

DRAGON KNIGHTS - AELDARI - AELDARI

LIBRARY

90–180 PTS

M	T	Sv	W	LD	OC
10"	5	4+	4	7+	2

AUFSTELLUNG
2-5x Dragon Knight
1x Dragon Knight Leader
Equipped with: Laser Lance, Solar Carbine, Drakesteed Fangs and Talons
Wargear Options:
■ This unit can be equipped with up to 4x Drakolithe (Once per battle, per token).

KEYWORDS: Aeldari, Mounted, Exodite, Mobile, Dragon Knights
FACTION KEYWORDS: Asuryani

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Laser Lance ASSAULT	6"	1	3+	6	-2	3
Solar Carbine RAPID FIRE 2	18"	2	3+	4	0	1

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Drakesteed Fangs and Talons EXTRA ATTACKS	Melee	3	3+	5	-1	1
Laser Lance LANCE	Melee	3	3+	6	-2	3

ABILITIES

Agile Reach
When this unit is selected to fight, melee weapons equipped by unengaged models in this unit that are within 3" of an enemy unit that is engaged with this unit can target that enemy unit.

Drakolithe (Once per battle, per token)
When an enemy unit ends a move within 8" of this unit, if this unit is unengaged or if that enemy unit ended that move engaged with this unit, you can use this ability. If you do, roll one D6:
- On a 3+, that enemy unit suffers 1 mortal wound.
Place one Drakolithe token next to the unit for each Drakolithe the unit is equipped with, removing one each time this ability is used.

On the Hunt
When this unit is selected to make a fall-back move, that fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

WEAPON ABILITIES

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

Extra Attacks
Each time a unit containing one or more models with an [EXTRA ATTACKS] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:
- All of that model's [EXTRA ATTACKS] weapons.
- One of that model's other melee weapons, if possible.

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.

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Rapid Fire

This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).