

# Psyarch

Eldaer Hero

Ulan Aether Pistol

Ra	At	St	Da
8	4h	6+	1

Slanni Staff

Ra	At	St	Da
CC	6i	5+	1

Mov	Act	Ini	Sho	Clo	Apt	Shi	Par	Pow
8	3	2+	2+	3+	2+	3	3	2

Def 1  
Sav 4+

## Powers

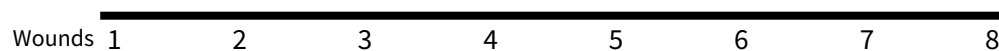
**Psyonic Bolt:** Select one LoS enemy unit within 18cm. On a successful Aptitude +1 check, that unit suffers **D3 Inexorable Wounds** (The affected unit immediately suffers D3 wounds. If the unit is reduced to 0 or fewer wounds or models, it is immediately rendered Incapacitated).

**Drain:** Select one Ready LoS enemy unit within 12cm. On a successful Aptitude check, that unit is **Enervated** (The affected unit must activate last this battle round).

**Empower:** Select one Ready LoS friendly unit within 24cm. On a successful Aptitude +2 check, that unit gains **Enhance Shield 1** until the end of this battle round.

## Special Rules

**Ulan Blade Pistol: Piercing 5** (Unsaveable attacks for this weapon are made on 5+ instead of 6+.)



# Realm Guard

Eldaer Infantry

Aether Rifle

Ra	At	St	Da
14	2i	4+	1

Combat Knife

Ra	At	St	Da
CC	1i	3+	1

Mov	Act	Ini	Sho	Clo	Apt	Shi	Par	Pow
8	2	3+	4+	4+	5+	2	2	1

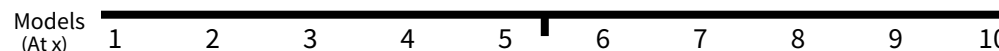
Def 0  
Sav 5+

## Powers

**Shield of Isah:** On a successful Aptitude test, **Enhance Defence 1** until the end of the round.

## Special Rules

**Enhance Movement 2** in an activation in which this unit is ordered to move twice.



# Circinae Grav Tank

Eldaer Vehicle

Talon Cannon

Ra	At	St	Da
24	6v	6+	3

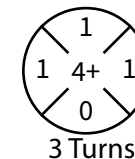
Aether Arbalest

Ra	At	St	Da
18	8i	5+	1

Ram (Light)

Ra	At	St	Da
CC	6i	4+	2

Mov	Act	Ini	Sho	Clo	Apt	Shi	Par	Pow
16	2	3+	3+	5+	6+	4	3	0

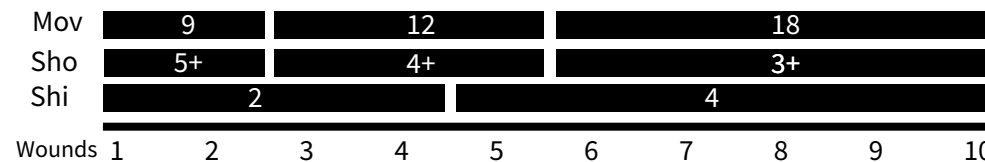


## Special Rules

**Fly** (Pass over all terrain as if it were not there. Suffer no terrain Disadvantages to Movement).

**Vitiate Shooting 1** for attacks against this unit if it has moved this round.

**Aether Arbalest: Piercing 5** (Unsaveable attacks for this weapon are made on 5+ instead of 6+.)



# Khaen's Dart

Eldaer Infantry

Aether Cannon

Ra	At	St	Da
14	3v	4+	2

Ram (Featherweight)

Ra	At	St	Da
CC	1i	3+	1

Mov	Act	Ini	Sho	Clo	Apt	Shi	Par	Pow
16	2	3+	3+	6+	5+	3	1	1

Def 0  
Sav 5+

## Powers

**Shield of Isah:** On a successful Aptitude test, **Enhance Defence 1** until the end of the round.

## Special Rules

**Enhance Movement 2** in an activation in which this unit is ordered to move twice.

**Fly** (Pass over all terrain as if it were not there. Suffer no terrain Disadvantages to Movement).

**Vitiate Shooting 1** for attacks against this unit if it has moved this round.

