
























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				