

BLISSBARB ARCHERS

Blissbarb Archers are the lowest class of Sybarite, but no less deadly for it. Even when running pell-mell across the field they fire with deadly accuracy, laughing with glee as their sharp and toxin-laced projectiles strike home.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Blissbarb Bow	18"	2	4+	4+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Sybarite Blade	1"	1	4+	4+	-	1

DESCRIPTION

A unit of Blissbarb Archers has any number of models, each armed with a Blissbarb Bow and Sybarite Blade.

HIGH TEMPTER: 1 model in this unit can be a High Tempter. Add 1 to the Attacks characteristic of that model's Blissbarb Bow.

BLISSBREW HOMONCULUS: 1 in every 11 models in this unit must be a Blissbrew Homonculus. A Blissbrew Homonculus is armed with a Sybarite Blade. Add 1 to wound rolls for attacks made with missile weapons by this unit while it includes any Blissbrew Homonculi.

ABILITIES

Light-footed Killers: *Blissbarb Archers can deliver pinpoint shots even while cavorting wildly across the battlefield.*

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

KEYWORDS

CHAOS, MORTAL, SLAANESH, HEDONITE, BLISSBARB ARCHERS