AELDARI - CRAFTWORLDS

FARSEER SKYRUNNER

Leader | Battle Focus

M	T	SV	W	LD	OC	RW
14"	4	6+	5	6+	2	4+

60 PTS
Base Small Flying Base

1 KOMMANDO

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2 BEWEGUNG

Misfortune (Psychic)
At the end of your Movement phase, select one enemy unit within 18" of and visible to this model. Until the start of your next Command phase, each time a model in that unit makes an attack, subtract 1 from the Wound roll. Each unit can only be selected for this ability once per turn.

3 BESCHUSS

Eldritch Storm BLAST PSYCHIC

R	A	BS	S	AP	D
24"	D6	3+	6	-2	D3

VERWUNDET

2+	3+	4+	5+	6+
T1–3	T4–5	T6	T7–11	T12+

Shuriken Pistol ASSAULT PISTOL

R	A	BS	S	AP	D
12"	1	3+	4	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

Singing Spear ASSAULT PSYCHIC

R	A	BS	S	AP	D
12"	1	3+	9	0	3

VERWUNDET

2+	3+	4+	5+	6+
T1–4	T5–8	T9	T10–17	T18+

Twin Shuriken Catapult ASSAULT TWIN LINKED

R	A	BS	S	AP	D
18"	2	3+	4	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

4 ANGRIFF

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5 NAHKAMPF

Singing Spear PSYCHIC

R	A	WS	S	AP	D
Melee	2	2+	3	0	3

VERWUNDET

2+	3+	4+	5+	6+
T1	T2	T3	T4–5	T6+

Witchblade ANTI-INFANTRY 2+ PSYCHIC

R	A	WS	S	AP	D
Melee	2	2+	3	0	2

VERWUNDET

2+	3+	4+	5+	6+
T1	T2	T3	T4–5	T6+

◆ VERTEIDIGUNG

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∞ IMMER / EINMALIG

Branching Fates (Psychic)
While this model is leading a unit, once per phase you can change the result of one Hit roll, one Wound roll, or one Damage roll made for a model in that unit to an unmodified 6.

GEGEN DIESE EINHEIT

W4 · RW 6+ · 4++ · 5 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S8+	S5–7	S4	S3	S1–2

RETTUNGSWURF JE DS

DS 0	DS −1	DS −2	DS −3	DS −4
4++	4++	4++	4++	4++

REGELN & KEYWORDS KURZ

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…

Leader 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 that unit can lead.

ANTI This ability always takes the form [ANTI-X Y+].

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

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 (roun…

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

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 rol…

TWIN-LINKED Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

AUFSTELLUNG

1x Farseer Skyrunner

Ausrüstung: Eldritch Storm, Shuriken Pistol, Singing Spear, Twin Shuriken Catapult, Witchblade
▪ This model can replace its Witchblade with Singing Spear.

Anführer
This model can be attached to the following units:
- Warlock Skyrunners
- Windriders

KEYWORDS Farseer Skyrunner, Farseer, Character, Fly, Mounted, Psyker, Aeldari, Ynnari, Leader · **FRAKTION** Asuryani