



3

BESCHUSS

Shuriken Pistol

ASSAULT

PISTOL

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

VERWUNDET

2+T1-2

3+T3

4+T4

5+T5-7

6+T8+

Triskele

ASSAULT

ANTI-INFANTRY 3+

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

VERWUNDET

2+T1

3+T2

4+T3

5+T4-5

6+T6+

5

NAHKAMPF

Banshee Blade

ANTI-INFANTRY 3+

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

VERWUNDET

2+T1-2

3+T3

4+T4

5+T5-7

6+T8+

Executioner

ANTI-INFANTRY 3+

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

VERWUNDET

2+T1-3

3+T4-5

4+T6

5+T7-11

6+T12+

Mirrorswords

ANTI-INFANTRY 3+

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

VERWUNDET

2+T1-2

3+T3

4+T4

5+T5-7

6+T8+

Triskele

ANTI-INFANTRY 3+

R	A	WS	S	AP	D
Melee	6	2+	3	-1	1

VERWUNDET

2+T1

3+T2

4+T3

5+T4-5

6+T6+

Invulnerable Save (4+*)

Models in this unit have a 4+ invulnerable save against melee attacks.

GEGEN DIESE EINHEIT

W3 · RW 4+ · 4+* / 5++ · 1 LP je Modell

WIRD VERWUNDET MIT

2+S6+

3+S4-5

4+S3

5+S2

6+S1

RETTUNGSWURF JE DS

DS 04+

DS -15+

DS -26+

DS -3-

DS -4-

<div>1</div> <div>KOMMANDO</div> <div>—</div>	<div>2 BEWEGUNG</div> <div>Acrobatic</div> <div>This unit is eligible to declare a charge in a turn in which it Advanced or Fell Back</div>	<div>4</div> <div>ANGRIFF</div> <div>—</div>	<div>◆</div> <div>VERTEIDIGUNG</div> <div>—</div>	<div>∞ IMMER / EINMALIG</div> <div>Aspect Shrine Token</div> <div>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.</div> <div>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.</div>
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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...
- Fights First** While every model in a unit has this ability, that unit is a Fights First unit.
- 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).
- PISTOL** [PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

AUFSTELLUNG

- 4-9x Howling Banshee
- 1x Howling Banshee Exarch
- Ausrüstung:** Shuriken Pistol, Triskele, Banshee Blade, Executioner, Mirrorswords
- Each Howling Banshee Exarch can replace its Banshee Blade and Shuriken Pistol with Executioner and Shuriken Pistol, Triskele and Shuriken Pistol or Mirrorswords.