



MYARI'S PURIFIERS



Myari's Purifiers epitomise different aspects of the Lumineth way of war. Bahannar cleaves to the Alarith tradition, whilst Senaela is an expert archer and Ailenn, as a Bladelord, has a near-supernatural mastery over the arts of the sword.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Auralan Bow	18"	2	3+	4+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Stone Mallet	1"	3	3+	3+	-1	1
Sunmetal Greatsword	1"	2	2+	2+	-1	1
Vanari Dagger	1"	1	3+	4+	-	1

DESCRIPTION

Myari's Purifiers is a unit that has 3 models. Ailenn, the Mind's Edge, is armed with a Sunmetal Greatsword; Bahannar is armed with a Stone Mallet; and Senaela is armed with an Auralan Bow and Vanari Dagger.

ABILITIES

Crushing Blow: *The Stoneguard land blows with the power of a mountain avalanche.*

If the unmodified hit roll for an attack made with this unit's Stone Mallet is 6, add 1 to the damage inflicted if that attack is successful.

Guardians: *The Purifiers fight alongside Myari Lightcaller, protecting the mage from harm.*

Roll a dice before you allocate a wound or mortal wound to a friendly **MYARI LIGHTCALLER** within 3" of this unit. On a 2+, you must allocate that wound or mortal wound to this unit instead.

Sunmetal Weapons: *Weapons forged from sunmetal can burn a victim from the inside out.*

If the unmodified hit roll for an attack made with this unit's Sunmetal Greatsword or 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).

KEYWORDS

ORDER, AELF, LUMINETH REALM-LORDS, YMETRICA, MYARI'S PURIFIERS

LUMINETH REALM-LORDS WARSCROLL	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
Myari Lightcaller	1	1	220	Leader	Unique. These units must be taken as a set for a total of 220 points. Although taken as a set, each is a separate unit.
Myari's Purifiers	3	3			