

LORD-AQUILOR

Lord-Aquilor 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 blade and handaxe as their Gryph-charger savages the opponent.



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
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. It can also carry an Astral Compass.

MOUNT: This model's Gryph-charger attacks with its Razor Beak and Claws.

ABILITIES

Aethereal Strike: *A Gryph-charger's claws are supernaturally sharp, tearing through armour with ease.*

If the unmodified hit roll for an attack made with a Gryph-charger's Razor Beak and Claws is 6, that attack inflicts 1 mortal wound on the target and the attack sequence ends (do not make a wound or save roll).

Astral Compass: *The astral compass shows the best route to strike at the foe.*

If you set up this model in the Celestial Realm using the Scions of the Storm battle trait, when you set it up on the battlefield for the first time, instead of setting it up more than 9" from the enemy, you can set it up wholly within 6" of any edge of the battlefield, more than 7" from the enemy.

KEYWORDS

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

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 your movement phase, this model can Ride the Winds Aetheric instead of moving normally. If it does so, choose the direction in which it will move, and roll 6D6. This model can move up to a number of inches equal to the result in the direction chosen, moving over terrain and other models as if it could fly. It must end the move more than 3" from enemy models – if this is impossible, it cannot move at all. This model cannot charge in a turn in which it Rides the Winds Aetheric.

COMMAND ABILITIES

Lord of the Azyrite Hurricane: *The Lord-Aquilor directs their warriors to fade and strike from an unexpected direction, whirling around the enemy like a cyclone.*

You can use this command ability at the end of your movement phase. If you do so, pick a friendly model with this command ability. Remove that model, and/or one friendly unit of **VANGUARD-HUNTERS**, **VANGUARD-PALLADORS**, **VANGUARD-RAPTORS** or **AETHERWINGS** wholly within 24" of that model, from the battlefield and set them up wholly within 6" of any edge of the battlefield, more than 7" from any enemy units.