGRIFF

5NAHKAMPF

Close combat weapon

R	A	WS	S	AP	D
Melee	2	3+	3	0	1

VERWUNDET

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

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+	3+	4+	5+	6+
S6+	S4-5	S3	S2	S1

RETTUNGSWURF JE DS

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

BLAST

Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (roun...

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...

INDIRECT FIRE

Units containing one or more models with an [INDIRECT FIRE] weapon can shoot using indirect shooting (10.07).

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.

AUFSTELLUNG

4-9x Dark Reaper

1x Dark Reaper Exarch

Ausrüstung:

Shuriken Cannon, Tempest Launcher, ► Missile Launcher - Starshot, ► Missile Launcher - Sunburst, ► Reaper Launcher - Starshot, ► Reaper Launcher - Starswarm, Close combat weapon

- Each Dark Reaper Exarch can replace its Reaper Launcher with Shuriken Cannon, Tempest Launcher or Missile Launcher.