

Battle Focus

Lone Operative

Scouts 9"

Stealth

M

10"

T

5

SV

4+

W

4

LD

7+

OC

2

75 PTS

Base 75 x 42mm

1KOMMANDO

2BEWEGUNG

3

BESCHUSS

Long Rifle

DEVASTATING WOUNDS: NON-MONSTER/VEHICLE

PRECISION

R	A	BS	S	AP	D
36"	2	2+	6	-2	3
VERWUNDET					
2+	3+	4+	5+	6+	
T1-3	T4-5	T6	T7-11	T12+	

Panicked Quarry

In your Shooting phase, when this unit has shot, select one enemy unit (excluding MONSTER/VEHICLE units) hit by those attacks. That enemy unit makes a battle-shock roll, with -1 to that battle-shock roll.

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+	

Hunting Blades

R	A	WS	S	AP	D
Melee	2	3+	3	-1	1
VERWUNDET					
2+	3+	4+	5+	6+	
T1	T2	T3	T4-5	T6+	

VERTEIDIGUNG

IMMER / EINMALIG

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+

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...

Lone Operative

Unless part of an attached unit, this unit is not visible to enemy models unless they are within 12" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons u...

Scouts 9"

This ability always takes the form Scouts X".

Stealth

If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).

DEVASTATING WOUNDS

Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of...

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.

PRECISION

While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER m...

AUFSTELLUNG

1x Leystalker

Ausrüstung:

Long Rifle, Drakesteed Fangs and Talons, Hunting Blades