AELDARI - CRAFTWORLDS

YNNARI ARCHON

Leader | Battle Focus | Disparate Paths

M	T	SV	W	LD	OC	RW
8"	3	4+	4	6+	1	2+*

85 PTS
Base 32mm

1 KOMMANDO

—

2 BEWEGUNG

—

3 BESCHUSS

Blast Pistol [PISTOL]

R	A	BS	S	AP	D
6"	1	2+	8	-3	D3

VERWUNDET

2+	3+	4+	5+	6+
T1–4	T5–7	T8	T9–15	T16+

Splinter Pistol [ANTI-INFANTRY 3+] [ASSAULT] [PISTOL]

R	A	BS	S	AP	D
12"	1	2+	2	0	1

VERWUNDET

2+	4+	5+	6+
T1	T2	T3	T4+

4 ANGRIFF

—

5 NAHKAMPF

Huskblade [ANTI-INFANTRY 3+]

R	A	WS	S	AP	D
Melee	5	2+	3	-2	2

VERWUNDET

2+	3+	4+	5+	6+
T1	T2	T3	T4–5	T6+

VERTEIDIGUNG

Shadow Field

You cannot re-roll invulnerable saving throws made for the bearer. The first time an invulnerable saving throw made for the bearer is failed, until the end of the battle, the bearer has no invulnerable saving throw.

IMMER / EINMALIG

Overlord

While this model is leading a unit, each time a model in that unit makes an attack, re-roll a Wound roll of 1. While that unit is below its Starting Strength, each time a model in that unit makes an attack, you can re-roll the Wound roll instead.

Reborn Mastermind

Once per battle round, one model from your army with this ability can use it when its unit is targeted with a Stratagem. If it does, reduce the CP cost of that usage of that Stratagem by 1CP.

GEGEN DIESE EINHEIT

W3 · RW 4+ · 2+*++ · 4 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S6+	S4–5	S3	S2	S1

RETTUNGSWURF JE DS

DS 0	DS −1	DS −2	DS −3	DS −4
4+	5+	6+	–	–

REGELN & KEYWORDS KURZ

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…

Disparate Paths When mustering your army, you can include Harlequins units in your army, even though they do not have the Asuryani Faction keyword.

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.

ANTI This ability always takes the form [ANTI-X Y+].

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.

AUFSTELLUNG

1x Ynnari Archon

Ausrüstung: Blast Pistol, Splinter Pistol, Huskblade
▪ This model can replace its Splinter Pistol with Blast Pistol.

Anführer

This model can be attached to the following units:

- Ynnari Incubi
- Ynnari Kabalite Warriors

KEYWORDS Character, Infantry, Aeldari, Archon · **FRAKTION** Ynnari