

PRINCE YRIEL

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

AUFSTELLUNG

1x Prince Yriel

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

⦿ 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

ABILITIES

CORE - Leader

RULES - Leader, Scouts 7"

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.