

SKYWEAVER

| M   | T | Sv | W | LD | OC |
|-----|---|----|---|----|----|
| 14" | 4 | 4+ | 3 | 6+ | 2  |

INVULNERABLE  
SAVE



AUFSTELLUNG

2-4x Skyweaver - Equipped with: Close Combat Weapon, Shuriken Cannon, Skyweaver Haywire Cannon, Star Bolas, Zephyrglaive

Wargear Options:

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

RANGED WEAPONS

| WEAPON                                                            | RANGE | A  | BS | S | AP | D |
|-------------------------------------------------------------------|-------|----|----|---|----|---|
| Shuriken Cannon<br>LETHAL HITS                                    | 24"   | 3  | 3+ | 6 | -1 | 2 |
| Skyweaver Haywire Cannon<br>ANTI-VEHICLE 4+<br>DEVASTATING WOUNDS | 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 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+.*
- 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].*

**KEYWORDS:** Skyweavers, Fly, Mounted, Smoke, Harlequin Allies, Aeldari, Corsairs and Travelling Players

**FACTION KEYWORDS:** Harlequins

## CORE 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).

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