



### Autarch

- Unit size ..... 1 model
- Unit cost ..... 80 pts
- Autarch jump generator ..... +20 pts
- Death spinner ..... +10 pts
- Dragon fusion gun ..... +15 pts
- Fusion pistol ..... +5 pts
- Howling Banshee mask ..... +5 pts
- Mandiblasters ..... +5 pts
- Reaper launcher ..... +15 pts
- Swooping Hawk wings ..... +15 pts

Autarchs are legendary for their strategic brilliance, sublime martial skill and indomitable strength of will. Long have they trodden the Path of the Warrior, never once slipping into the trap of obsession. Instead, they apply all that they have learned and mastered to their command of the Asuryani warhosts.

# AUTARCH

**5** POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Autarch	7"	2+	2+	3	3	5	5	9	3+

An Autarch is equipped with: shuriken pistol; star glaive; plasma grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Death spinner	12"	Assault D6	6	-2	1	Blast
Dragon fusion gun	12"	Assault 1	9	-4	D6+2	-
Fusion pistol	6"	Pistol 1	8	-4	D6+2	-
Reaper launcher	Before selecting targets, select one of the profiles below to make attacks with.					
- Starshot	48"	Heavy 1	8	-2	3	-
- Starswarm	48"	Heavy 2	5	-2	2	-
Shuriken pistol	12"	Pistol 1	4	-1	1	Shuriken
Banshee blade	Melee	Melee	+1	-4	1	-
Scorpion chainsword	Melee	Melee	+2	-1	1	Each time the bearer fights, it makes 1 additional attack with this weapon.
Star glaive	Melee	Melee	x2	-3	2	-

OTHER WARGEAR	ABILITIES
Howling Banshee mask	Each time you select an enemy unit as a target of a charge made by the bearer's unit, that enemy unit cannot fire Overwatch or Set to Defend against that charge. While an enemy unit is within Engagement Range of the bearer, if the bearer's unit made a charge move this turn, that enemy unit is not eligible to fight this phase until after all eligible units from your army have done so.
Mandiblasters	Each time the bearer makes a melee attack that targets a unit (excluding <b>VEHICLE</b> or <b>MONSTER</b> units), an unmodified wound roll of 6 inflicts 1 mortal wound on the target in addition to any normal damage.
Swooping Hawk wings	The bearer has a Move characteristic of 14" and gains the <b>JUMP PACK</b> and <b>FLY</b> keywords and the Sudden Assault ability (pg 143).
Autarch jump generator	The bearer has a Move characteristic of 12" and gains the <b>JUMP PACK</b> keyword and the Sudden Assault ability (pg 143). Each time the bearer makes a Normal Move, Battle Focus move (pg 142), Advances, Falls Back or makes a charge move, until that move is finished, the bearer can move horizontally through models and terrain features (they cannot finish a move on top of another model, or its base). When the bearer makes a Battle Focus move, you can roll 2D6 instead of one D6 to determine the maximum distance the bearer can move. If you do so, if you roll a double 1, the bearer suffers 1 mortal wound.

- ### WARGEAR OPTIONS
- This model's shuriken pistol can be replaced with one of the following: 1 death spinner; 1 Dragon fusion gun; 1 fusion pistol; 1 Reaper launcher.
  - This model's star glaive can be replaced with one of the following: 1 Banshee blade; 1 Scorpion chainsword.
  - This model can be equipped with one of the following: 1 Autarch jump generator (**Power Rating +1**); 1 Swooping Hawk wings (**Power Rating +1**).
  - This model can be equipped with one of the following: 1 Howling Banshee mask; 1 mandiblasters.

- ### ABILITIES
- Battle Focus, Strands of Fate** (pg 142-143)
- Path of Command (Aura):** While a friendly <CRAFTWORLD> CORE unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.
- Forceshield:** This model has a 4+ invulnerable save.
- Superlative Strategist:** While any unit from your army with this ability is on the battlefield, or embarked within a **TRANSPORT** model that is on the battlefield, you can use the Command Re-roll Stratagem (See the Warhammer 40,000 Core Book) twice during each phase, instead of only once.

FACTION KEYWORDS: **AELDARI, ASURYANI, <CRAFTWORLD>**  
 KEYWORDS: **CHARACTER, INFANTRY, AUTARCH**

**Designer's Note:** The wargear options of this datasheet have been updated to give players more flexibility over how they equip their Autarchs. As such, the datasheet and points values above replace those found in Codex: Aeldari and Eldritch Omens.