
























AELDARI										FARSEER SKYRUNNER - Elanoriel Windrunner										145 Pts	
Craftworld - Biel-Tan																					
1																					
	14"			2+	2+	3	4				5	2	5	6+	1	6+	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, it does not Advance of 1.5xM. Instead, it Advance of 2xM.																	
Unit Special Rules																					
Independent Character / Hammer of Wrath / Jink / Relentless / Very Bulky / Psyker (3)																					
Psychic Domains																					
Divination - Runes of Fate - Telepathy - Dæmonology Sanctic																					
Weapons																Nb	Pts				
Eldritch Storm				24"	1	6	-2	D6+2	Psychic - Blast								1				
Twin shuriken catapult				18"	1	4	-1	1	Assault - Twin - Bladestorm								1	4			
Witchblade				Melee	User	+1	-2	2	Melee - Psychic - Anti-Infantry - Armourbane - Fleshbane								1	11			
Faction Aptitudes																Unit type					
Stands of Fate	Battle Focus		Ancient Doom		Shepherds of the Dead		Martial Grace		Defend at All Costs		Path of the Warrior						Jetbike				