FUEGAN - AELDARI - CRAFTWORLDS

130 PTS

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

INVULNERABLE SAVE 4+

AUFSTELLUNG

1x Fuegan (40mm)

Equipped with: ➤ Searsong - Beam, ➤ Searsong - Lance, The Fire Axe

KEYWORDS: Character, Epic Hero, Infantry, Phoenix Lord, Fuegan, Aeldari, Aspect Warrior, Grenades, Leader

FACTION KEYWORDS: Asuryani

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
➤ Searsong - Beam ASSAULT, MELTA 1, SUSTAINED HITS 2	12"	3	2+	8	-3	2
➤ Searsong - Lance ASSAULT, MELTA 6	18"	1	2+	14	-4	D6

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
The Fire Axe	Melee	6	2+	5	-4	3

ABILITIES

CORE - Leader

Burning Lance
While this model is leading a unit, add 6" to the Range characteristic of **Melta** weapons equipped by models in that unit.

Unquenchable Resolve
The first time this model is destroyed, at the end of the phase, roll one D6. On a 2+, set this model back up on the battlefield as close as possible to where it was destroyed and not within Engagement Range of one or more enemy units, with its full wounds remaining.

Leader
This model can be attached to the following unit:

- Fire Dragons

WEAPON ABILITIES

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

Melta
This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

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).*

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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.

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.