

# YNNARI SUCCUBUS

45 PTS



| M  | T | SV | W | LD | OC |
|----|---|----|---|----|----|
| 8" | 3 | 6+ | 4 | 6+ | 1  |

4+

## RANGED WEAPONS

| WEAPON                                                               | RANGE | A | BS | S | AP | D  |
|----------------------------------------------------------------------|-------|---|----|---|----|----|
| Blast Pistol <b>PISTOL</b>                                           | 6"    | 1 | 2+ | 8 | -3 | D3 |
| Splinter Pistol <b>ANTI-INFANTRY 3+</b> <b>ASSAULT</b> <b>PISTOL</b> | 12"   | 1 | 2+ | 2 | 0  | 1  |

## MELEE WEAPONS

| WEAPON                                   | RANGE | A | WS | S | AP | D |
|------------------------------------------|-------|---|----|---|----|---|
| Succubus Weapons <b>ANTI-INFANTRY 3+</b> | Melee | 6 | 2+ | 3 | -2 | 1 |

### AUFSTELLUNG

1x Ynnari Succubus

**Equipped with:** Blast Pistol, Splinter Pistol, Succubus Weapons

**Wargear Options:**

- This model can be equipped with one of: Splinter Pistol, Blast Pistol.

## ABILITIES

### CORE - Leader

#### Empowered by Death

At the start of the Fight phase, if this model's unit is below its Starting Strength, models in that unit have the Fights First ability.

### Storm of Blades

While this model is leading a unit, melee weapons equipped by models in that unit have the [SUSTAINED HITS 1] ability.

### Leader

This model can be attached to the following unit:

- Ynnari Wyches

## 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).

### 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.

