AELDARI - DRUKHARI

PRINCE YRIEL

95 PTS

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

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Shuriken Pistol ASSAULT PISTOL	12"	1	2+	4	-1	1
The Eye of Wrath ASSAULT PISTOL	6"	3	2+	6	-2	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
The Spear of Twilight LANCE	Melee	5	2+	7	-3	3

AUFSTELLUNG

1x Prince Yriel (40mm)

Equipped with: Shuriken Pistol, The Eye of Wrath, The Spear of Twilight

ABILITIES

CORE - Leader

Piratical Hero
While this model is leading a unit, each time a model in that unit makes an attack, that attack has the [Sustained Hits 1] ability and add 1 to the Hit roll.

Prince of Corsairs
After both players have deployed their armies, if this model is on the battlefield (or any Transport it is embarked within is on the battlefield), select up to three Aeldari units from your army and redeploy them. When doing so, you can set those units up in Strategic Reserves, regardless of how many units are already in Strategic Reserves.

Leader
This model can be attached to the following units:
- CORSAIR REAVER BAND
- CORSAIR VOIDREAVERS
- CORSAIR VOIDSCARRED

WEAPON RULES

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

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.

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.

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.

Scouts 7"

This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.

- If that unit is wholly within your deployment zone, it can make a scout move.

- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.