

AELDARI - CRAFTWORLDS

STARFANGS



STARFANG

M	T	SV	W	LD	OC
14"	6	3+	6	7+	2

RANGED WEAPONS

WEAPON		RANGE	A	BS	S	AP	D
Disintegrator Cannon	ASSAULT	36"	3	3+	6	-3	2
Starfang Grenade Launcher	ASSAULT BLAST	36"	D3	3+	6	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Wraithbone Hull	Melee	3	4+	6	0	1

AUFSTELLUNG

1-2x Starfang - Equipped with: Wraithbone Hull, Disintegrator Cannon, Starfang Grenade Launcher (105 x 70mm)

ABILITIES

Hallucinogen Grenades

At the start of your opponent's Shooting phase, this unit can use this ability. If it does, select one Aeldari Infantry unit from your army visible to and within 36" of this unit: until the end of the phase, that unit has the Stealth ability.

WEAPON RULES

ASSAULT

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

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 (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).



CORE RULES

◆ 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
- Strike Force - 4
- Onslaught - 6

Each time one of the triggers shown in the Agile Manoeuvres section of your codex occurs, you can spend one Battle focus token to enable the relevant eligible unit to perform that Agile Manoeuvre. A unit is eligible to perform an Agile Manoeuvre if it has this ability and has not already performed an Agile Manoeuvre in the same phase. Unless otherwise stated, you cannot trigger the same Agile Manoeuvre more than once per phase. At the end of the battle round, all unspent Battle Focus tokens are lost.

◆ Deadly Demise 1

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

◆ Scouts 7"

This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.
- If that unit is wholly within your deployment zone, it can make a scout move.
- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

