

DARKSTRIDER

M	T	SV	W	LD	OC
7"	3	4+	3	7+	1

AUFSTELLUNG

1x Darkstrider

Equipped with: Shade, Close combat weapon

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Shade ASSAULT	18"	2	2+	5	0	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	4+	3	0	1

ABILITIES

CORE - Leader

RULES - Infiltrators, Leader, Scouts 7"

Jammer Array

Enemy units that are set up on the battlefield from Reserves cannot be set up within 12" of this model.

Structural Analyser

While this model is leading a unit, each time a model in that unit makes a ranged attack, add 1 to the Wound roll.

Leader

This model can be attached to the following unit:
- Pathfinder Team

WEAPON RULES

Assault

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

