

FARSEER

65 PTS



M

7"

T

3

SV

6+

W

4

LD

6+

OC

1

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Eldritch Storm BLAST PSYCHIC	24"	D6	3+	6	-2	D3
Shuriken Pistol ASSAULT PISTOL	12"	1	3+	4	-1	1
Singing Spear ASSAULT PSYCHIC	12"	1	2+	9	0	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Singing Spear PSYCHIC	Melee	2	2+	3	0	3
Witchblade ANTI-INFANTRY 2+ PSYCHIC	Melee	2	2+	3	0	2

AUFSTELLUNG

- 1x Farseer
- Equipped with:** Eldritch Storm, Shuriken Pistol, Singing Spear, Witchblade
- Wargear Options:**
- This model can replace its Witchblade with Singing Spear.

ABILITIES

CORE - Leader

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.

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.

Leader

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



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).

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 (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

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).

CORE RULES

◆ 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. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

