

VANARI DAWNRIDERS

The Dawnriders charge the foe in tight formation, thundering into the enemy ranks and punching their lances through the chests of their foremost adversaries before leaping over their corpses so that their noble steeds might trample those behind.



MELEE WEAPONS

Guardian's Sword
Sunmetal Lance
Dashing Hooves

Range

1"
2"
1"

Attacks

2
1
2

To Hit

3+
3+
4+

To Wound

4+
4+
4+

Rend

-1
-
-

Damage

1
1
1

DESCRIPTION

A unit of Vanari Dawnriders has any number of models, each armed with a Sunmetal Lance.

MOUNT: This unit's stallion steeds attack with their Dashing Hooves.

STEEDMASTER: 1 model in this unit can be a Steedmaster. A Steedmaster is armed with a Sunmetal Lance and a Guardian's Sword.

STANDARD BEARER: 1 in every 5 models in this unit can be a Standard Bearer. You can re-roll battleshock tests for units that include any Standard Bearers.

ABILITIES

Deathly Furrows: *Vanari Dawnriders scythe through enemy infantry, trampling over lesser foes and carving a furrow of death through the enemy ranks.*

At the start of the combat phase, you can say that this unit will use its Deathly Furrows ability. If you do so, in that

phase, you can either add 1 to the Attacks characteristic of this unit's melee weapons, but it can only target units that have a Wounds characteristic of 1 or 2 and do not have a mount, or you can add 2 to the Attacks characteristic of this unit's melee weapons, but it can only target units that have a Wounds characteristic of 1 and do not have a mount.

KEYWORDS

ORDER, AELF, LUMINETH REALM-LORDS, VANARI, DAWNRIDERS

Lances of the Dawn: *When Vanari Dawnriders charge full pelt at the foe, their lances can punch through the thickest of armour in a blaze of light and explosive magical power.*

If this unit made a charge move in the same turn, add 1 to wound rolls for attacks made with this unit's Sunmetal Lances and improve the Rend characteristic of that weapon by 1.

Sunmetal Weapons: *The lances used by Vanari Dawnriders are tipped with pure sunmetal that can burn a victim from the inside out.*

If the unmodified hit roll for an attack made with a Sunmetal Lance is 6, that attack inflicts 1 mortal wound on the target and the attack sequence ends (do not make a wound or save roll).

MAGIC

The Steedmaster of this unit is a **WIZARD** while this unit has 3 or more models. They can attempt to cast 1 spell in your hero phase and attempt to unbind 1 spell in the enemy hero phase. They know the Power of Hysh spell.

Power of Hysh: *Lumineth wizards can use their arcane arts to empower sunmetal, making it burn with an even greater intensity.*

Power of Hysh has a casting value of 6. If successfully cast, until your next hero phase, the Sunmetal Weapons ability for the caster and/or the unit they are part of causes mortal wounds to be inflicted on an unmodified hit roll of 5+ instead of 6.

Any number of **LUMINETH REALM-LORDS WIZARDS** can attempt to cast Power of Hysh in the same hero phase.