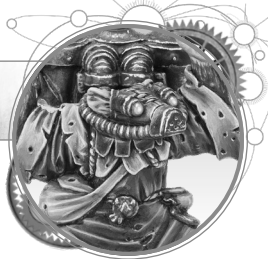


SKRYRE ACOLYTES

The Acolytes of the Clans Skryre go to war amidst the tinny wheeze of metal bellows and the perilous clink of poisoned wind globes rattling together. They hurl volleys of these lethal spheres, which shatter in the foe's midst and choke them horribly to death.



MISSILE WEAPONS

Poisoned Wind Globe

Range

8"

Attacks

1

To Hit

4+

To Wound

4+

Rend

-2

Damage

D3

MELEE WEAPONS

Rusty Knife

Range

1"

Attacks

1

To Hit

5+

To Wound

5+

Rend

-

Damage

1

DESCRIPTION

A unit of Skryre Acolytes can have any number of models, each armed with a Poisoned Wind Globe and Rusty Knife.

ABILITIES

Quick-quick Volley! *Skryre Acolytes look for opportunities to run forwards and lob their deadly missiles.*

This unit can run and still shoot later in the same turn.

Gas Clouds: *Poisoned wind globes are glass or crystal orbs filled with deadly warpstone gas that can engulf an enemy regiment.*

Add 1 to hit rolls for attacks made with a Poisoned Wind Globe if the target unit has 10 or more models.