

# VANARI STARSHARD BALLISTAS

No normal ballistas, Vanari Starshards fire twin bolts of such fine craftsmanship they can punch through Chaos warplate. At need, their crews can load bolts that blind as well as maim, and they employ warding lanterns that likewise steal the enemy's sight.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Starshard Bolts	30"	2	3+	3+	-2	D3
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Arming Swords	1"	2	3+	4+	-	1

## DESCRIPTION

A unit of Vanari Starshard Ballistas has any number of models, each armed with Starshard Bolts and Arming Swords.

## ABILITIES

**Blinding Bolts:** A Starshard can be loaded with specialised bolts that explode with blinding light when they strike a target.

Once per battle, when you pick this unit to shoot, you can say that it will fire its blinding bolts. If you do so, units that are hit by an attack made by

this unit in that phase are dazzled until the end of the turn. Subtract 1 from hit rolls for a unit that is dazzled. A unit cannot be dazzled more than once per turn.

**Messenger Hawk:** Every Starshard ballista is accompanied by a messenger hawk, which is used by the leaders of the army to direct the crew's fire towards the most important targets.

At the start of your shooting phase, you can pick 1 enemy unit within 24" of a friendly **REALM-LORDS HERO** and pick 1 friendly **STARSHARD BALLISTAS** unit within 24" of that **HERO**. If you

do so, add 1 to hit rolls for attacks made by that **STARSHARD BALLISTAS** unit that target that enemy unit until the end of the phase.

**Warding Lanterns:** The crew of a Starshard ballista carry deployable aetherquartz lanterns that aid accuracy and dazzle attackers.

Roll a dice each time you allocate a wound or mortal wound to this unit if it has not made a move in the same turn. On a 6, that wound or mortal wound is negated. In addition, add 1 to the Attacks characteristic of this unit's Starshard Bolts if it has not made a move in the same turn.