

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

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
Destructor PSYCHIC, TORRENT	12"	D6	N/A	5	-1	1
Shuriken Pistol ASSAULT, PISTOL	12"	1	3+	4	-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
Twin Shuriken Catapult ASSAULT, TWIN LINKED	18"	2	3+	4	-1	1

MELEE WEAPONS

ABILITIES

CORE - Leader

RULES - Leader

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.



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

Leader

At the start of the Declare Battle Formations step, if this unit is not an Attached unit, this unit can join one WINDRIDERS unit from your army (a unit cannot have more than one WARLOCK SKYRUNNERS unit joined to it). If it does, until the end of the battle, every model in this unit counts as being part of that Bodyguard unit, and that Bodyguard unit's Starting Strength is increased accordingly.



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.

