WARLOCK SKYRUNNERS

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

AUFSTELLUNG

1-2x Warlock Skyrunner with Witchblade oder Warlock Skyrunner with Singing Spear (Small Flying Base)

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

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
Twin Shuriken Catapult ASSAULT, TWIN LINKED	18"	2	3+	4	-1	1

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

RULES - Battle Focus, Support

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).

Runes of Battle (Psychic)
Weapons equipped by models in this unit have the [IGNORES COVER] ability.

Leader
This model can be attached to the following unit:

- WINDRIDERS

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+.*

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.

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