

AUTARCH SKYRUNNER [LEGENDS]

M

14"

T

4

SV

3+

W

5

LD

6+

OC

2

RW

4+

90 PTS
Base —



Leader Battle Focus

1

KOMMANDO

—

2 BEWEGUNG

Ride the Wind

While this model is leading a unit, each time that unit Advances, do not make an Advance roll for it. Instead, until the end of the phase, add 6" to the Move characteristic of models in that unit

3 BESCHUSS

Dragon Fusion Gun ASSAULT MELTA 3

R

12"

A

1

BS

2+

S

9

AP

-4

D

D6

VERWUNDET

2+

T1-4

3+

T5-8

4+

T9

5+

T10-17

6+

T18+

Laser Lance ASSAULT

R

6"

A

1

BS

2+

S

6

AP

-3

D

2

VERWUNDET

2+

T1-3

3+

T4-5

4+

T6

5+

T7-11

6+

T12+

Twin Shuriken Catapult ASSAULT

TWIN LINKED

R

18"

A

2

BS

2+

S

4

AP

-1

D

1

VERWUNDET

2+

T1-2

3+

T3

4+

T4

5+

T5-7

6+

T8+

4

ANGRIFF

—

5 NAHKAMPF

Banshee Blade

R

Melee

A

5

WS

2+

S

4

AP

-3

D

1

VERWUNDET

2+

T1-2

3+

T3

4+

T4

5+

T5-7

6+

T8+

Close Combat Weapon

R

Melee

A

3

WS

2+

S

3

AP

0

D

1

VERWUNDET

2+

T1

3+

T2

4+

T3

5+

T4-5

6+

T6+

Laser Lance LANCE

R

Melee

A

4

WS

2+

S

4

AP

-3

D

2

VERWUNDET

2+

T1-2

3+

T3

4+

T4

5+

T5-7

6+

T8+

◆

VERTEIDIGUNG

—

∞ IMMER / EINMALIG

Path of Command

Once per battle round, one model from your army with this ability can use it when its unit is targeted with a Stratagem. If it does, reduce the CP cost of that usage of that Stratagem by 1CP.

GEGEN DIESE EINHEIT

W4 · RW 3+ · 4++ · 5 LP je Modell

WIRD VERWUNDET MIT

2+

S8+

3+

S5-7

4+

S4

5+

S3

6+

S1-2

RETTUNGSWURF JE DS

DS 0

3+

DS -1

4+

DS -2

4++

DS -3

4++

DS -4

4++

REGELN & KEYWORDS KURZ

Battle Focus If your Army Faction is Asuryani, at the start of the battle round, you receive a number of Battle Focus tokens based on the battle size, as shown below: ■ Incursion - 2...

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.

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

LANCE Each time an attack is made with a [LANCE] weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.

MELTA This ability always takes the form [MELTA X].

TWIN-LINKED Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

AUFSTELLUNG

1x Autarch Skyrunner [Legends]

Ausrüstung: Dragon Fusion Gun, Laser Lance, Twin Shuriken Catapult, Banshee Blade, Close Combat Weapon

• This model can replace its Laser Lance with Dragon Fusion Gun or Banshee Blade.

Anführer

This model can be attached to the following unit:

- Corsair Cloud Dancer Band

- Windriders