

WAR WALKERS

Battle Focus Scouts 9"

M

10"

T

7

SV

3+

W

6

LD

7+

OC

2

RW

5+

80-160 PTS
Base 60mm



1

KOMMANDO

2

BEWEGUNG

3

BESCHUSS

Bright Lance

R	A	BS	S	AP	D
36"	1	3+	12	-3	D6+2
VERWUNDET					
2+	3+	4+	5+	6+	
T1-6	T7-11	T12	T13-23	T24+	

► Missile Launcher - Starshot

R	A	BS	S	AP	D
48"	1	3+	10	-2	D6
VERWUNDET					
2+	3+	4+	5+	6+	
T1-5	T6-9	T10	T11-19	T20+	

Scatter Laser

SUSTAINED HITS 1

R	A	BS	S	AP	D
36"	6	3+	5	0	1
VERWUNDET					
2+	3+	4+	5+	6+	
T1-2	T3-4	T5	T6-9	T10+	

Shuriken Cannon

LETHAL HITS

R	A	BS	S	AP	D
24"	3	3+	6	-1	2
VERWUNDET					
2+	3+	4+	5+	6+	
T1-3	T4-5	T6	T7-11	T12+	

Starcannon

R	A	BS	S	AP	D
36"	2	3+	8	-3	2
VERWUNDET					
2+	3+	4+	5+	6+	
T1-4	T5-7	T8	T9-15	T16+	

4

ANGRIFF

5

NAHKAMPF

War Walker feet

R	A	WS	S	AP	D
Melee	3	3+	5	0	1
VERWUNDET					
2+	3+	4+	5+	6+	
T1-2	T3-4	T5	T6-9	T10+	

VERTEIDIGUNG

IMMER / EINMALIG

GEGEN DIESE EINHEIT

W7 · RW 3+ · 5++ · 6 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S14+	S8-13	S7	S4-6	S1-3
RETTUNGSWURF JE DS				
DS 0	DS -1	DS -2	DS -3	DS -4
3+	4+	5+	5++	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...

Scouts 9" This ability always takes the form Scouts X".

[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 (round down).

[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.

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

AUFSTELLUNG

1-2x War Walker - Equipped with: Shuriken Cannon, ► Missile Launcher - Starshot, ► Missile Launcher - Sunburst, Bright Lance, Scatter Laser, Starcannon, War Walker feet