

FLAWLESS BLADES

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

AUFSTELLUNG

3-6x Flawless Blade - Equipped with: Bolt pistol, Blissblade

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol PISTOL	12"	1	3+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Blissblade	Melee	4	2+	6	-3	2

ABILITIES

RULES - Thrill Seekers

Daemonic Patrons

Each time this unit is selected to fight, it can call upon daemonic patrons. If it does, until the end of the phase, each time a model in this unit makes an attack, an unmodified Wound roll of 3+ scores a Critical Wound. At the end of the Fight phase, if this unit called upon daemonic patrons this phase and no enemy models were destroyed by attacks made by models in this unit this phase, one model in this unit is destroyed.



WEAPON RULES

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.

Precision

While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.