

AMALLYN SHADOWGUIDE

[LEGENDS]

75 PTS



M	T	SV	W	LD	OC	
7"	3	5+	3	6+	1	4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Ranger long rifle	36"	1	3+	4	-1	2
HEAVY PRECISION						

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Power blade	Melee	4	3+	4	-2	1

AUFSTELLUNG

1x Amallyn Shadowguide [Legends]
Equipped with: Ranger long rifle, Power blade

ABILITIES

Path of the Outcast

In your opponent's Movement phase, when an enemy unit ends a Normal, Advance or Fall Back move within 8" of this model, if this model is not within Engagement Range of one or more enemy units, it can make a Normal move of up to D6".

The Path Least Travelled

If your army includes this model, after both players have deployed their armies and determined who has the first turn, you can select one Rangers or Shroud Runners unit from your army and redeploy that unit. When doing so, that unit can be placed into Strategic Reserves, regardless of how many units are already in Strategic Reserves.

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.

◆ Lone Operative

Unless part of an attached unit, this unit is not visible to enemy models unless they are within 12" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within 12" of this unit.

If this ability takes the form Lone Operative X", unless part of an attached unit, this unit is not visible to enemy models unless they are within X" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within X" of this unit.

◆ 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).

