

JAIN ZAR

M	T	SV	W	LD	OC	
8"	3	2+	5	6+	1	4+

AUFSTELLUNG

1x Jain Zar

Equipped with: Silent Death, Blade of Destruction

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Silent Death ASSAULT	12"	6	2+	6	-2	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Blade of Destruction ANTI-INFANTRY 3+	Melee	8	2+	6	-3	2

ABILITIES

CORE - Leader

RULES - Fights First, Leader

Storm of Silence

Each time this model makes an attack that targets a Character unit, you can re-roll the Wound roll.

Whirling Death

While this model is leading a unit, each time that unit Advances, do not make an Advance roll. Instead, until the end of the phase, add 6" to the Move characteristic of models in that unit and each time a model in that unit makes an Advance move, ignore any vertical distance when determining the total distance that model can be moved during that move.

Leader

This model can be attached to the following unit:

- Howling Banshees



WEAPON RULES

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).

