

STRIKING SCORPIONS

M	T	SV	W	LD	OC	
7"	3	3+	1	6+	1	5+

AUFSTELLUNG

4-9x Striking Scorpion

1x Striking Scorpion Exarch

Equipped with: Chainsabres, Shuriken pistol, Biting blade, Scorpion chainsword, Scorpion's claw

Wargear Options:

- Each Striking Scorpion Exarch can replace its Shuriken Pistol, Scorpion Chainsword & Scorpion's claw with Chainsabres or Biting blade & Shuriken Pistol.

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Chainsabres ASSAULT, PISTOL, TWIN-LINKED	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

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Biting blade SUSTAINED HITS 1	Melee	4	3+	6	-3	1

ABILITIES

RULES - Infiltrators, Scouts 7", Stealth

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.

Mandiblasters

Each time a model in this unit makes a melee attack, if it made a Charge move this turn, an unmodified Hit roll of 5+ scores a Critical Hit.



Chainsabres SUSTAINED HITS 1, TWIN-LINKED	Melee	5	3+	4	-1	1
Scorpion chainsword SUSTAINED HITS 1	Melee	4	3+	4	-1	1
Scorpion chainsword SUSTAINED HITS 1	Melee	4	3+	4	-1	1
Scorpion's claw	Melee	3	3+	8	-2	2

WEAPON RULES

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.

Sustained Hits

This ability always takes the form **[SUSTAINED HITS X]**. Each time an attack made with a **[SUSTAINED HITS]** weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a **[SUSTAINED HITS 2]** weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the **[SUSTAINED HITS 2]** ability).*

Twin-linked

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

