



1KOMMANDO

2BEWEGUNG

3BESCHUSS

Shuriken Cannon

LETHAL HITS

R	A	BS	S	AP	D
24"	3	3+	6	-1	2

VERWUNDET

2+T1–3

3+T4–5

4+T6

5+T7–11

6+T12+

Skyweaver Haywire Cannon

ANTI-VEHICLE 4+

DEVASTATING WOUNDS

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

VERWUNDET

2+T1

3+T2

4+T3

5+T4–5

6+T6+

Star Bolas

R	A	BS	S	AP	D
12"	D3	3+	7	-2	2

VERWUNDET

2+T1–3

3+T4–6

4+T7

5+T8–13

6+T14+

4ANGRIFF

5NAHKAMPF

Close Combat Weapon

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

VERWUNDET

2+T1

3+T2

4+T3

5+T4–5

6+T6+

Zephyrglaive

R	A	WS	S	AP	D
Melee	4	3+	6	-2	2

VERWUNDET

2+T1–3

3+T4–5

4+T6

5+T7–11

6+T12+

Acrobatic Grace

- This unit has Stealth.

- Melee attacks that target this unit have -1 to hit rolls.

VERTEIDIGUNG

IMMER / EINMALIG

GEGEN DIESE EINHEIT

W4 · RW 4+ · 4++ · 3 LP je Modell

WIRD VERWUNDET MIT

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

REGELN & KEYWORDS KURZ

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+].

DEVASTATING WOUNDS Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of...

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.

AUFSTELLUNG

- 2-4x Skyweaver - Equipped with: Close Combat Weapon, Shuriken Cannon, Skyweaver Haywire Cannon, Star Bolas, Zephyrglaive
- This model can replace its Shuriken Cannon with Skyweaver Haywire Cannon.
 - This model can replace its Star Bolas with Zephyrglaive.