

KARANDRAS [LEGENDS]

90 PTS

M	T	Sv	W	LD	OC
7"	3	2+	5	6+	1

INVULNERABLE
SAVE

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Arhra's Bane ASSAULT PISTOL	12"	2	2+	5	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Arhra's Bane SUSTAINED HITS 1	Melee	5	2+	8	-3	2
Isirmathil SUSTAINED HITS 1	Melee	8	2+	6	-1	1

ABILITIES

CORE - Leader

- Shadow Hunter**
While this model is leading a unit, each time a model in that unit makes an attack, add 1 to the Hit roll.
- Sustained Assault**
Each time this model makes a melee attack, if it made a Charge move this turn, a successful unmodified Hit roll of 4+ scores a Critical Hit
- The Scorpion's Bite**
Melee weapons equipped by the bearer have the [DEVASTATING WOUNDS] ability when targeting units without the Titanic keyword.
- Leader**
This model can be attached to the following unit:
 - Striking Scorpions

WEAPON ABILITIES

- Assault**
Units containing one or more models with an [ASSAULT] weapon can shoot using **assault** shooting (10.05).
- Pistol**
[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.
Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:
 - One or more of its [CLOSE-QUARTERS] weapons.
 - One or more of its other ranged weapons.
- 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).



AUFSTELLUNG

1x Karandras [Legends]

Equipped with: Arhra's Bane, Isirmathil



KEYWORDS: Epic Hero, Character, Infantry, Karandras, Phoenix Lord, Aeldari, Leader

FACTION KEYWORDS: Asuryani

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7"	3	2+	5	6+	1

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CORE RULES

Infiltrators

During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment zone and all enemy units.

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.