DRAGON KNIGHTS

85–180 PTS

M	T	Sv	W	LD	OC
10"	5	4+	4	7+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Laser Lance **ASSAULT**	6"	1	3+	6	-2	3
Solar Carbine **RAPID FIRE 2**	18"	2	3+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Drakesteed Fangs and Talons **EXTRA ATTACKS**	Melee	3	3+	5	-1	1
Laser Lance **LANCE**	Melee	3	3+	6	-2	3

ABILITIES

Agile Reach
When this unit is selected to fight, melee weapons equipped by unengaged models in this unit that are within 3" of an enemy unit that is engaged with this unit can target that enemy unit.

Drakolithe (Once per battle, per token)
When an enemy unit ends a move within 8" of this unit, if this unit is unengaged or if that enemy unit ended that move engaged with this unit, you can use this ability. If you do, roll one D6:

- On a 3+, that enemy unit suffers 1 mortal wound.

Place one Drakolithe token next to the unit for each Drakolithe the unit is equipped with, removing one each time this ability is used.

On the Hunt
When this unit is selected to make a fall-back move, that fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

WEAPON ABILITIES

Assault
Units containing one or more models with an [**ASSAULT**] weapon can shoot using **assault** shooting (10.05).

Extra Attacks
Each time a unit containing one or more models with an [**EXTRA ATTACKS**] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [**EXTRA ATTACKS**] weapons.
- One of that model's other melee weapons, if possible.

Lance
Each time an attack is made with a [**LANCE**] weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

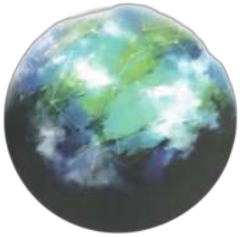
AUFSTELLUNG

2-5x Dragon Knight (75 x 42mm)

1x Dragon Knight Leader (75 x 42mm)

Equipped with: Laser Lance, Solar Carbine, Drakesteed Fangs and Talons

Wargear Options:
- This unit can be equipped with up to 4x Drakolithe (Once per battle, per token).



KEYWORDS: Aeldari, Mounted, Exodite, Mobile, Dragon Knights, Ynnari
FACTION KEYWORDS: Asuryani

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FACTION 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.

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