

SWOOPING HAWKS

Battle Focus

M

14"

T

3

SV

4+

W

1

LD

6+

OC

1

RW

5+

95–190 PTS

Base 32mm



1

KOMMANDO

2

BEWEGUNG

Grenade Pack Flyover

Once per turn, in your Movement phase, when this unit is set-up on the battlefield or ends a Normal, Advance or Fall Back move, it can use this ability. If it does, select one enemy unit within 8" of and visible to this unit and roll one D6 for each Swooping Hawks model in this unit. For each 4+, that enemy unit suffers 1 mortal wound (to a maximum of 6 mortal wounds). Each time this unit uses this ability , until the end of the turn, you cannot target this unit with the Grenades Stratagem.

3

BESCHUSS

Exarch's Lasblaster

ASSAULT

LETHAL HITS

R	A	BS	S	AP	D
24"	4	3+	5	-1	1

VERWUNDET

2+

T1–2

3+

T3–4

4+

T5

5+

T6–9

6+

T10+

Hawk's Talon

LETHAL HITS

R	A	BS	S	AP	D
24"	2	3+	6	-2	2

VERWUNDET

2+

T1–3

3+

T4–5

4+

T6

5+

T7–11

6+

T12+

Lasblaster

ASSAULT

LETHAL HITS

R	A	BS	S	AP	D
24"	4	3+	4	0	1

VERWUNDET

2+

T1–2

3+

T3

4+

T4

5+

T5–7

6+

T8+

Scatter Laser

SUSTAINED HITS 1

R	A	BS	S	AP	D
36"	6	3+	5	0	1

VERWUNDET

2+

T1–2

3+

T3–4

4+

T5

5+

T6–9

6+

T10+

Sunpistol

ASSAULT

LETHAL HITS

PISTOL

R	A	BS	S	AP	D
12"	2	3+	4	0	1

VERWUNDET

2+

T1–2

3+

T3

4+

T4

5+

T5–7

6+

T8+

4

ANGRIFF

5

NAHKAMPF

Close Combat Weapon

R	A	WS	S	AP	D
Melee	2	3+	3	0	1

VERWUNDET

2+

T1

3+

T2

4+

T3

5+

T4–5

6+

T6+

Power Sword

R	A	WS	S	AP	D
Melee	5	3+	4	-2	1

VERWUNDET

2+

T1–2

3+

T3

4+

T4

5+

T5–7

6+

T8+

VERTEIDIGUNG

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 4+ · 5++ · 1 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S6+	S4–5	S3	S2	S1

RETTUNGSWURF JE DS

DS 0	DS –1	DS –2	DS –3	DS –4
4+	5+	5++	5++	5++

REGELN & KEYWORDS KURZ

Battle Focus If your Army Faction is Asuryni, 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...

ASSAULT Units containing one or more models with an [ASSAULT] weapon can shoot using assault shooting (10.05).

LETHAL HITS Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

PISTOL [PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

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

AUFSTELLUNG

4-9x Swooping Hawk
1x Swooping Hawk Exarch

Ausrüstung: Exarch's Lasblaster, Hawk's Talon, Lasblaster, Scatter Laser, Sunpistol, Close Combat Weapon, Power Sword

• Each Swooping Hawk Exarch can replace its Hawk's Talon with Exarch's Lasblaster, Scatter Laser or Sunpistol & Power Sword.