

# ALEYA [LEGENDS]

Leader Daughters of the Abyss Scouts 6"

M7"

T3

SV3+

W4

LD6+

OC1

RW5+

55 PTS  
Base —

1KOMMANDO

2BEWEGUNG

3BESCHUSS

4ANGRIFF

5NAHKAMPF

Somnus

ANTI-PSYKER 5+

DEVASTATING WOUNDS

RMelee

A4

WS2+

S6

AP-3

D3

VERWUNDET

2+T1-3

3+T4-5

4+T6

5+T7-11

6+T12+

Tactical Perception

This unit has Fights First.

VERTEIDIGUNG

IMMER / EINMALIG

Tenacious Spirit

- While this unit is below starting strength, this unit's attacks have +1 to hit rolls.

- While this unit is below half-strength, this unit's attacks have +1 to wound rolls.

GEGEN DIESE EINHEIT

W3 · RW 3+ · 5++ · 4 LP je Modell

WIRD VERWUNDET MIT

2+S6+

3+S4-5

4+S3

5+S2

6+S1

RETTUNGSWURF JE DS

DS 03+

DS -14+

DS -25+

DS -35++

DS -45++

REGELN & KEYWORDS KURZ

Daughters of the Abyss - Friendly Anathema Psykana units with this ability have Feel No Pain 3+ against psychic attacks.

Leader Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead.

Scouts 6" This ability always takes the form Scouts X".

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...

AUFSTELLUNG

1x Aleya [Legends]

Ausrüstung: Somnus

Anführer

This model can be attached to the following units: PROSECUTORS, VIGILATORS, WITCHSEEKERS