

DRAGON KNIGHTS

Battle Focus

M

10"

T

5

SV

4+

W

4

LD

7+

OC

2

85-180 PTS

Base 75 x 42mm



1

KOMMANDO

—

2

BEWEGUNG

—

3

BESCHUSS

Laser Lance

ASSAULT

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

VERWUNDET

2+

T1-3

3+

T4-5

4+

T6

5+

T7-11

6+

T12+

Solar Carbine

RAPID FIRE 2

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

VERWUNDET

2+

T1-2

3+

T3

4+

T4

5+

T5-7

6+

T8+

On the Hunt

When this unit is selected to make a fall-back move, that fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

4

ANGRIFF

—

5

NAHKAMPF

Drakesteed Fangs and Talons

EXTRA ATTACKS

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

VERWUNDET

2+

T1-2

3+

T3-4

4+

T5

5+

T6-9

6+

T10+

Laser Lance

LANCE

R	A	WS	S	AP	D
Melee	3	3+	6	-2	3

VERWUNDET

2+

T1-3

3+

T4-5

4+

T6

5+

T7-11

6+

T12+

VERTEIDIGUNG

—

IMMER / EINMALIG

Agile Reach

When this unit is selected to fight, melee weapons equipped by unengaged models in this unit that are within 3" of an enemy unit that is engaged with this unit can target that enemy unit.

Drakolithe (Once per battle, per token)

When an enemy unit ends a move within 8" of this unit, if this unit is unengaged or if that enemy unit ended that move engaged with this unit, you can use this ability. If you do, roll one D6:
- On a 3+, that enemy unit suffers 1 mortal wound.
Place one Drakolithe token next to the unit for each Drakolithe the unit is equipped with, removing one each time this ability is used.

GEGEN DIESE EINHEIT

W5 · RW 4+ · 4 LP je Modell

WIRD VERWUNDET MIT

2+

S10+

3+

S6-9

4+

S5

5+

S3-4

6+

S1-2

REGENTWURF JE DS

DS 0

4+

DS -1

5+

DS -2

6+

DS -3

-

DS -4

-

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).

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.

LANCE

Each time an attack is made with a [LANCE] weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.

RAPID FIRE

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

AUFSTELLUNG

2-5x Dragon Knight
1x Dragon Knight Leader

Ausrüstung:

Laser Lance, Solar Carbine, Drakesteed Fangs and Talons

▪ This unit can be equipped with up to 4x Drakolithe (Once per battle, per token).

KEYWORDS Aeldari, Mounted, Exodite, Mobile, Dragon Knights, Ynnari · FRAKTION Asuryani