AELDARI - CRAFTWORLDS

YNNARI VENOM

Battle Focus | Deadly Demise 1 | Deep Strike | Disparate Paths | Firing Deck 6 | Stealth

M	T	SV	W	LD	OC	RW
14"	6	4+	6	6+	1	6+

65 PTS
Base Large Flying Base

1 KOMMANDO	2 BEWEGUNG	4 ANGRIFF	◆ VERTEIDIGUNG	∞ IMMER / EINMALIG
—	—	—	—	—

3 BESCHUSS

Splinter Cannon
ANTI-INFANTRY 3+ | SUSTAINED HITS 1

R	A	BS	S	AP	D
36"	3	3+	3	-1	2

VERWUNDET

2+	3+	4+	5+	6+
T1	T2	T3	T4–5	T6+

Twin Splinter Rifle
ANTI-INFANTRY 3+ | ASSAULT | RAPID FIRE 1 | TWIN LINKED

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

VERWUNDET

2+	4+	5+	6+
T1	T2	T3	T4+

5 NAHKAMPF

Bladevanes

R	A	WS	S	AP	D
Melee	3	4+	5	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

Lithe Embarkation
At the end of the Fight phase, if there are no models currently embarked within this Transport, you can select one friendly Ynnari Infantry unit that only includes models from the units listed in this unit's Transport section, that has 6 or fewer models and that is wholly within 6" of this Transport. Unless that unit is within Engagement Range of one or more enemy units, it can embark within this Transport. That unit can embark within this TRANSPORT in a turn it disembarked from this TRANSPORT.

GEGEN DIESE EINHEIT

W6 · RW 4+ · 6++ · 6 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S12+	S7–11	S6	S4–5	S1–3

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…

Deadly Demise 1 This ability always takes the form Deadly Demise X.

Deep Strike Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizo…

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

Firing Deck 6 This ability always takes the form Firing Deck 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).

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).

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

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

1x Ynnari Venom

Ausrüstung: Splinter Cannon, Twin Splinter Rifle, Bladevanes
▪ This model can replace its Twin Splinter Rifle with Splinter Cannon.

Transport
This model has a transport capacity of 6 models from the following units: The Visarch, Ynnari Archon, Ynnari Incubi, Ynnari Kabalite Warriors, Ynnari Succubus, Ynnari Wyches, Yvraine.
Before the battle, at the start of the Declare Battle Formations step, you can select one YNNARI KABALITE WARRIORS or YNNARI WYCHES unit from your army that has not already been split. If you do, that unit is split into two units, each containing as equal a number of models as possible (when splitting a unit in this way, make a note of which models form each of the two new units). One of these units must start the battle embarked within this TRANSPORT; the other can start the battle embarked within another TRANSPORT, or it can be deployed as a separate unit.

KEYWORDS Venom, Aeldari, Fly, Dedicated Transport, Transport, Vehicle, Frame · **FRAKTION** Ynnari