

# VANARI AURALAN SENTINELS

Master archers, the Auralan Sentinels wield complex aelven bows that can either fire straight and true or loft arrows high in the air to curve down onto distant foes. When their High Sentinel channels power into their arrowheads, they are all the more lethal.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Auralan Bow: Aimed	18"	1	3+	4+	-1	1
Auralan Bow: Lofted	30"	1	4+	4+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Champion's Blade	1"	2	3+	4+	-1	1
Vanari Dagger	1"	1	3+	4+	-	1

## DESCRIPTION

A unit of Vanari Auralan Sentinels has any number of models, each armed with an Auralan Bow and Vanari Dagger.

**HIGH SENTINEL:** 1 model in this unit can be a High Sentinel. A High Sentinel is armed with a Champion's Blade instead of an Auralan Bow and Vanari Dagger, and they carry a Scryhawk Lantern.

## ABILITIES

**Scryhawk Lantern:** *Every High Sentinel carries a lantern upon their back. Sharp-eyed scryhawks are drawn to its gentle light, over time forming a bond with the archers below. By hovering over the foe, these hawks direct their masters' aim towards any enemies that may be hidden from sight.*

At the start of your shooting phase, you can pick 1 enemy unit within 30" of this unit's High Sentinel that is not visible to

them. If you do so, you must choose the Lofted missile weapon characteristic for all attacks made with this unit's Auralan Bows in that phase, but that enemy unit is treated as being visible to all friendly models from this unit until the end of that phase.

## KEYWORDS

ORDER, AELF, LUMINETH REALM-LORDS, VANARI, AURALAN SENTINELS

**Many-stringed Weapon:** *An Auralan bow is a flexible weapon that can either fire arrows in aimed shots on a flat trajectory or loft them towards a distant target.*

Before attacking with Auralan Bows, choose either the Aimed or Lofted missile weapon characteristics for all shooting attacks made by this unit in that phase.

**Sunmetal Weapons:** *The arrows used by Auralan Sentinels are tipped with pure sunmetal that can burn a victim from the inside out.*

If the unmodified hit roll for an attack made with an Auralan Bow 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 High Sentinel of this unit is a **WIZARD** while this unit has 5 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.