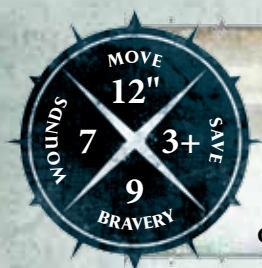


LORD-AQUILOR

Commanders of the Vanguard Auxiliary Chambers, the Lord-Aquilors are masters of the hunt, tracking their foes across the Mortal Realms as they ride the winds aetheric. When the foe is cornered, the Lord-Aquilor will strike with their starbound blade, channelling their hatred of the enemies of Order into every blow as their Gryph-charger savages the opponent with beak and claws.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Heavy Boltstorm Pistol	9"	4	3+	3+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Starbound Blade	1"	3	3+	3+	-1	2
Shock Handaxe	1"	2	3+	3+	-	1
Gryph-charger's Razor Beak and Claws	1"	3	3+	3+	-2	1

DESCRIPTION

A Lord-Aquilor is a single model armed with a Starbound Blade, a Shock Handaxe and a Heavy Boltstorm Pistol. They also bear an Astral Compass, and ride a fearsome Gryph-charger that lashes out with its Razor Beak and Claws.

ABILITIES

Astral Compass: The Astral Compass shows the Lord-Aquilor the best route to strike at their foe, no matter the terrain or the distance they must travel. Instead of setting up a Lord-Aquilor on the battlefield, you can place the model to one side and say that it is set up in pursuit. In any of your movement phases, you can summon the Lord-Aquilor to strike at the enemy's flanks. When you do so, set up the Lord-Aquilor wholly within 6" of any edge of the battlefield, more than 7" from the enemy. This is their move for that movement phase.

Ride the Winds Aetheric: Gryph-chargers can move faster than the eye can follow along the winds aetheric, though the shifting of these winds makes such movement perilous at times. In his movement phase, a Lord-Aquilor can choose to Ride the Winds Aetheric instead of moving normally. If they do so, choose the direction in which they will move, and then roll six dice. The Lord-Aquilor can move up to a number of inches equal to the result in the direction chosen, moving over terrain and other models as if they could fly. They must end their movement more than 3" from enemy models – if this is impossible, they cannot move at all. The Lord-Aquilor cannot run or charge in a turn in which they Ride the Winds Aetheric.

Aethereal Strike: Any rolls to hit of 6 or more with the Gryph-charger's Razor Beak and Claws cause a mortal wound instead of their normal damage.

COMMAND ABILITY

Lord of the Azyrite Hurricane: If a Lord-Aquilor uses this ability, they direct their warriors to fade and strike from an unexpected direction, whirling around the enemy like a cyclone. You can remove the Lord-Aquilor and/or a friendly unit of Vanguard-Hunters, Vanguard-Palladors, Vanguard-Raptors or Aetherwings within 24" of them from the battlefield and set them up in your subsequent movement phase as if they had been set up in pursuit (see Astral Compass, left).

KEYWORDS

ORDER, CELESTIAL, HUMAN, STORMCAST ETERNAL, HERO, LORD-AQUILOR