

AELDARI - AELDARI LIBRARY

LEYSTALKER

80 PTS

|     |   |    |   |    |    |
|-----|---|----|---|----|----|
| M   | T | SV | W | LD | OC |
| 10" | 5 | 4+ | 4 | 7+ | 2  |

 RANGED WEAPONS

| WEAPON                                                    | RANGE | A | BS | S | AP | D |
|-----------------------------------------------------------|-------|---|----|---|----|---|
| Long Rifle <b>DEVASTATING WOUNDS: NON-MONSTER/VEHICLE</b> | 36"   | 2 | 2+ | 6 | -2 | 3 |
| <b>PRECISION</b>                                          |       |   |    |   |    |   |

 MELEE WEAPONS

| WEAPON                                           | RANGE | A | WS | S | AP | D |
|--------------------------------------------------|-------|---|----|---|----|---|
| Drakesteed Fangs and Talons <b>EXTRA ATTACKS</b> | Melee | 3 | 3+ | 5 | -1 | 1 |
| Hunting Blades                                   | Melee | 2 | 3+ | 3 | -1 | 1 |

AUFSTELLUNG

1x Leystalker

Equipped with: Long Rifle, Drakesteed Fangs and Talons, Hunting Blades

ABILITIES

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.

Panicked Quarry

In your Shooting phase, when this unit has shot, select one enemy unit (excluding MONSTER/VEHICLE units) hit by those attacks. That enemy unit makes a battle-shock roll, with -1 to that battle-shock roll.

WEAPON RULES

DEVASTATING WOUNDS

Each time an attack made with a **DEVASTATING WOUNDS** weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by **DEVASTATING WOUNDS** weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a **DEVASTATING WOUNDS** weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

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.

PRECISION

While resolving attacks made with one or more **PRECISION** weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.



## CORE RULES

### ◆ Lone Operative

Unless part of an attached unit, this unit is not visible to enemy models unless they are within 12" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within 12" of this unit.

If this ability takes the form Lone Operative X", unless part of an attached unit, this unit is not visible to enemy models unless they are within X" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within X" of this unit.

### ◆ Scouts 9"

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.

### ◆ Stealth

If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).

