
























AELDARI										FARSEER - Lyndoril Starfall										137 Pts	
Craftworld - Biel-Tan																					
1																					
	7"			2+	2+	3	3				4	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.																		
Unit Special Rules																					
Independent Character / Fleet / 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					
Shuriken pistol				12"	1	4	-1	1	Pistol - Assault - Bladestorm							1					
Singing spear - Shoot				12"	1	9	-2	3	Assault - Psychic - Fleshbane							1	11				
Singing spear - Strike				Melee	User	x2	-2	3	Melee - Psychic - Anti-Infantry - Armourbane - Fleshbane							1	15				
Singing spear - Sweep				Melee	x2	User	-1	1	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		Infantry							