

# ANRAKYR THE TRAVELLER

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



## ⚙️ RANGED WEAPONS

Tachyon arrow [ONE SHOT]      RANGE 72"      A 1      BS 2+      S 16      AP -5      D D6+2

**One Shot:** The bearer can only shoot with this weapon once per battle.

## ⚔️ MELEE WEAPONS

Warscythe [DEVASTATING WOUNDS]      RANGE Melee      A 4      WS 2+      S 8      AP -3      D 2

## ABILITIES

CORE: **Leader**

FACTION: **Reanimation Protocols**

**Lord of the Pyrrhian Eternals:** While this model is leading a unit, each time a model in that unit makes an attack, add 1 to the Wound roll.

**Mind in the Machine:** At the start of your opponent's Shooting phase, select one enemy **VEHICLE** unit within 12" of and visible to this model. That unit must take a Leadership test. If that test is passed, until the end of the phase, each time a model in that unit makes an attack, subtract 1 from the Hit roll; if that test is failed, that unit is not eligible to shoot this phase.

INVULNERABLE SAVE

4+

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, NOBLE, ANRAKYR THE TRAVELLER



FACTION KEYWORDS:  
**NECRONS**

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*Anrakyrr voyages from one tomb world to the next at the head of his veteran Pyrrhian Eternals. His tachyon arrow can unleash an unstoppable thunderbolt of energy, capable of shattering mountains, and his will is so great that he can even seize temporary control of his enemies' engines of war.*



## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Anrakyrr the Traveller – EPIC HERO

This model is equipped with: tachyon arrow; warscythe.

## LEADER

This model can be attached to the following unit:

- IMMORTALS

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