

IRILLYTH [LEGENDS]

105 PTS



M	T	SV	W	LD	OC
12"	3	2+	5	6+	1



RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Spear of Starlight	24"	3	3+	8	-2	4

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Spear of Starlight	Melee	4	3+	5	-2	1

AUFSTELLUNG

1x Irillyth [Legends]

Equipped with: Spear of Starlight

ABILITIES

CORE - Leader

Reaper of Souls

While this model is leading a unit, each time a model in that unit makes an attack, add 1 to the Hit roll

Shadow of Death (Aura)

While an enemy unit is within 6" of this model, each time that unit takes a Battle-shock or Leadership test, subtract 1 from that test.

Leader

This model can be attached to the following unit:

- Shadow Spectres

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.

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

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.

Stealth

If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).

