

# AUTARCH WAYLEAPER

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

## AUFSTELLUNG

1x Autarch Wayleaper

**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<br>IGNORES COVER, TORRENT              | 12"   | D6 | N/A | 4  | -1 | 1  |
| Dragon Fusion Gun<br>ASSAULT, MELTA 3                | 12"   | 1  | 2+  | 9  | -4 | D6 |
| Dragon Fusion Pistol<br>ASSAULT, MELTA 3, PISTOL     | 6"    | 1  | 2+  | 9  | -4 | D6 |
| Shuriken Pistol<br>ASSAULT, PISTOL                   | 12"   | 1  | 2+  | 4  | -1 | 1  |
| ► Reaper Launcher - Starshot<br>HEAVY, IGNORES COVER | 48"   | 1  | 3+  | 10 | -2 | 3  |

## ABILITIES

**CORE** - Leader

**RULES** - 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 | Melee | 7 | 2+ | 4 | -1 | 1 |
| SUSTAINED HITS 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.