WARLOCK CONCLAVE

55–110 PTS

M	T	Sv	W	LD	OC
7"	3	6+	2	6+	1

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Destructor PSYCHIC TORRENT	12"	D6	N/A	5	-1	1
Shuriken Pistol ASSAULT PISTOL	12"	1	3+	4	-1	1
Singing Spear ASSAULT PSYCHIC	12"	1	3+	9	0	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Singing Spear PSYCHIC	Melee	2	3+	3	0	3
Witchblade ANTI-INFANTRY 2+ PSYCHIC	Melee	2	3+	3	0	2

ABILITIES

CORE - Support

Protect (Psychic)
While a Farseer model is leading this unit, each time an attack targets this unit, subtract 1 from the Wound roll.

Psychic Communion (Psychic)
Each time this unit is selected to shoot, for each Warlock model in this unit, until the end of the phase, add 1 to the Attacks and Strength characteristics of that model's Destructor weapon for each other friendly Aeldari Psyker model within 6" of this model (to a maximum of +2).

Leader
This model can be attached to the following units:

- Guardian Defenders
- Storm Guardians

WEAPON ABILITIES

Anti
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

Assault
Units containing one or more models with an [**ASSAULT**] weapon can shoot using **assault** shooting (10.05).

Pistol
[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

Psychic
Each time an attack is made with a [**PSYCHIC**] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [**PSYCHIC**] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

Torrent
Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

AUFSTELLUNG

2-4x Warlock with Witchblade oder Warlock with Singing Spear (32mm)

Equipped with: Destructor, Shuriken Pistol, Singing Spear, Witchblade

KEYWORDS: Warlock Conclave, Psyker, Infantry, Aeldari, Warlock, Ynnari, Support
FACTION KEYWORDS: Asuryani

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FACTION RULES

Battle Focus

If your Army Faction is Asuryani, at the start of the battle round, you receive a number of Battle Focus tokens based on the battle size, as shown below:

- Incursion - 2
- Strike Force - 4
- Onslaught - 6

Each time one of the triggers shown in the Agile Manoeuvres section of your codex occurs, you can spend one Battle focus token to enable the relevant eligible unit to perform that Agile Manoeuvre. A unit is eligible to perform an Agile Manoeuvre if it has this ability and has not already performed an Agile Manoeuvre in the same phase. Unless otherwise stated, you cannot trigger the same Agile Manoeuvre more than once per phase. At the end of the battle round, all unspent Battle Focus tokens are lost.

CORE RULES

Support

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it.

Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

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