
























AELDARI										AUTARCH - Melianthir Starseeker										137 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.																		
Unit Special Rules																					
Independent Character / Fleet / Haywire & Plasma Grenades																					
Weapons																Nb	Pts				
Dragon fusion gun				12"	1	9	-4	D6	Assault - Melta							1	11				
Star glaive - Strike				Melee	User	x2	-2	2	Melee							1	15				
Star glaive - Sweep				Melee	x2	User	-1	1	Melee							1	11				
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				Infantry					