

SKYRUNNER [CRUCIBLE]

- LeaderLeaderLeaderLeaderLeaderBattle FocusCrucible
- InfiltratorsLone OperativeScouts 7"Stealth

M14"TV4SV6+W5LD6+OC2RW4+

80 PTS

Base —

3 BESCHUSS													5 NAHKAMPF												
Bright Lance													Shuriken Pistol ASSAULT PISTOL												
R	A	BS	S	AP	D								R	A	BS	S	AP	D							
36"	1	2+	12	-3	D6+2								12"	1	2+	4	-1	1							
Death Spinner IGNORES COVER TORRENT													Singing Spear ASSAULT PSYCHIC												
R	A	BS	S	AP	D								R	A	BS	S	AP	D							
12"	D6	N/A	4	-1	1								12"	1	2+	9	0	3							
Destructor PSYCHIC TORRENT													Star Lance ASSAULT												
R	A	BS	S	AP	D								R	A	BS	S	AP	D							
12"	D6	N/A	5	-1	1								6"	1	2+	9	-3	3							
Dragon Fusion Gun ASSAULT MELTA 3													Starcannon												
R	A	BS	S	AP	D								R	A	BS	S	AP	D							
12"	1	2+	9	-4	D6								36"	2	2+	8	-3	2							
Dragon Fusion Pistol ASSAULT MELTA 3 PISTOL													Twin Shuriken Catapult ASSAULT TWIN-LINKED												
R	A	BS	S	AP	D								R	A	BS	S	AP	D							
6"	1	2+	9	-4	D6								18"	2	3+	4	-1	1							
Eldritch Storm BLAST PSYCHIC													► Missile Launcher - Starshot												
R	A	BS	S	AP	D								R	A	BS	S	AP	D							
24"	D6	3+	6	-2	D3								48"	1	2+	10	-2	D6							
Flamer IGNORES COVER TORRENT													► Missile Launcher - Sunburst BLAST												
R	A	BS	S	AP	D								R	A	BS	S	AP	D							
12"	D6	N/A	4	0	1								48"	D6	2+	4	-1	1							
Long Rifle HEAVY PRECISION													► Reaper Launcher - Starshot HEAVY												
R	A	BS	S	AP	D								IGNORES COVER												
36"	1	2+	4	-1	2								48"	1	BS	S	AP	D							
Scatter Laser ASSAULT SUSTAINED HITS 1													► Reaper Launcher - Starswarm HEAVY												
R	A	BS	S	AP	D								IGNORES COVER												
36"	6	2+	5	0	1								R	A	BS	S	AP	D							
Shuriken Cannon ASSAULT LETHAL HITS													48" 2 3+ 4 -2 1												
R	A	BS	S	AP	D																				
24"	3	3+	6	-1	2																				
Shuriken Catapult ASSAULT																									
R	A	BS	S	AP	D																				
18"	2	4+	4	-1	1																				

GEGEN DIESE EINHEIT

W4 · RW 6+ · 4++ · 5 LP je Modell
WIRD VERWUNDET MIT

RETTUNGSWURF JE DS

2+
S8+

DS 0
4++

3+
S5-7

DS -1
4++

4+
S4

DS -2
4++

5+
S3

DS -3
4++

6+
S1-2

DS -4
4++

<div>1</div> <div>KOMMANDO</div> <div>—</div>	<div>2 BEWEGUNG</div> <div>Cameleoline Cloak (INFANTRY only): This model gains the Infiltrators and Stealth abilities, and replace the list of units this model can be attached to:<ul style="list-style-type: none">• Rangers</div> <div>Corsair Raider (INFANTRY only): This model gains the Scouts 7" ability, adds the ANHRATHE keyword, and replace the list of units this model can be attached to:<ul style="list-style-type: none">• Corsair Voidreavers• Corsair Voidscarred</div> <div>Superlative Strategist You can re-roll Advance rolls made for this model's unit, and you can re-roll any rolls made for that unit while it is performing an Agile Manoeuvre.</div> <div>Wayleaper's Heavy Aspect Armour (INFANTRY only): Change this model's Move characteristic to 14", its Save characteristic to 3+, it gains the Deep Strike ability, and add the FLY and JUMP PACK keywords. Replace the list of units this model can be attached to:<ul style="list-style-type: none">• Swooping Hawks• Warp Spiders</div> <div>Winds of War This model's unit is eligible to declare a charge in a turn in which it Advanced.</div>	<div>4</div> <div>ANGRIFF</div> <div>—</div>	<div>◆</div> <div>VERTEIDIGUNG</div> <div>—</div>	<div>∞</div> <div>IMMER / EINMALIG</div> <div>Doomseer (PSYKER only): Each time a model in this unit makes an attack, add 1 to the Hit roll.</div> <div>Heavy Aspect Armour (INFANTRY only): Change this model's Save characteristic to 3+. Add the following units to the list of units this model can be attached to:<ul style="list-style-type: none">• Dark Reapers• Dire Avengers• Fire Dragons• Howling Banshees• Striking Scorpions</div> <div>Outcast (INFANTRY and MOUNTED only): This model has the Lone Operative ability.</div> <div>Path of the Witch The model gains the PSYKER keyword.</div> <div>Skyrunner's Heavy Aspect armour (MOUNTED only): Change this model's Save characteristic to 3+. Add the following unit to the list of units this model can be attached to:<ul style="list-style-type: none">• Shining Spears</div>
---	--	--	---	--

REGELN & KEYWORDS KURZ

Battle Focus If your Army Faction is Asuryani, at the start of the battle round, you receive a number...

Crucible A Character created using Crucible rules has the Crucible ability.

Infiltrators During deployment, if every model in a unit has this ability, it can be set up anywhere o...

Leader Before the battle, in the Muster Armies step, for each leader and support unit in your ar...

Lone Operative Unless part of an attached unit, this unit is not visible to enemy models unless they are...

Scouts 7" 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, t...

AUFSTELLUNG

1x Skyrunner [Crucible]

Ausrüstung: Bright Lance, Death Spinner, Destructor, Dragon Fusion Gun, Dragon Fusion Pistol, Eldritch Storm, Flamer, Long Rifle, Scatter Laser, Shuriken Cannon, Shuriken Catapult, Shuriken Pistol, Singing Spear, Star Lance, Starcannon, Twin Shuriken Catapult, ► Missile Launcher - Starshot, ► Missile Launcher - Sunburst, ► Reaper Launcher - Starshot, ► Reaper Launcher - Starswarm, Banshee Blade, Close Combat Weapon, Paragon Sabre, Scorpion Chainsword, Star Glaive, Witch Staff, Witchblade, Wraithbone Fists, ► Ghostglaive - Strike, ► Ghostglaive - Sweep

Anführer

This model can be attached to the following units:

- Swooping Hawks
- Warp Spiders