# VOIDWEAVER

**115 PTS**

| M | T | Sv | W | LD | OC |
|---|---|---|---|---|---|
| 14" | 6 | 4+ | 6 | 6+ | 2 |

**INVULNERABLE SAVE** 4+

## RANGED WEAPONS

| WEAPON | RANGE | A | BS | S | AP | D |
|---|---|---|---|---|---|---|
| Shuriken Cannon<br>**LETHAL HITS** | 24" | 3 | 3+ | 6 | -1 | 2 |
| Voidweaver Haywire Cannon<br>**ANTI-VEHICLE 4+**<br>**DEVASTATING WOUNDS** | 24" | 3 | 3+ | 4 | -1 | 3 |
| ➤ Prismatic Cannon - dispersed pulse<br>**BLAST** | 24" | 2D6 | 3+ | 4 | 0 | 1 |
| ➤ Prismatic Cannon - focused lances | 24" | 2 | 3+ | 12 | -3 | 4 |

## MELEE WEAPONS

| WEAPON | RANGE | A | WS | S | AP | D |
|---|---|---|---|---|---|---|
| Close Combat Weapon | Melee | 4 | 3+ | 3 | 0 | 1 |

## ABILITIES

**Polychromatic Camoflage**
This unit can only be selected as the target of a ranged attack if the attacking model is within 18".

## 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+.*

**Blast**
Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

**Devastating Wounds**
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

**Lethal Hits**
Each time an attack made with a [**LETHAL HITS**] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

*Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [**DEVASTATING WOUNDS**].*

### AUFSTELLUNG

1x Voidweaver (60mm flying base)

**Equipped with:** Shuriken Cannon, Voidweaver Haywire Cannon, ➤ Prismatic Cannon - dispersed pulse, ➤ Prismatic Cannon - focused lances, Close Combat Weapon

**Wargear Options:**
- This model can replace its Voidweaver Haywire Cannon with Prismatic Cannon.

**KEYWORDS:** Voidweaver, Fly, Vehicle, Harlequin Allies, Aeldari, Corsairs and Travelling Players, Frame
**FACTION KEYWORDS:** Harlequins

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## CORE RULES

**Deadly Demise 1**
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

*Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.*

**Stealth**
If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).

**KEYWORDS:** Voidweaver, Fly, Vehicle, Harlequin Allies, Aeldari, Corsairs and Travelling Players, Frame
**FACTION KEYWORDS:** Harlequins