

AUTARCH SKYRUNNER [LEGENDS]

90 PTS



M	T	SV	W	LD	OC	
14"	4	3+	5	6+	2	4+



RANGED WEAPONS

WEAPON		RANGE	A	BS	S	AP	D
Dragon Fusion Gun	ASSAULT MELTA 3	12"	1	2+	9	-4	D6
Laser Lance	ASSAULT	6"	1	2+	6	-3	2
Twin Shuriken Catapult	ASSAULT	18"	2	2+	4	-1	1
TWIN LINKED							

MELEE WEAPONS

WEAPON		RANGE	A	WS	S	AP	D
Banshee Blade		Melee	5	2+	4	-3	1
Close Combat Weapon		Melee	3	2+	3	0	1
Laser Lance	LANCE	Melee	4	2+	4	-3	2

AUFSTELLUNG

1x Autarch Skyrunner [Legends]

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

Wargear Options:

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

ABILITIES

CORE - Leader

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.

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

Leader

This model can be attached to the following unit:

- Corsair Cloud Dancer Band
- Windriders



WEAPON RULES

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]**. Each time a model makes an attack with a **[MELTA]** weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a **[MELTA 2]** weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

TWIN-LINKED

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

CORE RULES

◆ 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
- Strike Force - 4
- Onslaught - 6

Each time one of the triggers shown in the Agile Manoeuvres section of your codex occurs, you can spend one Battle focus token to enable the relevant eligible unit to perform that Agile Manoeuvre. A unit is eligible to perform an Agile Manoeuvre if it has this ability and has not already performed an Agile Manoeuvre in the same phase. Unless otherwise stated, you cannot trigger the same Agile Manoeuvre more than once per phase. At the end of the battle round, all unspent Battle Focus tokens are lost.

◆ 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.

