

AELDARI - CRAFTWORLDS

AUTARCH SKYRUNNER

[LEGENDS]

90 PTS

M

14"

T

4

SV

3+

W

5

LD

6+

OC

2

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Dragon Fusion Gun ASSAULT MELTA 3	12"	1	2+	9	-4	D6
Laser Lance ASSAULT	6"	1	2+	6	-3	2
Twin Shuriken Catapult ASSAULT	18"	2	2+	4	-1	1
TWIN LINKED						

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Banshee Blade	Melee	5	2+	4	-3	1
Close Combat Weapon	Melee	3	2+	3	0	1
Laser Lance LANCE	Melee	4	2+	4	-3	2

AUFSTELLUNG

1x Autarch Skyrunner [Legends]

Equipped with: Dragon Fusion Gun, Laser Lance, Twin Shuriken Catapult, Banshee Blade, Close Combat Weapon

Wargear Options:

- This model can replace its Laser Lance with Dragon Fusion Gun or Banshee Blade.

ABILITIES

CORE - Leader

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.

Ride the Wind
While this model is leading a unit, each time that unit Advances, do not make an Advance roll for it. Instead, until the end of the phase, add 6" to the Move characteristic of models in that unit

Leader
This model can be attached to the following unit:
- Corsair Cloud Dancer Band
- Windriders



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.

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.

TWIN-LINKED

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

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.

