ANRAKYR THE TRAVELLER [LEGENDS]

95 PTS

M	T	Sv	W	LD	OC
5"	5	2+	6	6+	1

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Tachyon arrow ONE SHOT	72"	1	2+	16	-5	D6+2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Warscythe DEVASTATING WOUNDS	Melee	4	2+	8	-3	2

ABILITIES

CORE - Leader

Lord of the Pyrrhian Eternals
While this model is leading a unit, each time a model in that unit makes an attack, add 1 to the Wound roll.

Mind in the Machine
At the start of your opponent's Shooting phase, select one enemy VEHICLE unit within 12" of and visible to this model. That unit must take a Leadership test. If that test is passed, until the end of the phase, each time a model in that unit makes an attack, subtract 1 from the Hit roll; if that test is failed, that unit is not eligible to shoot this phase.

Leader
This model can be attached to the following units: IMMORTALS

WEAPON ABILITIES

Devastating Wounds

Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

One Shot

Each weapon with this ability can only be selected to make attacks with once per battle.

If a destroyed model is returned to a unit, all of its [**ONE SHOT**] weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.

If a new unit is added to an army, all [**ONE SHOT**] weapons in that unit can be selected to make attacks with once per battle.

FACTION RULES

Reanimation Protocols
If your Army Faction is NECRONS, at the end of your Command phase, each friendly unit with this ability that is on the battlefield activates its Reanimation Protocols:

- When a unit's Reanimation Protocols activate, that unit heals D3 wounds.

AUFSTELLUNG

1x Anrakyr the Traveller [Legends]

Equipped with: Tachyon arrow, Warscythe

KEYWORDS: Infantry, Character, Epic Hero, Noble, Anrakyr the Traveller, Leader
FACTION KEYWORDS: Necrons

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5"	5	2+	6	6+	1

INVULNERABLE SAVE 4+

CORE RULES

Leader
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

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FACTION KEYWORDS: Necrons