

STRIKING SCORPIONS

Battle Focus Infiltrators Scouts 7" Stealth

M

7"

T

3

SV

3+

W

1

LD

6+

OC

1

RW

5+

75–145 PTS

Base 28.5mm



1KOMMANDO

—

2BEWEGUNG

—

3BESCHUSS

Chainsabres

ASSAULT

PISTOL

TWIN-LINKED

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+

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+

4ANGRIFF

Mandiblasters

Each time a model in this unit makes a melee attack, if it made a Charge move this turn, an unmodified Hit roll of 5+ scores a Critical Hit.

5NAHKAMPE

Biting blade

SUSTAINED HITS 1

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

VERWUNDET

2+

T1–3

3+

T4–5

4+

T6

5+

T7–11

6+

T12+

Chainsabres

SUSTAINED HITS 1

TWIN-LINKED

R	A	WS	S	AP	D
Melee	5	3+	4	-1	1

VERWUNDET

2+

T1–2

3+

T3

4+

T4

5+

T5–7

6+

T8+

Scorpion chainsword

SUSTAINED HITS 1

R	A	WS	S	AP	D
Melee	4	3+	4	-1	1

VERWUNDET

2+

T1–2

3+

T3

4+

T4

5+

T5–7

6+

T8+

Scorpion's claw

R	A	WS	S	AP	D
Melee	3	3+	8	-2	2

VERWUNDET

2+

T1–4

3+

T5–7

4+

T8

5+

T9–15

6+

T16+

IMMER / EINMALIG

Aspect Shrine Token

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.

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.

GEGEN DIESE EINHEIT

W3 · RW 3+ · 5++ · 1 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S6+	S4–5	S3	S2	S1

RETTUNGSWURF JE DS

DS 0

3+

DS -1

4+

DS -2

5+

DS -3

5++

DS -4

5++

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...

Infiltrators During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment...

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, that unit has the benefit of cover against that attack (13.08).

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.

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

TWIN-LINKED Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

AUFSTELLUNG

4-9x Striking Scorpion

1x Striking Scorpion Exarch

Ausrüstung: Chainsabres, Shuriken pistol, Biting blade, Scorpion chainsword, Scorpion's claw

• Each Striking Scorpion Exarch can replace its Shuriken Pistol, Scorpion Chainsword & Scorpion's claw with Chainsabres or Biting blade & Shuriken Pistol.