



SKYWEAVERS

90–180 PTS

SKYWEAVER

M	T	SV	W	LD	OC
14"	4	4+	3	6+	2



RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Shuriken Cannon <small>LETHAL HITS</small>	24"	3	3+	6	-1	2
Skyweaver Haywire Cannon <small>ANTI-VEHICLE 4+, DEVASTATING WOUNDS</small>	24"	2	3+	3	-1	3
Star Bolas	12"	D3	3+	7	-2	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close Combat Weapon	Melee	4	3+	3	0	1
Zephyrglaive	Melee	4	3+	6	-2	2

ABILITIES

Acrobatic Grace

- This unit has Stealth.
- Melee attacks that target this unit have -1 to hit rolls.

WEAPON RULES

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+.*

AUFSTELLUNG

2-4x Skyweaver - Equipped with: Close Combat Weapon, Shuriken Cannon, Skyweaver Haywire Cannon, Star Bolas, Zephyrglaive (60mm flying base)

Wargear Options:

- This model can replace its Shuriken Cannon with Skyweaver Haywire Cannon.
- This model can replace its Star Bolas with Zephyrglaive.

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].

RULES

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).