AELDARI - CRAFTWORLDS

FARSEER

Leader | Battle Focus

M	T	SV	W	LD	OC	RW
7"	3	6+	4	6+	1	4+

60 PTS
Base 25mm

1 KOMMANDO

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2 BEWEGUNG

Guide (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 friendly Aeldari model makes an attack that targets that enemy unit, add 1 to the Hit 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	2+	9	0	3

VERWUNDET

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

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 (excluding Support Weapon models) to an unmodified 6.

GEGEN DIESE EINHEIT

W3 · RW 6+ · 4++ · 4 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S6+	S4–5	S3	S2	S1

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 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…

AUFSTELLUNG

1x Farseer

Ausrüstung: Eldritch Storm, Shuriken Pistol, Singing Spear, Witchblade

▪ This model can replace its Witchblade with Singing Spear.

Anführer

This model can be attached to the following units: GUARDIAN DEFENDERS, STORM GUARDIANS, WARLOCK CONCLAVE.

KEYWORDS Character, Infantry, Psyker, Farseer, Aeldari, Ynnari, Leader · **FRAKTION** Asuryani