

# THE FARSTRIDERS

Sanson Farstrider is one of the most experienced and respected Hunter-Primes in the Hammers of Sigmar, and his band of hard-bitten veterans have always been chosen for the most death-defying and critical missions behind enemy lines.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Boltstorm Pistol	9"	2	3+	4+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Shock Handaxe	1"	2	4+	3+	-	1
Storm Sabre	1"	2	3+	4+	-	1

## DESCRIPTION

The Farstriders is a unit that has 3 models. Sanson Farstrider is armed with a Boltstorm Pistol and a Shock Handaxe, carries an Astral Compass and is accompanied by a Star Falcon. Almeric Eagle-eye is armed with a Boltstorm Pistol and a Shock Handaxe. Elias Swiftblade is armed with a Boltstorm Pistol and a Storm Sabre.

**SANSON FARSTRIDER:** The leader of this unit is Sanson Farstrider. Add 1 to the Attacks characteristic of his Shock Handaxe.

## ABILITIES

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

If you set up a unit that includes any models with an Astral Compass 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.

**Star Falcon:** *Farstrider's loyal companion can swoop from the skies to strike the enemy.*

At the start of your shooting phase, you can pick 1 enemy unit within 18" of Sanson Farstrider and roll a dice. On a 4+, that enemy unit suffers 1 mortal wound.

**Tireless Hunters:** *These determined warriors never stop moving in pursuit of their prey.*

This unit can run and still shoot in the same turn.

## KEYWORDS

ORDER, CELESTIAL, HUMAN, STORMCAST ETERNAL, HAMMERS OF SIGMAR, ANGELOS, VANGUARD-HUNTERS, THE FARSTRIDERS