T'AU EMPIRE

AUN'SHI [LEGENDS]

50 PTS

M	T	SV	W	LD	OC
6"	3	6+	3	7+	1

5+

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Fidelity SUSTAINED HITS 1	Melee	6	3+	5	-1	2

AUFSTELLUNG

1x Aun'shi [Legends]

Equipped with: Fidelity

ABILITIES

CORE - Leader

Inspirational Defiance
While this model is leading a unit, add 1 to the Objective Control characteristic of models in that unit.

Martial Warrior
Each time this model is selected to fight, select one of the following abilities to be active while resolving those attacks:

- Direct Grace: Fidelity has the [PRECISION] ability.
- Forceful Strike: Fidelity has the [DEVASTATING WOUNDS] ability.
- Whirling Stance: Fidelity has the [SUSTAINED HITS 2] ability instead of [SUSTAINED HITS 1].

Leader
This model can be attached to the following units:

- BREACHER TEAM
- KROOT CARNIVORES
- KROOT FARSTALKERS
- STRIKE TEAM

WEAPON RULES

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.*

PRECISION

While resolving attacks made with one or more [**PRECISION**] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

SUSTAINED HITS

This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

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.