

| M  | T | Sv | W | LD | OC |
|----|---|----|---|----|----|
| 7" | 3 | 2+ | 5 | 6+ | 1  |

INVULNERABLE  
SAVE



RANGED WEAPONS

| WEAPON                                | RANGE | A | BS | S | AP | D |
|---------------------------------------|-------|---|----|---|----|---|
| The Bloody Twins<br>ASSAULT<br>PISTOL | 24"   | 6 | 2+ | 5 | -1 | 2 |

MELEE WEAPONS

| WEAPON                                  | RANGE | A | WS | S | AP | D |
|-----------------------------------------|-------|---|----|---|----|---|
| The Sword of Asur<br>DEVASTATING WOUNDS | Melee | 6 | 2+ | 6 | -3 | 3 |

ABILITIES

CORE - Leader

Hand of Asuryan

Once per battle, when this model is selected to shoot, it can use this ability. If it does, until the end of the phase, its Bloody Twins weapon has a Damage characteristic of 3 and the [ANTI-INFANTRY 5+] and [DEVASTATING WOUNDS] abilities.

Tactical Acumen

While this model is leading a unit, in your Shooting phase, after that unit has shot, it can make a Normal move of up to 6". If it does, until the end of the turn, that unit is not eligible to declare a charge.

Leader

This model can be attached to the following unit:

- Dire Avengers

WEAPON ABILITIES

Assault

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

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 mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

Pistol

[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.



AUFSTELLUNG

1x Asurmen

Equipped with: The Bloody Twins, The Sword of Asur



**KEYWORDS:** Infantry, Epic Hero, Character, Phoenix Lord, Asurmen, Aeldari, Grenades, Aspect Warrior, Leader  
**FACTION KEYWORDS:** Asuryani

## CORE RULES

### 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. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

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Lord, Asurmen, Aeldari,  
Grenades, Aspect Warrior,  
Leader  
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