

AUTARCH WAYLEAPER

M	T	SV	W	LD	OC	
14"	3	3+	4	6+	1	4+

AUFSTELLUNG

1x Autarch Wayleaper (32mm)

Equipped with: Death Spinner, Dragon Fusion Gun, Dragon Fusion Pistol, Shuriken Pistol, ► Reaper Launcher - Starshot, ► Reaper Launcher - Starswarm, Banshee Blade, Scorpion Chainsword, Star Glaive

Wargear Options:

- This model can replace its Star Glaive with Scorpion Chainsword or Banshee Blade.
- This model can replace its Shuriken Pistol with Reaper Launcher, Death Spinner, Dragon Fusion Gun or Dragon Fusion Pistol.

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Death Spinner IGNORES COVER, TORRENT	12"	D6	N/A	4	-1	1
Dragon Fusion Gun ASSAULT, MELTA 3	12"	1	2+	9	-4	D6
Dragon Fusion Pistol ASSAULT, MELTA 3, PISTOL	6"	1	2+	9	-4	D6
Shuriken Pistol ASSAULT, PISTOL	12"	1	2+	4	-1	1
► Reaper Launcher - Starshot HEAVY, IGNORES COVER	48"	1	3+	10	-2	3

ABILITIES

CORE - Leader

RULES - Battle Focus, Deep Strike, Leader

Indomitable Strength of Will

While this model is leading a unit, each time you spend a Battle Focus token to enable that unit to perform an Agile Manoeuvre, roll one D6: on a 3+ you gain 1 Battle Focus token.

Path of Command

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.

KEYWORDS: Character, Infantry, Grenades, Fly, Autarch Wayleaper, Aeldari, Jump Pack, Ynnari, Leader



FACTION: Asuryani 70 PTS

► Reaper Launcher - Starswarm	48"	2	3+	4	-2	1
HEAVY, IGNORES COVER						

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Banshee Blade	Melee	5	2+	4	-2	2
ANTI-INFANTRY 3+						
Scorpion Chainsword						
SUSTAINED HITS 1	Melee	7	2+	4	-1	1
Star Glaive	Melee	4	2+	6	-3	3

Leader

This model can be attached to the following units:

- Swooping Hawks
- Warp Spiders



WEAPON RULES

Anti

This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

Assault

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

Heavy

In your Shooting phase, each time an attack is made with a [HEAVY] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

Ignores Cover

Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).





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.

Pistol

[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

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).

Torrent

Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.