

HOWLING BANSHEES - AELDARI - CRAFTWORLDS

85–165 PTS

M	T	Sv	W	LD	OC
8"	3	4+	1	6+	1

INVULNERABLE
SAVE

4* / 5

AUFSTELLUNG
4-9x Howling Banshee
1x Howling Banshee Exarch
Equipped with: Shuriken Pistol, Triskele, Banshee Blade, Executioner, Mirrorswords
Wargear Options:
■ Each Howling Banshee Exarch can replace its Banshee Blade and Shuriken Pistol with Executioner and Shuriken Pistol, Triskele and Shuriken Pistol or Mirrorswords.

KEYWORDS: Howling Banshees, Infantry, Ynnari, Aspect Warrior
FACTION KEYWORDS: Asuryani

🎯 RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Shuriken Pistol ASSAULT, PISTOL	12"	1	3+	4	-1	1
Shuriken Pistol ASSAULT, PISTOL	12"	1	3+	4	-1	1
Shuriken Pistol ASSAULT, PISTOL	12"	1	3+	4	-1	1
Shuriken Pistol ASSAULT, PISTOL	12"	1	3+	4	-1	1
Triskele ASSAULT, ANTI-INFANTRY 3+	12"	3	3+	3	-1	1

⚔ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Banshee Blade ANTI-INFANTRY 3+	Melee	2	2+	4	-2	2
Banshee Blade ANTI-INFANTRY 3+	Melee	2	2+	4	-2	2
Executioner ANTI-INFANTRY 3+	Melee	3	2+	6	-3	3
Mirrorswords ANTI-INFANTRY 3+	Melee	4	2+	4	-2	2
Triskele ANTI-INFANTRY 3+	Melee	6	2+	3	-1	1

ABILITIES

Acrobatic
This unit is eligible to declare a charge in a turn in which it Advanced or Fell Back

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.

Invulnerable Save (4+*)
Models in this unit have a 4+ invulnerable save against melee attacks.

WEAPON ABILITIES

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Anti

This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.
Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

Assault

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

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.

CORE RULES

Fights First

While every model in a unit has this ability, that unit is a Fights First unit.
See the Resolve Fights First Combats step in the Fight phase (12.04).