

## Craftworld - Biel-Tan

## FARSEER SKYRUNNER - Elanoriel Windrunner

145 Pts

1



14"

 $2_+$  $2_+$ 

3

4

5

2

5

6+

1

3+

 $4_{++}/4_{++}$ 

## Unit Aptitudes

## Runes of the Farseer

Once in each **Psychic** phase, a model with this special rule can re-roll any number of dice used in a single **Deny the Witch** test or **Psychic** test (potentially negating **Perils of the Warp** in the process).

## Ghosthelm

Roll a D6 whenever this model suffers a mortal wound, adding 3 to the roll if the mortal wound was inflicted as the result of the psyker suffering Perils of the Warp. On a 5+ that wound is ignored.

## Ride the Wind

While this model is leading a unit, each time that unit Advances, do not make an Advance roll for it. Instead, until the end of the phase, add 6" to the Move characteristic of models in that unit.

## Unit Special Rules

Independent Character / Hammer of Wrath / Jink / Relentless / Very Bulky / Psyker (3)

## Psychic Domains

Divination - Runes of Fate - Telepathy - Dæmonology Sanctic

[illegible]