



1KOMMANDO

—

2BEWEGUNG

—

3BESCHUSS

Blaster

ASSAULT

R	A	BS	S	AP	D
18"	1	3+	8	-4	D6+1

VERWUNDET

2+

T1–4

3+

T5–7

4+

T8

5+

T9–15

6+

T16+

Heat Lance

ASSAULT

MELTA 3

R	A	BS	S	AP	D
18"	1	3+	14	-4	D6

VERWUNDET

2+

T1–7

3+

T8–13

4+

T14

5+

T15–27

6+

T28+

Splinter Pistol

ANTI-INFANTRY 3+

ASSAULT

PISTOL

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

VERWUNDET

2+

T1

4+

T2

5+

T3

6+

T4+

Splinter Rifle

ANTI-INFANTRY 3+

ASSAULT

R	A	BS	S	AP	D
24"	2	3+	2	0	1

VERWUNDET

2+

T1

4+

T2

5+

T3

6+

T4+

4ANGRIFF

—

5NAHKAMPF

Agonizer

ANTI-INFANTRY 3+

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

VERWUNDET

2+

T1

3+

T2

4+

T3

5+

T4–5

6+

T6+

Bladevanes

R	A	WS	S	AP	D
Melee	3	3+	4	0	1

VERWUNDET

2+

T1–2

3+

T3

4+

T4

5+

T5–7

6+

T8+

VERTEIDIGUNG

—

IMMER / EINMALIG

Cluster Caltrop

Each time you roll to inflict wounds using this unit's Eviscerating Fly-by ability, you can re-roll one D6 for each model in this unit equipped with cluster caltrop.

Eviscerating Fly-by

Each time this unit ends a Normal move, you can select one enemy unit (excluding Monster and Vehicle units) that it moved over during that move. If you do, roll one D6 for each model in this unit: for each 4+, that enemy unit suffers 1 mortal wound.

Grav Talon

The bearer's melee weapons have an Armour Penetration characteristic of -2 and the [Lethal Hits] ability.

GEGEN DIESE EINHEIT

W4 · RW 4+ · 6++ · 2 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S8+	S5–7	S4	S3	S1–2
RETTUNGSWURF JE DS				
DS 0	DS -1	DS -2	DS -3	DS -4
4+	5+	6+	6++	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...

Disparate Paths When mustering your army, you can include Harlequins units in your army, even though they do not have the Asuryani Faction keyword.

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

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.

MELTA This ability always takes the form [MELTA X].

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

AUFSTELLUNG

2-5x Reaver oder Reaver with Blaster oder Reaver with Heat Lance
1x Arena Champion

Ausrüstung: Blaster, Heat Lance, Splinter Pistol, Splinter Rifle, Agonizer, Bladevanes

- Each Reaver can be equipped with 1x Reaver Wargear.
- Each Reaver with Blaster can be equipped with 1x Reaver Wargear.
- Each Reaver with Heat Lance can be equipped with 1x Reaver Wargear.
- Each Arena Champion can be equipped with 1x Reaver Wargear.
- Each Arena Champion can replace its Splinter Rifle with Blaster or Heat Lance.