

HORNET [LEGENDS]

Battle Focus Deadly Demise 1

M

14"

T

7

SV

3+

W

8

LD

6+

OC

2

100 PTS

Base —



1KOMMANDO

2BEWEGUNG

3BESCHUSS

Bright Lance

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

VERWUNDET

2+

3+

4+

5+

6+

T1-6

T7-11

T12

T13-23

T24+

Hornet Pulse Laser

R	A	BS	S	AP	D
36"	2	3+	9	-2	D3

VERWUNDET

2+

3+

4+

5+

6+

T1-4

T5-8

T9

T10-17

T18+

Scatter Laser

R	A	BS	S	AP	D
36"	6	3+	5	0	1

VERWUNDET

2+

3+

4+

5+

6+

T1-2

T3-4

T5

T6-9

T10+

Shuriken Cannon

SUSTAINED HITS 1

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+

Starcannon

R	A	BS	S	AP	D
36"	2	3+	8	-3	2

VERWUNDET

2+

3+

4+

5+

6+

T1-4

T5-7

T8

T9-15

T16+

Aeldari Missile Launcher - Starshot

R	A	BS	S	AP	D
48"	1	3+	10	-2	D6

VERWUNDET

2+

3+

4+

5+

6+

T1-5

T6-9

T10

T11-19

T20+

Aeldari Missile Launcher - Sunburst

BLAST

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

VERWUNDET

2+

3+

4+

5+

6+

T1-2

T3

T4

T5-7

T8+

4ANGRIFF

5NAHKAMPF

Wraithbone Hull

R	A	WS	S	AP	D
Melee	3	4+	6	0	1

VERWUNDET

2+

3+

4+

5+

6+

T1-3

T4-5

T6

T7-11

T12+

VERTEIDIGUNG

IMMER / EINMALIG

Lightning Assault

Each time this model ends a Normal move, you can select one enemy unit (excluding Monster and Vehicle units) that it moved over during that move, then roll six D6: for each 4+, that enemy unit suffers 1 mortal wound.

GEGEN DIESE EINHEIT

W7 · RW 3+ · 8 LP je Modell

WIRD VERWUNDET MIT

2+

S14+

3+

S8-13

4+

S7

5+

S4-6

6+

S1-3

RETTUNGSWURF JE DS

DS 0

3+

DS -1

4+

DS -2

5+

DS -3

6+

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...

Deadly Demise 1

This ability always takes the form Deadly Demise X.

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...

SUSTAINED HITS

This ability always takes the form [SUSTAINED HITS X].

AUFSTELLUNG

1x HorNET [Legends]

Ausrüstung:

Bright Lance, Hornet Pulse Laser, Scatter Laser, Shuriken Cannon, Starcannon, ▶ Aeldari Missile Launcher - Starshot, ▶ Aeldari Missile Launcher - Sunburst, Wraithbone Hull

• This model must be equipped with 2 of: Aeldari Missile Launcher, Bright Lance, Scatter Laser, Shuriken Cannon, Starcannon, Hornet Pulse Laser.