























AELDARI																
Craftworld - Biel-Tan										AUTARCH SKYRUNNER - Aerendir Sunshard					135 Pts	
1																
	14"			2+	2+	3	4			5	4	6	6+	1	3+	4++/4++
Unit Aptitudes																
Superlative Strategist				Once per turn, you can target this model's unit with a Stratagem even if you have already used that Stratagem on a different unit this phase.												
Path of Command				At the start of your Command phase, if this model is on the battlefield, you gain 1CP (You can only gain 1 CP this way, whatever the number of Autarch on the battlefield).												
Indomitable Strength of Will (Aura)				While a friendly Aeldari unit is within 6" of this model, each time that unit takes a Battle-shock or Leadership test, add 1 to that test.												
Mandiblasters				Melee weapons equipped by the bearer have the Devastating Wounds special rule when targeting units without the Vehicle keyword.												
Ride the Wind				While this model is leading a unit, each time that unit Advances, it does not Advance of 1.5xM. Instead, it Advance of 2xM.												
Unit Special Rules																
Independent Character / Haywire & Plasma Grenades / Hammer of Wrath / Jink / Relentless / Very Bulky																
Weapons										Nb		Pts				
Banshee blade				Melee	User	+1	-3	1	Melee	1		10				
Dragon fusion gun				12"	1	9	-4	D6	Assault - Melta	1		11				
Twin shuriken catapult				18"	1	4	-1	1	Assault - Twin - Bladestorm	1		4				
Faction Aptitudes															Unit type	
Stands of Fate	Battle Focus	Ancient Doom			Shepherds of the Dead		Martial Grace		Defend at All Costs		Path of the Warrior		Jetbike			