

1

KOMMANDO

—

2

BEWEGUNG

—

3

BESCHUSS

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+

Song of Waning

ANTI-MONSTER/VEHICLE 3+

PSYCHIC

R	A	BS	S	AP	D
24"	3	3+	4	-2	3

VERWUNDET

2+

T1-2

3+

T3

4+

T4

5+

T5-7

6+

T8+

Venomcrest Spit

ANTI-NON-MONSTER/VEHICLE 3+

BLAST 1

TORRENT

R	A	BS	S	AP	D
12"	3	-	3	-2	2

VERWUNDET

2+

T1

3+

T2

4+

T3

5+

T4-5

6+

T6+

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+

Stone Stave

ANTI-NON-MONSTER/VEHICLE 2+

PSYCHIC

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

VERWUNDET

2+

T1

3+

T2

4+

T3

5+

T4-5

6+

T6+

Elemental Ensnarement

At the end of your Fight phase, if this unit is not battle-shocked, you can use this ability. If you do, roll one D6:

- On a 1, this unit is battle-shocked.
- Select one visible enemy MONSTER/VEHICLE unit (excluding TITANIC units) within 18" of this unit. That enemy unit is ensnared until the start of your next turn:
- While a unit is ensnared, that unit has -2" M and cannot be pinned.

VERTEIDIGUNG

—

IMMER / EINMALIG

—

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...

Support Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead.

ANTI This ability always takes the form [ANTI-X Y+].

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...

EXTRA ATTACKS Each time a unit containing one or more models with an [EXTRAATTACKS] weapon fights, those models will make attacks with those weapons in addition to any others.

PSYCHIC Each time an attack is made with a [PSYCHIC] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit rol...

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

TORRENT Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

AUFSTELLUNG

1x Stonesinger

Ausrüstung: Solar Carbine, Song of Waning, Venomcrest Spit, Drakesteed Fangs and Talons, Stone Stave

Anführer

This model can be attached to the following unit:

- DRAGON KNIGHTS