# BAHARROTH

| M | T | SV | W | LD | OC | |
|---|---|---|---|---|---|---|
| 14" | 3 | 2+ | 5 | 6+ | 1 | 4+ |

**AUFSTELLUNG**

1x Baharroth (40mm)

**Equipped with:** Fury of the Tempest, The Shining Blade

## RANGED WEAPONS

| WEAPON | RANGE | A | BS | S | AP | D |
|---|---|---|---|---|---|---|
| Fury of the Tempest<br>ASSAULT, LETHAL HITS | 24" | 4 | 2+ | 6 | -1 | 2 |

## MELEE WEAPONS

| WEAPON | RANGE | A | WS | S | AP | D |
|---|---|---|---|---|---|---|
| The Shining Blade<br>SUSTAINED HITS 1 | Melee | 6 | 2+ | 5 | -2 | 2 |

## ABILITIES

**CORE** - Leader

**RULES** - Battle Focus, Leader

### Cloudstrider

While this model is leading a unit, at the end of your opponent's turn, if that unit is not within Engagement Range of one or more enemy units, you can remove it from the battlefield and place it into Strategic Reserves. In addition, while this model is leading a unit, when that unit is set up on the battlefield using the Deep Strike ability, in your Movement phase, it can use this ability. If it does, that unit can be set up anywhere on the battlefield that is more than 6" horizontally away from all enemy models, but until the end of the turn, it is not eligible to declare a charge.

### Cry of the Wind

Each time this model is set-up on the battlefield, until the end of the turn, each time this model makes a ranged attack, a successful unmodified Hit roll scores a Critical Hit.

### Leader

This model can be attached to the following unit:

- Swooping Hawks

KEYWORDS: Epic Hero, Character, Infantry, Grenades, Fly, Phoenix Lord, Baharroth, Aspect Warrior, Aeldari, Jump Pack, Leader

## WEAPON RULES

### Assault

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

### Lethal Hits

Each time an attack made with a [**LETHAL HITS**] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

*Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].*

### 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).*