
























AELDARI										AUTARCH WAYLEAPER - Faelithor Swiftblade										110 Pts	
Craftworld - Biel-Tan																					
1																					
	7"			2+	2+	3	3				4	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.																	
Master Flickerjump				In your Movement phase, when this unit makes a Normal move, it can make a flickerjump. If it does, until the end of the phase, its Move characteristic is changed to 24" but you must roll one D6 after this unit ends that move: on a 1, this unit suffers D3 mortal wounds.																	
Mandiblasters				Melee weapons equipped by the bearer have the Devastating Wounds special rule when targeting units without the Vehicle keyword.																	
Unit Special Rules																					
Independent Character / Fleet / Haywire & Plasma Grenades / Stealth / Relentless / Bulky / Deep Strike / Lone Operative																					
Weapons																		Nb	Pts		
Banshee blade				Melee	User	+1	-3	1	Melee									1	10		
Shuriken pistol				12"	1	4	-1	1	Pistol - Assault - Bladestorm									1			
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			Jet Pack				