

WARP SPIDERS

105–200 PTS



M	T	SV	W	LD	OC	
12"	3	3+	1	6+	1	5+

RANGED WEAPONS

WEAPON		RANGE	A	BS	S	AP	D
Death Weavers	IGNORES COVER TORRENT TWIN-LINKED	6"	D6	N/A	4	-1	1
Death spinner	IGNORES COVER TORRENT	12"	D6	N/A	4	-1	1
Exarch's Deathspinner	IGNORES COVER TORRENT	12"	D6	N/A	6	-2	1
Spinneret Rifle	IGNORES COVER TORRENT	18"	D6	N/A	5	-1	1

MELEE WEAPONS

WEAPON		RANGE	A	WS	S	AP	D
Close Combat Weapon		Melee	2	3+	3	0	1
Powerblade Array	LETHAL HITS TWIN-LINKED	Melee	10	3+	4	-2	1
Powerblades	LETHAL HITS TWIN-LINKED	Melee	5	3+	4	-2	1

AUFSTELLUNG

4-9x Warp Spider (28.5mm)

1x Warp Spider Exarch (28.5mm)

Equipped with: Death Weavers, Death spinner, Exarch's Deathspinner, Spinneret Rifle, Close Combat Weapon, Powerblade Array, Powerblades

Wargear Options:

- Each Warp Spider Exarch can replace its Exarch's death spinner with 1 Spinneret rifle & 1 Death weavers, 1 Powerblades & 1 Death Weavers or 1 Powerblade array.

ABILITIES

Aspect Shrine Token

Once per battle for each Aspect Shrine token this unit has, you can change the result of one Hit roll or one Wound roll made for a model in this unit (excluding CHARACTER models) to an unmodified 6.

Designer's Note: Place an Aspect Shrine token next to the unit for each Aspect Shrine token it has, removing one each time this ability is used.

Flickerjump

In your Movement phase, each time this unit is selected to make a Normal move, it can use this ability. If it does, until the end of the turn, this unit is not eligible to declare a charge and models in it have a Move characteristic of 24". Each time this unit uses this ability, at the end of the phase, roll one D6 for each model in this unit: for each 1, this unit suffers 1 mortal wound.



WEAPON RULES

IGNORES COVER

Each time an attack is made with an **[IGNORES COVER]** weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

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.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

TORRENT

Each time an attack is made with a **[TORRENT]** weapon, that attack automatically hits the target.

TWIN-LINKED

Each time an attack is made with a **[TWIN-LINKED]** weapon, you can re-roll the wound roll.

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.

◆ 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" horizontally from all enemy units, even if that is within your opponent's deployment zone.

