

C O D E X

AELDARI - CRAFTWORLDS

classic2

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FRAKTIONSREGELN

BATTLE FOCUS

If your Army Faction is Asuryani, at the start of the battle round, you receive a number of Battle Focus tokens based on the battle size, as shown below:

- Incursion - 2
- Strike Force - 4
- Onslaught - 6

Each time one of the triggers shown in the Agile Manoeuvres section of your codex occurs, you can spend one Battle focus token to enable the relevant eligible unit to perform that Agile Manoeuvre. A unit is eligible to perform an Agile Manoeuvre if it has this ability and has not already performed an Agile Manoeuvre in the same phase. Unless otherwise stated, you cannot trigger the same Agile Manoeuvre more than once per phase. At the end of the battle round, all unspent Battle Focus tokens are lost.

DISPARATE PATHS

When mustering your army, you can include Harlequins units in your army, even though they do not have the Asuryani Faction keyword. Unless otherwise stated, you cannot select Harlequins or Ynnari as your Army Faction.

FRAKTIONSKRAM

CORSAIR SKYREAPER BAND

UNIT

name: M

\$text: 14"

typeld: e703-ecb6-5ce7-aec1

TWIN TORTURER'S TOOLS

MELEE WEAPONS

name: Range

\$text: Melee

typeld: 914c-b413-91e3-a132

KABALITE AGENTS

UNIT

name: M

\$text: 7"

typeld: e703-ecb6-5ce7-aec1

TORTURER'S TOOL

MELEE WEAPONS

name: Range

\$text: Melee

typeld: 914c-b413-91e3-a132

INVULNERABLE SAVE (4+)

ABILITIES

This model has a 4+ invulnerable save.

KABALITE WARRIORS

UNIT

name: M

\$text: 7"

typeld: e703-ecb6-5ce7-aec1

WYCHES

UNIT

name: M

\$text: 8"

typeld: e703-ecb6-5ce7-aec1

REAPERS

UNIT

name: M

\$text: 16"

typeld: e703-ecb6-5ce7-aec1

HELLIONS

UNIT

name: M

\$text: 14"

typeld: e703-ecb6-5ce7-aec1

WRACKS

UNIT

name: M

\$text: 7"

typeld: e703-ecb6-5ce7-aec1

MANDRAKE

UNIT

name: M

\$text: 8"

typeld: e703-ecb6-5ce7-aec1

SCOURGES

UNIT

name: M

\$text: 14"

typeld: e703-ecb6-5ce7-aec1

COURT OF THE ARCHON

UNIT

name: M

\$text: 7"

typeld: e703-ecb6-5ce7-aec1

GROTESQUE

UNIT

name: M

\$text: 7"

typeld: e703-ecb6-5ce7-aec1

UEBERSICHT

Armoured Warhost

Guiding Presence, Spirit Stone of Raelyth

Aspect Host

Aspect of Murder, Mantle of Wisdom, Shimmerstone, Strategic Savant

Corsair Coterie

Infamy (Aura), Webway Pathstone, Archraider, Voidstone

Devoted of Ynnead

Gaze of Ynnead, Storm of Whispers, Borrowed Vigour, Morbid Might

Eldritch Raiders

Pirate Prince, Alacritous Assault, Exotic Munitions, Adrenal Infusions

Fateful Performance

A Foot in the Future, Mistweave

Ghosts of the Webway

Cegorach's Coil, Mask of Secrets, Murder's Jest, Mistweave

Guardian Battlehost

Craftworld's Champion, Ethereal Pathway, Protector of the Paths, Breath of Vault

Path of the Outcast

Camouflaged Snipers, Assassin's Eye

Seer Council

Lucid Eye, Runes of Warding, Stone of Eldritch Fury, Torc of Morai-Heg

Serpent's Brood

Key of Ghosts, Fanged Leer, Shedskin Raiment, Weavers' Wail

Spirit Conclave

Light of Clarity, Stave of Kurnous, Rune of Mists, Higher Duty

Twilight Flickers

Prelude Performer, Shadowfall Masks

Warhost

Psychic Destroyer, Phoenix Gem, Gift of Foresight, Timeless Strategist

Windrider Host

Firstdrawn Blade, Mirage Field, Seersight Strike, Echoes of Ulthanesh

ENHANCEMENTS

Guiding Presence

25 pts

AELDARI PSYKER model only. At the start of your Shooting phase, select one visible friendly AELDARI VEHICLE unit within 6" of this model. That VEHICLE unit's ranged attacks have +1 to hit rolls.

Spirit Stone of Raelyth

20 pts

AELDARI PSYKER model only.

- While this model is within 3" of a friendly AELDARI VEHICLE unit, this model has Lone Operative.
- In your Movement phase, at the start or end of this unit's move, you can select one friendly AELDARI VEHICLE model within 3" of this model. That VEHICLE model heals D3 wounds.

DETACHMENT-REGEL

Friendly AELDARI VEHICLE units' ranged attacks have [ASSAULT].

STRATAGEMS

1 CP

ARMoured WARHOST STRATAGEM · WAHAPEDIA

MOVEMENT

VECTORED ENGINES

When: Your Movement phase, when a friendly AELDARI VEHICLE unit makes a fall-back move.

Target: That AELDARI VEHICLE unit.

Effect: That move does not prevent your unit from being eligible to shoot.

1 CP

ARMoured WARHOST STRATAGEM · WAHAPEDIA

SHOOTING

SOULSIGHT

When: Your Shooting phase, when a friendly AELDARI VEHICLE unit is selected to shoot.

Target: That AELDARI VEHICLE unit.

Effect: Your unit's attacks can re-roll: One hit roll. One wound roll. One damage roll.

1 CP

ARMoured WARHOST STRATAGEM · WAHAPEDIA

ANY

LAYERED WARDS

When: Any phase, when a friendly AELDARI VEHICLE unit suffers a mortal wound.

Target: That AELDARI VEHICLE unit.

Effect: Your unit has Feel No Pain 5+ against mortal wounds.

ASPECT HOST

3 DP · PRIORITY ASSETS

ENHANCEMENTS

Aspect of Murder

15 pts

Autarch or Autarch Wayleaper model only. Add 1 to the Damage characteristics of melee weapons equipped by the bearer, and those weapons have the [PRECISION] ability.

Mantle of Wisdom

20 pts

Autarch or Autarch Wayleaper model only. While the bearer is leading an Aspect Warriors unit, each time that unit is selected to shoot or fight, until the end of the phase, models in that unit gain both of the abilities from the Path of the Warrior Detachment rule.

Shimmerstone

10 pts

Autarch or Autarch Wayleaper model only. While the bearer is leading an Aspect Warriors unit, each time a ranged attack targets that unit, subtract 1 from the Wound roll.

Strategic Savant

10 pts

Autarch or Autarch Wayleaper model only. While the bearer is leading an Aspect Warriors unit, add 1 to the Objective Control characteristic of models in that unit.

DETACHMENT-REGEL

Each time an Aspect Warriors or Avatar of Khaine unit from your army is selected to shoot or fight, select one of the following abilities for it to gain until the end of the phase:

- Each time a model in this unit makes an attack, re-roll a Hit roll of 1.
- Each time a model in this unit makes an attack, re-roll a Wound roll of 1.

STRATAGEMS

1 CP

ASPECT HOST – STRATEGIC PLOY
STRATAGEM · WAHAPEDIA

MOVEMENT

KHAINE'S VENGEANCE

When: Your opponent's Movement phase, just after an enemy unit (excluding MONSTERS and VEHICLES) is selected to Fall Back.

Target: One Aspect Warriors or Avatar of Khaine unit from your army that is within Engagement Range of that enemy unit.

Effect: All models in that enemy unit must take a Desperate Escape test. When doing so, if that enemy unit is Battle-shocked, subtract 1 from each of those tests.

1 CP

ASPECT HOST – BATTLE TACTIC
STRATAGEM · WAHAPEDIA

SHOOTING

DOOM INESCAPABLE

When: Your Shooting phase.

Target: One Avatar of Khaine model from your army that has not been selected to shoot this phase.

Effect: Until the end of the phase, your model's Wailing Doom ranged weapon has a Range characteristic of 18" and a Damage characteristic of 8.

1 CP

ASPECT HOST – BATTLE TACTIC
STRATAGEM · WAHAPEDIA

SHOOTING

PRETERNATURAL PRECISION

When: Your Shooting phase.

Target: One Aspect Warriors unit from your army that has not been selected to shoot this phase.

Effect: Each time you use this Stratagem, you can remove one Aspect Shrine token your unit has (see datasheets). Then, select one of the following abilities, or select two of the following abilities if you removed an Aspect Shrine token during this usage of this Stratagem: [IGNORES COVER], [LETHAL HITS], [SUSTAINED HITS 1]. Until the end of the phase, ranged weapons equipped by models in your unit have the selected abilities.

1 CP

ASPECT HOST – BATTLE TACTIC
STRATAGEM · WAHAPEDIA

SHOOTING

WARRIOR FOCUS

When: Your Shooting phase or the Fight phase.

Target: One Aspect Warriors or Avatar of Khaine unit from your army that has not been selected to shoot or fight this phase.

Effect: Until the end of the phase, each time a model in your unit makes an attack, you can ignore any or all modifiers to that attack's Ballistic Skill, Weapon skill, Strength, Armour Penetration and Damage characteristics and/or any or all modifiers to the Hit roll.

1 CP

ASPECT HOST – STRATEGIC PLOY
STRATAGEM · WAHAPEDIA

FIGHT

SKYBORNE SANCTUARY

When: End of the Fight phase.

Target: One unengaged ASURYANI unit from your army that was eligible to fight this phase and one friendly TRANSPORT it is able to embark within.

Effect: If your ASURYANI unit is wholly within 6" of that TRANSPORT, it can embark within it.

1 CP

ASPECT HOST – STRATEGIC PLOY
STRATAGEM · WAHAPEDIA

FIGHT

TO THEIR FINAL BREATH

When: Fight phase, just after an enemy unit has selected its targets.

Target: One Aspect Warriors or Avatar of Khaine unit from your army that was selected as the target of one or more of the attacking unit's attacks.

Effect: Each time you use this Stratagem, you can remove one Aspect Shrine token your unit has (see datasheets). Then, until the end of the phase, each time a model in your unit is destroyed, if that model has not fought this phase, roll one D6, adding 1 to the result if you removed an Aspect Shrine token during this usage of this Stratagem. On a 4+, do not remove the destroyed model from play; it can fight after the attacking unit has finished making its attacks, and is then removed from play.

ENHANCEMENTS

Infamy (Aura)

25 pts

Anhrathe unit only. While an enemy unit is within 3" of this unit, subtract 1 from the Objective Control characteristic of models in that unit (to a minimum of 1).

Webway Pathstone

25 pts

Anhrathe unit only. Models in this unit have the Deep Strike ability. In addition, once per battle, at the end of your opponent's turn, if this unit is not within Engagement Range of one or more enemy units, it can use this ability. If it does, remove this unit from the battlefield and place it into Strategic Reserves.

Archraider

35 pts

Anhrathe Character unit only. At the start of the battle, select one Character model in this unit. That model has the following ability:

Lord of Deceit (Aura): Once per turn, when your opponent targets a unit from their army within 12" of this model with a stratagem, you can use this ability. If you do, increase the CP cost of that use of that stratagem by 1CP.

Voidstone

15 pts

Anhrathe Infantry unit only. Models in this unit have a 5+ invulnerable save.

DETACHMENT-REGEL

While an objective marker is under your control, each time an enemy unit ends a Normal, Advance, Fall Back or Charge move within range of that objective marker, roll one D6: on a 2+, that enemy unit suffers D3 mortal wounds.

Anhrathe units from your army have the following ability:

Void Thieves: At the end of a phase, if this unit is within range of an objective marker you control, that objective marker remains under your control until your opponent's Level of Control over that objective marker is greater than yours at the end of a phase.

STRATAGEMS

1 CP

CORSAIR COTERIE – STRATEGIC
PLOY STRATAGEM · WAHAPEDIA

MOVEMENT

LETHAL RUSE

When: Your Movement phase, just after an AELDARI unit from your army Falls Back.

Target: That AELDARI unit.

Effect: Until the end of the turn, your unit is eligible to declare a charge in a turn in which it Fell Back. If it is an Anhrathe unit, also select one enemy unit your unit was within Engagement Range of at the start of the phase, and roll six D6: for each 4+, that enemy unit suffers 1 mortal wound.

1 CP

CORSAIR COTERIE – STRATEGIC
PLOY STRATAGEM · WAHAPEDIA

SHOOTING

CLOAK AND SHADOW

When: Your opponent's Shooting phase, just after an enemy unit has selected its targets.

Target: One Aeldari Infantry unit from your army that is within range of an objective marker that you control and that was selected as the target of one or more of the attacking unit's attacks.

Effect: Until the end of the phase, models in your unit have the Stealth ability and your unit can only be selected as the target of a ranged attack if the attacking model is within 18".

1 CP

CORSAIR COTERIE – STRATEGIC
PLOY STRATAGEM · WAHAPEDIA

SHOOTING

INTO THE BREACH

When: Your Shooting phase, just after an Anhrathe unit from your army destroyed one or more enemy units.

Target: That ANHRATHE unit.

Effect: After your unit has resolved all of its shooting attacks, it can make a Normal move of up to D6+1".

1 CP

CORSAIR COTERIE – STRATEGIC
PLOY STRATAGEM · WAHAPEDIA

SHOOTING

OUTCAST AMBUSH

When: Your Shooting phase.

Target: One Rangers or Shroud Runners unit from your army that has not been selected to shoot this phase.

Effect: Until the end of the phase, ranged weapons equipped by models in your unit have the [IGNORES COVER] and [RAPID FIRE 1] abilities, and until the end of the phase, improve the Armour Penetration characteristic of those weapons by 1.

1 CP

CORSAIR COTERIE – STRATEGIC
PLOY STRATAGEM · WAHAPEDIA

SHOOTING

VENGEFUL SORROW

When: Your opponent's Shooting phase, just after an enemy unit has shot.

Target: One AELDARI INFANTRY unit from your army, if one or more models in that unit were destroyed as a result of those attacks, and if that AELDARI unit is neither Battle-shocked nor within Engagement Range of one or more enemy units.

Effect: Your unit can make a surge move of up to D6+1".

1 CP

CORSAIR COTERIE – BATTLE TACTIC
STRATAGEM · WAHAPEDIA

FIGHT

PIRATES' DUE

When: The Fight phase.

Target: One AELDARI unit from your army that has not been selected to fight this phase.

Effect: Until the end of the phase, each time a model in your unit makes an attack, re-roll a Wound roll of 1. If your unit has the Anhrathe keyword, then until the end of the phase, each time a model in your unit makes an attack that targets an enemy unit within range of an objective marker, you can re-roll the Wound roll instead.

ENHANCEMENTS

Gaze of Ynnead

15 pts

Farseer model only. The bearer's Eldritch Storm weapon has the [Devastating Wounds] ability.

Storm of Whispers

10 pts

Warlock model only. In your Shooting phase, after the bearer has shot, select one enemy unit hit by one or more of those attacks. That unit must take a Battle-shock test.

Borrowed Vigour

10 pts

Archon model only. Add 2 to the Attacks characteristic of the bearer's melee weapons.

Morbid Might

15 pts

Succubus model only. Each time the bearer makes a melee attack, you can re-roll the Wound roll.

DETACHMENT-REGEL

Lethal Intent

At the end of your opponent's Shooting phase, if one or more YNNARI units from your army were destroyed this phase, select one YNNARI INFANTRY or YNNARI MOUNTED unit from your army that was within 6" of your destroyed unit. That unit can make a normal move of up to D6+1.

Lethal Surge

Once per turn, when a YNNARI unit from your army performs the Fade Back Agile Manoeuvre, it can make a surge move of up to D6+1" instead of a normal move.

Lethal Reprisal

At the start of the Fight phase, select one Ynnari unit from your army (excluding Titanic units) that is below its Starting Strength. Until the end of the phase, that unit has the Fights First ability.

STRATAGEMS

1 CP

DEVOTED OF YNNEAD – STRATEGIC
PLOY STRATAGEM · WAHAPEDIA

SHOOTING

DEATH ANSWERS DEATH

When: End of your opponent's Shooting phase.

Target: One Ynnari unit from your army (excluding Wraith Construct units), if one or more models in that unit were destroyed this phase.

Effect: Your unit can shoot as if it were your Shooting phase.

1 CP

DEVOTED OF YNNEAD – BATTLE
TACTIC STRATAGEM · WAHAPEDIA

SHOOTING

MACABRE RESILIENCE

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.

Target: One Ynnari Infantry or Ynnari Mounted unit from your army (excluding Wraith Construct units) that was selected as the target of one or more of the attacking unit's attacks.

Effect: Until the end of the phase, each time an attack targets your unit, subtract 1 from the Wound roll.

1 CP

DEVOTED OF YNNEAD – BATTLE
TACTIC STRATAGEM · WAHAPEDIA

SHOOTING

SOULSIGHT

When: Your Shooting phase.

Target: One Ynnari unit from your army that has not been selected to shoot this phase.

Effect: Until the end of the phase, ranged weapons equipped by models in your unit have the [LETHAL HITS] and [IGNORES COVER] abilities.

1 CP

DEVOTED OF YNNEAD – BATTLE TACTIC
STRATAGEM · WAHAPEDIA

FIGHT

EMISSARIES OF YNNEAD

When: Fight phase, just after a Ynnari Infantry unit from your army has selected its targets.

Target: That YNNARI INFANTRY unit.

Effect: Until the end of the phase, each time a model in your unit makes an attack, re-roll a Hit roll of 1. If your unit is below its Starting Strength, you can re-roll the Hit roll instead.

2 CP

DEVOTED OF YNNEAD – STRATEGIC
PLOY STRATAGEM · WAHAPEDIA

FIGHT

PARTING THE VEIL

When: Fight phase, just after an enemy unit has selected its targets.

Target: One Ynnari unit from your army that was selected as the target of one or more of the attacking unit's attacks.

Effect: Until the end of the phase, each time a model in your unit is destroyed, if that model has not fought this phase, do not remove it from play. The destroyed model can fight after the attacking unit has finished making its attacks, and is then removed from play.

1 CP

DEVOTED OF YNNEAD – STRATEGIC PLOY
STRATAGEM · WAHAPEDIA

ANY

PALL OF DREAD

When: Any phase.

Target: One Ynnari unit from your army that was just destroyed while it was within range of one or more objective markers you controlled at the end of the previous phase. You can use this Stratagem on that unit even though it was just destroyed.

Effect: Select one of those objective markers. That objective marker remains under your control until your opponent's Level of Control over that objective marker is greater than yours at the end of a phase.

ENHANCEMENTS

Pirate Prince

15 pts

Prince Yriel unit only. Each time you spend a Battle Focus token to enable this unit to perform an Agile Manoeuvre, roll one D6: on a 3+, you gain 1 Battle Focus token.

Alacritous Assault

20 pts

Anhrathe unit only. Melee weapons equipped by models in this unit have the [LANCE] ability.

Exotic Munitions

15 pts

Anhrathe unit only. Ranged weapons equipped by models in this unit have the [ANTI-MONSTER 5+] and [ANTI-VEHICLE 5+] abilities.

Adrenal Infusions

20 pts

Anhrathe Infantry unit only. This unit can perform the Fade Back Agile Manoeuvre without spending a Battle Focus token to do so. It can do so even if other units have done so in the same phase, and doing so does not prevent other units from performing the same Agile Manoeuvre in the same phase.

DETACHMENT-REGEL

Aeldari units in your army are eligible to declare a charge in a turn in which they Advanced. In addition, each time an Anhrathe, Rangers or Shroud Runners unit from your army Advances, you can re-roll the Advance roll.

STRATAGEMS

1 CP

ELDRITCH RAIDERS – STRATEGIC
PLOY STRATAGEM · WAHAPEDIA

COMMAND

RAIDERS' SPOILS

When: Command phase.

Target: One Anhrathe unit from your army that is within Engagement Range of one or more enemy units.

Effect: Until the start of the next Command phase, add 1 to the Objective Control characteristic of models in your unit.

1 CP

ELDRITCH RAIDERS – STRATEGIC
PLOY STRATAGEM · WAHAPEDIA

SHOOTING

RUTHLESS KILLERS

When: Your Shooting phase or the Fight phase.

Target: One Corsair Voidscarred unit from your army that has not been selected to shoot or Fight this phase.

Effect: Until the end of the phase, each time a model in your unit makes an attack, add 1 to the Damage characteristic of that attack.

1 CP

ELDRITCH RAIDERS – BATTLE
TACTIC STRATAGEM · WAHAPEDIA

SHOOTING

NO PREY TOO BIG

When: Your Shooting phase.

Target: One Anhrathe, Rangers or Shroud Runners unit from your army that has not been selected to shoot this phase.

Effect: Until the end of the phase, each time a model in your unit makes an attack, if the Strength characteristic of that attack is less than the highest Toughness characteristic of models in the target unit, add 1 to the Wound roll.

1 CP

ELDRITCH RAIDERS – WARGEAR
STRATAGEM · WAHAPEDIA

CHARGE

IMPEDING FIRE

When: Start of your opponent's Charge phase.

Target: One Rangers, Shroud Runners or Starfang unit from your army.

Effect: Select one enemy unit (excluding TITANIC units) visible to and within 36" of your unit. Until the end of the phase, each time that enemy unit declares a charge, subtract 2 from the Charge roll (this is not cumulative with any other negative modifiers to that Charge roll).

1 CP

ELDRITCH RAIDERS – STRATEGIC PLOY
STRATAGEM · WAHAPEDIA

FIGHT

WITHDRAW AND REINFORCE

When: End of your opponent's Fight phase.

Target: One Anhrathe unit from your army that is not within Engagement Range of one or more enemy units.

Effect: Remove your unit from the battlefield and place it into Strategic Reserves. If that unit is below Starting Strength, return all destroyed models (excluding CHARACTER models) to that unit.

1 CP

ELDRITCH RAIDERS – EPIC DEED
STRATAGEM · WAHAPEDIA

FIGHT

YRIEL'S EXAMPLE

When: Fight phase, just after an enemy unit has selected its targets.

Target: One Aeldari Infantry unit from your army (excluding Wraith Construct units) that was selected as the target of one or more of the attacking unit's attacks.

Effect: Until the end of the phase, models in your unit have the Feel No Pain 5+ ability.

FATEFUL PERFORMANCE

1 DP · DISRUPTION

ENHANCEMENTS

A Foot in the Future

15 pts

TROUPE MASTER model only. This unit can re-roll charge rolls.

Mistweave

20 pts

SHADOWSEER model only. This unit has Infiltrators.

DETACHMENT-REGEL

While a friendly HARLEQUINS unit is making a charge move, that unit can move through enemy models.

This detachment has the ACROBATIC tag and cannot be taken with another ACROBATIC detachment.

STRATAGEMS

1 CP

FATEFUL PERFORMANCE
STRATAGEM · WAHAPEDIA

MOVEMENT

DECEPTIVE FEINT

When: Your opponent's Movement phase, when an enemy unit ends a move within 8" of a friendly unengaged HARLEQUINS INFANTRY unit.

Target: That HARLEQUINS INFANTRY unit.

Effect: Your unit can make a normal move of up to D3+3".

1 CP

FATEFUL PERFORMANCE STRATAGEM ·
WAHAPEDIA

FIGHT

EXIT THE STAGE

When: End of your opponent's Fight phase.

Target: One friendly unengaged HARLEQUINS unit.

Effect: Place your unit in strategic reserves

1 CP

FATEFUL PERFORMANCE STRATAGEM ·
WAHAPEDIA

FIGHT

HEROES' FALL

When: Fight phase, when an enemy unit targets a friendly HARLEQUINS unit.

Target: That HARLEQUINS unit.

Effect: When a model in your unit is destroyed, if your unit has not been selected to fight this phase, roll one D6: On a 4+, do not remove that model from the battlefield. When your unit has fought, or at the end of the phase (whichever comes first), that model is removed from the battlefield.

GHOSTS OF THE WEBWAY

2 DP · DISRUPTION

ENHANCEMENTS

Cegorach's Coil

25 pts

Troupe Master model only. Each time the bearer's unit ends a Charge move, select one enemy unit within Engagement Range of the bearer's unit, then roll one D6 for each model in the bearer's unit that is within Engagement Range of that enemy unit: for each 4+, that enemy unit suffers 1 mortal wound (to a maximum of 6 mortal wounds).

Mask of Secrets

15 pts

Harlequins model only. Each time an enemy unit (excluding Monsters and Vehicles) within Engagement Range of the bearer's unit Falls Back, all models in that enemy unit must take a Desperate Escape test. When doing so, if that enemy unit is Battle-shocked, subtract 1 from each of those tests.

Murder's Jest

20 pts

Death Jester model only. Each time the bearer makes an attack that targets a unit that is below Half-strength, each successful Hit scores a Critical Hit.

Mistweave

15 pts

Shadowseer model only. While the bearer is leading a unit, models in that unit have the Infiltrators ability.

DETACHMENT-REGEL

Each time a Harlequins model from your army makes a Charge move, it can move through enemy models.

STRATAGEMS

1 CP

GHOSTS OF THE WEBWAY –
STRATEGIC PLOY STRATAGEM ·
WAHAPEDIA

MOVEMENT

MOCKING FLIGHT

When: Your Movement phase, just after a Harlequins unit from your army Falls Back.

Target: That HARLEQUINS unit.

Effect: Until the end of the turn, your unit is eligible to shoot and declare a charge in a turn in which it Fell Back.

1 CP

GHOSTS OF THE WEBWAY –
STRATEGIC PLOY STRATAGEM ·
WAHAPEDIA

MOVEMENT

TRICKSTERS' RETORT

When: Your opponent's Movement phase, just after an enemy unit ends a Normal, Advance or Fall Back move.

Target: One Troupe unit from your army that is within 8" of that enemy unit.

Effect: Your unit can make a Normal move of up to 6".

1 CP

GHOSTS OF THE WEBWAY –
STRATEGIC PLOY STRATAGEM ·
WAHAPEDIA

CHARGE

BLOODY DANCE

When: End of your opponent's Charge phase.

Target: One Harlequins Infantry or Harlequins Mounted unit from your army that is within 6" of one or more enemy units and would be eligible to declare a charge against one or more of those enemy units if it were your Charge phase.

Effect: Your unit now declares a charge that only targets one or more of those enemy units, and you resolve that charge.

Restriction: Note that even if this charge is successful, your unit does not receive any Charge bonus this turn.

1 CP

GHOSTS OF THE WEBWAY – STRATEGIC
PLOY STRATAGEM · WAHAPEDIA

FIGHT

EXIT THE STAGE

When: End of your opponent's Fight phase.

Target: One Harlequins unit from your army that is not within Engagement Range of one or more enemy units.

Effect: Remove your unit from the battlefield and place it into Strategic Reserves.

1 CP

GHOSTS OF THE WEBWAY – STRATEGIC
PLOY STRATAGEM · WAHAPEDIA

FIGHT

HEROES' FALL

When: Fight phase, just after an enemy unit has selected its targets.

Target: One Harlequins unit from your army that was selected as the target of one or more of the attacking unit's attacks.

Effect: Until the end of the phase, each time a model in your unit is destroyed, if that model has not fought this phase, roll one D6. On a 4+, do not remove the destroyed model from play; it can fight after the attacking unit has finished making its attacks, and is then removed from play.

1 CP

GHOSTS OF THE WEBWAY – STRATEGIC
PLOY STRATAGEM · WAHAPEDIA

ANY

STAGED DEATH

When: Any phase.

Target: One Harlequins Character model from your army that was just destroyed. You can use this Stratagem on that model even though it was just destroyed.

Effect: At the end of the phase, set your model back up on the battlefield as close as possible to where it was destroyed and not within Engagement Range of any enemy units, with half of its starting number of wounds remaining.

Restriction: Each model can only be targeted with this Stratagem once per battle.

GUARDIAN BATTLEHOST

 2 DP · TAKE AND HOLD

ENHANCEMENTS

Craftworld's Champion

25 pts

Asuryani model only. The bearer has an Objective Control characteristic of 5.

Ethereal Pathway

30 pts

Asuryani model only. In the Deploy Armies step, select up to two Guardians units from your army. Models in the selected units have the Infiltrators ability.

Protector of the Paths

20 pts

Asuryani model only. While the bearer is leading a Dire Avengers or Guardians unit, once per battle round, you can target the bearer's unit with the Fire Overwatch Stratagem for 0CP, and while resolving that Stratagem, hits are scored on unmodified Hit rolls of 5+, or unmodified Hit rolls of 4+ instead if the bearer's unit is within range of an objective marker you control.

Breath of Vault

10 pts

ASURYANI model only. While the bearer is leading a STORM GUARDIANS unit, each time you roll to determine the number of attacks made with a flamer equipped by a model in that unit, you can re-roll the result, and each time you make a Damage roll for a model equipped with a fusion gun in that unit, you can re-roll the result.

DETACHMENT-REGEL

Each time a Dire Avenger, Guardian, Support Weapon or War Walker model from your army makes an attack, if that model's unit and/or the target unit are within range of one or more objective markers, add 1 to the Hit roll.

STRATAGEMS

1 CP

 GUARDIAN BATTLEHOST –
STRATEGIC PLOY STRATAGEM ·
WAHAPEDIA

MOVEMENT

TIME TO STRIKE

When: Your Movement phase.

Target: One Storm Guardians unit from your army that has not been selected to move this phase.

Effect: Until the end of the phase, each time your unit Advances, do not make an Advance roll. Instead, until the end of the phase, add 6" to the Move characteristic of models in your unit. Until the end of the turn, your unit is eligible to shoot and declare a charge in a turn in which it Advanced.

1 CP

 GUARDIAN BATTLEHOST – BATTLE
TACTIC STRATAGEM · WAHAPEDIA

SHOOTING

BLADES OF ASURYAN

When: Your Shooting phase.

Target: One Dire Avengers or Guardians unit from your army that has not been selected to shoot this phase.

Effect: Until the end of the phase, ranged weapons equipped by models in your unit have the [PISTOL] ability.

1 CP

 GUARDIAN BATTLEHOST – BATTLE
TACTIC STRATAGEM · WAHAPEDIA

SHOOTING

SHIELD NODES

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.

Target: One Dire Avengers or Guardians unit from your army that was selected as the target of one or more of the attacking unit's attacks.

Effect: If your unit is within range of one or more objective markers, until the end of the phase, each time an attack targets your unit, subtract 1 from the Wound roll.

1 CP

GUARDIAN BATTLEHOST – BATTLE
TACTIC STRATAGEM · WAHAPEDIA

SHOOTING

VAUL'S VENGEANCE

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit destroys a Dire Avengers or Guardians unit from your army.

Target: One War Walkers unit from your army.

Effect: After that enemy unit has finished making its attacks, your unit can shoot as if it were your Shooting phase, but when resolving those attacks, it can only target that enemy unit (and only if it is an eligible target).

Restriction: You can only use this Stratagem once per battle round.

1 CP

GUARDIAN BATTLEHOST – BATTLE
TACTIC STRATAGEM · WAHAPEDIA

SHOOTING

WARDING SALVOES

When: Your Shooting phase or the Fight phase.

Target: One Dire Avengers or Guardians unit from your army that has not been selected to shoot or fight this phase.

Effect: Until the end of the phase, each time a model in your unit makes an attack that targets an enemy unit within range of one or more objective markers, you can re-roll the Wound roll.

1 CP

GUARDIAN BATTLEHOST – STRATEGIC
PLOY STRATAGEM · WAHAPEDIA

FIGHT

COST OF VICTORY

When: End of your opponent's Fight phase.

Target: One Guardians unit from your army.

Effect: If your unit is not within Engagement Range of one or more enemy units, remove it from the battlefield and place it into Strategic Reserves. When doing so, return every destroyed GUARDIANS model to your unit.

ENHANCEMENTS

Camouflaged Snipers

10 pts

RANGERS unit only. This unit's ranged attacks do not prevent this unit from being hidden.

Assassin's Eye

15 pts

RANGERS/SHROUD RUNNERS unit only. This unit's ranged attacks that target a CHARACTER unit have +1 AP.

DETACHMENT-REGEL

When a friendly RANGERS/SHROUD RUNNERS unit is selected to shoot, enemy units have +6" detection range until that friendly unit has shot.

STRATAGEMS

1 CP

PATH OF THE OUTCAST STRATAGEM
· WAHAPEDIA

SHOOTING

CASTING BACK THE VEIL

When: Your Shooting phase, when a friendly RANGERS/SHROUD RUNNERS unit has shot.

Target: That RANGERS/SHROUD RUNNERS unit.

Effect: Select one enemy unit hit by those ranged attacks. That enemy unit has +6" detection range.

1 CP

PATH OF THE OUTCAST STRATAGEM
· WAHAPEDIA

SHOOTING

NOMADS OF THE HIDDEN WAY

When: Your Shooting phase, when a friendly RANGERS/SHROUD RUNNERS unit has shot.

Target: That RANGERS/SHROUD RUNNERS unit.

Effect: Your unit can make a normal move of up to D6". Your unit is not eligible to declare a charge or embark within a TRANSPORT until the end of the turn.

1 CP

PATH OF THE OUTCAST STRATAGEM
· WAHAPEDIA

SHOOTING

ELDRITCH SUPPRESSION

When: Your Shooting phase, when a friendly RANGERS/SHROUD RUNNERS unit has shot.

Target: That RANGERS/SHROUD RUNNERS unit.

Effect: Select one enemy unit hit by those ranged attacks. That enemy unit makes a battle-shock roll, with -1 to that battle-shock roll if a model in that enemy unit was destroyed by those attacks.

SEER COUNCIL

2 DP · PRIORITY ASSETS

ENHANCEMENTS

Lucid Eye

30 pts

Asuryani Psyker model only. In your Command phase, you can add 1 to or subtract 1 from the value of one Fate dice in your Fate dice pool.

Runes of Warding

25 pts

Asuryani Psyker model only. Models in the bearer's unit have the Feel No Pain 4+ ability against mortal wounds, Psychic Attacks and Critical Wounds caused by attacks with the [DEVASTATING WOUNDS] ability.

Stone of Eldritch Fury

15 pts

Asuryani Psyker model only. Add 12" to the Range characteristic of ranged Psychic weapons equipped by the bearer.

Torc of Morai-Heg

20 pts

Asuryani Psyker model only. Once per turn, when your opponent targets a unit from their army within 12" of the bearer with a Stratagem, the bearer can use this Enhancement. If it does, increase the CP cost of that usage of that Stratagem by 1CP.

DETACHMENT-REGEL

At the start of the first battle round, you generate Fate dice by rolling a number of D6 based on the battle size, as shown below. Keep your Fate dice to one side - this is your Fate dice pool.

- Incursion - 3
- Strike Force - 6
- Onslaught - 9

Each time you use one of the detachment Stratagems, if your Fate dice pool contains one or more Fate dice showing the corresponding value in the table below, you can discard one of those corresponding Fate dice. If you do, reduce the CP cost of that usage of that Stratagem by 1CP.

- Presentiment of Dread - 1
- Forewarned - 2
- Unshrouded Truth - 3
- Fate Inescapable - 4
- Isha's Fury - 5
- Psychic Shield - 6

STRATAGEMS

1 CP

SEER COUNCIL – STRATEGIC PLOY
STRATAGEM · WAHAPEDIA

COMMAND

PRESENTIMENT OF DREAD

When: Command phase.

Target: One Asuryani Psyker model from your army.

Effect: Select one enemy unit within 18" of and visible to your model. That enemy unit must take a Battle-shock test, subtracting 1 from that test.

1 CP

SEER COUNCIL – EPIC DEED
STRATAGEM · WAHAPEDIA

MOVEMENT

ISHA'S FURY

When: Your opponent's Movement phase, just after an enemy unit ends a Normal, Advance or Fall Back move.

Target: One Asuryani Psyker model from your army within 9" of that enemy unit.

Effect: Roll six D6: for each 3+, that enemy unit suffers 1 mortal wound.

1 CP

SEER COUNCIL – STRATEGIC PLOY
STRATAGEM · WAHAPEDIA

MOVEMENT

UNSHROUDED TRUTH

When: Your Movement phase.

Target: One Asuryani Infantry unit from your army (excluding Wraith Construct units) that has not been selected to move this phase, was not set up on the battlefield this phase, and is within 9" of one or more friendly Asuryani Psyker models.

Effect: Place your unit in strategic reserves. Your unit has Deep Strike. Your unit must make an ingress move this phase.

Restriction: Until the end of the phase, your unit is not eligible to be selected to move.

1 CP

SEER COUNCIL – BATTLE TACTIC
STRATAGEM · WAHAPEDIA

SHOOTING

FATE INESCAPABLE

When: Your Shooting phase.

Target: One Asuryani Infantry unit from your army (excluding Wraith Construct units) that has not been selected to shoot this phase and is within 9" of one or more friendly Asuryani Psyker models.

Effect: Until the end of the phase, ranged weapons equipped by models in your unit have the [IGNORES COVER] ability and each time a model in your unit makes an attack, on a Critical Wound, improve the Armour Penetration characteristic of that attack by 1.

1 CP

SEER COUNCIL – STRATEGIC PLOY
STRATAGEM · WAHAPEDIA

SHOOTING

PSYCHIC SHIELD

When: Your opponent's Shooting phase, just after an enemy unit has selected its targets.

Target: One Asuryani Infantry unit from your army (excluding Wraith Construct units) that was selected as the target of one or more of the attacking unit's attacks and is within 9" of one or more friendly Asuryani Psyker models.

Effect: Until the end of the phase, your unit can only be selected as the target of a ranged attack if the attacking model is within 18".

1 CP

SEER COUNCIL – STRATEGIC PLOY
STRATAGEM · WAHAPEDIA

FIGHT

FOREWARNED

When: Fight phase, just after an enemy unit has selected its targets.

Target: One Asuryani Infantry unit from your army (excluding Wraith Construct units) that was selected as the target of one or more of the attacking unit's attacks and is within 9" of one or more friendly Asuryani Psyker models.

Effect: Until the end of the phase, each time an attack targets your unit, subtract 1 from the Hit roll and subtract 1 from the Wound roll.

ENHANCEMENTS

Key of Ghosts

20 pts

Harlequins model only (excluding Solitaire models). Models in the bearer's unit have the Scouts 6" ability.

Fanged Leer

10 pts

Death Jester model only. When using the bearer's Cruel Amusement ability, you can select two of the abilities for its shrieker cannon to gain, instead of one.

Shedskin Raiment

25 pts

Shadowseer model only. After both players have deployed their armies, select up to three Harlequins units from your army and redeploy them. When doing so, you can set those units up in Strategic Reserves, regardless of how many units are already in Strategic Reserves.

Weavers' Wail

20 pts

Troupe Master model only. Add 3 to the Strength and add 1 to the Attacks characteristics of the bearer's melee weapons.

DETACHMENT-REGEL

Weapons equipped by Harlequins Mounted and Harlequins Vehicle models from your army have the [SUSTAINED HITS 1] ability. Each time a Harlequins unit from your army disembarks from a Transport, until the end of the turn, that unit's weapons have the [SUSTAINED HITS 1] ability.

STRATAGEMS

1 CP

SERPENT'S BROOD STRATAGEM ·
WAHAPEDIA

MOVEMENT

WEAVING STRIDE

When: Your opponent's Movement phase, just after an enemy unit ends a Normal, Advance or Fall Back move.

Target: One Harlequins Infantry unit from your army that is within 8" of that enemy unit.

Effect: Your unit can make a Normal move of up to 6".

1 CP

SERPENT'S BROOD STRATAGEM ·
WAHAPEDIA

CHARGE

STRIKING STRIDE

When: Your Charge phase.

Target: One Harlequins unit from your army.

Effect: Until the end of the phase, your unit is eligible to declare a charge in a turn in which it Advanced.

1 CP

SERPENT'S BROOD STRATAGEM ·
WAHAPEDIA

SHOOTING

VENOMOUS WRATH

When: Your Shooting phase.

Target: One Harlequins Vehicle unit from your army that has not been selected to shoot this phase.

Effect: After your unit has shot, if it is not within Engagement Range of one or more enemy units, it can make a Normal move of up to 6". Until the end of the turn, your unit is not eligible to declare a charge.

1 CP

SERPENT'S BROOD STRATAGEM ·
WAHAPEDIA

FIGHT

FANGS OF THE BROOD

When: Start of the Fight phase.

Target: One Troupe unit from your army.

Effect: Until the end of the phase, when using your unit's Dance of Death ability, you can select three of the abilities for your unit to gain, instead of one.

1 CP

SERPENT'S BROOD STRATAGEM ·
WAHAPEDIA

FIGHT

SKYWARD LUNGE

When: End of your opponent's Fight phase.

Target: One Harlequins Vehicle or Harlequins Mounted unit from your army.

Effect: If your unit is not within Engagement Range of one or more enemy units, you can remove it from the battlefield and place it into Strategic Reserves.

1 CP

SERPENT'S BROOD STRATAGEM ·
WAHAPEDIA

FIGHT

WEAVERS' COILS

When: End of your Fight phase.

Target: One Harlequins Mounted unit from your army that was eligible to fight this phase.

Effect: If your unit is not within Engagement Range of one or more enemy units, it can make a Normal move. Otherwise, your unit can make a Fall Back move of up to 6".

ENHANCEMENTS

Light of Clarity

30 pts

Spiritseer model only. In your Command phase, select one friendly Wraith Construct unit within 12" of the bearer. Until the start of your next Command phase, add 1 to the Objective Control characteristic of Infantry models in that unit and add 3 to the Objective Control characteristic of Monster models in that unit.

Stave of Kurnous

15 pts

Spiritseer model only. In your Command phase, select one friendly Wraith Construct unit within 12" of the bearer (excluding Titanic units). Until the start of your next Command phase, each time a model in that unit makes an attack, on a Critical Wound, that attack has the [Precision] ability.

Rune of Mists

10 pts

Spiritseer model only. In your Command phase, select one friendly Wraith Construct unit within 12" of the bearer. Until the start of your next Command phase, each time a ranged attack targets that unit, unless the attacking model is within 18", models in that unit have the Benefit of Cover against that attack.

Higher Duty

25 pts

SPIRITSEER model only. In your opponent's Movement phase, if an enemy unit ends a move within 8" of this unit, if this unit is not within Engagement Range of one or more enemy units, this unit can make a Normal move of up to 6".

DETACHMENT-REGEL

Each time an Asuryani Psyker model from your army is destroyed by an enemy unit, that unit gains a Vengeful Dead token. Each time a Wraith Construct model from your army makes an attack that targets a unit with one or more Vengeful Dead tokens, add 1 to the Hit roll and add 1 to the Wound roll.

Asuryani Psyker models from your army have the following ability:

Spirit Guides (Aura): while a Wraithblades, Wraithguard or Wraithlord unit from your army is within 12" of this model, that unit has the Battle Focus ability.

Wraithblades and Wraithguard units from your army gains the Battleline keyword.

STRATAGEMS

1 CP

SPIRIT CONCLAVE – STRATEGIC
PLOY STRATAGEM · WAHAPEDIA

COMMAND

SOUL BRIDGE

When: Your Command phase.

Target: One Wraithblades, Wraithguard or Wraithlord unit from your army and one Asuryani Psyker model from your army.

Effect: Until the start of your next Command phase, your WRAITHBLADES, WRAITHGUARD or WRAITHLORD unit is considered to be within 12" of your PSYKER model for the purposes of the Psychic Guidance and Spirit Guides abilities.

1 CP

SPIRIT CONCLAVE – STRATEGIC
PLOY STRATAGEM · WAHAPEDIA

MOVEMENT

SPIRIT TOKEN

When: Start of your Movement phase.

Target: One Wraithblades or Wraithguard unit from your army.

Effect: Select one objective marker you control that your unit is within range of. That objective marker remains under your control until your opponent's Level of Control over that objective marker is greater than yours at the end of a phase.

1 CP

SPIRIT CONCLAVE – BATTLE TACTIC
STRATAGEM · WAHAPEDIA

SHOOTING

SEER'S EYE

When: Your Shooting phase or the Fight phase.

Target: One Aeldari Psyker model from your army and one friendly Wraith Construct unit within 12" of it that has not been selected to shoot or fight this phase.

Effect: Select one enemy unit visible to your PSYKER model. Until the end of the phase, each time a model in your WRAITH CONSTRUCT unit makes an attack that targets that enemy unit, you can ignore any or all modifiers to the Armour Penetration and/or Damage characteristics of that attack.

1 CP

SPIRIT CONCLAVE – BATTLE TACTIC
STRATAGEM · WAHAPEDIA

SHOOTING

WRAITHBONE ARMOUR

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.

Target: One Wraith Construct unit from your army (excluding TiTANic units) that was selected as the target of one or more of the attacking unit's attacks.

Effect: Until the end of the phase, each time an attack is allocated to a model in your unit, subtract 1 from the Damage characteristic of that attack.

1 CP

SPIRIT CONCLAVE – BATTLE TACTIC
STRATAGEM · WAHAPEDIA

CHARGE

CRUSHING STRIDES

When: Your Charge phase, just after a Wraithblades, Wraithlord or Wraithknight unit from your army ends a Charge move.

Target: That WRAITHBLADES, WRAITHLORD or WRAITHKNIGHT unit.

Effect: Select one enemy unit within Engagement Range of your unit and roll one D6 for each WRAITHBLADES model in your unit, or roll four D6 if your unit has the WRAITHLORD keyword, or roll six D6 if your unit has the WRAITHKNIGHT keyword: for each 3+, that enemy unit suffers 1 mortal wound.

1 CP

SPIRIT CONCLAVE – BATTLE TACTIC
STRATAGEM · WAHAPEDIA

FIGHT

BLADES FROM BEYOND

When: Fight phase.

Target: One Wraithblades, Wraithlord or Wraithknight unit from your army that has not been selected to fight this phase.

Effect: Until the end of the phase, melee weapons equipped by models in your unit have the [DEVASTATING WOUNDS] ability.

ENHANCEMENTS

Prelude Performer

20 pts

HARLEQUINS model only. This unit has Scouts 6".

Shadowfall Masks

15 pts

TROUPE unit only. This unit has Fights First.

DETACHMENT-REGEL

Friendly HARLEQUINS units have Stealth.

This detachment has the ACROBATIC tag and cannot be taken with another ACROBATIC detachment.

STRATAGEMS

1 CP

TWILIGHT FLICKERS STRATAGEM ·
WAHAPEDIA

MOVEMENT

CAPTIVATING PERFORMANCE

When: End of your Movement phase.

Target: One friendly TROUPE unit.

Effect: Select one objective your unit is controlling. That objective is secured.

1 CP

TWILIGHT FLICKERS STRATAGEM ·
WAHAPEDIA

FIGHT

PRESAGED REHEARSAL

When: Fight phase, when a friendly TROUPE unit is selected to fight.

Target: That TROUPE unit.

Effect: Your unit's melee attacks have [LANCE].

1 CP

TWILIGHT FLICKERS STRATAGEM ·
WAHAPEDIA

SHOOTING

PHANTASMAL MIRAGE

When: Your Shooting phase, when a friendly HARLEQUINS VEHICLE unit has shot.

Target: That HARLEQUINS VEHICLE unit.

Effect: Your unit can make a normal move of up to D6". Your unit is not eligible to declare a charge until the end of the turn.

ENHANCEMENTS

Psychic Destroyer

30 pts

Asuryani Psyker model only. Add 1 to the Damage characteristic of ranged Psychic weapons equipped by the bearer.

Phoenix Gem

35 pts

Asuryani model only. The first time the bearer is destroyed, remove it from play, then, at the end of the phase, roll one D6: on a 2+, set the bearer back up on the battlefield as close as possible to where it was destroyed and not within Engagement Range of one or more enemy units, with its full wounds remaining.

Gift of Foresight

15 pts

Asuryani model only. Once per battle round, you can target the bearer's unit with the Command Re-roll Stratagem for 0CP.

Timeless Strategist

15 pts

Asuryani model only. At the start of the battle round, if the bearer is on the battlefield (or any Transport it is embarked within is on the battlefield), you receive 1 additional Battle Focus token.

DETACHMENT-REGEL

At the start of the battle round, you receive 1 additional Battle Focus token.

Each time a unit from your army performs the Swift as the Wind Agile Manoeuvre, until the end of the phase, add an additional 1" to the Move characteristic of models in that unit.

Each time a unit from your army performs an Agile Manoeuvre that involves rolling a D6, add 1 to the result.

STRATAGEMS

1 CP

WARHOST – STRATEGIC PLOY
STRATAGEM · WAHAPEDIA

MOVEMENT

FEIGNED RETREAT

When: Your Movement phase, just after an Asuryani unit from your army Falls Back.

Target: That ASURYANI unit.

Effect: Until the end of the turn, your unit is eligible to shoot and declare a charge in a turn in which it Fell Back.

1 CP

WARHOST – BATTLE TACTIC
STRATAGEM · WAHAPEDIA

SHOOTING

BLITZING FIREPOWER

When: Your Shooting phase.

Target: One Asuryani unit from your army that has not been selected to shoot this phase.

Effect: Until the end of the phase, ranged weapons equipped by models in your unit have the [SUSTAINED HITS 1] ability while targeting an enemy unit within 12". If such a weapon already has that ability, until the end of the phase, each time an attack is made with that weapon, an unmodified Hit roll of 5+ scores a Critical Hit.

1 CP

WARHOST – STRATEGIC PLOY
STRATAGEM · WAHAPEDIA

SHOOTING

FIRE AND FADE

When: Your Shooting phase, just after an Asuryani Infantry unit from your army (excluding Aircraft, Asurmen and Wraith Construct units) has shot.

Target: That ASURYANI unit.

Effect: Your unit can make a Normal move of up to D6+1".

Restriction: Until the end of the turn, your unit is not eligible to declare a charge or embark within a Transport.

1 CP

WARHOST – BATTLE TACTIC
STRATAGEM · WAHAPEDIA

SHOOTING

LIGHTNING-FAST REACTIONS

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.

Target: One Asuryani unit from your army (excluding Wraith Construct units) that was selected as the target of one or more of the attacking unit's attacks.

Effect: Until the end of the phase, each time an attack targets your unit, subtract 1 from the Hit roll.

1 CP

WARHOST – STRATEGIC PLOY
STRATAGEM · WAHAPEDIA

FIGHT

SKYBORNE SANCTUARY

When: End of the Fight phase.

Target: One unengaged ASURYANI unit from your army that was eligible to fight this phase and one friendly TRANSPORT it is able to embark within.

Effect: If your ASURYANI unit is wholly within 6" of that TRANSPORT, it can embark within it.

1 CP

WARHOST – STRATEGIC PLOY
STRATAGEM · WAHAPEDIA

FIGHT

WEBWAY TUNNEL

When: End of your opponent's Fight phase.

Target: One Asuryani Infantry unit from your army that is wholly within 9" of one or more battlefield edges.

Effect: If your unit is not within Engagement Range of one or more enemy units, remove it from the battlefield and place it into Strategic Reserves.

WINDRIDER HOST

✖ 2 DP · DISRUPTION

ENHANCEMENTS

Firstdrawn Blade

10 pts

Asuryani Mounted model only. Models in the bearer's unit have the Scouts 9" ability.

Mirage Field

25 pts

Asuryani Mounted model only. Each time an attack targets the bearer's unit, subtract 1 from the Hit roll.

Seersight Strike

15 pts

Asuryani Mounted Psyker model only. Psychic weapons equipped by the bearer have the [Anti-Monster 2+] and [Anti-Vehicle 2+] abilities.

Echoes of Ulthanesh

20 pts

Asuryani Mounted model only. In your Command phase, roll one D6, adding 1 to the result if the bearer is not within your deployment zone, and adding an additional 1 to the result if the bearer is within your opponent's deployment zone: on a 5+, you gain 1CP.

DETACHMENT-REGEL

In the Declare Battle Formations step you can set up Asuryani Mounted and Vyper units in Reserves.

During the battle, such units can be set up on the battlefield as if they were arriving from Strategic Reserves. For the purposes of setting up Asuryani Mounted or Vyper units from your army on the battlefield, treat the current battle round number as being one higher than it actually is.

In addition, at the end of your opponent's turn, you can select a number of Asuryani Mounted or Vyper units from your army (excluding units within Engagement Range of one or more enemy units), then remove those units from the battlefield and place them into Strategic Reserves. The maximum number of units you can select depends on the battle size, as shown below:

- Incursion - 1
- Strike Force - 2
- Onslaught - 3

Windriders units from your army gain the Battleline keyword.

STRATAGEMS

1 CP

WINDRIDER HOST – STRATEGIC
PLOY STRATAGEM · WAHAPEDIA

MOVEMENT

DARING RIDERS

When: The Reinforcements step of your Movement phase.

Target: One Asuryani Mounted or VYPER unit from your army in Reserves.

Effect: Until the end of the phase, when setting up your unit on the battlefield from Reserves, it can be set up anywhere on the battlefield that is more than 6" horizontally away from all enemy units. When doing so, if your unit is set up within 8" horizontally of one or more enemy units, until the end of the turn, it is not eligible to declare a charge.

1 CP

WINDRIDER HOST – STRATEGIC
PLOY STRATAGEM · WAHAPEDIA

MOVEMENT

WIND OF BLADES

When: Your Movement phase.

Target: One Asuryani Mounted or Vyper unit from your army that has not been selected to move this phase.

Effect: Until the end of the turn, your unit is eligible to shoot and declare a charge in a turn in which it Advanced or Fell Back.

1 CP

WINDRIDER HOST – BATTLE TACTIC
STRATAGEM · WAHAPEDIA

SHOOTING

DEATH FROM ON HIGH

When: Your Shooting phase or the Fight phase.

Target: One Asuryani Mounted or VYPER unit from your army that was set upon the battlefield from Reserves this turn and has not been selected to shoot or fight this phase.

Effect: Until the end of the phase, each time a model in your unit makes an attack, you can re-roll the Wound roll.

1 CP

WINDRIDER HOST – BATTLE TACTIC
STRATAGEM · WAHAPEDIA

SHOOTING

FOCUSED FIREPOWER

When: Your Shooting phase.

Target: One Asuryani Mounted or VYPER unit from your army that has not been selected to shoot this phase.

Effect: Until the end of the phase, each time a model in your unit makes an attack, improve the Armour Penetration characteristic of that attack by 1.

1 CP

WINDRIDER HOST – STRATEGIC
PLOY STRATAGEM · WAHAPEDIA

SHOOTING

OVERFLIGHT

When: End of your Shooting phase or the end of the Fight phase.

Target: One Asuryani Mounted unit from your army that destroyed one or more enemy units this phase.

Effect: Your unit can make a Normal move of up to 7".

1 CP

WINDRIDER HOST – BATTLE TACTIC
STRATAGEM · WAHAPEDIA

SHOOTING

SPIRALLING EVASION

When: Your opponent's Shooting phase, just after an enemy unit has selected its targets.

Target: One Asuryani Mounted or VYPER unit from your army that was selected as the target of one or more of the attacking unit's attacks.

Effect: Until the end of the phase, models in your unit have a 4+ invulnerable save.

AMALLYN SHADOWGUIDE

[LEGENDS]

75 PTS

M	T	Sv	W	LD	OC
7"	3	5+	3	6+	1

INVULNERABLE
SAVE



RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Ranger long rifle <small>HEAVY, PRECISION</small>	36"	1	3+	4	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Power blade	Melee	4	3+	4	-2	1

ABILITIES

Path of the Outcast

In your opponent's Movement phase, when an enemy unit ends a Normal, Advance or Fall Back move within 8" of this model, if this model is not within Engagement Range of one or more enemy units, it can make a Normal move of up to D6".

The Path Least Travelled

If your army includes this model, after both players have deployed their armies and determined who has the first turn, you can select one Rangers or Shroud Runners unit from your army and redeploy that unit. When doing so, that unit can be placed into Strategic Reserves, regardless of how many units are already in Strategic Reserves.

FACTION RULES

Battle Focus

If your Army Faction is Asuryani, at the start of the battle round, you receive a number of Battle Focus tokens based on the battle size, as shown below:

- Incursion - 2
- Strike Force - 4
- Onslaught - 6

Each time one of the triggers shown in the Agile Manoeuvres section of your codex occurs, you can spend one Battle focus token to enable the relevant eligible unit to perform that Agile Manoeuvre. A unit is eligible to perform an Agile Manoeuvre if it has this ability and has not already performed an Agile Manoeuvre in the same phase. Unless otherwise stated, you cannot trigger the same Agile Manoeuvre more than once per phase. At the end of the battle round, all unspent Battle Focus tokens are lost.

CORE RULES

Infiltrators

During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment zone and all enemy units.

Lone Operative

Unless part of an attached unit, this unit is not visible to enemy models unless they are within 12" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within 12" of this unit.

If this ability takes the form Lone Operative X", unless part of an attached unit, this unit is not visible to enemy models unless they are within X" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within X" of this unit.

Stealth

If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).



AUFSTELLUNG

1x Amallyn Shadowguide
[Legends]

Equipped with: Ranger long rifle,
Power blade



KEYWORDS: Epic Hero, Infantry,
Character, Grenades, Aeldari,
Amallyn Shadowguide
FACTION KEYWORDS: Asuryani

M	T	Sv	W	LD	OC
7"	3	2+	5	6+	1

INVULNERABLE
SAVE

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
The Bloody Twins ASSAULT PISTOL	24"	6	2+	5	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
The Sword of Asur DEVASTATING WOUNDS	Melee	6	2+	6	-3	3

ABILITIES

CORE - Leader

- Hand of Asuryan**
Once per battle, when this model is selected to shoot, it can use this ability. If it does, until the end of the phase, its Bloody Twins weapon has a Damage characteristic of 3 and the [ANTI-INFANTRY 5+] and [DEVASTATING WOUNDS] abilities.
- Tactical Acumen**
While this model is leading a unit, in your Shooting phase, after that unit has shot, it can make a Normal move of up to 6". If it does, until the end of the turn, that unit is not eligible to declare a charge.
- Leader**
This model can be attached to the following unit:
- Dire Avengers

WEAPON ABILITIES

- Assault**
Units containing one or more models with an [ASSAULT] weapon can shoot using **assault** shooting (10.05).
- Devastating Wounds**
Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.
- 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.



AUFSTELLUNG

1x Asurmen (40mm)

Equipped with: The Bloody Twins, The Sword of Asur



KEYWORDS: Infantry, Epic Hero, Character, Phoenix Lord, Asurmen, Aeldari, Grenades, Aspect Warrior, Leader

FACTION KEYWORDS: Asuryani

M	T	Sv	W	LD	OC
7"	3	2+	5	6+	1

INVULNERABLE
SAVE



FACTION RULES

Battle Focus

If your Army Faction is Asuryani, at the start of the battle round, you receive a number of Battle Focus tokens based on the battle size, as shown below:

- Incursion - 2
- Strike Force - 4
- Onslaught - 6

Each time one of the triggers shown in the Agile Manoeuvres section of your codex occurs, you can spend one Battle focus token to enable the relevant eligible unit to perform that Agile Manoeuvre. A unit is eligible to perform an Agile Manoeuvre if it has this ability and has not already performed an Agile Manoeuvre in the same phase. Unless otherwise stated, you cannot trigger the same Agile Manoeuvre more than once per phase. At the end of the battle round, all unspent Battle Focus tokens are lost.

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.

KEYWORDS: Infantry, Epic Hero, Character, Phoenix Lord, Asurmen, Aeldari, Grenades, Aspect Warrior, Leader
FACTION KEYWORDS: Asuryani

M	T	Sv	W	LD	OC
7"	3	3+	4	6+	1

INVULNERABLE
SAVE

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Death Spinner IGNORES COVER TORRENT	12"	D6	N/A	4	-1	1
Dragon Fusion Gun ASSAULT MELTA 3	12"	1	2+	9	-4	D6
Dragon Fusion Pistol ASSAULT MELTA 3 PISTOL	6"	1	2+	9	-4	D6
Shuriken Pistol ASSAULT PISTOL	12"	1	2+	4	-1	1
► Reaper Launcher - Starshot HEAVY IGNORES COVER	48"	1	3+	10	-2	3
► Reaper Launcher - Starswarm HEAVY IGNORES COVER	48"	2	3+	4	-2	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Banshee Blade ANTI-INFANTRY 3+	Melee	5	2+	4	-2	2
Scorpion Chainsword SUSTAINED HITS 1	Melee	7	2+	4	-1	1
Star Glaive	Melee	4	2+	6	-3	3

ABILITIES

CORE - Leader

- Aspect Training
- While this model is leading a Howling Banshees unit, it has the Fights First ability.
- While this model is leading a Striking Scorpions unit, it has the Infiltrators, Scouts 7" and Stealth abilities.
- Path of Command
- Once per battle round, one model from your army with this ability can use it when its unit is targeted with a Stratagem. If it does, reduce the CP cost of that usage of that stratagem by 1CP.
- Superlative Strategist
- While this model is leading a unit, you can re-roll Advance rolls made for that unit, and you can re-roll any rolls made for that unit while it is performing an Agile Manoeuvre.
- Leader
- This model can be attached to the following units:
- Dark Reapers

- Dire Avengers

- Fire Dragons

- Guardian Defenders

- Howling Banshees

- Storm Guardians

- Striking Scorpions

WEAPON ABILITIES



AUFSTELLUNG

1x Autarch (32mm)

Equipped with: Death Spinner, Dragon Fusion Gun, Dragon Fusion Pistol, Shuriken Pistol, ► Reaper Launcher - Starshot, ► Reaper Launcher - Starswarm, Banshee Blade, Scorpion Chainsword, Star Glaive

Wargear Options:

■ This model can replace its Star Glaive with Scorpion Chainsword or Banshee Blade.

■ This model can replace its Shuriken Pistol with Reaper Launcher, Death Spinner, Dragon Fusion Gun or Dragon Fusion Pistol.



KEYWORDS: Autarch, Character, Infantry, Grenades, Aeldari, Ynnari, Leader

FACTION KEYWORDS: Asuryani

M	T	Sv	W	LD	OC
7"	3	3+	4	6+	1

INVULNERABLE
SAVE

4+

- 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).
- Heavy**

In your Shooting phase, each time an attack is made with a [HEAVY] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

 - That unit is unengaged.
 - That unit was not set up on the battlefield this turn.
 - No model in that unit has moved more than 3" this turn.
- Ignores Cover**

Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).
- Melta**

This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.
- 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.
- Sustained Hits**

This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).
- Torrent**

Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

FACTION RULES

- Battle Focus**

If your Army Faction is Asuryani, at the start of the battle round, you receive a number of Battle Focus tokens based on the battle size, as shown below:

 - Incursion - 2
 - Strike Force - 4
 - Onslaught - 6

Each time one of the triggers shown in the Agile Manoeuvres section of your codex occurs, you can spend one Battle focus token to enable the relevant eligible unit to perform that Agile Manoeuvre. A unit is eligible to perform an Agile Manoeuvre if it has this ability and has not already performed an Agile Manoeuvre in the same phase. Unless otherwise stated, you cannot trigger the same Agile Manoeuvre more than once per phase. At the end of the battle round, all unspent Battle Focus tokens are lost.

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.

KEYWORDS: Autarch, Character, Infantry, Grenades, Aeldari, Ynnari, Leader

FACTION KEYWORDS: Asuryani

AUTARCH SKYRUNNER
[LEGENDS]

90 PTS

M	T	Sv	W	LD	OC
14"	4	3+	5	6+	2

INVULNERABLE
SAVE

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Dragon Fusion Gun ASSAULT MELTA 3	12"	1	2+	9	-4	D6
Laser Lance ASSAULT	6"	1	2+	6	-3	2
Twin Shuriken Catapult ASSAULT TWIN LINKED	18"	2	2+	4	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Banshee Blade	Melee	5	2+	4	-3	1
Close Combat Weapon	Melee	3	2+	3	0	1
Laser Lance LANCE	Melee	4	2+	4	-3	2

ABILITIES

CORE - Leader

- Path of Command**
Once per battle round, one model from your army with this ability can use it when its unit is targeted with a Stratagem. If it does, reduce the CP cost of that usage of that Stratagem by 1CP.
- 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
- Leader**
This model can be attached to the following unit:
 - Corsair Cloud Dancer Band
 - Windriders

WEAPON ABILITIES

- Assault**
Units containing one or more models with an [ASSAULT] weapon can shoot using **assault** shooting (10.05).
- Lance**
Each time an attack is made with a [LANCE] weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.
- Melta**
This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.
Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.
- Twin-linked**
Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

AUFSTELLUNG

1x Autarch Skyrunner [Legends]

Equipped with: Dragon Fusion Gun, Laser Lance, Twin Shuriken Catapult, Banshee Blade, Close Combat Weapon

Wargear Options:

- This model can replace its Laser Lance with Dragon Fusion Gun or Banshee Blade.



KEYWORDS: Autarch, Autarch Skyrunner, Character, Mounted, Fly, Aeldari, Leader

FACTION KEYWORDS: Asuryani

AUTARCH SKYRUNNER
[LEGENDS]

90 PTS

M	T	Sv	W	LD	OC
14"	4	3+	5	6+	2

INVULNERABLE
SAVE

4+

FACTION RULES

Battle Focus
If your Army Faction is Asuryani, at the start of the battle round, you receive a number of Battle Focus tokens based on the battle size, as shown below:

- Incursion - 2
- Strike Force - 4
- Onslaught - 6

Each time one of the triggers shown in the Agile Manoeuvres section of your codex occurs, you can spend one Battle focus token to enable the relevant eligible unit to perform that Agile Manoeuvre. A unit is eligible to perform an Agile Manoeuvre if it has this ability and has not already performed an Agile Manoeuvre in the same phase. Unless otherwise stated, you cannot trigger the same Agile Manoeuvre more than once per phase. At the end of the battle round, all unspent Battle Focus tokens are lost.

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.

KEYWORDS: Autarch, Autarch
Skyrunner, Character, Mounted, Fly,
Aeldari, Leader
FACTION KEYWORDS: Asuryani

AUTARCH WAYLEAPER

70 PTS

M	T	Sv	W	LD	OC
14"	3	3+	4	6+	1

INVULNERABLE
SAVE

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Death Spinner IGNORES COVER TORRENT	12"	D6	N/A	4	-1	1
Dragon Fusion Gun ASSAULT MELTA 3	12"	1	2+	9	-4	D6
Dragon Fusion Pistol ASSAULT MELTA 3 PISTOL	6"	1	2+	9	-4	D6
Shuriken Pistol ASSAULT PISTOL	12"	1	2+	4	-1	1
► Reaper Launcher - Starshot HEAVY IGNORES COVER	48"	1	3+	10	-2	3
► Reaper Launcher - Starswarm HEAVY IGNORES COVER	48"	2	3+	4	-2	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Banshee Blade ANTI-INFANTRY 3+	Melee	5	2+	4	-2	2
Scorpion Chainsword SUSTAINED HITS 1	Melee	7	2+	4	-1	1
Star Glaive	Melee	4	2+	6	-3	3

ABILITIES

CORE - Leader

- Indomitable Strength of Will

While this model is leading a unit, each time you spend a Battle Focus token to enable that unit to perform an Agile Manoeuvre, roll one D6: on a 3+ you gain 1 Battle Focus token.
- Path of Command

Once per battle round, one model from your army with this ability can use it when its unit is targeted with a Stratagem. If it does, reduce the CP cost of that usage of that stratagem by 1CP.
- Leader

This model can be attached to the following units:

- Swooping Hawks

- Warp Spiders

WEAPON ABILITIES

- 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).



- AUFSTELLUNG

1x Autarch Wayleaper (32mm)

Equipped with: Death Spinner, Dragon Fusion Gun, Dragon Fusion Pistol, Shuriken Pistol, ► Reaper Launcher - Starshot, ► Reaper Launcher - Starswarm, Banshee Blade, Scorpion Chainsword, Star Glaive

Wargear Options:

■ This model can replace its Star Glaive with Scorpion Chainsword or Banshee Blade.

■ This model can replace its Shuriken Pistol with Reaper Launcher, Death Spinner, Dragon Fusion Gun or Dragon Fusion Pistol.



KEYWORDS:

Character, Infantry, Grenades, Fly, Autarch Wayleaper, Aeldari, Jump Pack, Ynnari, Leader

FACTION KEYWORDS:

Asuryani

M	T	Sv	W	LD	OC
14"	3	3+	4	6+	1

INVULNERABLE
SAVE

4+

- Heavy**
In your Shooting phase, each time an attack is made with a **[HEAVY]** weapon, add 1 to the hit roll if all of the following apply to the attacking unit:
 - That unit is unengaged.
 - That unit was not set up on the battlefield this turn.
 - No model in that unit has moved more than 3" this turn.
- Ignores Cover**
Each time an attack is made with an **[IGNORES COVER]** weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).
- Melta**
This ability always takes the form **[MELTA X]**. Each time a model makes an attack with a **[MELTA]** weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.
*Example: A model targets a unit that is within half range of a **[MELTA 2]** weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*
- 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.
- Sustained Hits**
This ability always takes the form **[SUSTAINED HITS X]**. Each time an attack made with a **[SUSTAINED HITS]** weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.
*Example: An attack made with a **[SUSTAINED HITS 2]** weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the **[SUSTAINED HITS 2]** ability).*
- Torrent**
Each time an attack is made with a **[TORRENT]** weapon, that attack automatically hits the target.

FACTION RULES

- Battle Focus**
If your Army Faction is Asuryani, at the start of the battle round, you receive a number of Battle Focus tokens based on the battle size, as shown below:
 - Incursion - 2
 - Strike Force - 4
 - Onslaught - 6Each time one of the triggers shown in the Agile Manoeuvres section of your codex occurs, you can spend one Battle focus token to enable the relevant eligible unit to perform that Agile Manoeuvre. A unit is eligible to perform an Agile Manoeuvre if it has this ability and has not already performed an Agile Manoeuvre in the same phase. Unless otherwise stated, you cannot trigger the same Agile Manoeuvre more than once per phase. At the end of the battle round, all unspent Battle Focus tokens are lost.

CORE RULES

- Deep Strike**
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.
- 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.

KEYWORDS: Character, Infantry, Grenades, Fly, Autarch Wayleaper, Aeldari, Jump Pack, Ynnari, Leader

FACTION KEYWORDS: Asuryani

AVATAR OF KHAINE

250 PTS

M	T	Sv	W	LD	OC
10"	11	2+	14	6+	5

INVULNERABLE
SAVE

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
The Wailing Doom SUSTAINED HITS D3	12"	1	2+	16	-4	D6+2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
► The Wailing Doom - Strike	Melee	6	2+	16	-4	D6+2
► The Wailing Doom - Sweep	Melee	12	2+	8	-2	2

ABILITIES

- Damaged: 1-5 Wounds Remaining**
While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.
- Molten Form**
Each time an attack is allocated to this model, halve the Damage characteristic of that attack.
- The Bloody Handed (Aura)**
While a friendly Aeldari unit is within 6" of this model, add 1 to Advance and Charge rolls made for that unit.

WEAPON ABILITIES

- Sustained Hits**
This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.
Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

FACTION RULES

- Battle Focus**
If your Army Faction is Asuryani, at the start of the battle round, you receive a number of Battle Focus tokens based on the battle size, as shown below:
 - Incursion - 2
 - Strike Force - 4
 - Onslaught - 6Each time one of the triggers shown in the Agile Manoeuvres section of your codex occurs, you can spend one Battle focus token to enable the relevant eligible unit to perform that Agile Manoeuvre. A unit is eligible to perform an Agile Manoeuvre if it has this ability and has not already performed an Agile Manoeuvre in the same phase. Unless otherwise stated, you cannot trigger the same Agile Manoeuvre more than once per phase. At the end of the battle round, all unspent Battle Focus tokens are lost.



- AUFSTELLUNG
- 1x Avatar of Khaine (80mm)
- Equipped with: The Wailing Doom,
► The Wailing Doom - Strike, ►
The Wailing Doom - Sweep



KEYWORDS: Daemon, Epic Hero,
Character, Monster, Avatar of
Khaine, Aeldari

FACTION KEYWORDS: Asuryani

M	T	Sv	W	LD	OC
10"	11	2+	14	6+	5

INVULNERABLE
SAVE

4+

CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

KEYWORDS: Daemon, Epic Hero,
Character, Monster, Avatar of
Khaine, Aeldari

FACTION KEYWORDS: Asuryani

M	T	Sv	W	LD	OC
14"	3	2+	5	6+	1

INVULNERABLE
SAVE

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Fury of the Tempest ASSAULT LETHAL HITS	24"	4	2+	6	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
The Shining Blade SUSTAINED HITS 1	Melee	6	2+	5	-2	2

ABILITIES

CORE - Leader

- Cloudstrider**

While this model is leading a unit, at the end of your opponent's turn, if that unit is not within Engagement Range of one or more enemy units, you can remove it from the battlefield and place it into Strategic Reserves. In addition, while this model is leading a unit, when that unit is set up on the battlefield using the Deep Strike ability, in your Movement phase, it can use this ability. If it does, that unit can be set up anywhere on the battlefield that is more than 6" horizontally away from all enemy models, but until the end of the turn, it is not eligible to declare a charge.
- Cry of the Wind**

Each time this model is set-up on the battlefield, until the end of the turn, each time this model makes a ranged attack, a successful unmodified Hit roll scores a Critical Hit.
- Leader**

This model can be attached to the following unit:

 - Swooping Hawks

WEAPON ABILITIES

- Assault**

Units containing one or more models with an [ASSAULT] weapon can shoot using **assault** shooting (10.05).
- Lethal Hits**

Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].
- Sustained Hits**

This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

FACTION RULES

- Battle Focus**

If your Army Faction is Asuryani, at the start of the battle round, you receive a number of Battle Focus tokens based on the battle size, as shown below:

 - Incursion - 2
 - Strike Force - 4
 - Onslaught - 6

Each time one of the triggers shown in the Agile Manoeuvres section of your codex occurs, you can spend one Battle focus token to enable the relevant eligible unit to perform that Agile Manoeuvre. A unit is eligible to perform an Agile Manoeuvre if it has this ability and has not already performed an Agile Manoeuvre in the same phase. Unless otherwise stated, you cannot trigger the same Agile Manoeuvre more than once per phase. At the end of the battle round, all unspent Battle Focus tokens are lost.



AUFSTELLUNG

1x Baharroth (40mm)

Equipped with: Fury of the Tempest, The Shining Blade



KEYWORDS: Epic Hero, Character, Infantry, Grenades, Fly, Phoenix Lord, Baharroth, Aspect Warrior, Aeldari, Jump Pack, Leader

FACTION KEYWORDS: Asuryani

M	T	Sv	W	LD	OC
14"	3	2+	5	6+	1

INVULNERABLE
SAVE



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.

KEYWORDS: Epic Hero, Character, Infantry, Grenades, Fly, Phoenix Lord, Baharroth, Aspect Warrior, Aeldari, Jump Pack, Leader
FACTION KEYWORDS: Asuryani

BONESINGER [LEGENDS]

45 PTS

M	T	Sv	W	LD	OC
7"	3	6+	3	6+	1

INVULNERABLE
SAVE

4+

✕ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Psytronome Shaper PSYCHIC	Melee	2	2+	3	0	D3

ABILITIES

CORE - Leader

Bonesinger

While this model is within 3" of one or more friendly Wraith Construct or Asuryani Vehicle units, unless it is leading a unit, this model has the Lone Operative ability.

Psytronome Shaper

In your Command phase, you can select one friendly Wraith Construct or Asuryani Vehicle model within 3" of this model. That Wraith Construct or Asuryani Vehicle model regains up to D3 lost wounds.

Way of the Shaper (Psychic)

While this model is leading a unit, Wraith Construct models in that unit have the Feel No Pain 6+ ability.

Leader

This model can be attached to the following units:

- Wraithblades
- Wraithguard
- Wraithlord

WEAPON ABILITIES

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).

FACTION RULES

Battle Focus

If your Army Faction is Asuryani, at the start of the battle round, you receive a number of Battle Focus tokens based on the battle size, as shown below:

- Incursion - 2
- Strike Force - 4
- Onslaught - 6

Each time one of the triggers shown in the Agile Manoeuvres section of your codex occurs, you can spend one Battle focus token to enable the relevant eligible unit to perform that Agile Manoeuvre. A unit is eligible to perform an Agile Manoeuvre if it has this ability and has not already performed an Agile Manoeuvre in the same phase. Unless otherwise stated, you cannot trigger the same Agile Manoeuvre more than once per phase. At the end of the battle round, all unspent Battle Focus tokens are lost.

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.



AUFSTELLUNG

1x Bonesinger [Legends]
Equipped with: Psytronome Shaper



KEYWORDS: Character, Infantry, Psyker, Aeldari, Bonesinger, Leader
FACTION KEYWORDS: Asuryani

M	T	Sv	W	LD	OC
10"	5	4+	4	6+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Solar Carbine RAPID FIRE 2	18"	2	3+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Drakesteed Fangs and Talons EXTRA ATTACKS	Melee	3	3+	5	-1	1
Moonblades LETHAL HITS TWIN-LINKED	Melee	5	2+	4	-2	2

ABILITIES

CORE - Leader

Blade of the Clans
This unit's melee attacks have [SUSTAINED HITS 1].

Cornered Prey
When an enemy unit engaged with this unit is selected to make a fall-back move, that enemy unit must use the desperate escape mode. If that enemy unit is battle-shocked, -1 from those hazard rolls.

Leader
This model can be attached to the following unit:
- DRAGON KNIGHTS

WEAPON ABILITIES

Extra Attacks
Each time a unit containing one or more models with an [EXTRA ATTACKS] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:
- All of that model's [EXTRA ATTACKS] weapons.
- One of that model's other melee weapons, if possible.

Lethal Hits
Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.
Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

Rapid Fire
This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.
Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

Sustained Hits
This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.
Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

Twin-linked
Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.



AUFSTELLUNG

1x Clanblade (75 x 42mm)
Equipped with: Solar Carbine, Drakesteed Fangs and Talons, Moonblades



KEYWORDS: Character, Aeldari, Mounted, Exodite, Mobile, Leader, Clanblade, Ynnari
FACTION KEYWORDS: Asuryani

M	T	Sv	W	LD	OC
10"	5	4+	4	6+	2

FACTION RULES

Battle Focus

If your Army Faction is Asuryani, at the start of the battle round, you receive a number of Battle Focus tokens based on the battle size, as shown below:

- Incursion - 2
- Strike Force - 4
- Onslaught - 6

Each time one of the triggers shown in the Agile Manoeuvres section of your codex occurs, you can spend one Battle focus token to enable the relevant eligible unit to perform that Agile Manoeuvre. A unit is eligible to perform an Agile Manoeuvre if it has this ability and has not already performed an Agile Manoeuvre in the same phase. Unless otherwise stated, you cannot trigger the same Agile Manoeuvre more than once per phase. At the end of the battle round, all unspent Battle Focus tokens are lost.

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.

M	T	Sv	W	LD	OC
14"	11	2+	24	6+	8

INVULNERABLE
SAVE

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bright Lance	36"	1	3+	12	-3	D6+2
D-Impaler BLAST DEVASTATING WOUNDS	36"	D6+3	3+	16	-4	4
Scatter Laser	36"	6	3+	5	0	1
Shuriken Cannon SUSTAINED HITS 1	24"	3	3+	6	-1	2
Starcannon	36"	2	3+	8	-3	2
► Aeldari missile launcher - starshot	48"	1	3+	10	-2	D6
► Aeldari missile launcher - sunburst BLAST	48"	D6	3+	4	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Wraithbone Hull	Melee	6	4+	6	0	1

ABILITIES

- D-Rift**
In your Shooting phase, just after selecting a target for this model's D-impaler, roll one D6 for the target unit and every other unit within 3" of that unit: on a 5+, the unit being rolled for is struck by a D-rift. After this model has finished making its attacks against that target unit this phase, each unit struck by a D-rift this phase suffers D3 mortal wounds.
- Damaged: 1-8 Wounds Remaining**
While this model has 1-8 wounds remaining, subtract 4 from its Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll

WEAPON ABILITIES

- 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).
- Devastating Wounds**
Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.
Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.
Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.
- Sustained Hits**
This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.
Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

AUFSTELLUNG

1x Cobra [Legends]

Equipped with: Bright Lance, D-Impaler, Scatter Laser, Shuriken Cannon, Starcannon, ► Aeldari missile launcher - starshot, ► Aeldari missile launcher - sunburst, Wraithbone Hull



KEYWORDS: Vehicle, Titanic, Fly,
Cobra, Aeldari

FACTION KEYWORDS: Asuryani

M	T	Sv	W	LD	OC
14"	11	2+	24	6+	8

INVULNERABLE
SAVE



FACTION RULES

Battle Focus

If your Army Faction is Asuryani, at the start of the battle round, you receive a number of Battle Focus tokens based on the battle size, as shown below:

- Incursion - 2
- Strike Force - 4
- Onslaught - 6

Each time one of the triggers shown in the Agile Manoeuvres section of your codex occurs, you can spend one Battle focus token to enable the relevant eligible unit to perform that Agile Manoeuvre. A unit is eligible to perform an Agile Manoeuvre if it has this ability and has not already performed an Agile Manoeuvre in the same phase. Unless otherwise stated, you cannot trigger the same Agile Manoeuvre more than once per phase. At the end of the battle round, all unspent Battle Focus tokens are lost.

CORE RULES

Deadly Demise D6+2

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

CORSAIR CLOUD DANCER BAND [LEGENDS]

125–245 PTS

CLOUD DANCER FELARCH

M	T	Sv	W	LD	OC
14"	4	3+	2	6+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Brace of pistols <small>ASSAULT PISTOL</small>	12"	2	3+	3	0	1
Dark lance	36"	1	3+	12	-3	D6+2
Dissonance cannon <small>DEVASTATING WOUNDS</small>	24"	3	3+	6	-1	2
Dissonance pistol <small>DEVASTATING WOUNDS PISTOL</small>	12"	1	3+	6	-1	1
Shuriken cannon <small>SUSTAINED HITS 1</small>	24"	3	3+	6	-1	2
Splinter cannon <small>ANTI-INFANTRY 3+ SUSTAINED HITS 1</small>	36"	3	3+	3	-1	2
Twin shuriken catapult <small>ASSAULT TWIN-LINKED</small>	18"	2	3+	4	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	3+	3	0	1
Void sabre	Melee	3	3+	4	-2	1

ABILITIES

Reckless Abandon

You can target this unit with the Heroic Intervention stratagem, regardless of any other uses of that stratagem this phase. If you do:

- That use is -1 CP.
- That use does not prevent any uses of that stratagem on other units this phase.

WEAPON ABILITIES

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).

AUFSTELLUNG

1x Cloud Dancer Felarch -
Equipped with: Brace of pistols,
Close combat weapon, Twin
shuriken catapult, Shuriken
cannon, Dark lance, Dissonance
cannon, Splinter cannon, Void
sabre, Dissonance pistol
3-6x Corsair Cloud Dancer

Wargear Options:

- Each Cloud Dancer Felarch can replace its Twin shuriken catapult with Shuriken cannon, Dark lance, Dissonance cannon or Splinter cannon.
- Each Cloud Dancer Felarch can be equipped with one of: Void sabre, Dissonance pistol.
- Each Corsair Cloud Dancer can replace its Twin shuriken catapult with Shuriken cannon, Dark lance, Dissonance cannon or Splinter cannon.

KEYWORDS: Mounted, Grenades, Anhrathe, Corsair Cloud Dancer Band, Corsairs and Travelling Players, Aeldari
FACTION KEYWORDS: -

CORSAIR CLOUD
DANCER BAND
[LEGENDS]

125–245 PTS

CLOUD DANCER FELARCH

M	T	Sv	W	LD	OC
14"	4	3+	2	6+	2

Devastating Wounds
Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

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.

Sustained Hits
This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

Twin-linked
Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

CORE RULES

Scouts 9"
This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.
- If that unit is wholly within your deployment zone, it can make a scout move.
- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

KEYWORDS: Mounted, Grenades,
Anhrathe, Corsair Cloud Dancer
Band, Corsairs and Travelling
Players, Aeldari

FACTION KEYWORDS: -

CORSAIR REAVER BAND

[LEGENDS]

125–275 PTS

REAVER FELARCH

M	T	Sv	W	LD	OC
16"	4	4+	2	6+	2

INVULNERABLE
SAVE

6+



AUFSTELLUNG

1x Reaver Felarch - Equipped with: Brace of pistols, Close combat weapon, ➤ Aeldari missile launcher - sunburst, ➤ Aeldari missile launcher - starshot, Blaster, Shredder, Fusion gun, Splinter cannon, Flamer, Dark lance, Shuriken cannon, Corsair firearm, Spar glaive, Void sabre, Dissonance pistol

5-10x Reaver w/ corsair firearm oder Reaver w/ sparglaive

- Wargear Options:
- Each Reaver Felarch can replace its Corsair firearm with Spar glaive, Aeldari missile launcher, Blaster, Shredder, Fusion gun, Splinter cannon, Flamer, Dark lance, Shuriken cannon, Corsair firearm, Void sabre, Dissonance pistol, or Reaver Felarch's wargear.

RANGED WEAPONS						
WEAPON	RANGE	A	BS	S	AP	D
Blaster ASSAULT	18"	1	3+	8	-4	D6+1
Brace of pistols ASSAULT PISTOL	12"	2	3+	3	0	1
Corsair firearm ASSAULT LETHAL HITS	24"	4	3+	4	0	1
Dark lance HEAVY	48"	1	4+	12	-3	D6+2
Dissonance pistol DEVASTATING WOUNDS PISTOL	12"	1	3+	6	-1	1
Flamer ASSAULT IGNORES COVER TORRENT	12"	D6	N/A	4	0	1
Fusion gun ASSAULT MELTA 2	12"	1	3+	8	-4	D6+1
Shredder ASSAULT TORRENT	18"	D6	N/A	6	0	1
Shuriken cannon SUSTAINED HITS 1	24"	3	3+	6	-1	2
Splinter cannon ANTI-INFANTRY 3+ HEAVY SUSTAINED HITS 1	36"	3	3+	3	-1	2
➤ Aeldari missile launcher - starshot	48"	1	3+	10	-2	D6
➤ Aeldari missile launcher - sunburst BLAST	48"	D6	3+	4	-1	1

MELEE WEAPONS						
WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	3+	3	0	1
Spar glaive	Melee	4	3+	3	0	1
Void sabre	Melee	3	3+	4	-2	1

ABILITIES

- Corsairs**
If a model from your army with the Leader ability can be attached to a Corsair Voidreavers unit, it can be attached to this unit instead.
- Reaver Band**
In your opponent's Movement phase, when an enemy unit ends a Normal, Advance or Fall Back move within 8" of this unit, if this unit is not within Engagement Range of one or more enemy units, it can make a Normal move of up to D6".



KEYWORDS: Infantry, Grenades, Anhrathe, Corsair Reaver Band, Corsairs and Travelling Players, Aeldari

FACTION KEYWORDS: -

CORSAIR REAVER BAND

[LEGENDS]

125–275 PTS

REAVER FELARCH

M	T	Sv	W	LD	OC	
16"	4	4+	2	6+	2	<div>INVULNERABLE SAVE</div> <div>6+</div>

WEAPON ABILITIES

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).

Devastating Wounds

Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

Heavy

In your Shooting phase, each time an attack is made with a [HEAVY] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

Ignores Cover

Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Lethal Hits

Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

Melta

This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.

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.

Sustained Hits

This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

KEYWORDS: Infantry, Grenades,
Anhrathe, Corsair Reaver Band,
Corsairs and Travelling Players,
Aeldari

FACTION KEYWORDS: -

CORSAIR REAVER BAND
[LEGENDS]

125–275 PTS

REAVER FELARCH

M	T	Sv	W	LD	OC
16"	4	4+	2	6+	2

INVULNERABLE
SAVE



Torrent
Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

KEYWORDS: Infantry, Grenades,
Anhrathe, Corsair Reaver Band,
Corsairs and Travelling Players,
Aeldari
FACTION KEYWORDS: -

CORSAIR SKYREAVERS75–140 PTS

M	T	Sv	W	LD	OC
12"	3	5+	1	7+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Blast Pistol ASSAULT PISTOL	6"	1	3+	8	-3	D3
Corsair blaster ASSAULT	18"	1	3+	8	-4	D6+1
Flamer ASSAULT IGNORES COVER TORRENT	12"	D6	N/A	4	0	1
Fusion gun ASSAULT MELTA 2	12"	1	3+	8	-4	D6
Neuro disruptor ANTI-INFANTRY 2+ ASSAULT PISTOL	12"	1	3+	4	-2	1
Shredder ASSAULT TORRENT	18"	D6	N/A	6	0	1
Shuriken Pistol ASSAULT PISTOL	12"	1	3+	4	-1	1
Shuriken pistol ASSAULT PISTOL	12"	1	3+	4	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	3	0	1
Corsair Blade	Melee	3	3+	4	-2	1

ABILITIES

Raid and Run
At the end of the Fight phase, if this unit was eligible to fight this phase, and is not within Engagement Range of one or more enemy units, it can make a Normal move of up to D3+3". Otherwise, if this unit was eligible to fight this phase, this unit can make a Fall Back move of up to D3+3".

WEAPON ABILITIES

- 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).
- Ignores Cover**
Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).



- AUFSTELLUNG
- 1x Skyreaver Felarch (28.5mm)
4x Skyreaver w/ pistol and blade (28.5mm)
- Equipped with: Blast Pistol, Corsair blaster, Flamer, Fusion gun, Neuro disruptor, Shredder, Shuriken Pistol, Shuriken pistol, Close combat weapon, Corsair Blade
- Wargear Options:
■ Each Skyreaver Felarch can replace its Shuriken pistol with Neuro disruptor or Blast Pistol.



KEYWORDS: Infantry, Aeldari, Anhrathe, Jump Pack, Fly, Grenades, Corsair Skyreavers
FACTION KEYWORDS: Asuryani

M	T	Sv	W	LD	OC
12"	3	5+	1	7+	1

Melta

This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.

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.

Torrent

Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

FACTION RULES

Battle Focus

If your Army Faction is Asuryani, at the start of the battle round, you receive a number of Battle Focus tokens based on the battle size, as shown below:

- Incursion - 2
- Strike Force - 4
- Onslaught - 6

Each time one of the triggers shown in the Agile Manoeuvres section of your codex occurs, you can spend one Battle focus token to enable the relevant eligible unit to perform that Agile Manoeuvre. A unit is eligible to perform an Agile Manoeuvre if it has this ability and has not already performed an Agile Manoeuvre in the same phase. Unless otherwise stated, you cannot trigger the same Agile Manoeuvre more than once per phase. At the end of the battle round, all unspent Battle Focus tokens are lost.

CORE RULES

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Scouts 7"

This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.
- If that unit is wholly within your deployment zone, it can make a scout move.
- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

CORSAIR VOIDREAVERS

65–110 PTS

M	T	Sv	W	LD	OC
7"	3	4+	1	7+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Blaster ASSAULT	18"	1	3+	8	-4	D6+1
Corsair shredder ASSAULT TORRENT	18"	D6	N/A	6	0	1
Neuro disruptor ANTI-INFANTRY 2+ ASSAULT PISTOL	12"	1	3+	4	-2	1
Shuriken Pistol ASSAULT PISTOL	12"	1	3+	4	-1	1
Shuriken cannon LETHAL HITS	24"	3	3+	6	-1	2
Shuriken pistol ASSAULT PISTOL	12"	1	3+	4	-1	1
Shuriken rifle ASSAULT RAPID FIRE 1	24"	1	3+	4	-1	1
Wraithcannon	18"	1	3+	14	-4	D6+1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close Combat Weapon	Melee	2	3+	3	0	1
Power sword	Melee	2	3+	4	-2	1

ABILITIES

- Mistshield**
The bearer has a 4+ invulnerable save.
- Reavers of the Void**
Each time a model in this unit makes an attack, re-roll a Hit roll of 1. If the target of that attack is an enemy unit within range of an objective marker, you can re-roll the Hit roll instead.

WEAPON ABILITIES

- 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).
- Lethal Hits**
Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.
Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].



AUFSTELLUNG

4-9x Voidreaver with Heavy weapon oder Voidreaver with Shuriken rifle oder Voidreaver with sword and pistol (28.5mm)
1x Voidreaver Felarch (28.5mm)

Equipped with: Blaster, Corsair shredder, Neuro disruptor, Shuriken Pistol, Shuriken cannon, Shuriken pistol, Shuriken rifle, Wraithcannon, Close Combat Weapon, Power sword

- Wargear Options:**
- Each Voidreaver with Heavy weapon can replace its Shuriken cannon with Wraithcannon.
 - Each Voidreaver Felarch can be equipped with 1x Mistshield.
 - Each Voidreaver Felarch can replace its Shuriken pistol with Neuro disruptor or Shuriken rifle.



KEYWORDS: Infantry, Battleline, Grenades, Anhrathe, Corsair Voidreavers, Aeldari, Ynnari, Corsairs and Travelling Players
FACTION KEYWORDS: Asuryani

M	T	Sv	W	LD	OC
7"	3	4+	1	7+	2

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.

Rapid Fire

This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

Torrent

Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

FACTION RULES

Battle Focus

If your Army Faction is Asuryani, at the start of the battle round, you receive a number of Battle Focus tokens based on the battle size, as shown below:

- Incursion - 2
- Strike Force - 4
- Onslaught - 6

Each time one of the triggers shown in the Agile Manoeuvres section of your codex occurs, you can spend one Battle focus token to enable the relevant eligible unit to perform that Agile Manoeuvre. A unit is eligible to perform an Agile Manoeuvre if it has this ability and has not already performed an Agile Manoeuvre in the same phase. Unless otherwise stated, you cannot trigger the same Agile Manoeuvre more than once per phase. At the end of the battle round, all unspent Battle Focus tokens are lost.

CORE RULES

Scouts 7"

This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.
- If that unit is wholly within your deployment zone, it can make a scout move.
- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

CORSAIR VOIDSCARRED

70–140 PTS

M	T	Sv	W	LD	OC
7"	3	4+	1	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Corsair blaster ASSAULT	18"	1	3+	8	-4	D6+1
Corsair shredder ASSAULT TORRENT	18"	D6	N/A	6	0	1
Executioner ANTI-INFANTRY 2+ PSYCHIC	18"	3	3+	6	-2	D3
Fusion pistol ASSAULT MELTA 2 PISTOL	6"	1	3+	8	-4	D6
Long rifle HEAVY PRECISION	36"	1	3+	4	-1	2
Neuro disruptor ANTI-INFANTRY 2+ ASSAULT PISTOL	12"	1	3+	4	-2	1
Shuriken Pistol ASSAULT PISTOL	12"	1	3+	4	-1	1
Shuriken cannon LETHAL HITS	24"	3	3+	6	-1	2
Shuriken pistol ASSAULT PISTOL	12"	1	3+	4	-1	1
Shuriken rifle ASSAULT RAPID FIRE 1	24"	1	3+	4	-1	1
Wraithcannon	18"	1	3+	14	-4	D6+1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	3	0	1
Paired Hekatarii blades TWIN-LINKED	Melee	4	2+	3	-2	1
Power sword	Melee	3	3+	4	-2	1
Witch staff ANTI-INFANTRY 2+ PSYCHIC	Melee	2	2+	3	0	D3

ABILITIES

- Channeler stones**
Once per turn, the first time a saving throw is failed for the bearer's unit, change the Damage characteristic of that attack to 0.
- Faolchú**
Ranged weapons equipped by models in the bearer's unit have the [IGNORES COVER] ability.
- Mistshield**
The bearer has a 4+ invulnerable save.
- Piratical Raiders**
At the start of the battle, select one unit from your opponent's army. Each time a model in this unit makes an attack that targets that unit, that attack has the [LETHAL HITS] and [PRECISION] abilities.



AUFSTELLUNG

- 4x Shade Runner oder Soul Weaver oder Way Seeker (28.5mm)
- 1x Voidscarred Felarch (28.5mm)
- Equipped with:** Corsair blaster, Corsair shredder, Executioner, Fusion pistol, Long rifle, Neuro disruptor, Shuriken Pistol, Shuriken cannon, Shuriken pistol, Shuriken rifle, Wraithcannon, Close combat weapon, Paired Hekatarii blades, Power sword, Witch staff
- Wargear Options:**
- Each Voidscarred with heavy weapon can replace its Shuriken cannon with Wraithcannon.
 - Each Voidscarred with special weapon can replace its Corsair blaster with Corsair blaster or Corsair shredder.



KEYWORDS: Infantry, Anhrathe, Corsair Voidscarred, Grenades, Aeldari, Ynnari, Corsairs and Travelling Players

FACTION KEYWORDS: Asuryani

CORSAIR VOIDSCARRED 70–140 PTS

M	T	Sv	W	LD	OC
7"	3	4+	1	6+	1

WEAPON ABILITIES

- 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).
- Heavy**
In your Shooting phase, each time an attack is made with a [HEAVY] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:
- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.
- Lethal Hits**
Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.
Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].
- Melta**
This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.
Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.
- 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.
- Precision**
While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.
- 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).
- Rapid Fire**
This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.
Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).
- 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.

KEYWORDS: Infantry, Anhrathe, Corsair Voidscarred, Grenades, Aeldari, Ynnari, Corsairs and Travelling Players
FACTION KEYWORDS: Asuryani

CORSAIR VOIDSCARRED 70–140 PTS

M	T	Sv	W	LD	OC
7"	3	4+	1	6+	1

FACTION RULES

Battle Focus

If your Army Faction is Asuryani, at the start of the battle round, you receive a number of Battle Focus tokens based on the battle size, as shown below:

- Incursion - 2
- Strike Force - 4
- Onslaught - 6

Each time one of the triggers shown in the Agile Manoeuvres section of your codex occurs, you can spend one Battle focus token to enable the relevant eligible unit to perform that Agile Manoeuvre. A unit is eligible to perform an Agile Manoeuvre if it has this ability and has not already performed an Agile Manoeuvre in the same phase. Unless otherwise stated, you cannot trigger the same Agile Manoeuvre more than once per phase. At the end of the battle round, all unspent Battle Focus tokens are lost.

CORE RULES

Scouts 7"

This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.
- If that unit is wholly within your deployment zone, it can make a scout move.
- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

KEYWORDS: Infantry, Anhrathe, Corsair Voidscarred, Grenades, Aeldari, Ynnari, Corsairs and Travelling Players
FACTION KEYWORDS: Asuryani

CRAFTWORLD WARLEADER
[CRUCIBLE]

75 PTS

M	T	Sv	W	LD	OC
7"	3	6+	4	6+	1

INVULNERABLE
SAVE

4+

RANGED WEAPONS						
WEAPON	RANGE	A	BS	S	AP	D
Bright Lance	36"	1	2+	12	-3	D6+2
Death Spinner IGNORES COVER TORRENT	12"	D6	N/A	4	-1	1
Destructor PSYCHIC TORRENT	12"	D6	N/A	5	-1	1
Dragon Fusion Gun ASSAULT MELTA 3	12"	1	2+	9	-4	D6
Dragon Fusion Pistol ASSAULT MELTA 3 PISTOL	6"	1	2+	9	-4	D6
Eldritch Storm BLAST PSYCHIC	24"	D6	3+	6	-2	D3
Flamer IGNORES COVER TORRENT	12"	D6	N/A	4	0	1
Long Rifle HEAVY PRECISION	36"	1	2+	4	-1	2
Scatter Laser ASSAULT SUSTAINED HITS 1	36"	6	2+	5	0	1
Shuriken Cannon ASSAULT LETHAL HITS	24"	3	3+	6	-1	2
Shuriken Catapult ASSAULT	18"	2	4+	4	-1	1
Shuriken Pistol ASSAULT PISTOL	12"	1	2+	4	-1	1
Singing Spear ASSAULT PSYCHIC	12"	1	2+	9	0	3
Star Lance ASSAULT	6"	1	2+	9	-3	3
Starcannon	36"	2	2+	8	-3	2
Twin Shuriken Catapult ASSAULT TWIN-LINKED	18"	2	3+	4	-1	1
► Missile Launcher - Starshot	48"	1	2+	10	-2	D6
► Missile Launcher - Sunburst BLAST	48"	D6	2+	4	-1	1
► Reaper Launcher - Starshot HEAVY IGNORES COVER	48"	1	3+	10	-2	3
► Reaper Launcher - Starswarm HEAVY IGNORES COVER	48"	2	3+	4	-2	1

AUFSTELLUNG

1x Craftworld Warleader [Crucible]

Equipped with: Bright Lance, Death Spinner, Destructor, Dragon Fusion Gun, Dragon Fusion Pistol, Eldritch Storm, Flamer, Long Rifle, Scatter Laser, Shuriken Cannon, Shuriken Catapult, Shuriken Pistol, Singing Spear, Star Lance, Starcannon, Twin Shuriken Catapult, ► Missile Launcher - Starshot, ► Missile Launcher - Sunburst, ► Reaper Launcher - Starshot, ► Reaper Launcher - Starswarm, Banshee Blade, Close Combat Weapon, Paragon Sabre, Scorpion Chainsword, Star Glaive, Witch Staff, Witchblade, Wraithbone Fists, ► Ghostglaive - Strike, ► Ghostglaive - Sweep

KEYWORDS: Character, Infantry, Aeldari, Craftworld Warleader, Crucible

FACTION KEYWORDS: Asuryani

CRAFTWORLD WARLEADER

[CRUCIBLE]

75 PTS

M	T	Sv	W	LD	OC
7"	3	6+	4	6+	1

INVULNERABLE
SAVE

4+

⌘ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Banshee Blade ANTI-INFANTRY 3+	Melee	5	2+	4	-2	2
Close Combat Weapon	Melee	3	3+	3	0	1
Paragon Sabre	Melee	6	3+	5	-2	2
Scorpion Chainsword SUSTAINED HITS 1	Melee	7	2+	4	-1	1
Singing Spear PSYCHIC	Melee	2	2+	3	0	3
Star Glaive	Melee	4	2+	6	-3	3
Star Lance ANTI-MONSTER 3+ ANTI-VEHICLE 3+ LANCE	Melee	4	2+	5	-3	3
Witch Staff ANTI-INFANTRY 2+ PSYCHIC	Melee	2	2+	3	0	D3
Witchblade ANTI-INFANTRY 2+ PSYCHIC	Melee	2	2+	3	0	2
Wraithbone Fists	Melee	4	4+	7	-2	2
➤ Ghostglaive - Strike	Melee	4	4+	10	-3	D6+1
➤ Ghostglaive - Sweep	Melee	8	4+	7	-2	2

ABILITIES

CORE - Leader, Leader, Leader, Leader, Leader

Cameleoline Cloak

(INFANTRY only):

This model gains the Infiltrators and Stealth abilities, and replace the list of units this model can be attached to:

• Rangers

Corsair Raider

(INFANTRY only):

This model gains the Scouts 7" ability, adds the ANHRATHE keyword, and replace the list of units this model can be attached to:

• Corsair Voidreavers

• Corsair Voidscarred

Doomseer

(PSYKER only):

Each time a model in this unit makes an attack, add 1 to the Hit roll.

Guided by Fate

Each time this model makes an attack, you can re-roll the Hit roll and you can re-roll the Wound roll.

KEYWORDS: Character, Infantry,
Aeldari, Craftworld Warleader,
Crucible

FACTION KEYWORDS: Asuryani

CRAFTWORLD WARLEADER

[CRUCIBLE]

75 PTS

M	T	Sv	W	LD	OC
7"	3	6+	4	6+	1

INVULNERABLE
SAVE

4+

- Heavy Aspect Armour**
(INFANTRY only):
Change this model's Save characteristic to 3+. Add the following units to the list of units this model can be attached to:
 - Dark Reapers
 - Dire Avengers
 - Fire Dragons
 - Howling Banshees
 - Striking Scorpions
- Outcast**
(INFANTRY and MOUNTED only):
This model has the Lone Operative ability.
- Path of the Witch**
The model gains the PSYKER keyword.
- Skyrunner's Heavy Aspect armour**
(MOUNTED only):
Change this model's Save characteristic to 3+. Add the following unit to the list of units this model can be attached to:
 - Shining Spears
- Superlative Strategist**
You can re-roll Advance rolls made for this model's unit, and you can re-roll any rolls made for that unit while it is performing an Agile Manoeuvre.
- Warden of Fate**
(PSYKER only):
Each time a ranged attack targets this unit, models in that unit have the Benefit of Cover.
- Wayleaper's Heavy Aspect Armour**
(INFANTRY only):
Change this model's Move characteristic to 14", its Save characteristic to 3+, it gains the Deep Strike ability, and add the FLY and JUMP PACK keywords.
Replace the list of units this model can be attached to:
 - Swooping Hawks
 - Warp Spiders
- Leader**
This model can be attached to the following units:
 - Swooping Hawks
 - Warp Spiders

WEAPON ABILITIES

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).

KEYWORDS: Character, Infantry,
Aeldari, Craftworld Warleader,
Crucible

FACTION KEYWORDS: Asuryani

CRAFTWORLD WARLEADER

[CRUCIBLE]

75 PTS

M	T	Sv	W	LD	OC
7"	3	6+	4	6+	1

INVULNERABLE
SAVE

4+

- Heavy

In your Shooting phase, each time an attack is made with a **[HEAVY]** weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

 - That unit is unengaged.
 - That unit was not set up on the battlefield this turn.
 - No model in that unit has moved more than 3" this turn.
- Ignores Cover

Each time an attack is made with an **[IGNORES COVER]** weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).
- Lance

Each time an attack is made with a **[LANCE]** weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.
- Lethal Hits

Each time an attack made with a **[LETHAL HITS]** weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].
- Melta

This ability always takes the form **[MELTA X]**. Each time a model makes an attack with a **[MELTA]** weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.
- 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.
- Precision

While resolving attacks made with one or more **[PRECISION]** weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.
- 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).
- Sustained Hits

This ability always takes the form **[SUSTAINED HITS X]**. Each time an attack made with a **[SUSTAINED HITS]** weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).
- 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.

KEYWORDS: Character, Infantry,
Aeldari, Craftworld Warleader,
Crucible

FACTION KEYWORDS: Asuryani

CRAFTWORLD WARLEADER

[CRUCIBLE]

75 PTS

M	T	Sv	W	LD	OC
7"	3	6+	4	6+	1

INVULNERABLE
SAVE

4+

FACTION RULES

Battle Focus

If your Army Faction is Asuryani, at the start of the battle round, you receive a number of Battle Focus tokens based on the battle size, as shown below:

- Incursion - 2
- Strike Force - 4
- Onslaught - 6

Each time one of the triggers shown in the Agile Manoeuvres section of your codex occurs, you can spend one Battle focus token to enable the relevant eligible unit to perform that Agile Manoeuvre. A unit is eligible to perform an Agile Manoeuvre if it has this ability and has not already performed an Agile Manoeuvre in the same phase. Unless otherwise stated, you cannot trigger the same Agile Manoeuvre more than once per phase. At the end of the battle round, all unspent Battle Focus tokens are lost.

CORE RULES

Crucible

A Character created using Crucible rules has the Crucible ability. Your army may include up to three units with the Crucible ability and these units cannot be given Enhancements.

Infiltrators

During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment zone and all enemy units.

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.

Lone Operative

Unless part of an attached unit, this unit is not visible to enemy models unless they are within 12" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within 12" of this unit.

If this ability takes the form Lone Operative X", unless part of an attached unit, this unit is not visible to enemy models unless they are within X" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within X" of this unit.

Scouts 7"

This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.
- If that unit is wholly within your deployment zone, it can make a scout move.
- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

Stealth

If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).

KEYWORDS: Character, Infantry,
Aeldari, Craftworld Warleader,
Crucible

FACTION KEYWORDS: Asuryani

CRIMSON HUNTER

160 PTS

M	T	Sv	W	LD	OC
-	8	3+	12	6+	-

INVULNERABLE
SAVE

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
2x Bright Lance	36"	1	3+	12	-3	D6+2
Pulse Laser	48"	3	3+	9	-2	D6
2x Starcannon	36"	2	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Wraithbone Hull	Melee	3	4+	6	0	1

ABILITIES

- Damaged: 1-4 Wounds Remaining**

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.
- Skyhunter**

Each time this model makes a ranged attack that targets a unit that can Fly, add 1 to the Hit roll and add 1 to the Wound roll.



- AUFSTELLUNG

1x Crimson Hunter (120x92mm Oval Base)

Equipped with: 2x Bright Lance, Pulse Laser, 2x Starcannon, Wraithbone Hull

Wargear Options:

This model can replace its 2 Starcannons with 2 Bright Lances.



KEYWORDS: Vehicle, Aircraft, Fly, Crimson Hunter, Aeldari, Aspect Warrior, Ynnari

FACTION KEYWORDS: Asuryani

M	T	Sv	W	LD	OC
7"	6	4+	5	7+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
D-cannon BLAST DEVASTATING WOUNDS INDIRECT FIRE	24"	D3	3+	16	-4	D6+2
Shuriken Catapult ASSAULT	18"	2	3+	4	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close Combat Weapon	Melee	2	3+	3	0	1

ABILITIES

- Structural Collapse**
Each time this model makes an attack with its D-Cannon, re-roll a Damage roll of 1. If that attack targets a Titanic unit, you can re-roll the Damage roll instead.
- Support Artillery**
At the start of the Declare Battle Formations step, this model can join one Guardian Defenders unit from your army (a unit cannot have more than one Support Weapon model joined to it). This model then counts as part of that Guardians unit for the rest of the battle, and that unit's Starting Strength is increased accordingly.

This model, and any unit it is joined to, cannot embark within a Transport.
- Support Weapon**
Each time an attack targets this model's unit, if that unit contains one or more other models, until that attack is resolved, this model has a Toughness characteristic of 3.

WEAPON ABILITIES

- 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).
- Devastating Wounds**
Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.
- Indirect Fire**
Units containing one or more models with an [INDIRECT FIRE] weapon can shoot using indirect shooting (10.07).

AUFSTELLUNG

1x D-Cannon Platform (40mm)

Equipped with: D-cannon, Shuriken Catapult, Close Combat Weapon

KEYWORDS: Support Weapon, Infantry, Aeldari, D-Cannon Platform, Ynnari, Frame

FACTION KEYWORDS: Asuryani

DARK REAPERS

95–200 PTS

M	T	Sv	W	LD	OC
6"	3	3+	1	6+	1

INVULNERABLE
SAVE

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Shuriken Cannon IGNORES COVER LETHAL HITS	24"	3	3+	6	-1	2
Tempest Launcher BLAST INDIRECT FIRE	36"	2D6	3+	4	-1	1
► Missile Launcher - Starshot IGNORES COVER	48"	1	2+	10	-2	D6
► Missile Launcher - Sunburst BLAST IGNORES COVER	48"	D6	2+	4	-1	1
► Reaper Launcher - Starshot IGNORES COVER	48"	1	3+	10	-2	3
► Reaper Launcher - Starswarm IGNORES COVER	48"	2	3+	5	-2	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	3+	3	0	1

ABILITIES

- Aspect Shrine Token

Once per battle for each Aspect Shrine token this unit has, you can change the result of one Hit roll or one Wound roll made for a model in this unit (excluding CHARACTER models) to an unmodified 6.

Designer's Note: Place an Aspect Shrine token next to the unit for each Aspect Shrine token it has, removing one each time this ability is used.
- Inescapable Accuracy

Each time a model in this unit makes a ranged attack, you can ignore any or all modifiers to that attack's Ballistic Skill characteristic and any or all modifiers to the Hit roll.

WEAPON ABILITIES

- 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).
- Ignores Cover

Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).
- Indirect Fire

Units containing one or more models with an [INDIRECT FIRE] weapon can shoot using indirect shooting (10.07).
- Lethal Hits

Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].



- AUFSTELLUNG
- 4-9x Dark Reaper (28.5mm)

1x Dark Reaper Exarch (28.5mm)
- Equipped with:

Shuriken Cannon, Tempest Launcher, ► Missile Launcher - Starshot, ► Missile Launcher - Sunburst, ► Reaper Launcher - Starshot, ► Reaper Launcher - Starswarm, Close combat weapon
- Wargear Options:

■ Each Dark Reaper Exarch can replace its Reaper Launcher with Shuriken Cannon, Tempest Launcher or Missile Launcher.



KEYWORDS: Dark Reapers, Infantry, Aspect Warrior, Aeldari, Ynnari

FACTION KEYWORDS: Asuryani

M	T	Sv	W	LD	OC
6"	3	3+	1	6+	1

INVULNERABLE
SAVE



FACTION RULES

Battle Focus

If your Army Faction is Asuryani, at the start of the battle round, you receive a number of Battle Focus tokens based on the battle size, as shown below:

- Incursion - 2
- Strike Force - 4
- Onslaught - 6

Each time one of the triggers shown in the Agile Manoeuvres section of your codex occurs, you can spend one Battle focus token to enable the relevant eligible unit to perform that Agile Manoeuvre. A unit is eligible to perform an Agile Manoeuvre if it has this ability and has not already performed an Agile Manoeuvre in the same phase. Unless otherwise stated, you cannot trigger the same Agile Manoeuvre more than once per phase. At the end of the battle round, all unspent Battle Focus tokens are lost.

M	T	Sv	W	LD	OC
8"	3	6+	4	6+	1

INVULNERABLE
SAVE



RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Shrieker Cannon	24"	3	2+	6	-2	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Jester's Blade	Melee	4	2+	4	0	1

ABILITIES

Cruel Amusement

In your Shooting phase, each time this model is selected to shoot, select one of the abilities below. Until the end of the phase, this model's Shrieker Cannon has that ability:

- [IGNORES COVER]
- [PRECISION]
- [SUSTAINED HITS 3]

Death is Not Enough

In your Shooting phase, after this model has shot, select one enemy unit (excluding Monsters and Vehicles) hit by one or more of those attacks. That enemy unit must take a Battle-shock test. If one or more of those attacks destroyed a model in that enemy unit, subtract 1 from that test.

Flip Belt

Each time the bearer's unit makes a Normal, Advance, Fall Back or Charge move, ignore any vertical distance when determining the total distance the bearer can be moved during that move.

Travelling Players

Unless otherwise stated, you cannot include more than one of this model in your army.

FACTION RULES

Battle Focus

If your Army Faction is Asuryani, at the start of the battle round, you receive a number of Battle Focus tokens based on the battle size, as shown below:

- Incursion - 2
- Strike Force - 4
- Onslaught - 6

Each time one of the triggers shown in the Agile Manoeuvres section of your codex occurs, you can spend one Battle focus token to enable the relevant eligible unit to perform that Agile Manoeuvre. A unit is eligible to perform an Agile Manoeuvre if it has this ability and has not already performed an Agile Manoeuvre in the same phase. Unless otherwise stated, you cannot trigger the same Agile Manoeuvre more than once per phase. At the end of the battle round, all unspent Battle Focus tokens are lost.

Disparate Paths

When mustering you army, you can include Harlequins units in your army, even though they do not have the Asuryani Faction keyword. Unless otherwise stated, you cannot select Harlequins or Ynnari as your Army Faction.

CORE RULES

Lone Operative

Unless part of an attached unit, this unit is not visible to enemy models unless they are within 12" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within 12" of this unit.

If this ability takes the form Lone Operative X", unless part of an attached unit, this unit is not visible to enemy models unless they are within X" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within X" of this unit.



AUFSTELLUNG

1x Death Jester (25mm)

Equipped with: Shrieker Cannon, Jester's Blade



KEYWORDS: Character, Infantry, Death Jester, Harlequin Allies, Aeldari, Corsairs and Travelling Players
FACTION KEYWORDS: Harlequins

DIRE AVENGERS

70–140 PTS

M	T	Sv	W	LD	OC
7"	3	4+	1	6+	1

INVULNERABLE
SAVE

5+

 RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Avenger shuriken catapult ASSAULT	18"	4	3+	4	-1	1
Shuriken Pistol ASSAULT PISTOL	12"	1	3+	4	-1	1

 MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close Combat Weapon	Melee	2	3+	3	0	1
Diresword	Melee	4	3+	4	-2	1
Power Glaive	Melee	3	3+	5	-3	1

ABILITIES

- Aspect Shrine Token**
Once per battle for each Aspect Shrine token this unit has, you can change the result of one Hit roll or one Wound roll made for a model in this unit (excluding CHARACTER models) to an unmodified 6.
Designer's Note: Place an Aspect Shrine token next to the unit for each Aspect Shrine token it has, removing one each time this ability is used.
- Bladestorm**
Ranged weapons equipped by models in this unit have the [Sustained Hits 1] ability while targeting an enemy unit within half range.
- Shimmershield**
The bearer has a 4+ invulnerable save.

WEAPON ABILITIES

- 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.



- AUFSTELLUNG
- 4-9x Dire Avenger (28.5mm)
1x Dire Avenger Exarch (28.5mm)
- Equipped with: Avenger shuriken catapult, Shuriken Pistol, Close Combat Weapon, Diresword, Power Glaive
- Wargear Options:
 - Each Dire Avenger Exarch can replace its Diresword and Shuriken Pistol with Power Glaive and Shuriken Pistol, Two Avenger Shuriken Catapults, Diresword and Shimmershield, Power Glaive and Shimmershield or Avenger shuriken catapult.



KEYWORDS: Dire Avengers,
Grenades, Infantry, Aeldari, Aspect
Warrior, Ynnari

FACTION KEYWORDS: Asuryani

M	T	Sv	W	LD	OC
7"	3	4+	1	6+	1

INVULNERABLE
SAVE



FACTION RULES

Battle Focus

If your Army Faction is Asuryani, at the start of the battle round, you receive a number of Battle Focus tokens based on the battle size, as shown below:

- Incursion - 2
- Strike Force - 4
- Onslaught - 6

Each time one of the triggers shown in the Agile Manoeuvres section of your codex occurs, you can spend one Battle focus token to enable the relevant eligible unit to perform that Agile Manoeuvre. A unit is eligible to perform an Agile Manoeuvre if it has this ability and has not already performed an Agile Manoeuvre in the same phase. Unless otherwise stated, you cannot trigger the same Agile Manoeuvre more than once per phase. At the end of the battle round, all unspent Battle Focus tokens are lost.

KEYWORDS: Dire Avengers,
Grenades, Infantry, Aeldari, Aspect
Warrior, Ynnari
FACTION KEYWORDS: Asuryani

DRAGON KNIGHTS

85–180 PTS

M	T	Sv	W	LD	OC
10"	5	4+	4	7+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Laser Lance ASSAULT	6"	1	3+	6	-2	3
Solar Carbine RAPID FIRE 2	18"	2	3+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Drakesteed Fangs and Talons EXTRA ATTACKS	Melee	3	3+	5	-1	1
Laser Lance LANCE	Melee	3	3+	6	-2	3

ABILITIES

- Agile Reach

When this unit is selected to fight, melee weapons equipped by unengaged models in this unit that are within 3" of an enemy unit that is engaged with this unit can target that enemy unit.
- Drakolithe (Once per battle, per token)

When an enemy unit ends a move within 8" of this unit, if this unit is unengaged or if that enemy unit ended that move engaged with this unit, you can use this ability. If you do, roll one D6:
 - On a 3+, that enemy unit suffers 1 mortal wound.Place one Drakolithe token next to the unit for each Drakolithe the unit is equipped with, removing one each time this ability is used.
- On the Hunt

When this unit is selected to make a fall-back move, that fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

WEAPON ABILITIES

- Assault

Units containing one or more models with an [ASSAULT] weapon can shoot using **assault** shooting (10.05).
- Extra Attacks

Each time a unit containing one or more models with an [EXTRA ATTACKS] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:
 - All of that model's [EXTRA ATTACKS] weapons.
 - One of that model's other melee weapons, if possible.
- Lance

Each time an attack is made with a [LANCE] weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.
- Rapid Fire

This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

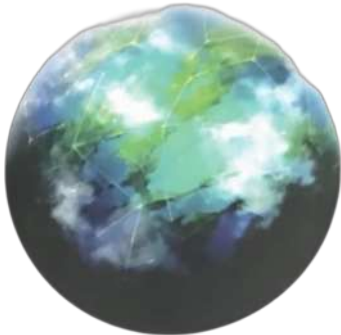


AUFSTELLUNG

2-5x Dragon Knight (75 x 42mm)
1x Dragon Knight Leader (75 x 42mm)

Equipped with: Laser Lance, Solar Carbine, Drakesteed Fangs and Talons

- Wargear Options:**
- This unit can be equipped with up to 4x Drakolithe (Once per battle, per token).



KEYWORDS: Aeldari, Mounted, Exodite, Mobile, Dragon Knights, Ynnari
FACTION KEYWORDS: Asuryani

M	T	Sv	W	LD	OC
10"	5	4+	4	7+	2

FACTION RULES

Battle Focus

If your Army Faction is Asuryani, at the start of the battle round, you receive a number of Battle Focus tokens based on the battle size, as shown below:

- Incursion - 2
- Strike Force - 4
- Onslaught - 6

Each time one of the triggers shown in the Agile Manoeuvres section of your codex occurs, you can spend one Battle focus token to enable the relevant eligible unit to perform that Agile Manoeuvre. A unit is eligible to perform an Agile Manoeuvre if it has this ability and has not already performed an Agile Manoeuvre in the same phase. Unless otherwise stated, you cannot trigger the same Agile Manoeuvre more than once per phase. At the end of the battle round, all unspent Battle Focus tokens are lost.

ELDRAD ULTHRAN

120 PTS

M	T	Sv	W	LD	OC
7"	4	6+	5	6+	1

INVULNERABLE
SAVE

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Mind War ANTI-CHARACTER 4+ PRECISION PSYCHIC	18"	1	2+	5	-2	D6
Shuriken Pistol ASSAULT PISTOL	12"	1	2+	4	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Staff of Ulthamar and witchblade ANTI-INFANTRY 2+ PSYCHIC	Melee	3	2+	5	-1	2

ABILITIES

CORE - Leader

- Diviner of the Futures

At the start of your Command phase, if this model is on the battlefield, you gain 1CP.
- Doom (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 Wound roll
- Leader

This model can be attached to the following units:

- GUARDIAN DEFENDERS

- STORM GUARDIANS

- WARLOCK CONCLAVE

If this model is not already attached to a unit, you can attach this model to a unit, even if one WARLOCKS unit has already been attached to it.

WEAPON ABILITIES

- 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).



AUFSTELLUNG

1x Eldrad Ulthran (32mm)

Equipped with: Mind War, Shuriken Pistol, Staff of Ulthamar and witchblade



KEYWORDS: Epic Hero, Character, Infantry, Psyker, Farseer, Eldrad Ultran, Aeldari, Leader

FACTION KEYWORDS: Asuryani

M	T	Sv	W	LD	OC
7"	4	6+	5	6+	1

INVULNERABLE
SAVE



FACTION RULES

Battle Focus

If your Army Faction is Asuryani, at the start of the battle round, you receive a number of Battle Focus tokens based on the battle size, as shown below:

- Incursion - 2
- Strike Force - 4
- Onslaught - 6

Each time one of the triggers shown in the Agile Manoeuvres section of your codex occurs, you can spend one Battle focus token to enable the relevant eligible unit to perform that Agile Manoeuvre. A unit is eligible to perform an Agile Manoeuvre if it has this ability and has not already performed an Agile Manoeuvre in the same phase. Unless otherwise stated, you cannot trigger the same Agile Manoeuvre more than once per phase. At the end of the battle round, all unspent Battle Focus tokens are lost.

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.

FALCON

130 PTS

M	T	Sv	W	LD	OC
14"	9	3+	12	7+	3

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bright Lance	36"	1	3+	12	-3	D6+2
Pulse Laser	48"	3	3+	9	-2	D6
Scatter Laser SUSTAINED HITS 1	36"	6	3+	5	0	1
Shuriken Cannon LETHAL HITS	24"	3	3+	6	-1	2
Starcannon	36"	2	3+	8	-3	2
Twin Shuriken Catapult ASSAULT TWIN LINKED	18"	2	3+	4	-1	1
► Missile Launcher - Starshot	48"	1	3+	10	-2	D6
► Missile Launcher - Sunburst BLAST	48"	D6	3+	4	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Wraithbone hull	Melee	3	4+	6	0	1

ABILITIES

- Damaged: 1-4 Wounds Remaining**
While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.
- Fire Support**
In your Shooting phase, after this model has shot, select one enemy unit hit by one or more of those attacks. Until the end of the turn, each time a friendly model that disembarked from this Transport this turn makes an attack that targets that enemy unit, you can re-roll the Wound roll

TRANSPORT

- Falcon**
This model has a transport capacity of 6 AELDARI INFANTRY models. Each WRAITH CONSTRUCT model takes the space of 2 models. It cannot transport JUMP PACK models or YNNARI models (excluding ASURYANI, YVRAINE and THE VISARCH models).

WEAPON ABILITIES

- 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).



AUFSTELLUNG

- 1x Falcon (Large Flying Base)
- Equipped with:** Bright Lance, Pulse Laser, Scatter Laser, Shuriken Cannon, Starcannon, Twin Shuriken Catapult, ► Missile Launcher - Starshot, ► Missile Launcher - Sunburst, Wraithbone hull
- Wargear Options:**
- This model can replace its Twin Shuriken Catapult with Shuriken Cannon.



KEYWORDS: Falcon, Fly, Transport, Vehicle, Aeldari, Ynnari, Frame
FACTION KEYWORDS: Asuryani

M	T	Sv	W	LD	OC
14"	9	3+	12	7+	3

Lethal Hits
Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

Sustained Hits
This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

Twin-linked
Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

FACTION RULES

Battle Focus
If your Army Faction is Asuryani, at the start of the battle round, you receive a number of Battle Focus tokens based on the battle size, as shown below:

- Incursion - 2
- Strike Force - 4
- Onslaught - 6

Each time one of the triggers shown in the Agile Manoeuvres section of your codex occurs, you can spend one Battle focus token to enable the relevant eligible unit to perform that Agile Manoeuvre. A unit is eligible to perform an Agile Manoeuvre if it has this ability and has not already performed an Agile Manoeuvre in the same phase. Unless otherwise stated, you cannot trigger the same Agile Manoeuvre more than once per phase. At the end of the battle round, all unspent Battle Focus tokens are lost.

CORE RULES

Deadly Demise D3
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Deep Strike
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

M	T	Sv	W	LD	OC
7"	3	6+	4	6+	1

INVULNERABLE
SAVE



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

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 ABILITIES

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.



AUFSTELLUNG

1x Farseer (25mm)

Equipped with: Eldritch Storm, Shuriken Pistol, Singing Spear, Witchblade

Wargear Options:

- This model can replace its Witchblade with Singing Spear.



KEYWORDS: Character, Infantry, Psyker, Farseer, Aeldari, Ynnari, Leader
FACTION KEYWORDS: Asuryani

M	T	Sv	W	LD	OC
7"	3	6+	4	6+	1

INVULNERABLE
SAVE



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).

FACTION RULES

Battle Focus
If your Army Faction is Asuryani, at the start of the battle round, you receive a number of Battle Focus tokens based on the battle size, as shown below:

- Incursion - 2
- Strike Force - 4
- Onslaught - 6

Each time one of the triggers shown in the Agile Manoeuvres section of your codex occurs, you can spend one Battle focus token to enable the relevant eligible unit to perform that Agile Manoeuvre. A unit is eligible to perform an Agile Manoeuvre if it has this ability and has not already performed an Agile Manoeuvre in the same phase. Unless otherwise stated, you cannot trigger the same Agile Manoeuvre more than once per phase. At the end of the battle round, all unspent Battle Focus tokens are lost.

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.

FARSEER SKYRUNNER

60 PTS

M	T	Sv	W	LD	OC
14"	4	6+	5	6+	2

INVULNERABLE
SAVE

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	3+	9	0	3
Twin Shuriken Catapult ASSAULT TWIN LINKED	18"	2	3+	4	-1	1

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

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 to an unmodified 6.
- Misfortune (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 model in that unit makes an attack, subtract 1 from the Wound roll. Each unit can only be selected for this ability once per turn.
- Leader

This model can be attached to the following units:
 - Warlock Skyrunners
 - Windriders

WEAPON ABILITIES

- 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).



- AUFSTELLUNG
- 1x Farseer Skyrunner (Small Flying Base)

Equipped with: Eldritch Storm, Shuriken Pistol, Singing Spear, Twin Shuriken Catapult, Witchblade

Wargear Options:
 - This model can replace its Witchblade with Singing Spear.



KEYWORDS: Farseer Skyrunner, Farseer, Character, Fly, Mounted, Psyker, Aeldari, Ynnari, Leader

FACTION KEYWORDS: Asuryani

M	T	Sv	W	LD	OC
14"	4	6+	5	6+	2

INVULNERABLE
SAVE



- 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).
- Twin-linked**
Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

FACTION RULES

- Battle Focus**
If your Army Faction is Asuryani, at the start of the battle round, you receive a number of Battle Focus tokens based on the battle size, as shown below:
- Incursion - 2
 - Strike Force - 4
 - Onslaught - 6
- Each time one of the triggers shown in the Agile Manoeuvres section of your codex occurs, you can spend one Battle focus token to enable the relevant eligible unit to perform that Agile Manoeuvre. A unit is eligible to perform an Agile Manoeuvre if it has this ability and has not already performed an Agile Manoeuvre in the same phase. Unless otherwise stated, you cannot trigger the same Agile Manoeuvre more than once per phase. At the end of the battle round, all unspent Battle Focus tokens are lost.

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.

FIRE DRAGONS

110–240 PTS

M	T	Sv	W	LD	OC
7"	3	3+	1	6+	1

INVULNERABLE
SAVE

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Dragon Fusion Gun ASSAULT MELTA 3	12"	1	3+	9	-4	D6
Dragon Fusion Pistol ASSAULT MELTA 3 PISTOL	6"	1	3+	9	-4	D6
Dragon's Breath Flamer ASSAULT IGNORES COVER TORRENT	12"	D6+2	N/A	6	-2	1
Exarch's Dragon Fusion Gun ASSAULT MELTA 6	12"	1	3+	9	-4	D6
Firepike ASSAULT MELTA 3	18"	1	3+	12	-4	D6

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	3+	3	0	1
Dragon Axe	Melee	3	3+	6	-4	D6

ABILITIES

- Aspect Shrine Token

Once per battle for each Aspect Shrine token this unit has, you can change the result of one Hit roll or one Wound roll made for a model in this unit (excluding CHARACTER models) to an unmodified 6.

Designer's Note: Place an Aspect Shrine token next to the unit for each Aspect Shrine token it has, removing one each time this ability is used.
- Assured Destruction

In your Shooting phase, each time a model in this unit makes a ranged attack that targets a Monster or Vehicle unit, you can re-roll the Hit roll, you can re-roll the Wound roll and you can re-roll the Damage roll.

WEAPON ABILITIES

- Assault

Units containing one or more models with an [ASSAULT] weapon can shoot using **assault** shooting (10.05).
- Ignores Cover

Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).
- Melta

This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.



- AUFSTELLUNG
- 4-9x Fire Dragon (28.5mm)

1x Fire Dragon Exarch (28.5mm)
- Equipped with:

Dragon Fusion Gun, Dragon Fusion Pistol, Dragon's Breath Flamer, Exarch's Dragon Fusion Gun, Firepike, Close combat weapon, Dragon Axe
- Wargear Options:

■ Each Fire Dragon Exarch can replace its Exarch's Dragon Fusion Gun with Dragon's Breath Flamer, Firepike or Dragon Fusion Pistol & Dragon Axe.



KEYWORDS: Infantry, Grenades,
Fire Dragons, Aeldari, Aspect
Warrior, Ynnari

FACTION KEYWORDS: Asuryani

M	T	Sv	W	LD	OC
7"	3	3+	1	6+	1

INVULNERABLE
SAVE



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.

Torrent
Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

FACTION RULES

Battle Focus

If your Army Faction is Asuryani, at the start of the battle round, you receive a number of Battle Focus tokens based on the battle size, as shown below:

- Incursion - 2
- Strike Force - 4
- Onslaught - 6

Each time one of the triggers shown in the Agile Manoeuvres section of your codex occurs, you can spend one Battle focus token to enable the relevant eligible unit to perform that Agile Manoeuvre. A unit is eligible to perform an Agile Manoeuvre if it has this ability and has not already performed an Agile Manoeuvre in the same phase. Unless otherwise stated, you cannot trigger the same Agile Manoeuvre more than once per phase. At the end of the battle round, all unspent Battle Focus tokens are lost.

M	T	Sv	W	LD	OC
14"	9	3+	12	7+	3

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Shuriken Cannon LETHAL HITS	24"	3	3+	6	-1	2
Twin Shuriken Catapult ASSAULT TWIN LINKED	18"	2	3+	4	-1	1
► Prism Cannon - dispersed pulse BLAST	60"	2D6	3+	6	-2	2
► Prism Cannon - focused lances LINKED FIRE	60"	2	3+	18	-4	6

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Wraithbone Hull	Melee	3	4+	6	0	1

ABILITIES

- Crystal Matrix**
Each time this model is selected to shoot, you can re-roll one Hit roll and you can re-roll one Wound roll when resolving those attacks.
- Damaged: 1-4 Wounds Remaining**
While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

WEAPON ABILITIES

- 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).
- Lethal Hits**
Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.
Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].
- Twin-linked**
Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.



- AUFSTELLUNG
- 1x Fire Prism (Large Flying Base)
- Equipped with: Shuriken Cannon, Twin Shuriken Catapult, ► Prism Cannon - dispersed pulse, ► Prism Cannon - focused lances, Wraithbone Hull
- Wargear Options:
- This model can replace its Twin Shuriken Catapult with Shuriken Cannon.



KEYWORDS: Fire Prism, Fly, Vehicle, Aeldari, Ynnari, Frame

FACTION KEYWORDS: Asuryani

M	T	Sv	W	LD	OC
14"	9	3+	12	7+	3

FACTION RULES

Battle Focus

If your Army Faction is Asuryani, at the start of the battle round, you receive a number of Battle Focus tokens based on the battle size, as shown below:

- Incursion - 2
- Strike Force - 4
- Onslaught - 6

Each time one of the triggers shown in the Agile Manoeuvres section of your codex occurs, you can spend one Battle focus token to enable the relevant eligible unit to perform that Agile Manoeuvre. A unit is eligible to perform an Agile Manoeuvre if it has this ability and has not already performed an Agile Manoeuvre in the same phase. Unless otherwise stated, you cannot trigger the same Agile Manoeuvre more than once per phase. At the end of the battle round, all unspent Battle Focus tokens are lost.

CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

FIRESTORM [LEGENDS]

115 PTS

M	T	Sv	W	LD	OC
14"	9	3+	12	6+	3

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Firestorm Scatter Laser ANTI-FLY 2+	36"	16	3+	5	0	1
Shuriken Cannon SUSTAINED HITS 1	24"	3	3+	6	-1	2
Twin Shuriken Catapult ASSAULT TWIN LINKED	18"	2	3+	4	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Wraithbone Hull	Melee	3	4+	6	0	1

ABILITIES

- Damaged: 1-4 Wounds Remaining

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.
- Skyfire

Each time you target this model with the Fire Overwatch Stratagem just after an enemy unit that can Fly starts or ends a Normal, Advance or Fall Back move, when resolving that Stratagem, in addition to shooting that enemy unit, you can select up to 3 other enemy units within 24" of this model that can Fly; this model can also shoot at each of those units with its Firestorm scatter laser (provided each one is an eligible target), but when doing so, an unmodified Hit roll of 6 is required to score a hit.

TRANSPORT

- Firestorm

This model has a transport capacity of 6 Aeldari Infantry models. Each Wraith Construct model takes the space of 2 models. It cannot transport Jump Pack models

WEAPON ABILITIES

- 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).
- Sustained Hits

This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.
*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*
- Twin-linked

Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.



- AUFSTELLUNG

1x Firestorm [Legends]
Equipped with: Firestorm Scatter Laser, Shuriken Cannon, Twin Shuriken Catapult, Wraithbone Hull
Wargear Options:
 - This model can replace its Twin Shuriken Catapult with Shuriken Cannon.



KEYWORDS: Vehicle, Fly, Firestorm, Aeldari

FACTION KEYWORDS: Asuryani

M	T	Sv	W	LD	OC
14"	9	3+	12	6+	3

FACTION RULES

Battle Focus

If your Army Faction is Asuryani, at the start of the battle round, you receive a number of Battle Focus tokens based on the battle size, as shown below:

- Incursion - 2
- Strike Force - 4
- Onslaught - 6

Each time one of the triggers shown in the Agile Manoeuvres section of your codex occurs, you can spend one Battle focus token to enable the relevant eligible unit to perform that Agile Manoeuvre. A unit is eligible to perform an Agile Manoeuvre if it has this ability and has not already performed an Agile Manoeuvre in the same phase. Unless otherwise stated, you cannot trigger the same Agile Manoeuvre more than once per phase. At the end of the battle round, all unspent Battle Focus tokens are lost.

CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

FUEGAN

130 PTS

M	T	Sv	W	LD	OC
7"	3	2+	5	6+	1

INVULNERABLE
SAVE



RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
► Searsong - Beam ASSAULT MELTA 1 SUSTAINED HITS 2	12"	3	2+	8	-3	2
► Searsong - Lance ASSAULT MELTA 6	18"	1	2+	14	-4	D6

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
The Fire Axe	Melee	6	2+	5	-4	3

ABILITIES

CORE - Leader

Burning Lance

While this model is leading a unit, add 6" to the Range characteristic of **Melta** weapons equipped by models in that unit.

Unquenchable Resolve

The first time this model is destroyed, at the end of the phase, roll one D6. On a 2+, set this model back up on the battlefield as close as possible to where it was destroyed and not within Engagement Range of one or more enemy units, with its full wounds remaining.

Leader

This model can be attached to the following unit:

- Fire Dragons

WEAPON ABILITIES

Assault

Units containing one or more models with an **[ASSAULT]** weapon can shoot using **assault** shooting (10.05).

Melta

This ability always takes the form **[MELTA X]**. Each time a model makes an attack with a **[MELTA]** weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a **[MELTA 2]** weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

Sustained Hits

This ability always takes the form **[SUSTAINED HITS X]**. Each time an attack made with a **[SUSTAINED HITS]** weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a **[SUSTAINED HITS 2]** weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the **[SUSTAINED HITS 2]** ability).*



AUFSTELLUNG

1x Fuegan (40mm)

Equipped with: ► Searsong - Beam, ► Searsong - Lance, The Fire Axe



KEYWORDS: Character, Epic Hero, Infantry, Phoenix Lord, Fuegan, Aeldari, Aspect Warrior, Grenades, Leader
FACTION KEYWORDS: Asuryani

M	T	Sv	W	LD	OC
7"	3	2+	5	6+	1

INVULNERABLE
SAVE



FACTION RULES

Battle Focus

If your Army Faction is Asuryani, at the start of the battle round, you receive a number of Battle Focus tokens based on the battle size, as shown below:

- Incursion - 2
- Strike Force - 4
- Onslaught - 6

Each time one of the triggers shown in the Agile Manoeuvres section of your codex occurs, you can spend one Battle focus token to enable the relevant eligible unit to perform that Agile Manoeuvre. A unit is eligible to perform an Agile Manoeuvre if it has this ability and has not already performed an Agile Manoeuvre in the same phase. Unless otherwise stated, you cannot trigger the same Agile Manoeuvre more than once per phase. At the end of the battle round, all unspent Battle Focus tokens are lost.

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.

KEYWORDS: Character, Epic Hero, Infantry, Phoenix Lord, Fuegan, Aeldari, Aspect Warrior, Grenades, Leader
FACTION KEYWORDS: Asuryani

GHOST WARRIOR
[CRUCIBLE]

160 PTS

M	T	Sv	W	LD	OC
8"	10	2+	10	6+	3

RANGED WEAPONS						
WEAPON	RANGE	A	BS	S	AP	D
Bright Lance	36"	1	2+	12	-3	D6+2
Death Spinner IGNORES COVER TORRENT	12"	D6	N/A	4	-1	1
Destructor PSYCHIC TORRENT	12"	D6	N/A	5	-1	1
Dragon Fusion Gun ASSAULT MELTA 3	12"	1	2+	9	-4	D6
Dragon Fusion Pistol ASSAULT MELTA 3 PISTOL	6"	1	2+	9	-4	D6
Eldritch Storm BLAST PSYCHIC	24"	D6	3+	6	-2	D3
Flamer IGNORES COVER TORRENT	12"	D6	N/A	4	0	1
Long Rifle HEAVY PRECISION	36"	1	2+	4	-1	2
Scatter Laser ASSAULT SUSTAINED HITS 1	36"	6	2+	5	0	1
Shuriken Cannon ASSAULT LETHAL HITS	24"	3	3+	6	-1	2
Shuriken Catapult ASSAULT	18"	2	4+	4	-1	1
Shuriken Pistol ASSAULT PISTOL	12"	1	2+	4	-1	1
Singing Spear ASSAULT PSYCHIC	12"	1	2+	9	0	3
Star Lance ASSAULT	6"	1	2+	9	-3	3
Starcannon	36"	2	2+	8	-3	2
Twin Shuriken Catapult ASSAULT TWIN-LINKED	18"	2	3+	4	-1	1
► Missile Launcher - Starshot	48"	1	2+	10	-2	D6
► Missile Launcher - Sunburst BLAST	48"	D6	2+	4	-1	1
► Reaper Launcher - Starshot HEAVY IGNORES COVER	48"	1	3+	10	-2	3
► Reaper Launcher - Starswarm HEAVY IGNORES COVER	48"	2	3+	4	-2	1

AUFSTELLUNG

1x Ghost Warrior [Crucible]

Equipped with: Bright Lance, Death Spinner, Destructor, Dragon Fusion Gun, Dragon Fusion Pistol, Eldritch Storm, Flamer, Long Rifle, Scatter Laser, Shuriken Cannon, Shuriken Catapult, Shuriken Pistol, Singing Spear, Star Lance, Starcannon, Twin Shuriken Catapult, ► Missile Launcher - Starshot, ► Missile Launcher - Sunburst, ► Reaper Launcher - Starshot, ► Reaper Launcher - Starswarm, Banshee Blade, Close Combat Weapon, Paragon Sabre, Scorpion Chainsword, Star Glaive, Witch Staff, Witchblade, Wraithbone Fists, ► Ghostglaive - Strike, ► Ghostglaive - Sweep

KEYWORDS: Character, Aeldari, Crucible, Monster, Walker, Ghost Warrior, Wraith Construct

FACTION KEYWORDS: Asuryani

GHOST WARRIOR
[CRUCIBLE]

160 PTS

M	T	Sv	W	LD	OC
8"	10	2+	10	6+	3

⌘ MELEE WEAPONS						
WEAPON	RANGE	A	WS	S	AP	D
Banshee Blade ANTI-INFANTRY 3+	Melee	5	2+	4	-2	2
Close Combat Weapon	Melee	3	3+	3	0	1
Paragon Sabre	Melee	6	3+	5	-2	2
Scorpion Chainsword SUSTAINED HITS 1	Melee	7	2+	4	-1	1
Singing Spear PSYCHIC	Melee	2	2+	3	0	3
Star Glaive	Melee	4	2+	6	-3	3
Star Lance ANTI-MONSTER 3+ ANTI-VEHICLE 3+ LANCE	Melee	4	2+	5	-3	3
Witch Staff ANTI-INFANTRY 2+ PSYCHIC	Melee	2	2+	3	0	D3
Witchblade ANTI-INFANTRY 2+ PSYCHIC	Melee	2	2+	3	0	2
Wraithbone Fists	Melee	4	4+	7	-2	2
➤ Ghostglaive - Strike	Melee	4	4+	10	-3	D6+1
➤ Ghostglaive - Sweep	Melee	8	4+	7	-2	2

ABILITIES
CORE - Leader, Leader, Leader, Leader
Awakened Spirit Each time this model makes an attack, re-roll a Hit roll of 1 and re-roll a Wound roll of 1.
Cameleoline Cloak (INFANTRY only): This model gains the Infiltrators and Stealth abilities, and replace the list of units this model can be attached to: <ul style="list-style-type: none">• Rangers
Corsair Raider (INFANTRY only): This model gains the Scouts 7" ability, adds the ANHRATHE keyword, and replace the list of units this model can be attached to: <ul style="list-style-type: none">• Corsair Voidreavers• Corsair Voidscarred
Doomseer (PSYKER only): Each time a model in this unit makes an attack, add 1 to the Hit roll.

KEYWORDS: Character, Aeldari, Crucible, Monster, Walker, Ghost Warrior, Wraith Construct
FACTION KEYWORDS: Asuryani

GHOST WARRIOR
[CRUCIBLE]

160 PTS

M	T	Sv	W	LD	OC
8"	10	2+	10	6+	3

- Heavy Aspect Armour

(INFANTRY only):

Change this model's Save characteristic to 3+. Add the following units to the list of units this model can be attached to:

- Dark Reapers
 - Dire Avengers
 - Fire Dragons
 - Howling Banshees
 - Striking Scorpions
- Outcast

(INFANTRY and MOUNTED only):

This model has the Lone Operative ability.
- Path of the Witch

The model gains the PSYKER keyword.
- Skyrunner's Heavy Aspect armour

(MOUNTED only):

Change this model's Save characteristic to 3+. Add the following unit to the list of units this model can be attached to:

- Shining Spears
- Superlative Strategist

You can re-roll Advance rolls made for this model's unit, and you can re-roll any rolls made for that unit while it is performing an Agile Manoeuvre.
- Warden of Fate

(PSYKER only):

Each time a ranged attack targets this unit, models in that unit have the Benefit of Cover.
- Wayleaper's Heavy Aspect Armour

(INFANTRY only):

Change this model's Move characteristic to 14", its Save characteristic to 3+, it gains the Deep Strike ability, and add the FLY and JUMP PACK keywords.

Replace the list of units this model can be attached to:

- Swooping Hawks
 - Warp Spiders
- Leader

This model can be attached to the following units:

- Swooping Hawks
 - Warp Spiders

- WEAPON ABILITIES
- 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).

KEYWORDS: Character, Aeldari,
Crucible, Monster, Walker, Ghost
Warrior, Wraith Construct
FACTION KEYWORDS: Asuryani

GHOST WARRIOR

[CRUCIBLE]

160 PTS

M	T	Sv	W	LD	OC
8"	10	2+	10	6+	3

- Heavy

In your Shooting phase, each time an attack is made with a [HEAVY] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

 - That unit is unengaged.
 - That unit was not set up on the battlefield this turn.
 - No model in that unit has moved more than 3" this turn.
- Ignores Cover

Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).
- Lance

Each time an attack is made with a [LANCE] weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.
- Lethal Hits

Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].
- Melta

This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.
- 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.
- Precision

While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.
- 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).
- Sustained Hits

This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).
- 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.

KEYWORDS: Character, Aeldari,
Crucible, Monster, Walker, Ghost
Warrior, Wraith Construct
FACTION KEYWORDS: Asuryani

GHOST WARRIOR

[CRUCIBLE]

160 PTS

M	T	Sv	W	LD	OC
8"	10	2+	10	6+	3

FACTION RULES

Battle Focus

If your Army Faction is Asuryani, at the start of the battle round, you receive a number of Battle Focus tokens based on the battle size, as shown below:

- Incursion - 2
- Strike Force - 4
- Onslaught - 6

Each time one of the triggers shown in the Agile Manoeuvres section of your codex occurs, you can spend one Battle focus token to enable the relevant eligible unit to perform that Agile Manoeuvre. A unit is eligible to perform an Agile Manoeuvre if it has this ability and has not already performed an Agile Manoeuvre in the same phase. Unless otherwise stated, you cannot trigger the same Agile Manoeuvre more than once per phase. At the end of the battle round, all unspent Battle Focus tokens are lost.

CORE RULES

Crucible

A Character created using Crucible rules has the Crucible ability. Your army may include up to three units with the Crucible ability and these units cannot be given Enhancements.

Deadly Demise 1

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Infiltrators

During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment zone and all enemy units.

Lone Operative

Unless part of an attached unit, this unit is not visible to enemy models unless they are within 12" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within 12" of this unit.

If this ability takes the form Lone Operative X", unless part of an attached unit, this unit is not visible to enemy models unless they are within X" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within X" of this unit.

Scouts 7"

This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.
- If that unit is wholly within your deployment zone, it can make a scout move.
- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

Stealth

If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).

KEYWORDS: Character, Aeldari, Crucible, Monster, Walker, Ghost Warrior, Wraith Construct

FACTION KEYWORDS: Asuryani

GUARDIAN DEFENDER

M	T	Sv	W	LD	OC
7"	3	4+	1	7+	2

HEAVY WEAPON PLATFORM

M	T	Sv	W	LD	OC
7"	3	4+	2	7+	0

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bright Lance	36"	1	3+	12	-3	D6+2
Scatter Laser SUSTAINED HITS 1	36"	6	3+	5	0	1
Shuriken Cannon LETHAL HITS	24"	3	3+	6	-1	2
Shuriken Catapult ASSAULT	18"	2	3+	4	-1	1
Starcannon	36"	2	3+	8	-3	2
► Missile Launcher - Starshot	48"	1	3+	10	-2	D6
► Missile Launcher - Sunburst BLAST	48"	D6	3+	4	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close Combat Weapon	Melee	1	3+	3	0	1

ABILITIES

- Crewed Platform**

When the last Guardian Defender model in this unit is destroyed, any remaining Heavy Weapon Platform models in this unit are also destroyed.
- Fleet of Foot**

This unit can perform the Fade Back Agile Manoeuvre without spending a Battle Focus token to do so. It can do so even if other units have done so in the same phase, and doing so does not prevent other units from performing the same Agile Manoeuvre in the same phase.

WEAPON ABILITIES

- 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).
- Lethal Hits**

Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].



AUFSTELLUNG

- 10x Guardian Defender - Equipped with: Close Combat Weapon, Shuriken Catapult

1x Heavy Weapon Platform - Equipped with: Shuriken Cannon, ► Missile Launcher - Starshot, ► Missile Launcher - Sunburst, Bright Lance, Scatter Laser, Starcannon, Close Combat Weapon

Basegrößen: 28.5mm, Heavy Weapon Platform 40mm



KEYWORDS: Guardian Defenders, Battleline, Infantry, Grenades, Guardians, Aeldari, Ynnari
FACTION KEYWORDS: Asuryani

GUARDIAN DEFENDER

M	T	Sv	W	LD	OC
7"	3	4+	1	7+	2

HEAVY WEAPON PLATFORM

M	T	Sv	W	LD	OC
7"	3	4+	2	7+	0

Sustained Hits
This ability always takes the form **[SUSTAINED HITS X]**. Each time an attack made with a **[SUSTAINED HITS]** weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a **[SUSTAINED HITS 2]** weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the **[SUSTAINED HITS 2]** ability).*

FACTION RULES

Battle Focus
If your Army Faction is Asuryani, at the start of the battle round, you receive a number of Battle Focus tokens based on the battle size, as shown below:

- Incursion - 2
- Strike Force - 4
- Onslaught - 6

Each time one of the triggers shown in the Agile Manoeuvres section of your codex occurs, you can spend one Battle focus token to enable the relevant eligible unit to perform that Agile Manoeuvre. A unit is eligible to perform an Agile Manoeuvre if it has this ability and has not already performed an Agile Manoeuvre in the same phase. Unless otherwise stated, you cannot trigger the same Agile Manoeuvre more than once per phase. At the end of the battle round, all unspent Battle Focus tokens are lost.

HEMLOCK WRAITHFIGHTER155 PTS

M	T	Sv	W	LD	OC
-	8	3+	12	6+	-

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
2x Heavy D-Scythe BLAST	18"	D6	4+	12	-4	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Wraithbone Hull	Melee	3	4+	6	0	1

ABILITIES

- Damaged: 1-4 Wounds Remaining**
While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.
- Mindshock Pod (Aura, Psychic)**
While an enemy unit is within 9" of this model, subtract 1 from Battle-shock and Leadership tests taken for that unit.

WEAPON ABILITIES

- 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).*

FACTION RULES

- Battle Focus**
If your Army Faction is Asuryani, at the start of the battle round, you receive a number of Battle Focus tokens based on the battle size, as shown below:
- Incursion - 2
 - Strike Force - 4
 - Onslaught - 6
- Each time one of the triggers shown in the Agile Manoeuvres section of your codex occurs, you can spend one Battle focus token to enable the relevant eligible unit to perform that Agile Manoeuvre. A unit is eligible to perform an Agile Manoeuvre if it has this ability and has not already performed an Agile Manoeuvre in the same phase. Unless otherwise stated, you cannot trigger the same Agile Manoeuvre more than once per phase. At the end of the battle round, all unspent Battle Focus tokens are lost.



AUFSTELLUNG

1x Hemlock Wraithfighter
(120x92mm Oval Base)

Equipped with: 2x Heavy D-Scythe, Wraithbone Hull



KEYWORDS: Hemlock Wraithfighter, Vehicle, Fly, Aircraft, Psyker, Wraith Construct, Aeldari, Ynnari

FACTION KEYWORDS: Asuryani

M	T	Sv	W	LD	OC
14"	7	3+	8	6+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bright Lance	36"	1	3+	12	-3	D6+2
Hornet Pulse Laser	36"	2	3+	9	-2	D3
Scatter Laser	36"	6	3+	5	0	1
Shuriken Cannon SUSTAINED HITS 1	24"	3	3+	6	-1	2
Starcannon	36"	2	3+	8	-3	2
► Aeldari Missile Launcher - Starshot	48"	1	3+	10	-2	D6
► Aeldari Missile Launcher - Sunburst BLAST	48"	D6	3+	4	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Wraithbone Hull	Melee	3	4+	6	0	1

ABILITIES

Lightning Assault

Each time this model ends a Normal move, you can select one enemy unit (excluding Monster and Vehicle units) that it moved over during that move, then roll six D6: for each 4+, that enemy unit suffers 1 mortal wound.

WEAPON ABILITIES

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).

Sustained Hits

This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

FACTION RULES

Battle Focus

If your Army Faction is Asuryani, at the start of the battle round, you receive a number of Battle Focus tokens based on the battle size, as shown below:

- Incursion - 2
- Strike Force - 4
- Onslaught - 6

Each time one of the triggers shown in the Agile Manoeuvres section of your codex occurs, you can spend one Battle focus token to enable the relevant eligible unit to perform that Agile Manoeuvre. A unit is eligible to perform an Agile Manoeuvre if it has this ability and has not already performed an Agile Manoeuvre in the same phase. Unless otherwise stated, you cannot trigger the same Agile Manoeuvre more than once per phase. At the end of the battle round, all unspent Battle Focus tokens are lost.



AUFSTELLUNG

1x Hornet [Legends]

Equipped with: Bright Lance, Hornet Pulse Laser, Scatter Laser, Shuriken Cannon, Starcannon, ► Aeldari Missile Launcher - Starshot, ► Aeldari Missile Launcher - Sunburst, Wraithbone Hull

Wargear Options:

- This model must be equipped with 2 of: Aeldari Missile Launcher, Bright Lance, Scatter Laser, Shuriken Cannon, Starcannon, Hornet Pulse Laser.



KEYWORDS: Vehicle, Fly, Hornet, Aeldari

FACTION KEYWORDS: Asuryani

M	T	Sv	W	LD	OC
14"	7	3+	8	6+	2

CORE RULES

Deadly Demise 1

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

HOWLING BANSHEES

85–165 PTS

M	T	Sv	W	LD	OC
8"	3	4+	1	6+	1

INVULNERABLE
SAVE

4+ / 5

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Shuriken Pistol ASSAULT PISTOL	12"	1	3+	4	-1	1
Triskele ASSAULT ANTI-INFANTRY 3+	12"	3	3+	3	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Banshee Blade ANTI-INFANTRY 3+	Melee	2	2+	4	-2	2
Executioner ANTI-INFANTRY 3+	Melee	3	2+	6	-3	3
Mirrorswords ANTI-INFANTRY 3+	Melee	4	2+	4	-2	2
Triskele ANTI-INFANTRY 3+	Melee	6	2+	3	-1	1

ABILITIES

- Acrobatic
This unit is eligible to declare a charge in a turn in which it Advanced or Fell Back
- Aspect Shrine Token
Once per battle for each Aspect Shrine token this unit has, you can change the result of one Hit roll or one Wound roll made for a model in this unit (excluding CHARACTER models) to an unmodified 6.
Designer's Note: Place an Aspect Shrine token next to the unit for each Aspect Shrine token it has, removing one each time this ability is used.
- Invulnerable Save (4+*)
Models in this unit have a 4+ invulnerable save against melee attacks.

WEAPON ABILITIES

- 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.



- AUFSTELLUNG
- 4-9x Howling Banshee (28.5mm)
1x Howling Banshee Exarch (28.5mm)
- Equipped with: Shuriken Pistol, Triskele, Banshee Blade, Executioner, Mirrorswords
- Wargear Options:
 - Each Howling Banshee Exarch can replace its Banshee Blade and Shuriken Pistol with Executioner and Shuriken Pistol, Triskele and Shuriken Pistol or Mirrorswords.



KEYWORDS: Howling Banshees, Infantry, Ynnari, Aspect Warrior

FACTION KEYWORDS: Asuryani

M	T	Sv	W	LD	OC
8"	3	4+	1	6+	1

INVULNERABLE
SAVE



FACTION RULES

Battle Focus

If your Army Faction is Asuryani, at the start of the battle round, you receive a number of Battle Focus tokens based on the battle size, as shown below:

- Incursion - 2
- Strike Force - 4
- Onslaught - 6

Each time one of the triggers shown in the Agile Manoeuvres section of your codex occurs, you can spend one Battle focus token to enable the relevant eligible unit to perform that Agile Manoeuvre. A unit is eligible to perform an Agile Manoeuvre if it has this ability and has not already performed an Agile Manoeuvre in the same phase. Unless otherwise stated, you cannot trigger the same Agile Manoeuvre more than once per phase. At the end of the battle round, all unspent Battle Focus tokens are lost.

CORE RULES

Fights First

While every model in a unit has this ability, that unit is a Fights First unit.

See the Resolve Fights First Combats step in the Fight phase (12.04).

ILLIC NIGHTSPEAR

[LEGENDS]

70 PTS

M	T	Sv	W	LD	OC
7"	3	5+	3	6+	1

INVULNERABLE
SAVE

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Shuriken Pistol ASSAULT PISTOL	12"	1	2+	4	-1	1
Voidbringer DEVASTATING WOUNDS HEAVY PRECISION	48"	1	2+	6	-3	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Aeldari power sword	Melee	4	2+	4	-2	1

ABILITIES

CORE - Leader

Bringer of the True Death

While this model is leading a unit, each time a model in that unit makes an attack, you can re-roll the Wound roll.

Hunter Unseen

This model's unit can only be selected as the target of a ranged attack if the attacking model is within 12".

Leader

This model can be attached to the following unit:

- Rangers

WEAPON ABILITIES

Assault

Units containing one or more models with an [ASSAULT] weapon can shoot using **assault** shooting (10.05).

Devastating Wounds

Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

Heavy

In your Shooting phase, each time an attack is made with a [HEAVY] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

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.



AUFSTELLUNG

1x Illic Nightspear [Legends]

Equipped with: Shuriken Pistol, Voidbringer, Aeldari power sword



KEYWORDS: Infantry, Character, Epic Hero, Illic Nightspear, Aeldari, Leader

FACTION KEYWORDS: Asuryani

ILLIC NIGHTSPEAR

[LEGENDS]

70 PTS

M	T	Sv	W	LD	OC
7"	3	5+	3	6+	1

INVULNERABLE
SAVE

5+

Precision
While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

FACTION RULES

Battle Focus
If your Army Faction is Asuryani, at the start of the battle round, you receive a number of Battle Focus tokens based on the battle size, as shown below:

- Incursion - 2
- Strike Force - 4
- Onslaught - 6

Each time one of the triggers shown in the Agile Manoeuvres section of your codex occurs, you can spend one Battle focus token to enable the relevant eligible unit to perform that Agile Manoeuvre. A unit is eligible to perform an Agile Manoeuvre if it has this ability and has not already performed an Agile Manoeuvre in the same phase. Unless otherwise stated, you cannot trigger the same Agile Manoeuvre more than once per phase. At the end of the battle round, all unspent Battle Focus tokens are lost.

CORE RULES

Infiltrators
During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment zone and all enemy units.

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.

Stealth
If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).

KEYWORDS: Infantry, Character,
Epic Hero, Illic Nightspear, Aeldari,
Leader

FACTION KEYWORDS: Asuryani

M	T	Sv	W	LD	OC
12"	3	2+	5	6+	1

INVULNERABLE
SAVE

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Spear of Starlight	24"	3	3+	8	-2	4

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Spear of Starlight	Melee	4	3+	5	-2	1

ABILITIES

CORE - Leader

Reaper of Souls

While this model is leading a unit, each time a model in that unit makes an attack, add 1 to the Hit roll

Shadow of Death (Aura)

While an enemy unit is within 6" of this model, each time that unit takes a Battle-shock or Leadership test, subtract 1 from that test.

Leader

This model can be attached to the following unit:

- Shadow Spectres

FACTION RULES

Battle Focus

If your Army Faction is Asuryani, at the start of the battle round, you receive a number of Battle Focus tokens based on the battle size, as shown below:

- Incursion - 2
- Strike Force - 4
- Onslaught - 6

Each time one of the triggers shown in the Agile Manoeuvres section of your codex occurs, you can spend one Battle focus token to enable the relevant eligible unit to perform that Agile Manoeuvre. A unit is eligible to perform an Agile Manoeuvre if it has this ability and has not already performed an Agile Manoeuvre in the same phase. Unless otherwise stated, you cannot trigger the same Agile Manoeuvre more than once per phase. At the end of the battle round, all unspent Battle Focus tokens are lost.

CORE RULES

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

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.

Stealth

If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).



AUFSTELLUNG

1x Irillyth [Legends]

Equipped with: Spear of Starlight



KEYWORDS: Epic Hero, Infantry, Character, Fly, Irillyth, Phoenix Lord, Aeldari, Jump Pack, Leader

FACTION KEYWORDS: Asuryani

JAIN ZAR

105 PTS

M	T	Sv	W	LD	OC
8"	3	2+	5	6+	1

INVULNERABLE
SAVE



RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Silent Death ASSAULT	12"	6	2+	6	-2	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Blade of Destruction ANTI-INFANTRY 3+	Melee	8	2+	6	-3	2

ABILITIES

CORE - Leader

Storm of Silence

Each time this model makes an attack that targets a Character unit, you can re-roll the Wound roll.

Whirling Death

While this model is leading a unit, each time that unit Advances, do not make an Advance roll. Instead, until the end of the phase, add 6" to the Move characteristic of models in that unit and each time a model in that unit makes an Advance move, ignore any vertical distance when determining the total distance that model can be moved during that move.

Leader

This model can be attached to the following unit:

- Howling Banshees

WEAPON ABILITIES

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).

FACTION RULES

Battle Focus

If your Army Faction is Asuryani, at the start of the battle round, you receive a number of Battle Focus tokens based on the battle size, as shown below:

- Incursion - 2
- Strike Force - 4
- Onslaught - 6

Each time one of the triggers shown in the Agile Manoeuvres section of your codex occurs, you can spend one Battle focus token to enable the relevant eligible unit to perform that Agile Manoeuvre. A unit is eligible to perform an Agile Manoeuvre if it has this ability and has not already performed an Agile Manoeuvre in the same phase. Unless otherwise stated, you cannot trigger the same Agile Manoeuvre more than once per phase. At the end of the battle round, all unspent Battle Focus tokens are lost.



AUFSTELLUNG

1x Jain Zar (40mm)

Equipped with: Silent Death, Blade of Destruction



KEYWORDS: Jain Zar, Phoenix Lord, Character, Epic Hero, Infantry, Aeldari, Aspect Warrior, Leader
FACTION KEYWORDS: Asuryani

M	T	Sv	W	LD	OC
8"	3	2+	5	6+	1

INVULNERABLE
SAVE



CORE RULES

Fights First

While every model in a unit has this ability, that unit is a Fights First unit.
See the Resolve Fights First Combats step in the Fight phase (12.04).

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.

KARANDRAS [LEGENDS]90 PTS

M	T	Sv	W	LD	OC
7"	3	2+	5	6+	1

INVULNERABLE
SAVE

4+



AUFSTELLUNG

1x Karandras [Legends]
Equipped with: Arhra's Bane, Isirmathil

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Arhra's Bane ASSAULT PISTOL	12"	2	2+	5	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Arhra's Bane SUSTAINED HITS 1	Melee	5	2+	8	-3	2
Isirmathil SUSTAINED HITS 1	Melee	8	2+	6	-1	1

ABILITIES

CORE - Leader

- Shadow Hunter**
While this model is leading a unit, each time a model in that unit makes an attack, add 1 to the Hit roll.
- Sustained Assault**
Each time this model makes a melee attack, if it made a Charge move this turn, a successful unmodified Hit roll of 4+ scores a Critical Hit
- The Scorpion's Bite**
Melee weapons equipped by the bearer have the [DEVASTATING WOUNDS] ability when targeting units without the Titanic keyword.
- Leader**
This model can be attached to the following unit:
 - Striking Scorpions

WEAPON ABILITIES

- 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.
- Sustained Hits**
This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.
Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).



KEYWORDS: Epic Hero, Character, Infantry, Karandras, Phoenix Lord, Aeldari, Leader
FACTION KEYWORDS: Asuryani

M	T	Sv	W	LD	OC
7"	3	2+	5	6+	1

INVULNERABLE
SAVE



FACTION RULES

Battle Focus

If your Army Faction is Asuryani, at the start of the battle round, you receive a number of Battle Focus tokens based on the battle size, as shown below:

- Incursion - 2
- Strike Force - 4
- Onslaught - 6

Each time one of the triggers shown in the Agile Manoeuvres section of your codex occurs, you can spend one Battle focus token to enable the relevant eligible unit to perform that Agile Manoeuvre. A unit is eligible to perform an Agile Manoeuvre if it has this ability and has not already performed an Agile Manoeuvre in the same phase. Unless otherwise stated, you cannot trigger the same Agile Manoeuvre more than once per phase. At the end of the battle round, all unspent Battle Focus tokens are lost.

CORE RULES

Infiltrators

During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment zone and all enemy units.

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.

M	T	Sv	W	LD	OC
7"	3	6+	4	6+	1

INVULNERABLE
SAVE

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Dread of the Deep Void ANTI-INFANTRY 2+ BLAST HAZARDOUS IGNORES COVER PSYCHIC	24"	D6+2	3+	3	-2	1

MELEE WEAPONS

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

ABILITIES

CORE - Leader

- Aethersense (Psychic)**
Enemy units that are set up on the battlefield from Reserves cannot be set up within 12" of this model.
- Fury of the Void (Psychic)**
In your Shooting phase, after this model's unit has shot, select one enemy unit hit by one or more attacks made with this model's Dread of the Deep Void. Until the end of the turn, that unit is riven. Each time an Aeldari model from your army makes an attack that targets a riven unit, add 1 to the Strength characteristic of that attack.
- Leader**
This model can be attached to the following units:
 - CORSAIR REAVER BAND
 - CORSAIR VOIDREAVERS
 - CORSAIR VOIDSCARRED

WEAPON ABILITIES

- 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+.
- 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).
- Hazardous**
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.
- Ignores Cover**
Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).
- 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).



AUFSTELLUNG

1x Kharseth (32mm)

Equipped with: Dread of the Deep Void, Waystave



KEYWORDS: Infantry, Aeldari, Character, Epic Hero, Psyker, Anhrathe, Kharseth, Leader

FACTION KEYWORDS: Asuryani

M	T	Sv	W	LD	OC
7"	3	6+	4	6+	1

INVULNERABLE
SAVE



FACTION RULES

Battle Focus

If your Army Faction is Asuryani, at the start of the battle round, you receive a number of Battle Focus tokens based on the battle size, as shown below:

- Incursion - 2
- Strike Force - 4
- Onslaught - 6

Each time one of the triggers shown in the Agile Manoeuvres section of your codex occurs, you can spend one Battle focus token to enable the relevant eligible unit to perform that Agile Manoeuvre. A unit is eligible to perform an Agile Manoeuvre if it has this ability and has not already performed an Agile Manoeuvre in the same phase. Unless otherwise stated, you cannot trigger the same Agile Manoeuvre more than once per phase. At the end of the battle round, all unspent Battle Focus tokens are lost.

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.

Scouts 7"

This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.
- If that unit is wholly within your deployment zone, it can make a scout move.
- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

KEYWORDS: Infantry, Aeldari,
Character, Epic Hero, Psyker,
Anhrathe, Kharseth, Leader
FACTION KEYWORDS: Asuryani

M	T	Sv	W	LD	OC
10"	5	4+	4	7+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Long Rifle DEVASTATING WOUNDS: NON-MONSTER/VEHICLE PRECISION	36"	2	2+	6	-2	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Drakesteed Fangs and Talons EXTRA ATTACKS	Melee	3	3+	5	-1	1
Hunting Blades	Melee	2	3+	3	-1	1

ABILITIES

Drakolithe (Once per battle, per token)

When an enemy unit ends a move within 8" of this unit, if this unit is unengaged or if that enemy unit ended that move engaged with this unit, you can use this ability. If you do, roll one D6:

- On a 3+, that enemy unit suffers 1 mortal wound.

Place one Drakolithe token next to the unit for each Drakolithe the unit is equipped with, removing one each time this ability is used.

Panicked Quarry

In your Shooting phase, when this unit has shot, select one enemy unit (excluding MONSTER/VEHICLE units) hit by those attacks. That enemy unit makes a battle-shock roll, with -1 to that battle-shock roll.

WEAPON ABILITIES

Devastating Wounds

Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

Extra Attacks

Each time a unit containing one or more models with an [EXTRA ATTACKS] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [EXTRA ATTACKS] weapons.

- One of that model's other melee weapons, if possible.

Precision

While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.



AUFSTELLUNG

1x Leystalker (75 x 42mm)

Equipped with: Long Rifle, Drakesteed Fangs and Talons, Hunting Blades



KEYWORDS: Character, Aeldari, Mounted, Exodite, Mobile, Leystalker, Ynnari

FACTION KEYWORDS: Asuryani

M	T	Sv	W	LD	OC
10"	5	4+	4	7+	2

FACTION RULES

Battle Focus

If your Army Faction is Asuryani, at the start of the battle round, you receive a number of Battle Focus tokens based on the battle size, as shown below:

- Incursion - 2
- Strike Force - 4
- Onslaught - 6

Each time one of the triggers shown in the Agile Manoeuvres section of your codex occurs, you can spend one Battle focus token to enable the relevant eligible unit to perform that Agile Manoeuvre. A unit is eligible to perform an Agile Manoeuvre if it has this ability and has not already performed an Agile Manoeuvre in the same phase. Unless otherwise stated, you cannot trigger the same Agile Manoeuvre more than once per phase. At the end of the battle round, all unspent Battle Focus tokens are lost.

CORE RULES

Lone Operative

Unless part of an attached unit, this unit is not visible to enemy models unless they are within 12" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within 12" of this unit.

If this ability takes the form Lone Operative X", unless part of an attached unit, this unit is not visible to enemy models unless they are within X" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within X" of this unit.

Scouts 9"

This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.
- If that unit is wholly within your deployment zone, it can make a scout move.
- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

Stealth

If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).

LHYKHIS

135 PTS

M	T	Sv	W	LD	OC
12"	3	2+	5	6+	1

INVULNERABLE
SAVE



RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Brood Twain IGNORES COVER TORRENT TWIN-LINKED	12"	D6+3	N/A	6	-2	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Spider's Fangs EXTRA ATTACKS LETHAL HITS	Melee	5	2+	4	-2	1
Weaverender LETHAL HITS	Melee	5	2+	6	-2	2

ABILITIES

CORE - Leader

Empyric Ambush

While this model is leading a unit, that unit is eligible to declare a charge in a turn in which it used its Flickerjump ability.

Whispering Web

In your Shooting phase, after this model has shot, select one enemy unit hit by one or more of those attacks. Until the end of the turn, each time a friendly Aeldari model makes an attack that targets that unit, an unmodified Hit roll of 5+ scores a Critical Hit.

Leader

This model can be attached to the following unit:

- Warp Spiders

WEAPON ABILITIES

Extra Attacks

Each time a unit containing one or more models with an [EXTRA ATTACKS] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [EXTRA ATTACKS] weapons.
- One of that model's other melee weapons, if possible.

Ignores Cover

Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Lethal Hits

Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

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.



AUFSTELLUNG

1x Lhykhis (40mm)

Equipped with: Brood Twain,
Spider's Fangs, Weaverender



KEYWORDS: Character, Epic Hero, Infantry, Aeldari, Jump Pack, Fly, Aspect Warrior, Phoenix Lord, Lhykhis, Leader
FACTION KEYWORDS: Asuryani

M	T	Sv	W	LD	OC
12"	3	2+	5	6+	1

INVULNERABLE
SAVE



FACTION RULES

Battle Focus

If your Army Faction is Asuryani, at the start of the battle round, you receive a number of Battle Focus tokens based on the battle size, as shown below:

- Incursion - 2
- Strike Force - 4
- Onslaught - 6

Each time one of the triggers shown in the Agile Manoeuvres section of your codex occurs, you can spend one Battle focus token to enable the relevant eligible unit to perform that Agile Manoeuvre. A unit is eligible to perform an Agile Manoeuvre if it has this ability and has not already performed an Agile Manoeuvre in the same phase. Unless otherwise stated, you cannot trigger the same Agile Manoeuvre more than once per phase. At the end of the battle round, all unspent Battle Focus tokens are lost.

CORE RULES

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

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.

KEYWORDS: Character, Epic Hero, Infantry, Aeldari, Jump Pack, Fly, Aspect Warrior, Phoenix Lord, Lhykhis, Leader
FACTION KEYWORDS: Asuryani

M	T	Sv	W	LD	OC
14"	9	3+	16	6+	4

INVULNERABLE
SAVE

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bright Lance	36"	1	3+	12	-3	D6+2
Lynx Pulsar ASSAULT	48"	4	3+	16	-3	D6
Scatter Laser	36"	6	3+	5	0	1
Shuriken Cannon SUSTAINED HITS 1	24"	3	3+	6	-1	2
Starcannon	36"	2	3+	8	-3	2
► Aeldari missile launcher - starshot	48"	1	3+	10	-2	D6
► Aeldari missile launcher - sunburst BLAST	48"	D6	3+	4	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Wraithbone Hull	Melee	3	4+	6	0	1

ABILITIES

- Damaged: 1-5 Wounds Remaining**
While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.
- Speed of Vault**
Each time this model Advances, do not make an Advance roll for it. Instead, until the end of the phase, add 9" to the Move characteristic of this model

WEAPON ABILITIES

- 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).
- Sustained Hits**
This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.
Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).



AUFSTELLUNG

1x Lynx [Legends]

Equipped with: Bright Lance, Lynx Pulsar, Scatter Laser, Shuriken Cannon, Starcannon, ► Aeldari missile launcher - starshot, ► Aeldari missile launcher - sunburst, Wraithbone Hull



KEYWORDS: Vehicle, Fly, Lynx, Aeldari
FACTION KEYWORDS: Asuryani

M	T	Sv	W	LD	OC
14"	9	3+	16	6+	4

INVULNERABLE
SAVE



FACTION RULES

Battle Focus

If your Army Faction is Asuryani, at the start of the battle round, you receive a number of Battle Focus tokens based on the battle size, as shown below:

- Incursion - 2
- Strike Force - 4
- Onslaught - 6

Each time one of the triggers shown in the Agile Manoeuvres section of your codex occurs, you can spend one Battle focus token to enable the relevant eligible unit to perform that Agile Manoeuvre. A unit is eligible to perform an Agile Manoeuvre if it has this ability and has not already performed an Agile Manoeuvre in the same phase. Unless otherwise stated, you cannot trigger the same Agile Manoeuvre more than once per phase. At the end of the battle round, all unspent Battle Focus tokens are lost.

CORE RULES

Deadly Demise D6

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

M	T	Sv	W	LD	OC
7"	3	2+	5	6+	1

INVULNERABLE
SAVE

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Maugetar DEVASTATING WOUNDS IGNORES COVER	36"	6	2+	7	-2	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Maugetar	Melee	5	2+	6	-2	2

ABILITIES

CORE - Leader

Face of Death
In your Shooting phase, after this model has shot, select one enemy unit hit by one or more of those attacks. That enemy unit must take a Battle-shock test, subtracting 1 from the result.

Harvester of Souls
While this model is leading a unit, in your Shooting phase, after selecting targets for that unit's attacks, if every attack targets the same unit, roll one D6 for the target unit and one D6 for every other enemy unit within 3" of the target unit. On a 5+, the unit being rolled for is struck by explosive debris; after resolving all of that unit's attacks against the target unit, each unit struck by explosive debris suffers D3 mortal wounds.

Leader
This model can be attached to the following unit:

- Dark Reapers

WEAPON ABILITIES

Devastating Wounds
Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

Ignores Cover
Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

FACTION RULES

Battle Focus
If your Army Faction is Asuryani, at the start of the battle round, you receive a number of Battle Focus tokens based on the battle size, as shown below:

- Incursion - 2
- Strike Force - 4
- Onslaught - 6

Each time one of the triggers shown in the Agile Manoeuvres section of your codex occurs, you can spend one Battle focus token to enable the relevant eligible unit to perform that Agile Manoeuvre. A unit is eligible to perform an Agile Manoeuvre if it has this ability and has not already performed an Agile Manoeuvre in the same phase. Unless otherwise stated, you cannot trigger the same Agile Manoeuvre more than once per phase. At the end of the battle round, all unspent Battle Focus tokens are lost.



AUFSTELLUNG

1x Maugan Ra (40mm)
Equipped with: Maugetar



KEYWORDS: Phoenix Lord, Maugan Ra, Infantry, Epic Hero, Character, Aeldari, Aspect Warrior, Leader
FACTION KEYWORDS: Asuryani

MAUGAN RA

100 PTS

M	T	Sv	W	LD	OC
7"	3	2+	5	6+	1

INVULNERABLE
SAVE



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.

KEYWORDS: Phoenix Lord, Maugan Ra, Infantry, Epic Hero, Character, Aeldari, Aspect Warrior, Leader
FACTION KEYWORDS: Asuryani

M	T	Sv	W	LD	OC
14"	9	3+	12	7+	3

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Doomweaver BLAST INDIRECT FIRE TWIN LINKED	48"	D6+3	3+	7	-1	2
Shuriken Cannon LETHAL HITS	24"	3	3+	6	-1	2
Twin Shuriken Catapult ASSAULT TWIN LINKED	18"	2	3+	4	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Wraithbone Hull	Melee	3	4+	6	0	1

ABILITIES

- Damaged: 1-4 Wounds Remaining**
While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.
- Monofilament Web**
In your Shooting phase, after this model has shot, if one or more of those attacks made with its doomweaver scored a hit against an enemy unit, until the start of your next turn, that enemy unit is pinned. While a unit is pinned, subtract 2 from that unit's Move characteristic and subtract 2 from Charge rolls made for it.

WEAPON ABILITIES

- 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).
- Indirect Fire**
Units containing one or more models with an [INDIRECT FIRE] weapon can shoot using indirect shooting (10.07).
- Lethal Hits**
Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.
Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].
- Twin-linked**
Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.



- AUFSTELLUNG
- 1x Night Spinner (Large Flying Base)
- Equipped with: Doomweaver, Shuriken Cannon, Twin Shuriken Catapult, Wraithbone Hull
- Wargear Options:
 - This model can replace its Twin Shuriken Catapult with Shuriken Cannon.



KEYWORDS: Fly, Vehicle, Night Spinner, Aeldari, Frame

FACTION KEYWORDS: Asuryani

M	T	Sv	W	LD	OC
14"	9	3+	12	7+	3

FACTION RULES

Battle Focus

If your Army Faction is Asuryani, at the start of the battle round, you receive a number of Battle Focus tokens based on the battle size, as shown below:

- Incursion - 2
- Strike Force - 4
- Onslaught - 6

Each time one of the triggers shown in the Agile Manoeuvres section of your codex occurs, you can spend one Battle focus token to enable the relevant eligible unit to perform that Agile Manoeuvre. A unit is eligible to perform an Agile Manoeuvre if it has this ability and has not already performed an Agile Manoeuvre in the same phase. Unless otherwise stated, you cannot trigger the same Agile Manoeuvre more than once per phase. At the end of the battle round, all unspent Battle Focus tokens are lost.

CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

NIGHTWING [LEGENDS]

150 PTS

M	T	Sv	W	LD	OC
-	8	3+	12	6+	-

INVULNERABLE
SAVE

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Twin Bright Lance TWIN-LINKED	36"	1	3+	12	-3	D6+2
Twin Shuriken Cannon SUSTAINED HITS 1 TWIN-LINKED	24"	3	3+	6	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Wraithbone Hull	Melee	3	4+	6	0	1

ABILITIES

- Damaged: 1-4 Wounds Remaining**
While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.
- Interceptor**
Each time this model makes a ranged attack that targets a unit that can Fly, add 1 to the Hit roll.

WEAPON ABILITIES

- Sustained Hits**
This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.
Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).
- Twin-linked**
Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

FACTION RULES

- Battle Focus**
If your Army Faction is Asuryani, at the start of the battle round, you receive a number of Battle Focus tokens based on the battle size, as shown below:
 - Incursion - 2
 - Strike Force - 4
 - Onslaught - 6Each time one of the triggers shown in the Agile Manoeuvres section of your codex occurs, you can spend one Battle focus token to enable the relevant eligible unit to perform that Agile Manoeuvre. A unit is eligible to perform an Agile Manoeuvre if it has this ability and has not already performed an Agile Manoeuvre in the same phase. Unless otherwise stated, you cannot trigger the same Agile Manoeuvre more than once per phase. At the end of the battle round, all unspent Battle Focus tokens are lost.



AUFSTELLUNG

1x Nightwing [Legends]

Equipped with: Twin Bright Lance, Twin Shuriken Cannon, Wraithbone Hull



KEYWORDS: Vehicle, Fly, Aircraft, Nightwing, Aeldari

FACTION KEYWORDS: Asuryani

PHANTOM TITAN

2100 PTS

M	T	Sv	W	LD	OC
14"	14	2+	55	6+	20

INVULNERABLE
SAVE

4+*

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
D-bombard BLAST DEVASTATING WOUNDS	72"	D6	3+	20	-4	2D6
Phantom pulsar	120"	8	3+	18	-4	6
Phantom starcannon	36"	4	3+	8	-3	2
Pulse laser	48"	3	3+	9	-2	D6
Voidstorm missile launcher	48"	2D6	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Phantom feet	Melee	4	3+	12	-2	4
► Wraith glaive - strike	Melee	6	3+	18	-4	12
► Wraith glaive - sweep	Melee	12	3+	8	-3	4

ABILITIES

- Damaged: 1-16 Wounds Remaining**
While this model has 1-16 wounds remaining, subtract 10 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.
- Flawless Poise**
This model is eligible to shoot and declare a charge in a turn in which it Fell Back.
- Invulnerable Save (4+*)**
This model has a 4+ invulnerable save against ranged attacks.
- Titanic Advance**
Each time this model makes a Normal, Advance or Fall Back move, it can move over models (excluding Titanic models) and terrain features that are 4" or less in height as if they were not there.
- Towering Wraith Construct**
Each time you target this model with a Stratagem, you must spend three times that Stratagem's stated CP cost to do so.

WEAPON ABILITIES

- 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).
- Devastating Wounds**
Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.
Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.
Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.



- AUFSTELLUNG
- 1x Phantom Titan (Hull)
- Equipped with:** D-bombard, Phantom pulsar, Phantom starcannon, Pulse laser, Voidstorm missile launcher, Phantom feet, ► Wraith glaive - strike, ► Wraith glaive - sweep
- Wargear Options:**
 - This model can replace its D-bombard with 1 Phantom pulsar, 2 Phantom starcannons & 1 wraith glaive, 2 pulse lasers & 1 wraith glaive or 1 Phantom starcannon, 1 pulse laser & 1 wraith glaive.
 - This model can replace its Phantom pulsar with D-bombard, 2 Phantom starcannons & 1 wraith glaive, 2 pulse lasers & 1 wraith glaive or 1 Phantom starcannon, 1 pulse laser & 1 wraith glaive.



KEYWORDS: Phantom Titan, Titanic, Towering, Walker, Monster, Eldari, Wraith Construct, Frame

FACTION KEYWORDS: Asuryani

M	T	Sv	W	LD	OC
14"	14	2+	55	6+	20

INVULNERABLE
SAVE



FACTION RULES

Battle Focus

If your Army Faction is Asuryani, at the start of the battle round, you receive a number of Battle Focus tokens based on the battle size, as shown below:

- Incursion - 2
- Strike Force - 4
- Onslaught - 6

Each time one of the triggers shown in the Agile Manoeuvres section of your codex occurs, you can spend one Battle focus token to enable the relevant eligible unit to perform that Agile Manoeuvre. A unit is eligible to perform an Agile Manoeuvre if it has this ability and has not already performed an Agile Manoeuvre in the same phase. Unless otherwise stated, you cannot trigger the same Agile Manoeuvre more than once per phase. At the end of the battle round, all unspent Battle Focus tokens are lost.

CORE RULES

Deadly Demise D6+6

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

KEYWORDS: Phantom Titan, Titanic, Towering, Walker, Monster, Aeldari, Wraith Construct, Frame
FACTION KEYWORDS: Asuryani

M	T	Sv	W	LD	OC
-	9	3+	16	6+	-

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Phoenix missile array BLAST	48"	D6	3+	6	-1	2
Phoenix pulse laser	48"	4	3+	10	-2	D6
Twin shuriken cannon SUSTAINED HITS 1 TWIN-LINKED	24"	3	3+	6	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Wraithbone Hull	Melee	3	4+	6	0	1

ABILITIES

- Damaged: 1-5 wounds remaining**
While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.
- Strafing Run**
Each time this model makes a ranged attack that targets a unit that cannot FLY, add 1 to the Hit roll.

WEAPON ABILITIES

- 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).
- Sustained Hits**
This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.
Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).
- Twin-linked**
Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

FACTION RULES

- Battle Focus**
If your Army Faction is Asuryani, at the start of the battle round, you receive a number of Battle Focus tokens based on the battle size, as shown below:
 - Incursion - 2
 - Strike Force - 4
 - Onslaught - 6Each time one of the triggers shown in the Agile Manoeuvres section of your codex occurs, you can spend one Battle focus token to enable the relevant eligible unit to perform that Agile Manoeuvre. A unit is eligible to perform an Agile Manoeuvre if it has this ability and has not already performed an Agile Manoeuvre in the same phase. Unless otherwise stated, you cannot trigger the same Agile Manoeuvre more than once per phase. At the end of the battle round, all unspent Battle Focus tokens are lost.



AUFSTELLUNG

1x Phoenix [Legends]

Equipped with: Phoenix missile array, Phoenix pulse laser, Twin shuriken cannon, Wraithbone Hull



KEYWORDS: Vehicle, Aeldari, Aircraft, Fly, Phoenix
FACTION KEYWORDS: Asuryani

M	T	Sv	W	LD	OC
-	9	3+	16	6+	-

CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

M	T	Sv	W	LD	OC
7"	3	3+	5	6+	1

INVULNERABLE
SAVE

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Shuriken Pistol ASSAULT PISTOL	12"	1	2+	4	-1	1
The Eye of Wrath ASSAULT PISTOL	6"	3	2+	6	-2	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
The Spear of Twilight LANCE	Melee	5	2+	7	-3	3

ABILITIES

CORE - Leader

Piratical Hero

While this model is leading a unit, each time a model in that unit makes an attack, that attack has the [Sustained Hits 1] ability and add 1 to the Hit roll.

Prince of Corsairs

After both players have deployed their armies, if this model is on the battlefield (or any Transport it is embarked within is on the battlefield), select up to three Aeldari units from your army and redeploy them. When doing so, you can set those units up in Strategic Reserves, regardless of how many units are already in Strategic Reserves.

Leader

This model can be attached to the following units:

- CORSAIR REAVER BAND

- CORSAIR VOIDREAVERS

- CORSAIR VOIDSCARRED

WEAPON ABILITIES

Assault

Units containing one or more models with an [ASSAULT] weapon can shoot using **assault** shooting (10.05).

Lance

Each time an attack is made with a [LANCE] weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.

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.



AUFSTELLUNG

1x Prince Yriel (40mm)

Equipped with: Shuriken Pistol, The Eye of Wrath, The Spear of Twilight



KEYWORDS: Prince Yriel, Infantry, Character, Epic Hero, Aeldari, Anhrathe, Leader

FACTION KEYWORDS: Asuryani

M	T	Sv	W	LD	OC
7"	3	3+	5	6+	1

INVULNERABLE
SAVE



FACTION RULES

Battle Focus

If your Army Faction is Asuryani, at the start of the battle round, you receive a number of Battle Focus tokens based on the battle size, as shown below:

- Incursion - 2
- Strike Force - 4
- Onslaught - 6

Each time one of the triggers shown in the Agile Manoeuvres section of your codex occurs, you can spend one Battle focus token to enable the relevant eligible unit to perform that Agile Manoeuvre. A unit is eligible to perform an Agile Manoeuvre if it has this ability and has not already performed an Agile Manoeuvre in the same phase. Unless otherwise stated, you cannot trigger the same Agile Manoeuvre more than once per phase. At the end of the battle round, all unspent Battle Focus tokens are lost.

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.

Scouts 7"

This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.
- If that unit is wholly within your deployment zone, it can make a scout move.
- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

RANGERS60–110 PTS

RANGER

M	T	Sv	W	LD	OC
7"	3	5+	1	7+	1

INVULNERABLE
SAVE

5+*



AUFSTELLUNG

5-10x Ranger - Equipped with:
Close Combat Weapon, Shuriken
Pistol, Long rifle (28.5mm)

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Long rifle HEAVY PRECISION	36"	1	3+	4	-1	2
Shuriken Pistol ASSAULT PISTOL	12"	1	2+	4	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close Combat Weapon	Melee	1	3+	3	0	1

ABILITIES

- Invulnerable Save (5+*)**
Models in this unit have a 5+ invulnerable save against ranged attacks.
- Path of the Outcast**
In your opponent's Movement phase, if an enemy unit ends a move within 8" of this unit, if this unit is not within Engagement Range of one or more enemy units, this unit can make a Normal move of up to D6".

WEAPON ABILITIES

- Assault**
Units containing one or more models with an [ASSAULT] weapon can shoot using **assault** shooting (10.05).
- Heavy**
In your Shooting phase, each time an attack is made with a [HEAVY] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:
 - That unit is unengaged.
 - That unit was not set up on the battlefield this turn.
 - No model in that unit has moved more than 3" this turn.
- 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.
- Precision**
While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.



KEYWORDS: Rangers, Infantry,
Aeldari, Ynnari
FACTION KEYWORDS: Asuryani

RANGER

M	T	Sv	W	LD	OC
7"	3	5+	1	7+	1

INVULNERABLE
SAVE



FACTION RULES

Battle Focus

If your Army Faction is Asuryani, at the start of the battle round, you receive a number of Battle Focus tokens based on the battle size, as shown below:

- Incursion - 2
- Strike Force - 4
- Onslaught - 6

Each time one of the triggers shown in the Agile Manoeuvres section of your codex occurs, you can spend one Battle focus token to enable the relevant eligible unit to perform that Agile Manoeuvre. A unit is eligible to perform an Agile Manoeuvre if it has this ability and has not already performed an Agile Manoeuvre in the same phase. Unless otherwise stated, you cannot trigger the same Agile Manoeuvre more than once per phase. At the end of the battle round, all unspent Battle Focus tokens are lost.

CORE RULES

Infiltrators

During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment zone and all enemy units.

Stealth

If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).

REVENANT TITAN

1100 PTS

M	T	Sv	W	LD	OC
16"	13	2+	30	6+	16

INVULNERABLE
SAVE

4+*



AUFSTELLUNG

- 1x Revenant Titan (Hull)
- Equipped with:** Cloudburst missile launcher, Revenant Pulsar, Sonic Lance, Revenant feet
- Wargear Options:**
- This model can replace its Revenant Pulsar with Sonic Lance.
 - This model can replace its Sonic Lance with Revenant Pulsar.

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Cloudburst missile launcher BLAST	36"	2D6	3+	8	-2	2
Revenant Pulsar ASSAULT	60"	6	3+	14	-3	4
Sonic Lance ANTI-MONSTER 4+ ANTI-VEHICLE 4+ ASSAULT TORRENT	18"	D6+6	N/A	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Revenant feet	Melee	8	3+	10	-1	3

ABILITIES

- Damaged: 1-10 Wounds Remaining**
While this model has 1-10 wounds remaining, subtract 8 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.
- Invulnerable Save (4+*)**
This model has a 4+ invulnerable save against ranged attacks.
- Revenant Jet Pack**
Each time this model Advances, do not make an Advance roll for it. Instead, until the end of the phase, add 8" to the Move characteristic of this model.
- Titanic Advance**
Each time this model makes a Normal, Advance or Fall Back move, it can move over models (excluding Titanic models) and terrain features that are 4" or less in height as if they were not there.
- Towering Wraith Construct**
Each time you target this model with a Stratagem, you must spend twice that Stratagem's stated CP cost to do so.

WEAPON ABILITIES

- 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).
- Torrent**
Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.



KEYWORDS: Revenant Titan, Walker, Towering, Titanic, Monster, Fly, Wraith Construct, Aeldari, Frame
FACTION KEYWORDS: Asuryani

M	T	Sv	W	LD	OC
16"	13	2+	30	6+	16

INVULNERABLE
SAVE



FACTION RULES

Battle Focus

If your Army Faction is Asuryani, at the start of the battle round, you receive a number of Battle Focus tokens based on the battle size, as shown below:

- Incursion - 2
- Strike Force - 4
- Onslaught - 6

Each time one of the triggers shown in the Agile Manoeuvres section of your codex occurs, you can spend one Battle focus token to enable the relevant eligible unit to perform that Agile Manoeuvre. A unit is eligible to perform an Agile Manoeuvre if it has this ability and has not already performed an Agile Manoeuvre in the same phase. Unless otherwise stated, you cannot trigger the same Agile Manoeuvre more than once per phase. At the end of the battle round, all unspent Battle Focus tokens are lost.

CORE RULES

Deadly Demise 2D6

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

SCORPION [LEGENDS]

410 PTS

M	T	Sv	W	LD	OC
14"	11	2+	24	6+	8

INVULNERABLE
SAVE

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bright Lance	36"	1	3+	12	-3	D6+2
Scatter Laser	36"	6	3+	5	0	1
Shuriken Cannon SUSTAINED HITS 1	24"	3	3+	6	-1	2
Starcannon	36"	2	3+	8	-3	2
Twin Scorpion Pulsar TWIN-LINKED	60"	6	3+	18	-3	5
► Aeldari missile launcher - starshot	48"	1	3+	10	-2	D6
► Aeldari missile launcher - sunburst BLAST	48"	D6	3+	4	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Wraithbone Hull	Melee	6	4+	6	0	1

ABILITIES

- Damaged: 1-8 Wounds Remaining**
While this model has 1-8 wounds remaining, subtract 4 from its Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll
- Lanced Obliteration**
Each time an attack made with this model's twin Scorpion pulsar destroys an enemy model that has the Deadly Demise ability, that model's Deadly Demise ability inflicts mortal wounds on a D6 roll of 4+ instead of on a 6.

WEAPON ABILITIES

- 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).
- Sustained Hits**
This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.
Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).
- Twin-linked**
Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.



- AUFSTELLUNG
- 1x Scorpion [Legends]
- Equipped with: Bright Lance, Scatter Laser, Shuriken Cannon, Starcannon, Twin Scorpion Pulsar, ► Aeldari missile launcher - starshot, ► Aeldari missile launcher - sunburst, Wraithbone Hull



KEYWORDS: Scorpion, Vehicle, Fly, Titanic, Aeldari

FACTION KEYWORDS: Asuryani

M	T	Sv	W	LD	OC
14"	11	2+	24	6+	8

INVULNERABLE
SAVE



FACTION RULES

Battle Focus

If your Army Faction is Asuryani, at the start of the battle round, you receive a number of Battle Focus tokens based on the battle size, as shown below:

- Incursion - 2
- Strike Force - 4
- Onslaught - 6

Each time one of the triggers shown in the Agile Manoeuvres section of your codex occurs, you can spend one Battle focus token to enable the relevant eligible unit to perform that Agile Manoeuvre. A unit is eligible to perform an Agile Manoeuvre if it has this ability and has not already performed an Agile Manoeuvre in the same phase. Unless otherwise stated, you cannot trigger the same Agile Manoeuvre more than once per phase. At the end of the battle round, all unspent Battle Focus tokens are lost.

CORE RULES

Deadly Demise D6+2

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

SHADOW SPECTRES

[LEGENDS]

115–230 PTS

SHADOW SPECTRE EXARCH

M	T	Sv	W	LD	OC
12"	3	3+	2	6+	1

INVULNERABLE
SAVE

5+



AUFSTELLUNG

1x Shadow Spectre Exarch -
Equipped with: ➤ Prism Rifle -
dispersed, ➤ Prism Rifle -
focused, Close Combat Weapon
5-10x Shadow Spectre

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
➤ Prism Rifle - dispersed BLAST	18"	D6	3+	4	-1	1
➤ Prism Rifle - focused	24"	1	3+	6	-2	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close Combat Weapon	Melee	2	3+	3	0	1

ABILITIES

Shade of Twilight
In your Shooting phase, after this unit has shot, if it is not within Engagement Range of one or more enemy units, it can make a Normal move of up to D6". If it does, until the end of the turn, this unit is not eligible to declare a charge.

WEAPON ABILITIES

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).

FACTION RULES

Battle Focus
If your Army Faction is Asuryani, at the start of the battle round, you receive a number of Battle Focus tokens based on the battle size, as shown below:

- Incursion - 2
- Strike Force - 4
- Onslaught - 6

Each time one of the triggers shown in the Agile Manoeuvres section of your codex occurs, you can spend one Battle focus token to enable the relevant eligible unit to perform that Agile Manoeuvre. A unit is eligible to perform an Agile Manoeuvre if it has this ability and has not already performed an Agile Manoeuvre in the same phase. Unless otherwise stated, you cannot trigger the same Agile Manoeuvre more than once per phase. At the end of the battle round, all unspent Battle Focus tokens are lost.



KEYWORDS: Infantry, Fly, Shadow Spectres, Jump Pack, Aeldari
FACTION KEYWORDS: Asuryani

SHADOW SPECTRES
[LEGENDS]

115–230 PTS

SHADOW SPECTRE EXARCH

M	T	Sv	W	LD	OC
12"	3	3+	2	6+	1

INVULNERABLE
SAVE



CORE RULES

- Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.
- Stealth

If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).

KEYWORDS: Infantry, Fly, Shadow Spectres, Jump Pack, Aeldari
FACTION KEYWORDS: Asuryani

SHADOW WEAVER PLATFORM

60 PTS

M	T	Sv	W	LD	OC
7"	6	4+	5	7+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Shadow weaver BLAST INDIRECT FIRE	48"	D6+2	3+	6	-1	1
Shuriken Catapult ASSAULT	18"	2	3+	4	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close Combat Weapon	Melee	2	3+	3	0	1

ABILITIES

Monofilament Snare

In your Shooting phase, after this model has shot, select one enemy unit hit by one or more of those attacks made with its Shadow Weaver. Until the start of your next turn, that enemy unit is snared. While a unit is snared, each time that unit makes a Normal, Advance or Fall Back move, roll one D6 for each model in that unit: for each 1, that unit suffers 1 mortal wound.

Support Artillery

At the start of the Declare Battle Formations step, this model can join one Guardian Defenders unit from your army (a unit cannot have more than one Support Weapon model joined to it). This model then counts as part of that Guardians unit for the rest of the battle, and that unit's Starting Strength is increased accordingly.

This model, and any unit it is joined to, cannot embark within a Transport.

Support Weapon

Each time an attack targets this model's unit, if that unit contains one or more other models, until that attack is resolved, this model has a Toughness characteristic of 3.

WEAPON ABILITIES

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).*

Indirect Fire

Units containing one or more models with an **[INDIRECT FIRE]** weapon can shoot using indirect shooting (10.07).

AUFSTELLUNG

1x Shadow Weaver Platform (40mm)

Equipped with: Shadow weaver, Shuriken Catapult, Close Combat Weapon

KEYWORDS: Support Weapon, Aeldari, Infantry, Shadow Weaver Platform, Ynnari, Frame
FACTION KEYWORDS: Asuryani

M	T	Sv	W	LD	OC
8"	3	6+	4	6+	1

INVULNERABLE
SAVE

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Neuro Disruptor ANTI-INFANTRY 2+ ASSAULT PISTOL	12"	1	2+	4	-2	1
Shuriken Pistol ASSAULT PISTOL	12"	1	2+	4	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Miststave PSYCHIC	Melee	4	2+	5	-1	D3

ABILITIES

CORE - Leader

- Flip Belt**
Each time the bearer's unit makes a Normal, Advance, Fall Back or Charge move, ignore any vertical distance when determining the total distance the bearer can be moved during that move.
- Fog of Dreams (Psychic)**
While this model is leading a unit, that unit can only be selected as the target of a ranged attack if the attacking model is within 18".
- Travelling Players**
Unless otherwise stated, you cannot include more than one of this model in your army.
- Treacherous Illusion (Psychic)**
Melee weapons equipped by enemy models have the [Hazardous] ability while targeting this model's unit.
- Leader**
This model can be attached to the following unit:
 - Troupe

WEAPON ABILITIES

- 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).



AUFSTELLUNG

- 1x Shadowseer (25mm)
- Equipped with:** Neuro Disruptor, Shuriken Pistol, Miststave
- Wargear Options:**
- This model can replace its Shuriken Pistol with Neuro Disruptor.



KEYWORDS: Shadowseer, Character, Infantry, Grenades, Psyker, Harlequin Allies, Aeldari, Corsairs and Travelling Players, Leader

FACTION KEYWORDS: Harlequins

M	T	Sv	W	LD	OC
8"	3	6+	4	6+	1

INVULNERABLE
SAVE



FACTION RULES

Battle Focus

If your Army Faction is Asuryani, at the start of the battle round, you receive a number of Battle Focus tokens based on the battle size, as shown below:

- Incursion - 2
- Strike Force - 4
- Onslaught - 6

Each time one of the triggers shown in the Agile Manoeuvres section of your codex occurs, you can spend one Battle focus token to enable the relevant eligible unit to perform that Agile Manoeuvre. A unit is eligible to perform an Agile Manoeuvre if it has this ability and has not already performed an Agile Manoeuvre in the same phase. Unless otherwise stated, you cannot trigger the same Agile Manoeuvre more than once per phase. At the end of the battle round, all unspent Battle Focus tokens are lost.

Disparate Paths

When mustering you army, you can include Harlequins units in your army, even though they do not have the Asuryani Faction keyword. Unless otherwise stated, you cannot select Harlequins or Ynnari as your Army Faction.

CORE RULES

Infiltrators

During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment zone and all enemy units.

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.

Stealth

If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).

KEYWORDS: Shadowseer,
Character, Infantry, Grenades,
Psyker, Harlequin Allies, Aeldari,
Corsairs and Travelling Players,
Leader
FACTION KEYWORDS: Harlequins

SHINING SPEARS

100–200 PTS

M	T	Sv	W	LD	OC
14"	4	3+	2	6+	2

INVULNERABLE
SAVE

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Laser Lance ASSAULT	6"	1	3+	6	-2	3
Shuriken Cannon LETHAL HITS	24"	3	3+	6	-1	2
Star Lance ASSAULT	6"	1	3+	9	-3	3
Twin Shuriken Catapult ASSAULT TWIN LINKED	18"	2	3+	4	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Laser Lance ANTI-MONSTER 3+ ANTI-VEHICLE 3+ LANCE	Melee	3	3+	5	-2	3
Paragon Sabre	Melee	6	3+	5	-2	2
Star Lance ANTI-MONSTER 3+ ANTI-VEHICLE 3+ LANCE	Melee	4	3+	5	-3	3

ABILITIES

- Extreme Mobility**
Each time this unit makes a Normal, Advance, Fall Back or Charge move, ignore any vertical distance when determining the total distance models in this unit can be moved during that move.
- Shimmershield**
The bearer has a 4+ invulnerable save.

WEAPON ABILITIES

- 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).
- Lance**
Each time an attack is made with a [LANCE] weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.
- Sustained Hits**
This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.
Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).
- Twin-linked**
Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.



- AUFSTELLUNG
- 2-5x Shining Spear (Large Flying Base)
- 1x Shining Spear Exarch (Large Flying Base)
- Equipped with: Laser Lance, Shuriken Cannon, Star Lance, Twin Shuriken Catapult, Paragon Sabre
- Wargear Options:
- Each Shining Spear Exarch can be equipped with 1x Shimmershield.
 - Each Shining Spear Exarch can replace its Laser Lance with Paragon Sabre or Star Lance.
 - Each Shining Spear Exarch can replace its Twin Shuriken Catapult with Shuriken Cannon.



KEYWORDS: Shining Spears, Mounted, Fly, Aeldari, Aspect Warrior, Ynnari

FACTION KEYWORDS: Asuryani

M	T	Sv	W	LD	OC
14"	4	3+	2	6+	2

INVULNERABLE
SAVE



FACTION RULES

Battle Focus

If your Army Faction is Asuryani, at the start of the battle round, you receive a number of Battle Focus tokens based on the battle size, as shown below:

- Incursion - 2
- Strike Force - 4
- Onslaught - 6

Each time one of the triggers shown in the Agile Manoeuvres section of your codex occurs, you can spend one Battle focus token to enable the relevant eligible unit to perform that Agile Manoeuvre. A unit is eligible to perform an Agile Manoeuvre if it has this ability and has not already performed an Agile Manoeuvre in the same phase. Unless otherwise stated, you cannot trigger the same Agile Manoeuvre more than once per phase. At the end of the battle round, all unspent Battle Focus tokens are lost.

SHROUD RUNNERS

90–165 PTS

SHROUD RUNNER

M	T	Sv	W	LD	OC
14"	4	5+	3	7+	2

INVULNERABLE SAVE

5+*

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Long rifle PRECISION	36"	1	2+	4	-1	2
Scatter Laser SUSTAINED HITS 1	36"	6	3+	5	0	1
Shuriken Pistol ASSAULT PISTOL	12"	1	2+	4	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close Combat Weapon	Melee	1	3+	3	0	1

ABILITIES

- Invulnerable Save (5+*)**
Models in this unit have a 5+ invulnerable save against ranged attacks.
- Target Acquisition**
In your Shooting phase, after this unit has shot, select one enemy unit hit by one or more of those attacks made with a long rifle. Until the end of the phase, that enemy unit cannot have the Benefit of Cover.

WEAPON ABILITIES

- 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.
- Precision**
While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.
- Sustained Hits**
This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.
Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).



AUFSTELLUNG

3-6x Shroud Runner - Equipped with: Close Combat Weapon, Shuriken Pistol, Long rifle, Scatter Laser (Large Flying Base)



KEYWORDS: Shroud Runners, Fly, Mounted, Aeldari, Ynnari
FACTION KEYWORDS: Asuryani

SHROUD RUNNER

M	T	Sv	W	LD	OC
14"	4	5+	3	7+	2

INVULNERABLE
SAVE



FACTION RULES

Battle Focus

If your Army Faction is Asuryani, at the start of the battle round, you receive a number of Battle Focus tokens based on the battle size, as shown below:

- Incursion - 2
- Strike Force - 4
- Onslaught - 6

Each time one of the triggers shown in the Agile Manoeuvres section of your codex occurs, you can spend one Battle focus token to enable the relevant eligible unit to perform that Agile Manoeuvre. A unit is eligible to perform an Agile Manoeuvre if it has this ability and has not already performed an Agile Manoeuvre in the same phase. Unless otherwise stated, you cannot trigger the same Agile Manoeuvre more than once per phase. At the end of the battle round, all unspent Battle Focus tokens are lost.

CORE RULES

Scouts 9"

This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.
- If that unit is wholly within your deployment zone, it can make a scout move.
- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

Stealth

If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).

SKATHACH WRAITHKNIGHT

[LEGENDS]

490 PTS

M	T	Sv	W	LD	OC
10"	12	2+	18	6+	10

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Inferno Lance MELTA 2	24"	4	3+	12	-4	D6
Scatter Laser	36"	6	3+	5	0	1
Shuriken Cannon SUSTAINED HITS 1	24"	3	3+	6	-1	2
Starcannon	36"	2	3+	8	-3	2
► Deathshroud Cannon - Dispersed BLAST DEVASTATING WOUNDS	12"	3D6	3+	6	-1	1
► Deathshroud Cannon - Focused BLAST DEVASTATING WOUNDS	48"	D6	3+	10	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Titanic Feet	Melee	5	3+	8	-1	2

ABILITIES

- Agile**
Each time this model makes a Normal, Advance or Fall Back move, it can move over other models (excluding Titanic models) and terrain features that are 4" or less in height as if they were not there.
- Damaged: 1-6 Wounds Remaining**
While this model has 1-6 wounds remaining, subtract 5 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.
- Scattershield**
The bearer has a 4+ invulnerable save.
- Webway Shunt Generator**
Once per battle, at the end of your opponent's turn, if this model is not within Engagement Range of one or more enemy units, you can remove this model from the battlefield and place it into Strategic Reserves.

WEAPON ABILITIES

- 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).
- Devastating Wounds**
Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.
Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.
Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.



- AUFSTELLUNG
- 1x Skathach Wraithknight [Legends]
- Equipped with:** Inferno Lance, Scatter Laser, Shuriken Cannon, Starcannon, ► Deathshroud Cannon - Dispersed, ► Deathshroud Cannon - Focused, Titanic Feet
- Wargear Options:**
 - This model can replace its Scattershield with Deathshroud Cannon or Inferno Lance.
 - This model can replace its Inferno Lance with Deathshroud Cannon.
 - This model can be equipped with up to 2 of: Scatter Laser, Shuriken Cannon, Starcannon.



- KEYWORDS:** Skathach Wraithknight, Wraith Construct, Towering, Titanic, Walker, Monster, Aeldari
- FACTION KEYWORDS:** Asuryani

SKATHACH WRAITHKNIGHT

[LEGENDS]

490 PTS

M	T	Sv	W	LD	OC
10"	12	2+	18	6+	10

Melta

This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.

Sustained Hits

This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

FACTION RULES

Battle Focus

If your Army Faction is Asuryani, at the start of the battle round, you receive a number of Battle Focus tokens based on the battle size, as shown below:

- Incursion - 2
- Strike Force - 4
- Onslaught - 6

Each time one of the triggers shown in the Agile Manoeuvres section of your codex occurs, you can spend one Battle focus token to enable the relevant eligible unit to perform that Agile Manoeuvre. A unit is eligible to perform an Agile Manoeuvre if it has this ability and has not already performed an Agile Manoeuvre in the same phase. Unless otherwise stated, you cannot trigger the same Agile Manoeuvre more than once per phase. At the end of the battle round, all unspent Battle Focus tokens are lost.

CORE RULES

Deadly Demise D6

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

KEYWORDS: Skathach
Wraithknight, Wraith Construct,
Towering, Titanic, Walker, Monster,
Aeldari

FACTION KEYWORDS: Asuryani

M	T	Sv	W	LD	OC
14"	4	6+	5	6+	2

INVULNERABLE
SAVE



RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bright Lance	36"	1	2+	12	-3	D6+2
Death Spinner IGNORES COVER TORRENT	12"	D6	N/A	4	-1	1
Destructor PSYCHIC TORRENT	12"	D6	N/A	5	-1	1
Dragon Fusion Gun ASSAULT MELTA 3	12"	1	2+	9	-4	D6
Dragon Fusion Pistol ASSAULT MELTA 3 PISTOL	6"	1	2+	9	-4	D6
Eldritch Storm BLAST PSYCHIC	24"	D6	3+	6	-2	D3
Flamer IGNORES COVER TORRENT	12"	D6	N/A	4	0	1
Long Rifle HEAVY PRECISION	36"	1	2+	4	-1	2
Scatter Laser ASSAULT SUSTAINED HITS 1	36"	6	2+	5	0	1
Shuriken Cannon ASSAULT LETHAL HITS	24"	3	3+	6	-1	2
Shuriken Catapult ASSAULT	18"	2	4+	4	-1	1
Shuriken Pistol ASSAULT PISTOL	12"	1	2+	4	-1	1
Singing Spear ASSAULT PSYCHIC	12"	1	2+	9	0	3
Star Lance ASSAULT	6"	1	2+	9	-3	3
Starcannon	36"	2	2+	8	-3	2
Twin Shuriken Catapult ASSAULT TWIN-LINKED	18"	2	3+	4	-1	1
► Missile Launcher - Starshot	48"	1	2+	10	-2	D6
► Missile Launcher - Sunburst BLAST	48"	D6	2+	4	-1	1
► Reaper Launcher - Starshot HEAVY IGNORES COVER	48"	1	3+	10	-2	3
► Reaper Launcher - Starswarm HEAVY IGNORES COVER	48"	2	3+	4	-2	1

MELEE WEAPONS

AUFSTELLUNG

1x Skyrunner [Crucible]

Equipped with: Bright Lance, Death Spinner, Destructor, Dragon Fusion Gun, Dragon Fusion Pistol, Eldritch Storm, Flamer, Long Rifle, Scatter Laser, Shuriken Cannon, Shuriken Catapult, Shuriken Pistol, Singing Spear, Star Lance, Starcannon, Twin Shuriken Catapult, ► Missile Launcher - Starshot, ► Missile Launcher - Sunburst, ► Reaper Launcher - Starshot, ► Reaper Launcher - Starswarm, Banshee Blade, Close Combat Weapon, Paragon Sabre, Scorpion Chainsword, Star Glaive, Witch Staff, Witchblade, Wraithbone Fists, ► Ghostglaive - Strike, ► Ghostglaive - Sweep

KEYWORDS: Character, Aeldari, Crucible, Mounted, Skyrunner, Fly
FACTION KEYWORDS: Asuryani

M	T	Sv	W	LD	OC	INVULNERABLE SAVE	
14"	4	6+	5	6+	2	4+	

WEAPON	RANGE	A	WS	S	AP	D
Banshee Blade ANTI-INFANTRY 3+	Melee	5	2+	4	-2	2
Close Combat Weapon	Melee	3	3+	3	0	1
Paragon Sabre	Melee	6	3+	5	-2	2
Scorpion Chainsword SUSTAINED HITS 1	Melee	7	2+	4	-1	1
Singing Spear PSYCHIC	Melee	2	2+	3	0	3
Star Glaive	Melee	4	2+	6	-3	3
Star Lance ANTI-MONSTER 3+ ANTI-VEHICLE 3+ LANCE	Melee	4	2+	5	-3	3
Witch Staff ANTI-INFANTRY 2+ PSYCHIC	Melee	2	2+	3	0	D3
Witchblade ANTI-INFANTRY 2+ PSYCHIC	Melee	2	2+	3	0	2
Wraithbone Fists	Melee	4	4+	7	-2	2
► Ghostglaive - Strike	Melee	4	4+	10	-3	D6+1
► Ghostglaive - Sweep	Melee	8	4+	7	-2	2

ABILITIES

CORE - Leader, Leader, Leader, Leader, Leader

- Cameleoline Cloak**
(INFANTRY only):
This model gains the Infiltrators and Stealth abilities, and replace the list of units this model can be attached to:
 - Rangers
- Corsair Raider**
(INFANTRY only):
This model gains the Scouts 7" ability, adds the ANHRATHE keyword, and replace the list of units this model can be attached to:
 - Corsair Voidreavers
 - Corsair Voidscarred
- Doomseer**
(PSYKER only):
Each time a model in this unit makes an attack, add 1 to the Hit roll.
- Heavy Aspect Armour**
(INFANTRY only):
Change this model's Save characteristic to 3+. Add the following units to the list of units this model can be attached to:
 - Dark Reapers
 - Dire Avengers
 - Fire Dragons
 - Howling Banshees
 - Striking Scorpions
- Outcast**
(INFANTRY and MOUNTED only):
This model has the Lone Operative ability.
- Path of the Witch**
The model gains the PSYKER keyword.

KEYWORDS: Character, Aeldari, Crucible, Mounted, Skyrunner, Fly
FACTION KEYWORDS: Asuryani

M	T	Sv	W	LD	OC
14"	4	6+	5	6+	2

INVULNERABLE
SAVE



Skyrunner's Heavy Aspect armour

(MOUNTED only):

Change this model's Save characteristic to 3+. Add the following unit to the list of units this model can be attached to:

- Shining Spears

Superlative Strategist

You can re-roll Advance rolls made for this model's unit, and you can re-roll any rolls made for that unit while it is performing an Agile Manoeuvre.

Warden of Fate

(PSYKER only):

Each time a ranged attack targets this unit, models in that unit have the Benefit of Cover.

Wayleaper's Heavy Aspect Armour

(INFANTRY only):

Change this model's Move characteristic to 14", its Save characteristic to 3+, it gains the Deep Strike ability, and add the FLY and JUMP PACK keywords.

Replace the list of units this model can be attached to:

- Swooping Hawks
- Warp Spiders

Winds of War

This model's unit is eligible to declare a charge in a turn in which it Advanced.

Leader

This model can be attached to the following units:

- Swooping Hawks
- Warp Spiders

WEAPON ABILITIES

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).

Heavy

In your Shooting phase, each time an attack is made with a [HEAVY] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

Ignores Cover

Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Lance

Each time an attack is made with a [LANCE] weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.

Lethal Hits

Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

KEYWORDS: Character, Aeldari, Crucible, Mounted, Skyrunner, Fly
FACTION KEYWORDS: Asuryani

M	T	Sv	W	LD	OC
14"	4	6+	5	6+	2

INVULNERABLE
SAVE



Melta

This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.

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.

Precision

While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

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).

Sustained Hits

This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

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.

FACTION RULES

Battle Focus

If your Army Faction is Asuryani, at the start of the battle round, you receive a number of Battle Focus tokens based on the battle size, as shown below:

- Incursion - 2
- Strike Force - 4
- Onslaught - 6

Each time one of the triggers shown in the Agile Manoeuvres section of your codex occurs, you can spend one Battle Focus token to enable the relevant eligible unit to perform that Agile Manoeuvre. A unit is eligible to perform an Agile Manoeuvre if it has this ability and has not already performed an Agile Manoeuvre in the same phase. Unless otherwise stated, you cannot trigger the same Agile Manoeuvre more than once per phase. At the end of the battle round, all unspent Battle Focus tokens are lost.

CORE RULES

Crucible

A Character created using Crucible rules has the Crucible ability. Your army may include up to three units with the Crucible ability and these units cannot be given Enhancements.

Infiltrators

During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment zone and all enemy units.

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.

KEYWORDS: Character, Aeldari, Crucible, Mounted, Skyrunner, Fly
FACTION KEYWORDS: Asuryani

M	T	Sv	W	LD	OC
14"	4	6+	5	6+	2

INVULNERABLE
SAVE



Lone Operative

Unless part of an attached unit, this unit is not visible to enemy models unless they are within 12" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within 12" of this unit.

If this ability takes the form Lone Operative X", unless part of an attached unit, this unit is not visible to enemy models unless they are within X" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within X" of this unit.

Scouts 7"

This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.
- If that unit is wholly within your deployment zone, it can make a scout move.
- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

Stealth

If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).

SKYWEAVER

M	T	Sv	W	LD	OC
14"	4	4+	3	6+	2

INVULNERABLE
SAVE

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Shuriken Cannon LETHAL HITS	24"	3	3+	6	-1	2
Skyweaver Haywire Cannon ANTI-VEHICLE 4+ DEVASTATING WOUNDS	24"	2	3+	3	-1	3
Star Bolas	12"	D3	3+	7	-2	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close Combat Weapon	Melee	4	3+	3	0	1
Zephyrglaive	Melee	4	3+	6	-2	2

ABILITIES

- Acrobatic Grace**
- This unit has Stealth.
 - Melee attacks that target this unit have -1 to hit rolls.

WEAPON ABILITIES

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+.

Devastating Wounds

Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

Lethal Hits

Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].



- AUFSTELLUNG**
- 2-4x Skyweaver - Equipped with: Close Combat Weapon, Shuriken Cannon, Skyweaver Haywire Cannon, Star Bolas, Zephyrglaive (Large Flying Base)
- Wargear Options:**
- This model can replace its Shuriken Cannon with Skyweaver Haywire Cannon.
 - This model can replace its Star Bolas with Zephyrglaive.



KEYWORDS: Skyweavers, Fly, Mounted, Smoke, Harlequin Allies, Aeldari, Corsairs and Travelling Players

FACTION KEYWORDS: Harlequins

SKYWEAVER

M	T	Sv	W	LD	OC
14"	4	4+	3	6+	2

INVULNERABLE
SAVE



FACTION RULES

Battle Focus

If your Army Faction is Asuryani, at the start of the battle round, you receive a number of Battle Focus tokens based on the battle size, as shown below:

- Incursion - 2
- Strike Force - 4
- Onslaught - 6

Each time one of the triggers shown in the Agile Manoeuvres section of your codex occurs, you can spend one Battle focus token to enable the relevant eligible unit to perform that Agile Manoeuvre. A unit is eligible to perform an Agile Manoeuvre if it has this ability and has not already performed an Agile Manoeuvre in the same phase. Unless otherwise stated, you cannot trigger the same Agile Manoeuvre more than once per phase. At the end of the battle round, all unspent Battle Focus tokens are lost.

Disparate Paths

When mustering you army, you can include Harlequins units in your army, even though they do not have the Asuryani Faction keyword. Unless otherwise stated, you cannot select Harlequins or Ynnari as your Army Faction.

CORE RULES

Stealth

If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).

SOLITAIRE

105 PTS

M	T	Sv	W	LD	OC
12"	3	6+	4	6+	1

INVULNERABLE
SAVE



MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Solitaire Weapons PRECISION	Melee	9	2+	6	-2	2

ABILITIES

Blitz

Once per battle, in your Movement phase, before this model makes a Normal move it can use this ability. If it does, until the end of the turn, add 2D6" to this model's Move characteristic and add 3 to the Attacks characteristic of this model's Solitaire weapons.

Blur of Movement

This model is eligible to declare a charge in a turn in which it Advanced.

Flip Belt

Each time the bearer's unit makes a Normal, Advance, Fall Back or Charge move, ignore any vertical distance when determining the total distance the bearer can be moved during that move.

WEAPON ABILITIES

Precision

While resolving attacks made with one or more **[PRECISION]** weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

FACTION RULES

Battle Focus

If your Army Faction is Asuryani, at the start of the battle round, you receive a number of Battle Focus tokens based on the battle size, as shown below:

- Incursion - 2
- Strike Force - 4
- Onslaught - 6

Each time one of the triggers shown in the Agile Manoeuvres section of your codex occurs, you can spend one Battle focus token to enable the relevant eligible unit to perform that Agile Manoeuvre. A unit is eligible to perform an Agile Manoeuvre if it has this ability and has not already performed an Agile Manoeuvre in the same phase. Unless otherwise stated, you cannot trigger the same Agile Manoeuvre more than once per phase. At the end of the battle round, all unspent Battle Focus tokens are lost.

Disparate Paths

When mustering you army, you can include Harlequins units in your army, even though they do not have the Asuryani Faction keyword. Unless otherwise stated, you cannot select Harlequins or Ynnari as your Army Faction.



AUFSTELLUNG

1x Solitaire (25mm)

Equipped with: Solitaire Weapons



KEYWORDS: Solitaire, Character, Epic Hero, Infantry, Harlequin Allies, Aeldari, Corsairs and Travelling Players
FACTION KEYWORDS: Harlequins

M	T	Sv	W	LD	OC
12"	3	6+	4	6+	1

INVULNERABLE
SAVE



CORE RULES

- Fights First**

While every model in a unit has this ability, that unit is a Fights First unit.

See the Resolve Fights First Combats step in the Fight phase (12.04).
- Lone Operative**

Unless part of an attached unit, this unit is not visible to enemy models unless they are within 12" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within 12" of this unit.

If this ability takes the form Lone Operative X", unless part of an attached unit, this unit is not visible to enemy models unless they are within X" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within X" of this unit.
- Stealth**

If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).

M	T	Sv	W	LD	OC
7"	3	6+	3	6+	1

INVULNERABLE
SAVE

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Shuriken Pistol ASSAULT PISTOL	12"	1	2+	4	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Witch Staff ANTI-INFANTRY 2+ PSYCHIC	Melee	2	2+	3	0	D3

ABILITIES

- Spirit Mark (Psychic)**
Once per turn, in your Movement phase, when this model starts or ends a move, select one friendly Wraith Construct unit within 6" of this model (excluding Titanic units) and one enemy unit visible to this model. Until the start of your next Movement phase, weapons equipped by models in that friendly unit have the [Sustained Hits 1] ability while targeting that enemy unit.
- Spiritseer**
While this model is within 3" of one or more friendly Wraith Construct units, this model has the Lone Operative ability.
- Tears of Isha (Psychic)**
In your Command phase, select one friendly Wraith Construct unit within 6" of this model. If one or more models in that unit are destroyed, you can return one destroyed model to that unit. Otherwise, one model in that unit regains up to D3 lost wounds. Each unit can only be selected for this ability once per turn.

WEAPON ABILITIES

- 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).



AUFSTELLUNG

1x Spiritseer (25mm)

Equipped with: Shuriken Pistol, Witch Staff



KEYWORDS: Spiritseer, Character, Infantry, Psyker, Aeldari, Ynnari

FACTION KEYWORDS: Asuryani

M	T	Sv	W	LD	OC
7"	3	6+	3	6+	1

INVULNERABLE
SAVE



FACTION RULES

Battle Focus

If your Army Faction is Asuryani, at the start of the battle round, you receive a number of Battle Focus tokens based on the battle size, as shown below:

- Incursion - 2
- Strike Force - 4
- Onslaught - 6

Each time one of the triggers shown in the Agile Manoeuvres section of your codex occurs, you can spend one Battle focus token to enable the relevant eligible unit to perform that Agile Manoeuvre. A unit is eligible to perform an Agile Manoeuvre if it has this ability and has not already performed an Agile Manoeuvre in the same phase. Unless otherwise stated, you cannot trigger the same Agile Manoeuvre more than once per phase. At the end of the battle round, all unspent Battle Focus tokens are lost.

CORE RULES

Stealth

If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).

STARFANGS

STARFANG

M	T	Sv	W	LD	OC
14"	6	3+	6	7+	2

🎯 RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Disintegrator Cannon ASSAULT	36"	3	3+	6	-3	2
Starfang Grenade Launcher ASSAULT BLAST	36"	D3	3+	6	-3	2

⚔️ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Wraithbone Hull	Melee	3	4+	6	0	1

ABILITIES

Hallucinogen Grenades
At the start of your opponent's Shooting phase, this unit can use this ability. If it does, select one Aeldari Infantry unit from your army visible to and within 36" of this unit: until the end of the phase, that unit has the Stealth ability.

WEAPON ABILITIES

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).

FACTION RULES

Battle Focus
If your Army Faction is Asuryani, at the start of the battle round, you receive a number of Battle Focus tokens based on the battle size, as shown below:

- Incursion - 2
- Strike Force - 4
- Onslaught - 6

Each time one of the triggers shown in the Agile Manoeuvres section of your codex occurs, you can spend one Battle focus token to enable the relevant eligible unit to perform that Agile Manoeuvre. A unit is eligible to perform an Agile Manoeuvre if it has this ability and has not already performed an Agile Manoeuvre in the same phase. Unless otherwise stated, you cannot trigger the same Agile Manoeuvre more than once per phase. At the end of the battle round, all unspent Battle Focus tokens are lost.



AUFSTELLUNG

1-2x Starfang - Equipped with: Wraithbone Hull, Disintegrator Cannon, Starfang Grenade Launcher (105 x 70mm)



KEYWORDS: Vehicle, Aeldari, Fly, Ynnari, Starfangs, Anhrathe, Grenades, Smoke
FACTION KEYWORDS: Asuryani

STARFANGS

STARFANG

M	T	Sv	W	LD	OC
14"	6	3+	6	7+	2

CORE RULES

Deadly Demise 1

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Scouts 7"

This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.
- If that unit is wholly within your deployment zone, it can make a scout move.
- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

KEYWORDS: Vehicle, Aeldari, Fly, Ynnari, Starfangs, Anhrathe, Grenades, Smoke
FACTION KEYWORDS: Asuryani

M	T	Sv	W	LD	OC
14"	6	4+	6	6+	2

INVULNERABLE
SAVE

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Shuriken Cannon LETHAL HITS	24"	3	3+	6	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close Combat Weapon	Melee	4	3+	3	0	1

ABILITIES

Rapid Embarkation

At the end of the Fight phase, if there are no models currently embarked within this Transport, you can select one friendly Harlequins Infantry unit that has 6 or fewer models that is wholly within 6" of this Transport. Unless that unit is within Engagement Range of one or more enemy units, it can embark within this Transport. That unit can embark within this TRANSPORT in a turn it disembarked from this TRANSPORT.

TRANSPORT

Starweaver

This model has a transport capacity of 6 Harlequins Infantry models.

WEAPON ABILITIES

Lethal Hits

Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

FACTION RULES

Battle Focus

If your Army Faction is Asuryani, at the start of the battle round, you receive a number of Battle Focus tokens based on the battle size, as shown below:

- Incursion - 2
- Strike Force - 4
- Onslaught - 6

Each time one of the triggers shown in the Agile Manoeuvres section of your codex occurs, you can spend one Battle focus token to enable the relevant eligible unit to perform that Agile Manoeuvre. A unit is eligible to perform an Agile Manoeuvre if it has this ability and has not already performed an Agile Manoeuvre in the same phase. Unless otherwise stated, you cannot trigger the same Agile Manoeuvre more than once per phase. At the end of the battle round, all unspent Battle Focus tokens are lost.

Disparate Paths

When mustering you army, you can include Harlequins units in your army, even though they do not have the Asuryani Faction keyword. Unless otherwise stated, you cannot select Harlequins or Ynnari as your Army Faction.



AUFSTELLUNG

1x Starweaver (Large Flying Base)

Equipped with: Shuriken Cannon, Close Combat Weapon



KEYWORDS: Star Weaver, Dedicated Transport, Fly, Smoke, Vehicle, Transport, Aeldari, Harlequin Allies, Corsairs and Travelling Players, Frame

FACTION KEYWORDS: Harlequins

M	T	Sv	W	LD	OC
14"	6	4+	6	6+	2

INVULNERABLE
SAVE



CORE RULES

Deadly Demise 1

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Firing Deck 6

This ability always takes the form Firing Deck X. In your Shooting phase, each time this TRANSPORT is selected to shoot, if one or more units are embarked within it, resolve the following sequence:

1. Select up to X models embarked within this TRANSPORT (excluding models whose units have already been selected to shoot this phase).
2. For each selected model, select one of its ranged weapons (excluding [ONE SHOT] weapons).
3. Until this TRANSPORT has resolved all of its attacks, it has all of those selected weapons in addition to its other weapons.
4. Until the end of the turn, units embarked within this TRANSPORT are not eligible to shoot.

KEYWORDS: Star Weaver,
Dedicated Transport, Fly, Smoke,
Vehicle, Transport, Aeldari, Harlequin
Allies, Corsairs and Travelling
Players, Frame
FACTION KEYWORDS: Harlequins

M	T	Sv	W	LD	OC
10"	5	4+	4	7+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Solar Carbine RAPID FIRE 2	18"	2	3+	4	0	1
Song of Waning ANTI-MONSTER/VEHICLE 3+ PSYCHIC	24"	3	3+	4	-2	3
Venomcrest Spit ANTI-NON-MONSTER/VEHICLE 3+ BLAST 1 TORRENT	12"	3	-	3	-2	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Drakesteed Fangs and Talons EXTRA ATTACKS	Melee	3	3+	5	-1	1
Stone Stave ANTI-NON-MONSTER/VEHICLE 2+ PSYCHIC	Melee	3	3+	3	-1	2

ABILITIES

CORE - Support

- Elemental Ensnarement
- At the end of your Fight phase, if this unit is not battle-shocked, you can use this ability. If you do, roll one D6:
- On a 1, this unit is battle-shocked.
 - Select one visible enemy MONSTER/VEHICLE unit (excluding TITANIC units) within 18" of this unit. That enemy unit is ensnared until the start of your next turn:
 - While a unit is ensnared, that unit has -2" M and cannot be pinned.

- Leader
- This model can be attached to the following unit:
- DRAGON KNIGHTS

WEAPON ABILITIES

- 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+.
- 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).
- Extra Attacks
- Each time a unit containing one or more models with an [EXTRA ATTACKS] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:
- All of that model's [EXTRA ATTACKS] weapons.
 - One of that model's other melee weapons, if possible.



AUFSTELLUNG

1x Stonesinger (75 x 42mm)

Equipped with: Solar Carbine, Song of Waning, Venomcrest Spit, Drakesteed Fangs and Talons, Stone Stave



KEYWORDS: Character, Aeldari, Mounted, Exodite, Mobile, Psyker, Support, Stonesinger, Ynnari

FACTION KEYWORDS: Asuryani

M	T	Sv	W	LD	OC
10"	5	4+	4	7+	2

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).

Rapid Fire
This ability always takes the form **[RAPID FIRE X]**. Each time you gather attack dice for a **[RAPID FIRE]** weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a **[RAPID FIRE 1]** weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Torrent
Each time an attack is made with a **[TORRENT]** weapon, that attack automatically hits the target.

FACTION RULES

Battle Focus
If your Army Faction is Asuryani, at the start of the battle round, you receive a number of Battle Focus tokens based on the battle size, as shown below:

- Incursion - 2
- Strike Force - 4
- Onslaught - 6

Each time one of the triggers shown in the Agile Manoeuvres section of your codex occurs, you can spend one Battle focus token to enable the relevant eligible unit to perform that Agile Manoeuvre. A unit is eligible to perform an Agile Manoeuvre if it has this ability and has not already performed an Agile Manoeuvre in the same phase. Unless otherwise stated, you cannot trigger the same Agile Manoeuvre more than once per phase. At the end of the battle round, all unspent Battle Focus tokens are lost.

CORE RULES

Support
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.

SERPENT'S SCALE PLATFORM

M	T	Sv	W	LD	OC
7"	3	4+	2	7+	0

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Flamer ASSAULT IGNORES COVER TORRENT	12"	D6	N/A	4	0	1
Fusion gun ASSAULT MELTA 2	12"	1	3+	8	-4	D6
Shuriken Pistol ASSAULT PISTOL	12"	1	3+	4	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close Combat Weapon	Melee	2	3+	3	0	1
Power sword	Melee	2	3+	4	-2	1

ABILITIES

- Crewed Platform**

When the last Storm Guardian model in this unit is destroyed, any remaining Serpent's Scale Platform models in this unit are also destroyed.
- Serpent Shield**

Models in the bearer's unit have a 5+ invulnerable save.
- Stormblades**

At the end of your Command phase, if this unit is within range of an objective marker you control, that objective marker remains under your control until your opponent's Level of Control over that objective marker is greater than yours at the end of a phase.

WEAPON ABILITIES

- Assault**

Units containing one or more models with an [ASSAULT] weapon can shoot using **assault** shooting (10.05).
- Ignore Cover**

Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).
- Melta**

This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.
- 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.
- Torrent**

Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.



AUFSTELLUNG

- 1x Serpent's Scale Platform - Equipped with: Close Combat Weapon
- 10x Storm Guardian oder Storm Guardian with Flamer oder Storm Guardian with Fusion Gun oder Storm Guardian with Power Sword oder Storm Guardian with Flamer & Power Sword oder Storm Guardian with Fusion Gun & Power Sword
- Basegrößen:** 28.5mm, Serpent's Scale Platform 40mm



KEYWORDS: Storm Guardians, Battleline, Infantry, Grenades, Guardians, Aeldari, Ynnari

FACTION KEYWORDS: Asuryani

SERPENT'S SCALE PLATFORM

M	T	Sv	W	LD	OC
7"	3	4+	2	7+	0

FACTION RULES

Battle Focus

If your Army Faction is Asuryani, at the start of the battle round, you receive a number of Battle Focus tokens based on the battle size, as shown below:

- Incursion - 2
- Strike Force - 4
- Onslaught - 6

Each time one of the triggers shown in the Agile Manoeuvres section of your codex occurs, you can spend one Battle focus token to enable the relevant eligible unit to perform that Agile Manoeuvre. A unit is eligible to perform an Agile Manoeuvre if it has this ability and has not already performed an Agile Manoeuvre in the same phase. Unless otherwise stated, you cannot trigger the same Agile Manoeuvre more than once per phase. At the end of the battle round, all unspent Battle Focus tokens are lost.

STRIKING SCORPIONS

75–145 PTS

M	T	Sv	W	LD	OC
7"	3	3+	1	6+	1

INVULNERABLE
SAVE



RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Chainsabres ASSAULT PISTOL TWIN-LINKED	12"	1	3+	4	-1	1
Shuriken pistol ASSAULT PISTOL	12"	1	3+	4	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Biting blade SUSTAINED HITS 1	Melee	4	3+	6	-3	1
Chainsabres SUSTAINED HITS 1 TWIN-LINKED	Melee	5	3+	4	-1	1
Scorpion chainsword SUSTAINED HITS 1	Melee	4	3+	4	-1	1
Scorpion's claw	Melee	3	3+	8	-2	2

ABILITIES

Aspect Shrine Token

Once per battle for each Aspect Shrine token this unit has, you can change the result of one Hit roll or one Wound roll made for a model in this unit (excluding CHARACTER models) to an unmodified 6.

Designer's Note: Place an Aspect Shrine token next to the unit for each Aspect Shrine token it has, removing one each time this ability is used.

Mandiblasters

Each time a model in this unit makes a melee attack, if it made a Charge move this turn, an unmodified Hit roll of 5+ scores a Critical Hit.

WEAPON ABILITIES

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.

Sustained Hits

This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

Twin-linked

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.



AUFSTELLUNG

4-9x Striking Scorpion (28.5mm)
1x Striking Scorpion Exarch (28.5mm)

Equipped with: Chainsabres, Shuriken pistol, Biting blade, Scorpion chainsword, Scorpion's claw

Wargear Options:

- Each Striking Scorpion Exarch can replace its Shuriken Pistol, Scorpion Chainsword & Scorpion's claw with Chainsabres or Biting blade & Shuriken Pistol.



KEYWORDS: Striking Scorpions, Infantry, Aeldari, Aspect Warrior, Ynnari
FACTION KEYWORDS: Asuryani

M	T	Sv	W	LD	OC
7"	3	3+	1	6+	1

INVULNERABLE
SAVE



FACTION RULES

Battle Focus

If your Army Faction is Asuryani, at the start of the battle round, you receive a number of Battle Focus tokens based on the battle size, as shown below:

- Incursion - 2
- Strike Force - 4
- Onslaught - 6

Each time one of the triggers shown in the Agile Manoeuvres section of your codex occurs, you can spend one Battle focus token to enable the relevant eligible unit to perform that Agile Manoeuvre. A unit is eligible to perform an Agile Manoeuvre if it has this ability and has not already performed an Agile Manoeuvre in the same phase. Unless otherwise stated, you cannot trigger the same Agile Manoeuvre more than once per phase. At the end of the battle round, all unspent Battle Focus tokens are lost.

CORE RULES

Infiltrators

During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment zone and all enemy units.

Scouts 7"

This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.
- If that unit is wholly within your deployment zone, it can make a scout move.
- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

Stealth

If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).

SWOOPING HAWKS

95–190 PTS

M	T	Sv	W	LD	OC
14"	3	4+	1	6+	1

INVULNERABLE
SAVE

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Exarch's Lasblaster ASSAULT LETHAL HITS	24"	4	3+	5	-1	1
Hawk's Talon LETHAL HITS	24"	2	3+	6	-2	2
Lasblaster ASSAULT LETHAL HITS	24"	4	3+	4	0	1
Scatter Laser SUSTAINED HITS 1	36"	6	3+	5	0	1
Sunpistol ASSAULT LETHAL HITS PISTOL	12"	2	3+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close Combat Weapon	Melee	2	3+	3	0	1
Power Sword	Melee	5	3+	4	-2	1

ABILITIES

- Aspect Shrine Token**
Once per battle for each Aspect Shrine token this unit has, you can change the result of one Hit roll or one Wound roll made for a model in this unit (excluding CHARACTER models) to an unmodified 6.

Designer's Note: Place an Aspect Shrine token next to the unit for each Aspect Shrine token it has, removing one each time this ability is used.
- Grenade Pack Flyover**
Once per turn, in your Movement phase, when this unit is set-up on the battlefield or ends a Normal, Advance or Fall Back move, it can use this ability. If it does, select one enemy unit within 8" of and visible to this unit and roll one D6 for each Swooping Hawks model in this unit. For each 4+, that enemy unit suffers 1 mortal wound (to a maximum of 6 mortal wounds). Each time this unit uses this ability , until the end of the turn, you cannot target this unit with the Grenades Stratagem.

WEAPON ABILITIES

- Assault**
Units containing one or more models with an [ASSAULT] weapon can shoot using **assault** shooting (10.05).
- Lethal Hits**
Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].
- 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.



- AUFSTELLUNG
- 4-9x Swooping Hawk (32mm)
1x Swooping Hawk Exarch (32mm)
- Equipped with: Exarch's Lasblaster, Hawk's Talon, Lasblaster, Scatter Laser, Sunpistol, Close Combat Weapon, Power Sword
- Wargear Options:
■ Each Swooping Hawk Exarch can replace its Hawk's Talon with Exarch's Lasblaster, Scatter Laser or Sunpistol & Power Sword.



KEYWORDS: Swooping Hawks, Infantry, Fly, Grenades, Aeldari, Jump Pack, Aspect Warrior, Ynnari

FACTION KEYWORDS: Asuryani

M	T	Sv	W	LD	OC
14"	3	4+	1	6+	1

INVULNERABLE
SAVE



Sustained Hits
This ability always takes the form **[SUSTAINED HITS X]**. Each time an attack made with a **[SUSTAINED HITS]** weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a **[SUSTAINED HITS 2]** weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the **[SUSTAINED HITS 2]** ability).*

FACTION RULES

Battle Focus
If your Army Faction is Asuryani, at the start of the battle round, you receive a number of Battle Focus tokens based on the battle size, as shown below:

- Incursion - 2
- Strike Force - 4
- Onslaught - 6

Each time one of the triggers shown in the Agile Manoeuvres section of your codex occurs, you can spend one Battle focus token to enable the relevant eligible unit to perform that Agile Manoeuvre. A unit is eligible to perform an Agile Manoeuvre if it has this ability and has not already performed an Agile Manoeuvre in the same phase. Unless otherwise stated, you cannot trigger the same Agile Manoeuvre more than once per phase. At the end of the battle round, all unspent Battle Focus tokens are lost.

KEYWORDS: Swooping Hawks, Infantry, Fly, Grenades, Aeldari, Jump Pack, Aspect Warrior, Ynnari
FACTION KEYWORDS: Asuryani

THE VISARCH

80 PTS

M	T	Sv	W	LD	OC
8"	3	2+	5	6+	1

INVULNERABLE
SAVE



MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
► Asu-var - duellist stance DEVASTATING WOUNDS PRECISION	Melee	6	2+	5	-2	2
► Asu-var - mythic stance ANTI-EPIC HERO 2+ PRECISION	Melee	4	2+	3	-4	3
► Asu-var - quicksilver stance SUSTAINED HITS 2	Melee	8	2+	4	-1	1

ABILITIES

CORE - Support

Servant of the Whispering God

If your army includes The Visarch, it cannot include any Epic Hero units (excluding Ynnari units). If your army includes any Epic Hero units (excluding Ynnari units), it cannot include The Visarch.

Way of the Blade

While this model is leading a unit, models in that unit have the Fights First ability.

Yvraine's Champion

While this model is leading a unit, other Character models attached to that unit have the Feel No Pain 4+ ability.

Leader

This model can be attached to the following units:

- CORSAIR REAVER BAND
- CORSAIR VOIDREAVERS
- CORSAIR VOIDSCARRED
- GUARDIAN DEFENDERS
- STORM GUARDIANS
- YNNARI KABALITE WARRIORS
- YNNARI WYCHES

You can attach this unit to one of the above units, even if Yvraine has already been attached to it. If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.

WEAPON ABILITIES

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+.

Devastating Wounds

Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

Precision

While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.



AUFSTELLUNG

1x The Visarch (32mm)

Equipped with: ► Asu-var - duellist stance, ► Asu-var - mythic stance, ► Asu-var - quicksilver stance



KEYWORDS: The Visarch, Infantry, Epic Hero, Character, Aeldari, Support
FACTION KEYWORDS: Ynnari

M	T	Sv	W	LD	OC
8"	3	2+	5	6+	1

INVULNERABLE
SAVE



Sustained Hits

This ability always takes the form **[SUSTAINED HITS X]**. Each time an attack made with a **[SUSTAINED HITS]** weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a **[SUSTAINED HITS 2]** weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the **[SUSTAINED HITS 2]** ability).*

FACTION RULES

Battle Focus

If your Army Faction is Asuryani, at the start of the battle round, you receive a number of Battle Focus tokens based on the battle size, as shown below:

- Incursion - 2
- Strike Force - 4
- Onslaught - 6

Each time one of the triggers shown in the Agile Manoeuvres section of your codex occurs, you can spend one Battle focus token to enable the relevant eligible unit to perform that Agile Manoeuvre. A unit is eligible to perform an Agile Manoeuvre if it has this ability and has not already performed an Agile Manoeuvre in the same phase. Unless otherwise stated, you cannot trigger the same Agile Manoeuvre more than once per phase. At the end of the battle round, all unspent Battle Focus tokens are lost.

Disparate Paths

When mustering you army, you can include Harlequins units in your army, even though they do not have the Asuryani Faction keyword. Unless otherwise stated, you cannot select Harlequins or Ynnari as your Army Faction.

CORE RULES

Support

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.

M	T	Sv	W	LD	OC
10"	10	2+	12	6+	3

INVULNERABLE
SAVE

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Swirling soul energy IGNORES COVER PSYCHIC TORRENT	12"	D6+3	N/A	7	-1	D3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
► Vilith-zhar - Strike	Melee	5	2+	12	-4	D6+1
► Vilith-zhar - Sweep	Melee	10	2+	6	-4	1

ABILITIES

- Avatar of the Whispering God**
If your army includes The Yncarne, it cannot include any Epic Hero units (excluding Ynnari units). If your army includes any Epic Hero units (excluding Ynnari units), it cannot include The Yncarne.
- Ethereal Form**
Each time this model destroys an enemy unit it regains up to D3 lost wounds.
- Inevitable Death**
Once in each of your opponent's turns, if this model is on the battlefield when another friendly Aeldari unit is destroyed, just after removing the last model in that unit, you can remove this model from the battlefield and set it up as close as possible to where that destroyed model was destroyed and not within Engagement Range of one or more enemy units. Doing so does not prevent this model from being eligible to move.

WEAPON ABILITIES

- Ignores Cover**
Each time an attack is made with an **[IGNORES COVER]** weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).
- 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.

FACTION RULES

- Battle Focus**
If your Army Faction is Asuryani, at the start of the battle round, you receive a number of Battle Focus tokens based on the battle size, as shown below:
 - Incursion - 2
 - Strike Force - 4
 - Onslaught - 6Each time one of the triggers shown in the Agile Manoeuvres section of your codex occurs, you can spend one Battle focus token to enable the relevant eligible unit to perform that Agile Manoeuvre. A unit is eligible to perform an Agile Manoeuvre if it has this ability and has not already performed an Agile Manoeuvre in the same phase. Unless otherwise stated, you cannot trigger the same Agile Manoeuvre more than once per phase. At the end of the battle round, all unspent Battle Focus tokens are lost.
- Disparate Paths**
When mustering your army, you can include Harlequins units in your army, even though they do not have the Asuryani Faction keyword. Unless otherwise stated, you cannot select Harlequins or Ynnari as your Army Faction.



AUFSTELLUNG

1x The Yncarne (80mm)

Equipped with: Swirling soul energy, ► Vilith-zhar - Strike, ► Vilith-zhar - Sweep



KEYWORDS: The Yncarne, Epic Hero, Monster, Character, Fly, Psyker, Daemon, Aeldari
FACTION KEYWORDS: Ynnari

M	T	Sv	W	LD	OC
10"	10	2+	12	6+	3

INVULNERABLE
SAVE



CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

TROUPE

85–205 PTS

M	T	Sv	W	LD	OC
8"	3	6+	1	6+	1

INVULNERABLE
SAVE



RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Fusion Pistol ASSAULT MELTA 2 PISTOL	6"	1	3+	8	-4	D6
Neuro Disruptor ANTI-INFANTRY 2+ ASSAULT PISTOL	12"	1	3+	4	-2	1
Shuriken Pistol ASSAULT PISTOL	12"	1	3+	4	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Harlequin's Blade DEVASTATING WOUNDS	Melee	5	3+	3	-1	1
Harlequin's Special Weapon DEVASTATING WOUNDS	Melee	4	3+	4	-1	1
Power sword DEVASTATING WOUNDS	Melee	5	3+	4	-2	1

ABILITIES

Dance of Death

At the start of the Fight phase, select one of the following abilities for this unit to gain until the end of the phase:

- Hero's Prowess: Each time a model in this unit makes an attack, re-roll a Hit roll of 1.
- Villain's Doom: Each time a model in this unit makes an attack, add 1 to the Wound roll.
- Trickster's Grace: Each time an attack targets this unit, subtract 1 from the Hit roll.

Flip Belt

Each time the bearer's unit makes a Normal, Advance, Fall Back or Charge move, ignore any vertical distance when determining the total distance the bearer can be moved during that move.

WEAPON ABILITIES

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).

Devastating Wounds

Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.



AUFSTELLUNG

4-11x Player with Harlequin's Blade oder Player with Harlequin's Special Weapon oder Player with Fusion Pistol oder Player with Neuro Disruptor (25mm)
1x Lead Player (25mm)

Equipped with: Fusion Pistol, Neuro Disruptor, Shuriken Pistol, Harlequin's Blade, Harlequin's Special Weapon, Power sword

Wargear Options:

- Each Player with Fusion Pistol can replace its Harlequin's Blade with Harlequin's Special Weapon.
- Each Player with Neuro Disruptor can replace its Harlequin's Blade with Harlequin's Special Weapon.
- Each Lead Player can replace Harlequin's Blade with Harlequin's Special Weapon.



KEYWORDS: Troupe, Infantry, Grenades, Harlequin Allies, Aeldari, Corsairs and Travelling Players
FACTION KEYWORDS: Harlequins

M	T	Sv	W	LD	OC
8"	3	6+	1	6+	1

INVULNERABLE
SAVE**Melta**

This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.

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.

FACTION RULES

Battle Focus

If your Army Faction is Asuryani, at the start of the battle round, you receive a number of Battle Focus tokens based on the battle size, as shown below:

- Incursion - 2
- Strike Force - 4
- Onslaught - 6

Each time one of the triggers shown in the Agile Manoeuvres section of your codex occurs, you can spend one Battle focus token to enable the relevant eligible unit to perform that Agile Manoeuvre. A unit is eligible to perform an Agile Manoeuvre if it has this ability and has not already performed an Agile Manoeuvre in the same phase. Unless otherwise stated, you cannot trigger the same Agile Manoeuvre more than once per phase. At the end of the battle round, all unspent Battle Focus tokens are lost.

CORE RULES

Infiltrators

During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment zone and all enemy units.

Scouts 6"

This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.
- If that unit is wholly within your deployment zone, it can make a scout move.
- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

KEYWORDS: Troupe, Infantry, Grenades, Harlequin Allies, Aeldari, Corsairs and Travelling Players
FACTION KEYWORDS: Harlequins

TROUPE MASTER

75 PTS

M	T	Sv	W	LD	OC
8"	3	6+	4	6+	1

INVULNERABLE
SAVE



RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Fusion Pistol ASSAULT MELTA 2 PISTOL	6"	1	2+	8	-4	D6
Neuro Disruptor ANTI-INFANTRY 2+ ASSAULT PISTOL	12"	1	2+	4	-2	1
Shuriken Pistol ASSAULT PISTOL	12"	1	2+	4	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Harlequin's Special Weapon DEVASTATING WOUNDS	Melee	6	2+	4	-1	2
Troupe Master's Blade DEVASTATING WOUNDS	Melee	5	2+	5	-2	2

ABILITIES

CORE - Leader

Cegorach's Favour

Each time this model makes a melee attack you can re-roll a Hit roll of 1 and add 1 to the Wound roll.

Choreographer of War

While this model is leading a unit, each time a model in that unit makes a Pile In or Consolidate move, it can move up to 6" instead of 3". In addition, it does not need to end that move closer to the closest enemy model, provided it ends as close as possible to the closest enemy unit.

Flip Belt

Each time the bearer's unit makes a Normal, Advance, Fall Back or Charge move, ignore any vertical distance when determining the total distance the bearer can be moved during that move.

Travelling Players

Unless otherwise stated, you cannot include more than one of this model in your army.

Leader

This model can be attached to the following unit:

- Troupe

WEAPON ABILITIES

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).

Devastating Wounds

Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.



AUFSTELLUNG

1x Troupe Master (25mm)

Equipped with: Fusion Pistol, Neuro Disruptor, Shuriken Pistol, Harlequin's Special Weapon, Troupe Master's Blade

Wargear Options:

- This model can replace its Harlequin's Special Weapon with Troupe Master's Blade.
- This model can replace its Shuriken Pistol with Fusion Pistol or Neuro Disruptor.



KEYWORDS: Troupe Master, Infantry, Character, Grenades, Harlequin Allies, Aeldari, Corsairs and Travelling Players, Leader
FACTION KEYWORDS: Harlequins

M	T	Sv	W	LD	OC
8"	3	6+	4	6+	1

INVULNERABLE
SAVE



Melta

This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.

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.

FACTION RULES

Battle Focus

If your Army Faction is Asuryani, at the start of the battle round, you receive a number of Battle Focus tokens based on the battle size, as shown below:

- Incursion - 2
- Strike Force - 4
- Onslaught - 6

Each time one of the triggers shown in the Agile Manoeuvres section of your codex occurs, you can spend one Battle focus token to enable the relevant eligible unit to perform that Agile Manoeuvre. A unit is eligible to perform an Agile Manoeuvre if it has this ability and has not already performed an Agile Manoeuvre in the same phase. Unless otherwise stated, you cannot trigger the same Agile Manoeuvre more than once per phase. At the end of the battle round, all unspent Battle Focus tokens are lost.

Disparate Paths

When mustering you army, you can include Harlequins units in your army, even though they do not have the Asuryani Faction keyword. Unless otherwise stated, you cannot select Harlequins or Ynnari as your Army Faction.

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.

KEYWORDS: Troupe Master, Infantry, Character, Grenades, Harlequin Allies, Aeldari, Corsairs and Travelling Players, Leader
FACTION KEYWORDS: Harlequins

VAMPIRE HUNTER
[LEGENDS]

460 PTS

M	T	Sv	W	LD	OC
-	12	3+	30	6+	-

INVULNERABLE
SAVE

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Scatter Laser	36"	6	3+	5	0	1
2x Twin Pulse Laser TWIN-LINKED	48"	3	3+	9	-2	D6
Twin Vampire Pulsar TWIN-LINKED	60"	3	3+	12	-3	4

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Wraithbone Hull	Melee	6	4+	6	0	1

ABILITIES

Damaged: 1-10 Wounds Remaining
While this model has 1-10 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Titan Hunter
Each time a ranged attack made by this model is allocated to a Monster or Vehicle model, re-roll a Damage roll of 1.

WEAPON ABILITIES

Twin-linked

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

FACTION RULES

Battle Focus
If your Army Faction is Asuryani, at the start of the battle round, you receive a number of Battle Focus tokens based on the battle size, as shown below:

- Incursion - 2
- Strike Force - 4
- Onslaught - 6

Each time one of the triggers shown in the Agile Manoeuvres section of your codex occurs, you can spend one Battle focus token to enable the relevant eligible unit to perform that Agile Manoeuvre. A unit is eligible to perform an Agile Manoeuvre if it has this ability and has not already performed an Agile Manoeuvre in the same phase. Unless otherwise stated, you cannot trigger the same Agile Manoeuvre more than once per phase. At the end of the battle round, all unspent Battle Focus tokens are lost.



AUFSTELLUNG

1x Vampire Hunter [Legends]

Equipped with: Scatter Laser, 2x Twin Pulse Laser, Twin Vampire Pulsar, Wraithbone Hull



KEYWORDS: Vehicle, Fly, Aircraft, Titanic, Vampire Hunter, Aeldari
FACTION KEYWORDS: Asuryani

VAMPIRE HUNTER

[LEGENDS]

460 PTS

M	T	Sv	W	LD	OC
-	12	3+	30	6+	-

INVULNERABLE
SAVE



CORE RULES

Deadly Demise D6+2

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

KEYWORDS: Vehicle, Fly, Aircraft, Titanic, Vampire Hunter, Aeldari
FACTION KEYWORDS: Asuryani

VAMPIRE RAIDER
[LEGENDS]

430 PTS

M	T	Sv	W	LD	OC
-	12	3+	30	6+	-

INVULNERABLE
SAVE

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Scatter Laser	36"	6	3+	5	0	1
2x Twin Pulse Laser TWIN-LINKED	48"	3	3+	9	-2	D6

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Wraithbone Hull	Melee	6	4+	6	0	1

ABILITIES

- Damaged: 1-10 Wounds Remaining**
While this model has 1-10 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.
- Into the Foe**
If a unit disembarks from this Transport before it moves, until the end of the turn, that unit is eligible to charge in a turn in which it Advanced.
- Transport**
This model has a transport capacity of 30 Aeldari Infantry models. Each Wraith Construct model takes the space of 2 models. It cannot transport Jump Pack models or Ynnari models (excluding Yvraine and The Visarch).

WEAPON ABILITIES

- Twin-linked**
Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

FACTION RULES

- Battle Focus**
If your Army Faction is Asuryani, at the start of the battle round, you receive a number of Battle Focus tokens based on the battle size, as shown below:
 - Incursion - 2
 - Strike Force - 4
 - Onslaught - 6Each time one of the triggers shown in the Agile Manoeuvres section of your codex occurs, you can spend one Battle focus token to enable the relevant eligible unit to perform that Agile Manoeuvre. A unit is eligible to perform an Agile Manoeuvre if it has this ability and has not already performed an Agile Manoeuvre in the same phase. Unless otherwise stated, you cannot trigger the same Agile Manoeuvre more than once per phase. At the end of the battle round, all unspent Battle Focus tokens are lost.



AUFSTELLUNG

1x Vampire Raider [Legends]

Equipped with: Scatter Laser, 2x Twin Pulse Laser, Wraithbone Hull



KEYWORDS: Vehicle, Fly, Titanic, Transport, Vampire Raider, Aeldari
FACTION KEYWORDS: Asuryani

VAMPIRE RAIDER

[LEGENDS]

430 PTS

M	T	Sv	W	LD	OC
-	12	3+	30	6+	-

INVULNERABLE
SAVE

4+

CORE RULES

Deadly Demise D6+2
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").
Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Hover
Each time this unit takes to the skies (21.03), do not subtract 2" from the maximum distance.

KEYWORDS: Vehicle, Fly, Titanic, Transport, Vampire Raider, Aeldari

FACTION KEYWORDS: Asuryani

VIBRO CANNON PLATFORM60 PTS

M	T	Sv	W	LD	OC
7"	6	4+	5	7+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Shuriken Catapult ASSAULT	18"	2	3+	4	-1	1
Vibro Cannon	48"	D6	3+	9	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close Combat Weapon	Melee	2	3+	3	0	1

ABILITIES

- Sonic Destruction

In your Shooting phase, each time this model makes an attack with its Vibro Cannon that targets an enemy unit, improve the Strength, Armour Penetration and Damage characteristics of that attack by 1 for each other friendly Vibro Cannon Platform model that made one or more attacks with its Vibro Cannon that also targeted that enemy unit this phase.
- Support Artillery

At the start of the Declare Battle Formations step, this model can join one Guardian Defenders unit from your army (a unit cannot have more than one Support Weapon model joined to it). This model then counts as part of that Guardians unit for the rest of the battle, and that unit's Starting Strength is increased accordingly.

This model, and any unit it is joined to, cannot embark within a Transport.
- Support Weapon

Each time an attack targets this model's unit, if that unit contains one or more other models, until that attack is resolved, this model has a Toughness characteristic of 3.

WEAPON ABILITIES

- Assault

Units containing one or more models with an [ASSAULT] weapon can shoot using **assault** shooting (10.05).

AUFSTELLUNG

1x Vibro Cannon Platform (40mm)

Equipped with: Shuriken Catapult, Vibro Cannon, Close Combat Weapon

KEYWORDS: Support Weapon, Infantry, Aeldari, Vibro Cannon Platform, Ynnari, Frame
FACTION KEYWORDS: Asuryani

VOIDWEAVER

115 PTS

M	T	Sv	W	LD	OC
14"	6	4+	6	6+	2

INVULNERABLE
SAVE



RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Shuriken Cannon LETHAL HITS	24"	3	3+	6	-1	2
Voidweaver Haywire Cannon ANTI-VEHICLE 4+ DEVASTATING WOUNDS	24"	3	3+	4	-1	3
► Prismatic Cannon - dispersed pulse BLAST	24"	2D6	3+	4	0	1
► Prismatic Cannon - focused lances	24"	2	3+	12	-3	4

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close Combat Weapon	Melee	4	3+	3	0	1

ABILITIES

Polychromatic Camouflage

This unit can only be selected as the target of a ranged attack if the attacking model is within 18".

WEAPON ABILITIES

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+.*

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).*

Devastating Wounds

Each time an attack made with a **[DEVASTATING WOUNDS]** weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by **[DEVASTATING WOUNDS]** weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a **[DEVASTATING WOUNDS]** weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

Lethal Hits

Each time an attack made with a **[LETHAL HITS]** weapon results in a critical hit, you can choose for that attack to automatically wound the target.

*Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as **[DEVASTATING WOUNDS]**.*



AUFSTELLUNG

1x Voidweaver (Large Flying Base)

Equipped with: Shuriken Cannon, Voidweaver Haywire Cannon, ► Prismatic Cannon - dispersed pulse, ► Prismatic Cannon - focused lances, Close Combat Weapon

Wargear Options:

- This model can replace its Voidweaver Haywire Cannon with Prismatic Cannon.



KEYWORDS: Voidweaver, Fly, Vehicle, Harlequin Allies, Aeldari, Corsairs and Travelling Players, Frame
FACTION KEYWORDS: Harlequins

M	T	Sv	W	LD	OC
14"	6	4+	6	6+	2

INVULNERABLE
SAVE

4+

FACTION RULES

Battle Focus
If your Army Faction is Asuryani, at the start of the battle round, you receive a number of Battle Focus tokens based on the battle size, as shown below:

- Incursion - 2
- Strike Force - 4
- Onslaught - 6

Each time one of the triggers shown in the Agile Manoeuvres section of your codex occurs, you can spend one Battle focus token to enable the relevant eligible unit to perform that Agile Manoeuvre. A unit is eligible to perform an Agile Manoeuvre if it has this ability and has not already performed an Agile Manoeuvre in the same phase. Unless otherwise stated, you cannot trigger the same Agile Manoeuvre more than once per phase. At the end of the battle round, all unspent Battle Focus tokens are lost.

Disparate Paths
When mustering you army, you can include Harlequins units in your army, even though they do not have the Asuryani Faction keyword. Unless otherwise stated, you cannot select Harlequins or Ynnari as your Army Faction.

CORE RULES

Deadly Demise 1
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").
Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Stealth
If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).

KEYWORDS: Voidweaver, Fly, Vehicle, Harlequin Allies, Aeldari, Corsairs and Travelling Players, Frame

FACTION KEYWORDS: Harlequins

VYPERS

75–140 PTS

VYPER

M	T	Sv	W	LD	OC
14"	6	3+	6	7+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bright Lance	48"	1	3+	12	-3	D6+2
Scatter Laser SUSTAINED HITS 2	36"	6	3+	5	0	1
Shuriken Cannon LETHAL HITS	24"	3	3+	6	-1	2
Starcannon	36"	2	2+	8	-3	2
► Missile Launcher - Starshot	48"	1	3+	10	-2	D6
► Missile Launcher - Sunburst BLAST	48"	D6	3+	4	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Wraithbone Hull	Melee	3	4+	6	0	1

ABILITIES

Harassment Fire

In your Shooting phase, after this unit has shot, select one enemy unit hit by one or more of those attacks. Until the start of your next turn, that enemy unit is suppressed. While a unit is suppressed, each time a model in that unit makes an attack, subtract 1 from the Hit roll.

WEAPON ABILITIES

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).

Lethal Hits

Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

Sustained Hits

This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).



AUFSTELLUNG

1-2x Vyper - Equipped with: Wraithbone Hull, Bright Lance, Scatter Laser, Starcannon, Shuriken Cannon, ► Missile Launcher - Starshot, ► Missile Launcher - Sunburst (105 x 70mm)

Wargear Options:

- This model can replace its Bright Lance with Scatter Laser or Starcannon.
- This model can replace its Shuriken Cannon with Missile Launcher.



KEYWORDS: Vehicle, Aeldari, Fly, Vypers, Ynnari
FACTION KEYWORDS: Asuryani

VYPER

M	T	Sv	W	LD	OC
14"	6	3+	6	7+	2

FACTION RULES

Battle Focus

If your Army Faction is Asuryani, at the start of the battle round, you receive a number of Battle Focus tokens based on the battle size, as shown below:

- Incursion - 2
- Strike Force - 4
- Onslaught - 6

Each time one of the triggers shown in the Agile Manoeuvres section of your codex occurs, you can spend one Battle focus token to enable the relevant eligible unit to perform that Agile Manoeuvre. A unit is eligible to perform an Agile Manoeuvre if it has this ability and has not already performed an Agile Manoeuvre in the same phase. Unless otherwise stated, you cannot trigger the same Agile Manoeuvre more than once per phase. At the end of the battle round, all unspent Battle Focus tokens are lost.

CORE RULES

Deadly Demise 1

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

WAR WALKERS

80–160 PTS

WAR WALKER

M	T	Sv	W	LD	OC
10"	7	3+	6	7+	2

INVULNERABLE
SAVE



RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bright Lance	36"	1	3+	12	-3	D6+2
Scatter Laser SUSTAINED HITS 1	36"	6	3+	5	0	1
Shuriken Cannon LETHAL HITS	24"	3	3+	6	-1	2
Starcannon	36"	2	3+	8	-3	2
► Missile Launcher - Starshot	48"	1	3+	10	-2	D6
► Missile Launcher - Sunburst BLAST	48"	D6	3+	4	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
War Walker feet	Melee	3	3+	5	0	1

ABILITIES

Crystalline Targeting

In your Shooting phase, after this unit has shot, select one enemy unit hit by one or more of those attacks. Until the end of the phase, each time a friendly Aeldari unit makes an attack that targets that enemy unit, improve the Armour Penetration characteristic of that attack by 1. Each unit can only be selected for that ability once per turn.

WEAPON ABILITIES

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).

Lethal Hits

Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

Sustained Hits

This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).



AUFSTELLUNG

1-2x War Walker - Equipped with:
Shuriken Cannon, ► Missile Launcher - Starshot, ► Missile Launcher - Sunburst, Bright Lance, Scatter Laser, Starcannon, War Walker feet (60mm)



KEYWORDS: Vehicle, Aeldari,
Walker, War Walkers, Ynnari
FACTION KEYWORDS: Asuryani

WAR WALKER

M	T	Sv	W	LD	OC
10"	7	3+	6	7+	2

INVULNERABLE
SAVE



FACTION RULES

Battle Focus

If your Army Faction is Asuryani, at the start of the battle round, you receive a number of Battle Focus tokens based on the battle size, as shown below:

- Incursion - 2
- Strike Force - 4
- Onslaught - 6

Each time one of the triggers shown in the Agile Manoeuvres section of your codex occurs, you can spend one Battle focus token to enable the relevant eligible unit to perform that Agile Manoeuvre. A unit is eligible to perform an Agile Manoeuvre if it has this ability and has not already performed an Agile Manoeuvre in the same phase. Unless otherwise stated, you cannot trigger the same Agile Manoeuvre more than once per phase. At the end of the battle round, all unspent Battle Focus tokens are lost.

CORE RULES

Scouts 9"

This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.
- If that unit is wholly within your deployment zone, it can make a scout move.
- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

WARLOCK

40 PTS

M	T	Sv	W	LD	OC
7"	3	6+	2	6+	1

INVULNERABLE
SAVE



RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Destructor PSYCHIC TORRENT	12"	D6	N/A	5	-1	1
Shuriken Pistol ASSAULT PISTOL	12"	1	3+	4	-1	1
Singing Spear ASSAULT PSYCHIC	12"	1	3+	9	0	3

MELEE WEAPONS

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

ABILITIES

CORE - Support

Psychic Communion (Psychic)

Each time this model is selected to shoot, until the end of the phase, add 1 to the Attacks and Strength characteristics of its Destructor weapon for each other friendly Aeldari Psyker model within 6" of this model (to a maximum of +2).

Runes of Fortune (Psychic)

Each time an enemy unit declares a charge, if one or more units with this ability are selected as a target of that charge, subtract 2 from the Charge roll.

Leader

This model can be attached to the following units:

- Guardian Defenders
- Storm Guardians

You can attach this model to a unit, even if one Autarch or Farseer model has already been attached to it. If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.

WEAPON ABILITIES

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).



AUFSTELLUNG

1x Warlock (32mm)

Equipped with: Destructor, Shuriken Pistol, Singing Spear, Witchblade

Wargear Options:

- This model can replace its Witchblade with Singing Spear.



KEYWORDS: Character, Infantry, Psyker, Warlock, Aeldari, Ynnari, Support
FACTION KEYWORDS: Asuryani

M	T	Sv	W	LD	OC
7"	3	6+	2	6+	1

INVULNERABLE
SAVE



Torrent
Each time an attack is made with a **[TORRENT]** weapon, that attack automatically hits the target.

FACTION RULES

Battle Focus
If your Army Faction is Asuryani, at the start of the battle round, you receive a number of Battle Focus tokens based on the battle size, as shown below:

- Incursion - 2
- Strike Force - 4
- Onslaught - 6

Each time one of the triggers shown in the Agile Manoeuvres section of your codex occurs, you can spend one Battle focus token to enable the relevant eligible unit to perform that Agile Manoeuvre. A unit is eligible to perform an Agile Manoeuvre if it has this ability and has not already performed an Agile Manoeuvre in the same phase. Unless otherwise stated, you cannot trigger the same Agile Manoeuvre more than once per phase. At the end of the battle round, all unspent Battle Focus tokens are lost.

CORE RULES

Support
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.

WARLOCK CONCLAVE

55–110 PTS

M	T	Sv	W	LD	OC
7"	3	6+	2	6+	1

INVULNERABLE
SAVE



RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Destructor PSYCHIC TORRENT	12"	D6	N/A	5	-1	1
Shuriken Pistol ASSAULT PISTOL	12"	1	3+	4	-1	1
Singing Spear ASSAULT PSYCHIC	12"	1	3+	9	0	3

MELEE WEAPONS

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

ABILITIES

CORE - Support

Protect (Psychic)

While a Farseer model is leading this unit, each time an attack targets this unit, subtract 1 from the Wound roll.

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).

Leader

This model can be attached to the following units:

- Guardian Defenders
- Storm Guardians

WEAPON ABILITIES

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.



AUFSTELLUNG

2-4x Warlock with Witchblade
oder Warlock with Singing Spear
(32mm)

Equipped with: Destructor,
Shuriken Pistol, Singing Spear,
Witchblade



KEYWORDS: Warlock Conclave,
Psyker, Infantry, Aeldari, Warlock,
Ynnari, Support
FACTION KEYWORDS: Asuryani

M	T	Sv	W	LD	OC
7"	3	6+	2	6+	1

INVULNERABLE
SAVE



FACTION RULES

Battle Focus

If your Army Faction is Asuryani, at the start of the battle round, you receive a number of Battle Focus tokens based on the battle size, as shown below:

- Incursion - 2
- Strike Force - 4
- Onslaught - 6

Each time one of the triggers shown in the Agile Manoeuvres section of your codex occurs, you can spend one Battle focus token to enable the relevant eligible unit to perform that Agile Manoeuvre. A unit is eligible to perform an Agile Manoeuvre if it has this ability and has not already performed an Agile Manoeuvre in the same phase. Unless otherwise stated, you cannot trigger the same Agile Manoeuvre more than once per phase. At the end of the battle round, all unspent Battle Focus tokens are lost.

CORE RULES

Support

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.

WARLOCK SKYRUNNERS 45–90 PTS

M	T	Sv	W	LD	OC
14"	4	6+	3	6+	2

INVULNERABLE
SAVE



RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Destructor PSYCHIC TORRENT	12"	D6	N/A	5	-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

MELEE WEAPONS

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

ABILITIES

CORE - Support

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.

Leader

This model can be attached to the following unit:

- WINDRIDERS

WEAPON ABILITIES

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.



AUFSTELLUNG

1-2x Warlock Skyrunner with Witchblade oder Warlock Skyrunner with Singing Spear (Small Flying Base)

Equipped with: Destructor, Shuriken Pistol, Singing Spear, Twin Shuriken Catapult, Witchblade



KEYWORDS: Psyker, Mounted, Warlock Skyrunters, Warlock, Aeldari, Fly, Ynnari, Support
FACTION KEYWORDS: Asuryani

WARLOCK SKYRUNNERS45–90 PTS

M	T	Sv	W	LD	OC
14"	4	6+	3	6+	2

INVULNERABLE
SAVE



Twin-linked
Each time an attack is made with a **[TWIN-LINKED]** weapon, you can re-roll the wound roll.

FACTION RULES

Battle Focus
If your Army Faction is Asuryani, at the start of the battle round, you receive a number of Battle Focus tokens based on the battle size, as shown below:

- Incursion - 2
- Strike Force - 4
- Onslaught - 6

Each time one of the triggers shown in the Agile Manoeuvres section of your codex occurs, you can spend one Battle focus token to enable the relevant eligible unit to perform that Agile Manoeuvre. A unit is eligible to perform an Agile Manoeuvre if it has this ability and has not already performed an Agile Manoeuvre in the same phase. Unless otherwise stated, you cannot trigger the same Agile Manoeuvre more than once per phase. At the end of the battle round, all unspent Battle Focus tokens are lost.

CORE RULES

Support
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.

KEYWORDS: Psyker, Mounted,
Warlock Skyrunners, Warlock,
Aeldari, Fly, Ynnari, Support
FACTION KEYWORDS: Asuryani

WARP HUNTER [LEGENDS] 145 PTS

M	T	Sv	W	LD	OC
14"	9	3+	12	6+	3

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Shuriken Cannon SUSTAINED HITS 1	24"	3	3+	6	-1	2
Twin Shuriken Catapult ASSAULT TWIN LINKED	18"	2	3+	4	-1	1
► D-Flail - blast BLAST DEVASTATING WOUNDS	24"	D3	3+	12	-4	3
► D-Flail - rift DEVASTATING WOUNDS TORRENT	12"	D3	N/A	12	-4	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Wraithbone Hull	Melee	3	4+	6	0	1

ABILITIES

- Damaged: 1-4 Wounds Remaining**
While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.
- Devastating Assault**
In your Shooting phase, after this model has shot, select one enemy unit hit by one or more of those attacks. That enemy unit must take a Battle-shock test.

WEAPON ABILITIES

- 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).
- Devastating Wounds**
Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.
Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.
Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.
- Sustained Hits**
This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.
Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).
- 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.



AUFSTELLUNG

- 1x Warp Hunter [Legends]
- Equipped with:** Shuriken Cannon, Twin Shuriken Catapult, ► D-Flail - blast, ► D-Flail - rift, Wraithbone Hull
- Wargear Options:**
- This model can replace its Twin Shuriken Catapult with Shuriken Cannon.



KEYWORDS: Vehicle, Fly, Warp Hunter, Aeldari
FACTION KEYWORDS: Asuryani

WARP HUNTER [LEGENDS]145 PTS

M	T	Sv	W	LD	OC
14"	9	3+	12	6+	3

FACTION RULES

Battle Focus

If your Army Faction is Asuryani, at the start of the battle round, you receive a number of Battle Focus tokens based on the battle size, as shown below:

- Incursion - 2
- Strike Force - 4
- Onslaught - 6

Each time one of the triggers shown in the Agile Manoeuvres section of your codex occurs, you can spend one Battle focus token to enable the relevant eligible unit to perform that Agile Manoeuvre. A unit is eligible to perform an Agile Manoeuvre if it has this ability and has not already performed an Agile Manoeuvre in the same phase. Unless otherwise stated, you cannot trigger the same Agile Manoeuvre more than once per phase. At the end of the battle round, all unspent Battle Focus tokens are lost.

CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

WARP SPIDERS

105–200 PTS

M	T	Sv	W	LD	OC
12"	3	3+	1	6+	1

INVULNERABLE
SAVE

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Death Weavers IGNORES COVER TORRENT TWIN-LINKED	6"	D6	N/A	4	-1	1
Death spinner IGNORES COVER TORRENT	12"	D6	N/A	4	-1	1
Exarch's Deathspinner IGNORES COVER TORRENT	12"	D6	N/A	6	-2	1
Spinneret Rifle IGNORES COVER TORRENT	18"	D6	N/A	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close Combat Weapon	Melee	2	3+	3	0	1
Powerblade Array LETHAL HITS TWIN-LINKED	Melee	10	3+	4	-2	1
Powerblades LETHAL HITS TWIN-LINKED	Melee	5	3+	4	-2	1

ABILITIES

- Aspect Shrine Token

Once per battle for each Aspect Shrine token this unit has, you can change the result of one Hit roll or one Wound roll made for a model in this unit (excluding CHARACTER models) to an unmodified 6.

Designer's Note: Place an Aspect Shrine token next to the unit for each Aspect Shrine token it has, removing one each time this ability is used.
- Flickerjump

In your Movement phase, each time this unit is selected to make a Normal move, it can use this ability. If it does, until the end of the turn, this unit is not eligible to declare a charge and models in it have a Move characteristic of 24". Each time this unit uses this ability, at the end of the phase, roll one D6 for each model in this unit: for each 1, this unit suffers 1 mortal wound.

WEAPON ABILITIES

- Ignore Cover

Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).
- Lethal Hits

Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].
- 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.



- AUFSTELLUNG
- 4-9x Warp Spider (28.5mm)

1x Warp Spider Exarch (28.5mm)
- Equipped with:

Death Weavers,
Death spinner, Exarch's
Deathspinner, Spinneret Rifle,
Close Combat Weapon,
Powerblade Array, Powerblades
- Wargear Options:

■ Each Warp Spider Exarch can
replace its Exarch's death spinner
with 1 Spinneret rifle & 1 Death
weavers, 1 Powerblades & 1
Death Weavers or 1 Powerblade
array.



KEYWORDS: Warp Spiders,
Infantry, Fly, Jump Pack, Aeldari,
Aspect Warrior, Ynnari

FACTION KEYWORDS: Asuryani

M	T	Sv	W	LD	OC
12"	3	3+	1	6+	1

INVULNERABLE
SAVE



FACTION RULES

Battle Focus

If your Army Faction is Asuryani, at the start of the battle round, you receive a number of Battle Focus tokens based on the battle size, as shown below:

- Incursion - 2
- Strike Force - 4
- Onslaught - 6

Each time one of the triggers shown in the Agile Manoeuvres section of your codex occurs, you can spend one Battle focus token to enable the relevant eligible unit to perform that Agile Manoeuvre. A unit is eligible to perform an Agile Manoeuvre if it has this ability and has not already performed an Agile Manoeuvre in the same phase. Unless otherwise stated, you cannot trigger the same Agile Manoeuvre more than once per phase. At the end of the battle round, all unspent Battle Focus tokens are lost.

CORE RULES

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

WASP ASSAULT WALKER

[LEGENDS]

95 PTS

M	T	Sv	W	LD	OC
10"	7	3+	6	6+	2

INVULNERABLE
SAVE



RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bright Lance	36"	1	3+	12	-3	D6+2
Scatter Laser	36"	6	3+	5	0	1
Shuriken Cannon SUSTAINED HITS 1	24"	3	3+	6	-1	2
Starcannon	36"	2	3+	8	-3	2
► Aeldari missile launcher - starshot	48"	1	3+	10	-2	D6
► Aeldari missile launcher - sunburst BLAST	48"	D6	3+	4	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Wasp feet	Melee	3	3+	5	0	1

ABILITIES

Cloudbreakers

Each time this model Advances, do not make an Advance roll for it. Instead, until the end of the phase, add 6" to the Move characteristic of this model.

WEAPON ABILITIES

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).

Sustained Hits

This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).



AUFSTELLUNG

1x Wasp Assault Walker
[Legends]

Equipped with: Bright Lance, Scatter Laser, Shuriken Cannon, Starcannon, ► Aeldari missile launcher - starshot, ► Aeldari missile launcher - sunburst, Wasp feet



KEYWORDS: Vehicle, Fly, Walker,
Wasp Assault Walker, Aeldari
FACTION KEYWORDS: Asuryani

WASP ASSAULT WALKER

[LEGENDS]

95 PTS

M	T	Sv	W	LD	OC
10"	7	3+	6	6+	2

INVULNERABLE
SAVE



FACTION RULES

Battle Focus

If your Army Faction is Asuryani, at the start of the battle round, you receive a number of Battle Focus tokens based on the battle size, as shown below:

- Incursion - 2
- Strike Force - 4
- Onslaught - 6

Each time one of the triggers shown in the Agile Manoeuvres section of your codex occurs, you can spend one Battle focus token to enable the relevant eligible unit to perform that Agile Manoeuvre. A unit is eligible to perform an Agile Manoeuvre if it has this ability and has not already performed an Agile Manoeuvre in the same phase. Unless otherwise stated, you cannot trigger the same Agile Manoeuvre more than once per phase. At the end of the battle round, all unspent Battle Focus tokens are lost.

KEYWORDS: Vehicle, Fly, Walker,
Wasp Assault Walker, Aeldari
FACTION KEYWORDS: Asuryani

WAVE SERPENT

115 PTS

M	T	Sv	W	LD	OC
14"	9	3+	13	7+	2

INVULNERABLE
SAVE

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Shuriken Cannon <small>LETHAL HITS</small>	24"	3	3+	6	-1	2
Twin Bright Lance <small>TWIN-LINKED</small>	36"	1	3+	12	-3	D6+2
Twin Scatter Laser <small>SUSTAINED HITS 1 TWIN-LINKED</small>	36"	6	3+	5	0	1
Twin Shuriken Cannon <small>LETHAL HITS TWIN-LINKED</small>	24"	3	3+	6	-1	2
Twin Shuriken Catapult <small>ASSAULT TWIN LINKED</small>	18"	2	3+	4	-1	1
Twin Starcannon <small>TWIN-LINKED</small>	36"	2	3+	8	-3	2
► Twin Aeldari Missile Launcher - Starshot <small>TWIN-LINKED</small>	48"	1	3+	10	-2	D6
► Twin Aeldari Missile Launcher - Sunburst <small>BLAST TWIN-LINKED</small>	48"	D6	3+	4	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Wraithbone Hull	Melee	3	4+	6	0	1

ABILITIES

Damaged: 1-4 Wounds Remaining

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Wave Serpent Shield

Each time a ranged attack targets this model, if the Strength characteristic of that attack is greater than the Toughness characteristic of this model, subtract 1 from the Wound roll.

TRANSPORT

Wave Serpent

This model has a transport capacity of 12 ASURYANI INFANTRY models. Each WRAITH CONSTRUCT model takes the space of 2 models. It cannot transport JUMP PACK models or YNNARI models (excluding ASURYANI, YVRAINE and THE VISARCH models).

WEAPON ABILITIES

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).*



AUFSTELLUNG

1x Wave Serpent (Large Flying Base)

Equipped with: Shuriken Cannon, Twin Bright Lance, Twin Scatter Laser, Twin Shuriken Cannon, Twin Shuriken Catapult, Twin Starcannon, ► Twin Aeldari Missile Launcher - Starshot, ► Twin Aeldari Missile Launcher - Sunburst, Wraithbone Hull

Wargear Options:

- This model can replace its Twin Shuriken Catapult with Shuriken Cannon.
- This model can replace its Twin Shuriken Cannon with Twin Aeldari Missile Launcher, Twin Bright Lance, Twin Scatter Laser or Twin Starcannon.



KEYWORDS: Wave Serpent, Fly, Dedicated Transport, Vehicle, Transport, Aeldari, Ynnari, Frame
FACTION KEYWORDS: Asuryani

M	T	Sv	W	LD	OC
14"	9	3+	13	7+	2

INVULNERABLE
SAVE

5+

- Lethal Hits**
Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.
Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].
- Sustained Hits**
This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.
Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).
- Twin-linked**
Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

FACTION RULES

- Battle Focus**
If your Army Faction is Asuryani, at the start of the battle round, you receive a number of Battle Focus tokens based on the battle size, as shown below:
 - Incursion - 2
 - Strike Force - 4
 - Onslaught - 6Each time one of the triggers shown in the Agile Manoeuvres section of your codex occurs, you can spend one Battle focus token to enable the relevant eligible unit to perform that Agile Manoeuvre. A unit is eligible to perform an Agile Manoeuvre if it has this ability and has not already performed an Agile Manoeuvre in the same phase. Unless otherwise stated, you cannot trigger the same Agile Manoeuvre more than once per phase. At the end of the battle round, all unspent Battle Focus tokens are lost.

CORE RULES

- Deadly Demise D3**
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").
Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

KEYWORDS: Wave Serpent, Fly,
Dedicated Transport, Vehicle,
Transport, Aeldari, Ynnari, Frame
FACTION KEYWORDS: Asuryani

WEBWAY GATE [LEGENDS] 105 PTS

M	T	Sv	W	LD	OC
-	12	3+	14	6+	0

ABILITIES

Arcane Cover

Each time a ranged attack is allocated to a model, if that model is not fully visible to every model in the attacking unit because of this Fortification, that model has the Benefit of Cover against that attack.

Deployment

Both Wraithbone Arches of this Fortification must be set up with their upper points no more than 1" apart and with both statues facing in fully opposite directions so that an arch is formed, as shown on the right. Both arches are then treated as a single model for all rules purposes.

Fortification

While an enemy unit is only within Engagement Range of one or more Fortifications from your army:

- That unit can still be selected as the target of ranged attacks, but each time such an attack is made, unless it is made with a Pistol, subtract 1 from the Hit roll.
- Models in that unit do not need to take Desperate Escape tests due to Falling Back while Battle-shocked, except for those that will move over enemy models when doing so.

Webway Strike

Each time a friendly AELDARI unit arrives from Strategic Reserves, you can choose to set it up anywhere on the battlefield that is wholly within 6" of this FORTIFICATION. If you do, that AELDARI unit can be set up within 9" of enemy models, and can be set up within Engagement Range of enemy models. If an AELDARI unit is set up within Engagement Range of any enemy models in this way, it counts as having made a Charge move this turn and is eligible to fight this turn.

FACTION RULES

Battle Focus

If your Army Faction is Asuryani, at the start of the battle round, you receive a number of Battle Focus tokens based on the battle size, as shown below:

- Incursion - 2
- Strike Force - 4
- Onslaught - 6

Each time one of the triggers shown in the Agile Manoeuvres section of your codex occurs, you can spend one Battle focus token to enable the relevant eligible unit to perform that Agile Manoeuvre. A unit is eligible to perform an Agile Manoeuvre if it has this ability and has not already performed an Agile Manoeuvre in the same phase. Unless otherwise stated, you cannot trigger the same Agile Manoeuvre more than once per phase. At the end of the battle round, all unspent Battle Focus tokens are lost.

CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.



AUFSTELLUNG

1x Webway Gate [Legends]



KEYWORDS: Webway Gate, Fortification, Aeldari, Frame
FACTION KEYWORDS: Asuryani

WINDRIDERS

80–170 PTS

M	T	Sv	W	LD	OC
14"	4	4+	2	7+	2

INVULNERABLE
SAVE

6+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Scatter laser SUSTAINED HITS 1	36"	6	3+	5	0	1
Shuriken cannon LETHAL HITS	24"	3	3+	6	-1	2
Twin shuriken catapult ASSAULT TWIN-LINKED	18"	2	3+	4	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	3	0	1

ABILITIES

Swift Demise

Each time a model in this unit makes a ranged attack, re-roll a Hit roll of 1. If the target of that attack is the closest eligible target, you can re-roll the Hit roll instead.

WEAPON ABILITIES

Assault

Units containing one or more models with an [ASSAULT] weapon can shoot using **assault** shooting (10.05).

Lethal Hits

Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

Sustained Hits

This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

Twin-linked

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

FACTION RULES

Battle Focus

If your Army Faction is Asuryani, at the start of the battle round, you receive a number of Battle Focus tokens based on the battle size, as shown below:

- Incursion - 2
- Strike Force - 4
- Onslaught - 6

Each time one of the triggers shown in the Agile Manoeuvres section of your codex occurs, you can spend one Battle focus token to enable the relevant eligible unit to perform that Agile Manoeuvre. A unit is eligible to perform an Agile Manoeuvre if it has this ability and has not already performed an Agile Manoeuvre in the same phase. Unless otherwise stated, you cannot trigger the same Agile Manoeuvre more than once per phase. At the end of the battle round, all unspent Battle Focus tokens are lost.



AUFSTELLUNG

3-6x Windrider with Twin Shuriken Catapult oder Windrider with Scatter Laser oder Windrider with Shuriken Cannon (Small Flying Base)

Equipped with: Scatter laser, Shuriken cannon, Twin shuriken catapult, Close combat weapon



KEYWORDS: Mounted, Fly,
Windriders, Aeldari, Ynnari

FACTION KEYWORDS: Asuryani

WRAITHBLADES

140 PTS

WRAITHBLADE

M	T	Sv	W	LD	OC
6"	6	2+	3	8+	1

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Ghostaxe	Melee	3	4+	7	-2	2
Ghostwords	Melee	5	4+	5	-2	2

ABILITIES

- Forceshield**
The bearer has a 4+ invulnerable save.
- Malevolent Souls**
Each time a model in this unit is destroyed by a melee attack, if that model has not fought this phase, roll one D6. On a 3+, do not remove it from play; that destroyed model can fight after the attacking model's unit has finished making its attacks, and is then removed from play.
- Psychic Guidance**
While this unit is within 12" of one or more friendly Aeldari Psyker models, models in this unit have a Leadership characteristic of 6+ and each time a model in this unit makes an attack, add 1 to the Hit roll.



AUFSTELLUNG

- 5x Wraithblade - Equipped with:
Ghostwords, Ghostaxe (40mm)
- Wargear Options:**
- This model can replace its Ghostwords with Ghostaxe and Forceshield.



KEYWORDS: Wraithblades, Infantry,
Wraith Construct, Aeldari, Ynnari
FACTION KEYWORDS: Asuryani

WRAITHGUARD

145 PTS

WRAITHGUARD

M	T	Sv	W	LD	OC
6"	6	2+	3	8+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
D-Scythe TORRENT	12"	D6	N/A	7	-3	1
Wraithcannon	18"	1	4+	14	-4	D6+1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close Combat Weapon	Melee	3	4+	5	0	1

ABILITIES

- Psychic Guidance**

While this unit is within 12" of one or more friendly Aeldari Psyker models, models in this unit have a Leadership characteristic of 6+ and each time a model in this unit makes an attack, add 1 to the Hit roll.
- War Construct**

This unit is eligible to shoot in a turn in which it Fell Back.

WEAPON ABILITIES

- Torrent**

Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.



AUFSTELLUNG

- 5x Wraithguard - Equipped with:
Close Combat Weapon,
Wraithcannon, D-Scythe (40mm)
- Wargear Options:**
- This model can replace its Wraithcannon with D-Scythe.



KEYWORDS: Infantry, Wraithguard,
Wraith Construct, Aeldari, Ynnari
FACTION KEYWORDS: Asuryani

M	T	Sv	W	LD	OC
12"	12	2+	18	6+	10

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy Wraithcannon DEVASTATING WOUNDS	36"	D3	3+	20	-4	2D6
Scatter Laser SUSTAINED HITS 1	36"	6	3+	5	0	1
Shuriken Cannon LETHAL HITS	24"	3	3+	6	-1	2
Starcannon	36"	2	3+	8	-3	2
Suncannon BLAST	48"	D6+4	3+	10	-3	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Titanic Feet	Melee	5	3+	8	-1	2

ABILITIES

- Damaged: 1-6 Wounds Remaining**

While this model has 1-6 wounds remaining, subtract 5 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.
- Point-blank Devastation**

Each time this model's Heavy Wraithcannon or Suncannon targets a unit within half range, you can re-roll the dice to determine the number of attacks made.
- Scattershield**

The bearer has a 4+ invulnerable save and each time an attack is allocated to the bearer, subtract 1 from the Damage characteristic of that attack.
- Titanic Strides**

Each time this model makes a Normal, Advance or Fall Back move, it can move through models (excluding Titanic models) and sections of terrain features that are 4" or less in height. When doing so:

It can move within Engagement Range of enemy models, but cannot end that move within Engagement Range of them.

It can also move through sections of terrain features that are more than 4" in height, but if it does, after it has moved, roll one D6: on a 1, this model is battle-shocked.

WEAPON ABILITIES

- 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).
- Devastating Wounds**

Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.



- AUFSTELLUNG
- 1x Wraithknight (120x92mm Oval Base)

Equipped with: Heavy Wraithcannon, Scatter Laser, Shuriken Cannon, Starcannon, Suncannon, Titanic Feet

Wargear Options:

 - This model can replace its Scattershield with Heavy Wraithcannon.
 - This model can replace its Suncannon with Heavy Wraithcannon.
 - This model can be equipped with up to 2 of: Scatter Laser, Shuriken Cannon, Starcannon.



- KEYWORDS: Wraithknight, Wraith Construct, Monster, Titanic, Towering, Walker, Aeldari, Ynnari
- FACTION KEYWORDS: Asuryani

M	T	Sv	W	LD	OC
12"	12	2+	18	6+	10

Lethal Hits

Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

Sustained Hits

This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

FACTION RULES

Battle Focus

If your Army Faction is Asuryani, at the start of the battle round, you receive a number of Battle Focus tokens based on the battle size, as shown below:

- Incursion - 2
- Strike Force - 4
- Onslaught - 6

Each time one of the triggers shown in the Agile Manoeuvres section of your codex occurs, you can spend one Battle focus token to enable the relevant eligible unit to perform that Agile Manoeuvre. A unit is eligible to perform an Agile Manoeuvre if it has this ability and has not already performed an Agile Manoeuvre in the same phase. Unless otherwise stated, you cannot trigger the same Agile Manoeuvre more than once per phase. At the end of the battle round, all unspent Battle Focus tokens are lost.

CORE RULES

Deadly Demise D6

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

WRAITHKNIGHT WITH
GHOSTGLAIVE

380 PTS

M	T	Sv	W	LD	OC
12"	12	2+	18	6+	10

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy Wraithcannon DEVASTATING WOUNDS	36"	D3	3+	20	-4	2D6
Scatter Laser SUSTAINED HITS 1	36"	6	3+	5	0	1
Shuriken Cannon LETHAL HITS	24"	3	3+	6	-1	2
Starcannon	36"	2	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
▶ Titanic Ghostglaive - Strike	Melee	5	3+	16	-3	6
▶ Titanic Ghostglaive - Sweep	Melee	15	3+	8	-2	2

ABILITIES

- Damaged: 1-6 Wounds Remaining**

While this model has 1-6 wounds remaining, subtract 5 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.
- Scattershield**

The bearer has a 4+ invulnerable save and each time an attack is allocated to the bearer, subtract 1 from the Damage characteristic of that attack.
- Titanic Agility**

Each time this model makes a Normal, Advance or Fall Back move, it can move through models and terrain features. When doing so, it can move within Engagement Range of enemy models, but cannot end that move within Engagement Range of them.

WEAPON ABILITIES

- Devastating Wounds**

Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.
- Lethal Hits**

Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].
- Sustained Hits**

This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).



- AUFSTELLUNG
- 1x Wraithknight with Ghostglaive (120x92mm Oval Base)
- Equipped with:** Heavy Wraithcannon, Scatter Laser, Shuriken Cannon, Starcannon, ▶ Titanic Ghostglaive - Strike, ▶ Titanic Ghostglaive - Sweep
- Wargear Options:**
 - This model can replace its Heavy Wraithcannon with Scattershield.
 - This model can be equipped with up to 2 of: Scatter Laser, Shuriken Cannon, Starcannon.



KEYWORDS: Wraith Construct, Monster, Titanic, Towering, Walker, Aeldari, Wraithknight with Ghostglaive, Ynnari

FACTION KEYWORDS: Asuryani

WRAITHKNIGHT WITH
GHOSTGLAIVE

380 PTS

M	T	Sv	W	LD	OC
12"	12	2+	18	6+	10

FACTION RULES

Battle Focus

If your Army Faction is Asuryani, at the start of the battle round, you receive a number of Battle Focus tokens based on the battle size, as shown below:

- Incursion - 2
- Strike Force - 4
- Onslaught - 6

Each time one of the triggers shown in the Agile Manoeuvres section of your codex occurs, you can spend one Battle focus token to enable the relevant eligible unit to perform that Agile Manoeuvre. A unit is eligible to perform an Agile Manoeuvre if it has this ability and has not already performed an Agile Manoeuvre in the same phase. Unless otherwise stated, you cannot trigger the same Agile Manoeuvre more than once per phase. At the end of the battle round, all unspent Battle Focus tokens are lost.

CORE RULES

Deadly Demise D6

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

KEYWORDS: Wraith Construct,
Monster, Titanic, Towering, Walker,
Aeldari, Wraithknight with
Ghostglaive, Ynnari

FACTION KEYWORDS: Asuryani

WRAITHLORD

125 PTS

M	T	Sv	W	LD	OC
8"	10	2+	10	8+	3

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bright Lance	36"	1	4+	12	-3	D6+2
Flamer ASSAULT IGNORES COVER TORRENT	12"	D6	N/A	4	0	1
Scatter Laser SUSTAINED HITS 1	36"	6	4+	5	0	1
Shuriken Cannon LETHAL HITS	24"	3	4+	6	-1	2
Shuriken Catapult ASSAULT	18"	2	4+	4	-1	1
Starcannon	36"	2	4+	8	-3	2
► Aeldari Missile Launcher - Starshot	48"	1	4+	10	-2	D6
► Aeldari Missile Launcher - Sunburst BLAST	48"	D6	4+	4	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Wraithbone Fists	Melee	4	4+	7	-2	2
► Ghostglaive - Strike	Melee	4	4+	10	-3	D6+1
► Ghostglaive - Sweep	Melee	8	4+	7	-2	2

ABILITIES

- Fated Hero**
At the start of the battle, select one of the following keywords: Infantry, Monster, Mounted, Vehicle. Each time this model makes an attack that targets a unit with the selected keyword, re-roll a Hit roll of 1 and re-roll a Wound roll of 1.
- Psychic Guidance**
While this model is within 12" of one or more friendly Aeldari Psyker models, improve the Ballistic Skill and Weapon Skill characteristics of weapons equipped by this model by 1 and it has a Leadership characteristic of 6+.

WEAPON ABILITIES

- 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).
- Ignores Cover**
Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).



AUFSTELLUNG

- 1x Wraithlord (60mm)
- Equipped with:** Bright Lance, Flamer, Scatter Laser, Shuriken Cannon, Shuriken Catapult, Starcannon, ► Aeldari Missile Launcher - Starshot, ► Aeldari Missile Launcher - Sunburst, Wraithbone Fists, ► Ghostglaive - Strike, ► Ghostglaive - Sweep
- Wargear Options:**
- This model must be equipped with 2 of: Shuriken Catapult, Flamer.
 - This model can be equipped with up to 2 of: Aeldari Missile Launcher, Bright Lance, Scatter Laser, Shuriken Cannon, Starcannon.



KEYWORDS: Wraithlord, Wraith Construct, Monster, Walker, Aeldari, Ynnari
FACTION KEYWORDS: Asuryani

M	T	Sv	W	LD	OC
8"	10	2+	10	8+	3

Lethal Hits

Each time an attack made with a **[LETHAL HITS]** weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

Sustained Hits

This ability always takes the form **[SUSTAINED HITS X]**. Each time an attack made with a **[SUSTAINED HITS]** weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

Torrent

Each time an attack is made with a **[TORRENT]** weapon, that attack automatically hits the target.

CORE RULES

Deadly Demise 1

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

WRAITHSEER [LEGENDS]

160 PTS

M	T	Sv	W	LD	OC
8"	11	2+	10	6+	3

INVULNERABLE
SAVE

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bright Lance	36"	1	4+	12	-3	D6+2
Destructor PSYCHIC TORRENT	12"	D6	N/A	5	-1	1
Scatter Laser	36"	6	4+	5	0	1
Shuriken Cannon SUSTAINED HITS 1	24"	3	4+	6	-1	2
Starcannon	36"	2	4+	8	-3	2
Wraithseer D-Cannon DEVASTATING WOUNDS	24"	1	4+	14	-4	D6
► Aeldari Missile Launcher - Starshot	48"	1	4+	10	-2	D6
► Aeldari Missile Launcher - Sunburst BLAST	48"	D6	4+	4	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
► Ghostspear - Strike ANTI-INFANTRY 2+ PRECISION PSYCHIC	Melee	4	4+	10	-2	3
► Ghostspear - Sweep ANTI-INFANTRY 2+ PSYCHIC	Melee	12	4+	7	-1	1

ABILITIES

Horrrify (Psychic)

In your Shooting phase, after this model has shot, select one enemy unit hit by one or more of those attacks. That enemy unit must take a Battle-shock test.

WEAPON ABILITIES

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+.

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).

Devastating Wounds

Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.



AUFSTELLUNG

1x Wraithseer [Legends]

Equipped with: Bright Lance, Destructor, Scatter Laser, Shuriken Cannon, Starcannon, Wraithseer D-Cannon, ► Aeldari Missile Launcher - Starshot, ► Aeldari Missile Launcher - Sunburst, ► Ghostspear - Strike, ► Ghostspear - Sweep

Wargear Options:

- This model can replace its Wraithseer D-Cannon with Aeldari Missile Launcher, Bright Lance, Scatter Laser, Shuriken Cannon or Starcannon.



KEYWORDS: Walker, Monster, Wraith Construct, Wraithseer, Psyker, Aeldari
FACTION KEYWORDS: Asuryani

M	T	Sv	W	LD	OC
8"	11	2+	10	6+	3

INVULNERABLE
SAVE



Precision

While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

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).

Sustained Hits

This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

Torrent

Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

FACTION RULES

Battle Focus

If your Army Faction is Asuryani, at the start of the battle round, you receive a number of Battle Focus tokens based on the battle size, as shown below:

- Incursion - 2
- Strike Force - 4
- Onslaught - 6

Each time one of the triggers shown in the Agile Manoeuvres section of your codex occurs, you can spend one Battle focus token to enable the relevant eligible unit to perform that Agile Manoeuvre. A unit is eligible to perform an Agile Manoeuvre if it has this ability and has not already performed an Agile Manoeuvre in the same phase. Unless otherwise stated, you cannot trigger the same Agile Manoeuvre more than once per phase. At the end of the battle round, all unspent Battle Focus tokens are lost.

CORE RULES

Deadly Demise 1

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

M	T	Sv	W	LD	OC
8"	3	4+	4	6+	1

INVULNERABLE
SAVE

2+*

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Blast Pistol PISTOL	6"	1	2+	8	-3	D3
Splinter Pistol ANTI-INFANTRY 3+ ASSAULT PISTOL	12"	1	2+	2	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Huskblade ANTI-INFANTRY 3+	Melee	5	2+	3	-2	2

ABILITIES

CORE - Leader

- Overlord**
While this model is leading a unit, each time a model in that unit makes an attack, re-roll a Wound roll of 1. While that unit is below its Starting Strength, each time a model in that unit makes an attack, you can re-roll the Wound roll instead.
- Reborn Mastermind**
Once per battle round, one model from your army with this ability can use it when its unit is targeted with a Stratagem. If it does, reduce the CP cost of that usage of that Stratagem by 1CP.
- Shadow Field**
You cannot re-roll invulnerable saving throws made for the bearer. The first time an invulnerable saving throw made for the bearer is failed, until the end of the battle, the bearer has no invulnerable saving throw.
- Leader**
This model can be attached to the following units:
 - Ynnari Incubi
 - Ynnari Kabalite Warriors

WEAPON ABILITIES

- 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.



- AUFSTELLUNG
- 1x Ynnari Archon (32mm)
- Equipped with:** Blast Pistol, Splinter Pistol, Huskblade
- Wargear Options:**
 - This model can replace its Splinter Pistol with Blast Pistol.



KEYWORDS: Character, Infantry, Aeldari, Archon

FACTION KEYWORDS: Ynnari

M	T	Sv	W	LD	OC
8"	3	4+	4	6+	1

INVULNERABLE
SAVE

2+*

FACTION RULES

- Battle Focus**

If your Army Faction is Asuryani, at the start of the battle round, you receive a number of Battle Focus tokens based on the battle size, as shown below:

 - Incursion - 2
 - Strike Force - 4
 - Onslaught - 6

Each time one of the triggers shown in the Agile Manoeuvres section of your codex occurs, you can spend one Battle focus token to enable the relevant eligible unit to perform that Agile Manoeuvre. A unit is eligible to perform an Agile Manoeuvre if it has this ability and has not already performed an Agile Manoeuvre in the same phase. Unless otherwise stated, you cannot trigger the same Agile Manoeuvre more than once per phase. At the end of the battle round, all unspent Battle Focus tokens are lost.
- Disparate Paths**

When mustering you army, you can include Harlequins units in your army, even though they do not have the Asuryani Faction keyword. Unless otherwise stated, you cannot select Harlequins or Ynnari as your Army Faction.

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.

YNNARI INCUBI

80–160 PTS

M	T	Sv	W	LD	OC
7"	3	3+	1	6+	1

INVULNERABLE
SAVE

5+

✕ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Klaive	Melee	3	3+	4	-2	2
► Demiklaives - Dual Blades TWIN-LINKED	Melee	6	3+	4	-1	1
► Demiklaives - Single Blade	Melee	3	3+	4	-2	2

ABILITIES

Tormentors

At the start of the Fight phase, each enemy unit within Engagement Range of one or more units with this ability must take a Battle-shock test.

WEAPON ABILITIES

Twin-linked

Each time an attack is made with a **[TWIN-LINKED]** weapon, you can re-roll the wound roll.

FACTION RULES

Battle Focus

If your Army Faction is Asuryani, at the start of the battle round, you receive a number of Battle Focus tokens based on the battle size, as shown below:

- Incursion - 2
- Strike Force - 4
- Onslaught - 6

Each time one of the triggers shown in the Agile Manoeuvres section of your codex occurs, you can spend one Battle focus token to enable the relevant eligible unit to perform that Agile Manoeuvre. A unit is eligible to perform an Agile Manoeuvre if it has this ability and has not already performed an Agile Manoeuvre in the same phase. Unless otherwise stated, you cannot trigger the same Agile Manoeuvre more than once per phase. At the end of the battle round, all unspent Battle Focus tokens are lost.

Disparate Paths

When mustering your army, you can include Harlequins units in your army, even though they do not have the Asuryani Faction keyword. Unless otherwise stated, you cannot select Harlequins or Ynnari as your Army Faction.



AUFSTELLUNG

4-9x Incubi (28.5mm)
1x Klaivex (28.5mm)

Equipped with: Klaive, ►
Demiklaives - Dual Blades, ►
Demiklaives - Single Blade

Wargear Options:

- Each Klaivex can replace its Klaive with Demiklaives.



KEYWORDS: Incubi, Aeldari,
Infantry

FACTION KEYWORDS: Ynnari

YNNARI KABALITE WARRIORS

110 PTS

M	T	Sv	W	LD	OC
8"	3	4+	1	6+	2

INVULNERABLE
SAVE



AUFSTELLUNG

9x Kabalite Warrior with Shredder oder Kabalite Warrior oder Kabalite Warrior with Blaster oder Kabalite Warrior with Splinter Cannon oder Kabalite Warrior with Dark Lance (25mm)
1x Sybarite (25mm)

Equipped with: Blast Pistol, Blaster, Dark Lance, Shredder, Splinter Cannon, Splinter Pistol, Splinter Rifle, Close Combat Weapon, Sybarite Weapon

Wargear Options:

- Each Sybarite can replace its Splinter Rifle with Blast Pistol or Splinter Pistol.
- Each Sybarite can replace its Close Combat Weapon with Splinter Rifle or Splinter Pistol.

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Blast Pistol PISTOL	6"	1	3+	8	-3	D3
Blaster ASSAULT	18"	1	3+	8	-4	D6+1
Dark Lance HEAVY	36"	1	4+	12	-3	D6+2
Shredder ASSAULT TORRENT	18"	D6	N/A	6	0	1
Splinter Cannon ANTI-INFANTRY 3+ HEAVY SUSTAINED HITS 1	36"	3	4+	3	-1	2
Splinter Pistol ANTI-INFANTRY 3+ ASSAULT PISTOL	12"	1	2+	2	0	1
Splinter Rifle ANTI-INFANTRY 3+ ASSAULT	24"	2	3+	2	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close Combat Weapon	Melee	2	3+	3	0	1
Sybarite Weapon ANTI-INFANTRY 3+	Melee	3	3+	3	-1	1

ABILITIES

Phantasm Grenade Launcher

The bearer's unit has the Grenades keyword.

Sadistic Raiders

At the end of your Command phase, if you control an objective marker that this unit (or a Transport it is embarked within) is within range of, that objective marker remains under your control until your opponent's Level of Control over that objective marker is greater than yours at the end of any phase.

WEAPON ABILITIES

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).

Heavy

In your Shooting phase, each time an attack is made with a [HEAVY] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.



KEYWORDS: Kabalite Warriors, Aeldari, Battleline, Infantry
FACTION KEYWORDS: Ynnari

YNNARI KABALITE
WARRIORS

110 PTS

M	T	Sv	W	LD	OC
8"	3	4+	1	6+	2

INVULNERABLE
SAVE

6+

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.

Sustained Hits
This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

Torrent
Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

FACTION RULES

Battle Focus
If your Army Faction is Asuryani, at the start of the battle round, you receive a number of Battle Focus tokens based on the battle size, as shown below:

- Incursion - 2
- Strike Force - 4
- Onslaught - 6

Each time one of the triggers shown in the Agile Manoeuvres section of your codex occurs, you can spend one Battle focus token to enable the relevant eligible unit to perform that Agile Manoeuvre. A unit is eligible to perform an Agile Manoeuvre if it has this ability and has not already performed an Agile Manoeuvre in the same phase. Unless otherwise stated, you cannot trigger the same Agile Manoeuvre more than once per phase. At the end of the battle round, all unspent Battle Focus tokens are lost.

Disparate Paths
When mustering you army, you can include Harlequins units in your army, even though they do not have the Asuryani Faction keyword. Unless otherwise stated, you cannot select Harlequins or Ynnari as your Army Faction.

KEYWORDS: Kabalite Warriors,
Aeldari, Battleline, Infantry
FACTION KEYWORDS: Ynnari

YNNARI RAIDER

70 PTS

M	T	Sv	W	LD	OC
14"	8	4+	10	6+	2

INVULNERABLE
SAVE

6+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Dark Lance	36"	1	3+	12	-3	D6+2
Disintegrator Cannon	36"	3	3+	5	-2	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Bladevanes	Melee	3	4+	6	0	1

ABILITIES

Aethersails

Each time this model Advances, do not make an Advance roll for it. Instead, until the end of the phase, add 6" to the Move characteristic of this model.

TRANSPORT

Raider

This model has a transport capacity of 11 models from the following units: The Visarch, Ynnari Archon, Ynnari Incubi, Ynnari Kabalite Warriors, Ynnari Succubus, Ynnari Wyches, Yvraine.

FACTION RULES

Battle Focus

If your Army Faction is Asuryani, at the start of the battle round, you receive a number of Battle Focus tokens based on the battle size, as shown below:

- Incursion - 2
- Strike Force - 4
- Onslaught - 6

Each time one of the triggers shown in the Agile Manoeuvres section of your codex occurs, you can spend one Battle focus token to enable the relevant eligible unit to perform that Agile Manoeuvre. A unit is eligible to perform an Agile Manoeuvre if it has this ability and has not already performed an Agile Manoeuvre in the same phase. Unless otherwise stated, you cannot trigger the same Agile Manoeuvre more than once per phase. At the end of the battle round, all unspent Battle Focus tokens are lost.

Disparate Paths

When mustering you army, you can include Harlequins units in your army, even though they do not have the Asuryani Faction keyword. Unless otherwise stated, you cannot select Harlequins or Ynnari as your Army Faction.



AUFSTELLUNG

1x Ynnari Raider (Large Flying Base)

Equipped with: Dark Lance, Disintegrator Cannon, Bladevanes

Wargear Options:

- This model can replace its Dark Lance with Disintegrator Cannon.



KEYWORDS: Raider, Aeldari, Dedicated Transport, Fly, Vehicle, Transport, Frame

FACTION KEYWORDS: Ynnari

M	T	Sv	W	LD	OC
14"	8	4+	10	6+	2

INVULNERABLE
SAVE

6+

CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Firing Deck 11

This ability always takes the form Firing Deck X. In your Shooting phase, each time this TRANSPORT is selected to shoot, if one or more units are embarked within it, resolve the following sequence:

1. Select up to X models embarked within this TRANSPORT (excluding models whose units have already been selected to shoot this phase).
2. For each selected model, select one of its ranged weapons (excluding [ONE SHOT] weapons).
3. Until this TRANSPORT has resolved all of its attacks, it has all of those selected weapons in addition to its other weapons.
4. Until the end of the turn, units embarked within this TRANSPORT are not eligible to shoot.

KEYWORDS: Raider, Aeldari,
Dedicated Transport, Fly, Vehicle,
Transport, Frame

FACTION KEYWORDS: Ynnari

YNNARI REAVERS

65–120 PTS

M	T	Sv	W	LD	OC
16"	4	4+	2	6+	2

INVULNERABLE
SAVE

6+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Blaster ASSAULT	18"	1	3+	8	-4	D6+1
Heat Lance ASSAULT MELTA 3	18"	1	3+	14	-4	D6
Splinter Pistol ANTI-INFANTRY 3+ ASSAULT PISTOL	12"	1	3+	2	0	1
Splinter Rifle ANTI-INFANTRY 3+ ASSAULT	24"	2	3+	2	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Agonizer ANTI-INFANTRY 3+	Melee	4	3+	3	-1	1
Bladevanes	Melee	3	3+	4	0	1

ABILITIES

- Cluster Caltrops**
Each time you roll to inflict wounds using this unit's Eviscerating Fly-by ability, you can re-roll one D6 for each model in this unit equipped with cluster caltrops.
- Eviscerating Fly-by**
Each time this unit ends a Normal move, you can select one enemy unit (excluding Monster and Vehicle units) that it moved over during that move. If you do, roll one D6 for each model in this unit: for each 4+, that enemy unit suffers 1 mortal wound.
- Grav Talon**
The bearer's melee weapons have an Armour Penetration characteristic of -2 and the [Lethal Hits] ability.

WEAPON ABILITIES

- 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).
- Lethal Hits**
Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.
Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].
- Melta**
This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.
Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.



- AUFSTELLUNG
- 2-5x Reaver oder Reaver with Blaster oder Reaver with Heat Lance (Small Flying Base)
- 1x Arena Champion (Small Flying Base)
- Equipped with: Blaster, Heat Lance, Splinter Pistol, Splinter Rifle, Agonizer, Bladevanes
- Wargear Options:
- Each Reaver can be equipped with 1x Reaver Wargear.
 - Each Reaver with Blaster can be equipped with 1x Reaver Wargear.
 - Each Reaver with Heat Lance can be equipped with 1x Reaver Wargear.
 - Each Arena Champion can be equipped with 1x Reaver Wargear.



KEYWORDS: Reavers, Aeldari, Fly, Mounted

FACTION KEYWORDS: Ynnari

M	T	Sv	W	LD	OC
16"	4	4+	2	6+	2

INVULNERABLE
SAVE



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.

FACTION RULES

Battle Focus
If your Army Faction is Asuryani, at the start of the battle round, you receive a number of Battle Focus tokens based on the battle size, as shown below:

- Incursion - 2
- Strike Force - 4
- Onslaught - 6

Each time one of the triggers shown in the Agile Manoeuvres section of your codex occurs, you can spend one Battle focus token to enable the relevant eligible unit to perform that Agile Manoeuvre. A unit is eligible to perform an Agile Manoeuvre if it has this ability and has not already performed an Agile Manoeuvre in the same phase. Unless otherwise stated, you cannot trigger the same Agile Manoeuvre more than once per phase. At the end of the battle round, all unspent Battle Focus tokens are lost.

Disparate Paths
When mustering your army, you can include Harlequins units in your army, even though they do not have the Asuryani Faction keyword. Unless otherwise stated, you cannot select Harlequins or Ynnari as your Army Faction.

YNNARI SUCCUBUS

45 PTS

M	T	Sv	W	LD	OC
8"	3	6+	4	6+	1

INVULNERABLE
SAVE

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Blast Pistol PISTOL	6"	1	2+	8	-3	D3
Splinter Pistol ANTI-INFANTRY 3+ ASSAULT PISTOL	12"	1	2+	2	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Succubus Weapons ANTI-INFANTRY 3+	Melee	6	2+	3	-2	1

ABILITIES

CORE - Leader

- Empowered by Death
- At the start of the Fight phase, if this model's unit is below its Starting Strength, models in that unit have the Fights First ability.
- Storm of Blades
- While this model is leading a unit, melee weapons equipped by models in that unit have the [SUSTAINED HITS 1] ability.
- Leader
- This model can be attached to the following unit:
- Ynnari Wyches

WEAPON ABILITIES

- 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.



- AUFSTELLUNG
- 1x Ynnari Succubus (25mm)
- Equipped with: Blast Pistol, Splinter Pistol, Succubus Weapons
- Wargear Options:
- This model can be equipped with one of: Splinter Pistol, Blast Pistol.



KEYWORDS: Succubus, Aeldari, Character, Infantry, Leader

FACTION KEYWORDS: Ynnari

M	T	Sv	W	LD	OC
8"	3	6+	4	6+	1

INVULNERABLE
SAVE



FACTION RULES

Battle Focus

If your Army Faction is Asuryani, at the start of the battle round, you receive a number of Battle Focus tokens based on the battle size, as shown below:

- Incursion - 2
- Strike Force - 4
- Onslaught - 6

Each time one of the triggers shown in the Agile Manoeuvres section of your codex occurs, you can spend one Battle focus token to enable the relevant eligible unit to perform that Agile Manoeuvre. A unit is eligible to perform an Agile Manoeuvre if it has this ability and has not already performed an Agile Manoeuvre in the same phase. Unless otherwise stated, you cannot trigger the same Agile Manoeuvre more than once per phase. At the end of the battle round, all unspent Battle Focus tokens are lost.

Disparate Paths

When mustering you army, you can include Harlequins units in your army, even though they do not have the Asuryani Faction keyword. Unless otherwise stated, you cannot select Harlequins or Ynnari as your Army Faction.

YNNARI VENOM

65 PTS

M	T	Sv	W	LD	OC
14"	6	4+	6	6+	1

INVULNERABLE
SAVE

6+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Splinter Cannon ANTI-INFANTRY 3+ SUSTAINED HITS 1	36"	3	3+	3	-1	2
Twin Splinter Rifle ANTI-INFANTRY 3+ ASSAULT RAPID FIRE 1 TWIN LINKED	24"	2	3+	2	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Bladevanes	Melee	3	4+	5	0	1

ABILITIES

Lithe Embarkation

At the end of the Fight phase, if there are no models currently embarked within this Transport, you can select one friendly Ynnari Infantry unit that only includes models from the units listed in this unit's Transport section, that has 6 or fewer models and that is wholly within 6" of this Transport. Unless that unit is within Engagement Range of one or more enemy units, it can embark within this Transport. That unit can embark within this TRANSPORT in a turn it disembarked from this TRANSPORT.

TRANSPORT

Venom

This model has a transport capacity of 6 models from the following units: The Visarch, Ynnari Archon, Ynnari Incubi, Ynnari Kabalite Warriors, Ynnari Succubus, Ynnari Wyches, Yvraine.

Before the battle, at the start of the Declare Battle Formations step, you can select one YNNARI KABALITE WARRIORS or YNNARI WYCHES unit from your army that has not already been split. If you do, that unit is split into two units, each containing as equal a number of models as possible (when splitting a unit in this way, make a note of which models form each of the two new units). One of these units must start the battle embarked within this TRANSPORT; the other can start the battle embarked within another TRANSPORT, or it can be deployed as a separate unit.

WEAPON ABILITIES

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).

Rapid Fire

This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

Sustained Hits

This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).



AUFSTELLUNG

1x Ynnari Venom (Large Flying Base)

Equipped with: Splinter Cannon, Twin Splinter Rifle, Bladevanes

Wargear Options:

- This model can replace its Twin Splinter Rifle with Splinter Cannon.



KEYWORDS: Venom, Aeldari, Fly, Dedicated Transport, Transport, Vehicle, Frame

FACTION KEYWORDS: Ynnari

M	T	Sv	W	LD	OC
14"	6	4+	6	6+	1

INVULNERABLE
SAVE



Twin-linked
Each time an attack is made with a **[TWIN-LINKED]** weapon, you can re-roll the wound roll.

FACTION RULES

Battle Focus
If your Army Faction is Asuryani, at the start of the battle round, you receive a number of Battle Focus tokens based on the battle size, as shown below:

- Incursion - 2
- Strike Force - 4
- Onslaught - 6

Each time one of the triggers shown in the Agile Manoeuvres section of your codex occurs, you can spend one Battle focus token to enable the relevant eligible unit to perform that Agile Manoeuvre. A unit is eligible to perform an Agile Manoeuvre if it has this ability and has not already performed an Agile Manoeuvre in the same phase. Unless otherwise stated, you cannot trigger the same Agile Manoeuvre more than once per phase. At the end of the battle round, all unspent Battle Focus tokens are lost.

Disparate Paths
When mustering your army, you can include Harlequins units in your army, even though they do not have the Asuryani Faction keyword. Unless otherwise stated, you cannot select Harlequins or Ynnari as your Army Faction.

CORE RULES

Deadly Demise 1
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").
Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Deep Strike
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Firing Deck 6
This ability always takes the form Firing Deck X. In your Shooting phase, each time this TRANSPORT is selected to shoot, if one or more units are embarked within it, resolve the following sequence:
1. Select up to X models embarked within this TRANSPORT (excluding models whose units have already been selected to shoot this phase).
2. For each selected model, select one of its ranged weapons (excluding [ONE SHOT] weapons).
3. Until this TRANSPORT has resolved all of its attacks, it has all of those selected weapons in addition to its other weapons.
4. Until the end of the turn, units embarked within this TRANSPORT are not eligible to shoot.

Stealth
If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).

KEYWORDS: Venom, Aeldari, Fly, Dedicated Transport, Transport, Vehicle, Frame
FACTION KEYWORDS: Ynnari

M	T	Sv	W	LD	OC
8"	3	6+	1	6+	2

INVULNERABLE
SAVE

4*

/ 6

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Blast Pistol PISTOL	6"	1	3+	8	-3	D3
Splinter Pistol ANTI-INFANTRY 3+ ASSAULT PISTOL	12"	1	3+	2	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Hekatarii Blade	Melee	3	3+	3	-1	1

ABILITIES

Invulnerable Save (4+*)

Models in this unit have a 4+ invulnerable save against melee attacks.

No Escape

Each time an enemy unit (excluding Monsters and Vehicles) within Engagement Range of one or more units from your army with this ability is selected to Fall Back, all models in that enemy unit must take a Desperate Escape test. When doing so, if that enemy unit is Battle-shocked, subtract 1 from each of those tests.

WEAPON ABILITIES

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.



AUFSTELLUNG

9x Wych (25mm)
1x Hekatrix (25mm)

Equipped with: Blast Pistol, Splinter Pistol, Hekatarii Blade

Wargear Options:

■ Each Hekatrix can be equipped with one of: Splinter Pistol, Blast Pistol.



KEYWORDS: Wyches, Aeldari, Battleline, Infantry, Grenades

FACTION KEYWORDS: Ynnari

M	T	Sv	W	LD	OC
8"	3	6+	1	6+	2

INVULNERABLE
SAVE



FACTION RULES

Battle Focus

If your Army Faction is Asuryani, at the start of the battle round, you receive a number of Battle Focus tokens based on the battle size, as shown below:

- Incursion - 2
- Strike Force - 4
- Onslaught - 6

Each time one of the triggers shown in the Agile Manoeuvres section of your codex occurs, you can spend one Battle focus token to enable the relevant eligible unit to perform that Agile Manoeuvre. A unit is eligible to perform an Agile Manoeuvre if it has this ability and has not already performed an Agile Manoeuvre in the same phase. Unless otherwise stated, you cannot trigger the same Agile Manoeuvre more than once per phase. At the end of the battle round, all unspent Battle Focus tokens are lost.

Disparate Paths

When mustering you army, you can include Harlequins units in your army, even though they do not have the Asuryani Faction keyword. Unless otherwise stated, you cannot select Harlequins or Ynnari as your Army Faction.

M	T	Sv	W	LD	OC
8"	3	6+	4	6+	1

INVULNERABLE
SAVE

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Storm of Whispers ANTI-INFANTRY 2+ DEVASTATING WOUNDS PSYCHIC	12"	D6+3	2+	2	-2	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Kha-vir DEVASTATING WOUNDS	Melee	5	2+	4	-3	2

ABILITIES

CORE - Leader

Herald of Ynnead

At the start of the Fight phase, select one enemy unit within Engagement Range of this model. Until the end of the phase, each time a friendly AELDARI model makes an attack that targets that unit, you can re-roll a Wound roll of 1.

Servant of the Whispering God

If your army includes Yvraine, it cannot include any Epic Hero units (excluding Ynnari units). If your army includes any Epic Hero units (excluding Ynnari units), it cannot include Yvraine.

Word of the Phoenix (Psychic)

While this model is leading a unit, in your Command phase, roll one D6: on a 2+, D3+1 destroyed Bodyguard models (excluding Support Weapon models) are returned to that unit with their full wounds remaining.

Leader

This model can be attached to the following units:

- CORSAIR REAVER BAND

- CORSAIR VOIDREAVERS

- CORSAIR VOIDSCARRED

- GUARDIAN DEFENDERS

- STORM GUARDIANS

- YNNARI INCUBI

- YNNARI KABALITE WARRIORS

- YNNARI WYCHES

WEAPON ABILITIES

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+.

Devastating Wounds

Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

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).



AUFSTELLUNG

1x Yvraine (75x42mm Oval Base)

Equipped with: Storm of Whispers, Kha-vir



KEYWORDS: Yvraine, Infantry, Character, Epic Hero, Psyker, Aeldari, Leader

FACTION KEYWORDS: Ynnari

M	T	Sv	W	LD	OC
8"	3	6+	4	6+	1

INVULNERABLE
SAVE



FACTION RULES

Battle Focus

If your Army Faction is Asuryani, at the start of the battle round, you receive a number of Battle Focus tokens based on the battle size, as shown below:

- Incursion - 2
- Strike Force - 4
- Onslaught - 6

Each time one of the triggers shown in the Agile Manoeuvres section of your codex occurs, you can spend one Battle focus token to enable the relevant eligible unit to perform that Agile Manoeuvre. A unit is eligible to perform an Agile Manoeuvre if it has this ability and has not already performed an Agile Manoeuvre in the same phase. Unless otherwise stated, you cannot trigger the same Agile Manoeuvre more than once per phase. At the end of the battle round, all unspent Battle Focus tokens are lost.

Disparate Paths

When mustering you army, you can include Harlequins units in your army, even though they do not have the Asuryani Faction keyword. Unless otherwise stated, you cannot select Harlequins or Ynnari as your Army Faction.

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.

KEYWORDS: Yvraine, Infantry,
Character, Epic Hero, Psyker,
Aeldari, Leader
FACTION KEYWORDS: Ynnari

PUNKTELISTE

EINHEIT	PUNKTE
Amallyn Shadowguide [Legends]	75 pts
Asurmen	135 pts
Autarch	70 pts
Autarch Skyrunner [Legends]	90 pts
Autarch Wayleaper	70 pts
Avatar of Khaine	250 pts
Baharroth	125 pts
Bonesinger [Legends]	45 pts
Clanblade	70 pts
Cobra [Legends]	415 pts
Corsair Cloud Dancer Band [Legends]	125 pts (bis 3 Modelle) · 150 pts (4 Modelle) · 210 pts (5–6 Modelle) · 245 pts (ab 7 Modellen)
Corsair Reaver Band [Legends]	125 pts (bis 5 Modelle) · 150 pts (6 Modelle) · 250 pts (7–10 Modelle) · 275 pts (ab 11 Modellen)
Corsair Skyreavers	75 pts (bis 5 Modelle) · 140 pts (ab 6 Modellen)
Corsair Voidreavers	65 pts (bis 5 Modelle) · 110 pts (ab 6 Modellen)
Corsair Voidscarred	70 pts (bis 5 Modelle) · 140 pts (ab 6 Modellen)
Craftworld Warleader [Crucible]	75 pts · +5 pts (Sonderbedingung) · +5 pts (Sonderbedingung) · +5 pts (Sonderbedingung)
Crimson Hunter	160 pts
D-Cannon Platform	110 pts · ab der 3. gleichnamigen Einheit im Heer: +20 pts
Dark Reapers	95 pts (bis 5 Modelle) · 200 pts (ab 6 Modellen)
Death Jester	65 pts
Dire Avengers	70 pts (bis 5 Modelle) · 140 pts (ab 6 Modellen)
Dragon Knights	85 pts (bis 3 Modelle) · 180 pts (ab 4 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Eldrad Ulthran	120 pts
Falcon	130 pts
Farseer	60 pts
Farseer Skyrunner	60 pts
Fire Dragons	110 pts (bis 5 Modelle) · 240 pts (ab 6 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Fire Prism	150 pts
Firestorm [Legends]	115 pts
Fuegan	130 pts
Ghost Warrior [Crucible]	160 pts · +5 pts (Sonderbedingung) · +5 pts (Sonderbedingung) · +5 pts (Sonderbedingung)
Guardian Defenders	90 pts
Hemlock Wraithfighter	155 pts
Hornet [Legends]	100 pts

EINHEIT	PUNKTE
Howling Banshees	85 pts (bis 5 Modelle) · 165 pts (ab 6 Modellen)
Illic Nightspear [Legends]	70 pts
Irillyth [Legends]	105 pts
Jain Zar	105 pts
Karandras [Legends]	90 pts
Kharseth	80 pts
Leystalker	75 pts
Lhykhis	135 pts
Lynx [Legends]	180 pts
Maugan Ra	100 pts
Night Spinner	165 pts · ab der 3. gleichnamigen Einheit im Heer: +30 pts
Nightwing [Legends]	150 pts
Phantom Titan	2100 pts
Phoenix [Legends]	175 pts
Prince Yriel	95 pts
Rangers	60 pts (bis 5 Modelle) · 110 pts (ab 6 Modellen)
Revenant Titan	1100 pts
Scorpion [Legends]	410 pts
Shadow Spectres [Legends]	115 pts (bis 5 Modelle) · 230 pts (ab 6 Modellen)
Shadow Weaver Platform	60 pts
Shadowseer	50 pts
Shining Spears	100 pts (bis 3 Modelle) · 200 pts (ab 4 Modellen)
Shroud Runners	90 pts (bis 3 Modelle) · 165 pts (ab 4 Modellen)
Skathach Wraithknight [Legends]	490 pts
Skyrunner [Crucible]	80 pts · +5 pts (Sonderbedingung) · +5 pts (Sonderbedingung) · +5 pts (Sonderbedingung)
Skyweavers	90 pts (bis 2 Modelle) · 180 pts (ab 3 Modellen)
Solitaire	105 pts
Spiritseer	50 pts
Starweaver	70 pts · ab der 4. gleichnamigen Einheit im Heer: +10 pts
Stonesinger	55 pts
Storm Guardians	100 pts
Striking Scorpions	75 pts (bis 5 Modelle) · 145 pts (ab 6 Modellen)
Swooping Hawks	95 pts (bis 5 Modelle) · 190 pts (ab 6 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +15 pts
The Visarch	80 pts
The Yncarne	230 pts
Troupe	85 pts (bis 5 Modelle) · 100 pts (6 Modelle) · 190 pts (7–11 Modelle) · 205 pts (ab 12 Modellen)
Troupe Master	75 pts
Vampire Hunter [Legends]	460 pts

EINHEIT	PUNKTE
Vampire Raider [Legends]	430 pts
Vibro Cannon Platform	60 pts
Voidweaver	115 pts
Vypers	75 pts (bis 1 Modell) · 140 pts (ab 2 Modellen)
War Walkers	80 pts (bis 1 Modell) · 160 pts (ab 2 Modellen)
Warlock	40 pts
Warlock Conclave	55 pts (bis 2 Modelle) · 110 pts (ab 3 Modellen)
Warlock Skyrunners	45 pts (bis 1 Modell) · 90 pts (ab 2 Modellen)
Warp Hunter [Legends]	145 pts
Warp Spiders	105 pts (bis 5 Modelle) · 200 pts (ab 6 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +20 pts
Wasp Assault Walker [Legends]	95 pts
Wave Serpent	115 pts · ab der 4. gleichnamigen Einheit im Heer: +10 pts
Webway Gate [Legends]	105 pts
Windriders	80 pts (bis 3 Modelle) · 170 pts (ab 4 Modellen)
Wraithblades	140 pts
Wraithguard	145 pts
Wraithknight	385 pts · ab der 2. gleichnamigen Einheit im Heer: +20 pts
Wraithknight with Ghostglaive	380 pts · ab der 2. gleichnamigen Einheit im Heer: +20 pts
Wraithlord	125 pts
Wraithseer [Legends]	160 pts
Ynnari Archon	85 pts
Ynnari Incubi	80 pts (bis 5 Modelle) · 160 pts (ab 6 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Ynnari Kabalite Warriors	110 pts
Ynnari Raider	70 pts · ab der 4. gleichnamigen Einheit im Heer: +10 pts
Ynnari Reavers	65 pts (bis 3 Modelle) · 120 pts (ab 4 Modellen)
Ynnari Succubus	45 pts
Ynnari Venom	65 pts · ab der 4. gleichnamigen Einheit im Heer: +10 pts
Ynnari Wyches	90 pts
Yvraine	90 pts

ENHANCEMENTS — ARMoured WARHOST

ENHANCEMENT	PUNKTE
Guiding Presence	25 pts
Spirit Stone of Raelyth	20 pts

ENHANCEMENTS — ASPECT HOST

ENHANCEMENT	PUNKTE
Aspect of Murder	15 pts
Mantle of Wisdom	20 pts

ENHANCEMENT	PUNKTE
Shimmerstone	10 pts
Strategic Savant	10 pts

ENHANCEMENTS — CORSAIR COTERIE

ENHANCEMENT	PUNKTE
Infamy (Aura)	25 pts
Webway Pathstone	25 pts
Archraider	35 pts
Voidstone	15 pts

ENHANCEMENTS — DEVOTED OF YNNEAD

ENHANCEMENT	PUNKTE
Gaze of Ynnead	15 pts
Storm of Whispers	10 pts
Borrowed Vigour	10 pts
Morbid Might	15 pts

ENHANCEMENTS — ELDRITCH RAIDERS

ENHANCEMENT	PUNKTE
Pirate Prince	15 pts
Alacritous Assault	20 pts
Exotic Munitions	15 pts
Adrenal Infusions	20 pts

ENHANCEMENTS — FATEFUL PERFORMANCE

ENHANCEMENT	PUNKTE
A Foot in the Future	15 pts
Mistweave	20 pts

ENHANCEMENTS — GHOSTS OF THE WEBWAY

ENHANCEMENT	PUNKTE
Cegorach's Coil	25 pts
Mask of Secrets	15 pts
Murder's Jest	20 pts
Mistweave	15 pts

ENHANCEMENTS — GUARDIAN BATTLEHOST

ENHANCEMENT	PUNKTE
Craftworld's Champion	25 pts
Ethereal Pathway	30 pts

ENHANCEMENT	PUNKTE
Protector of the Paths	20 pts
Breath of Vault	10 pts

ENHANCEMENTS — PATH OF THE OUTCAST

ENHANCEMENT	PUNKTE
Camouflaged Snipers	10 pts
Assassin's Eye	15 pts

ENHANCEMENTS — SEER COUNCIL

ENHANCEMENT	PUNKTE
Lucid Eye	30 pts
Runes of Warding	25 pts
Stone of Eldritch Fury	15 pts
Torc of Morai-Heg	20 pts

ENHANCEMENTS — SERPENT'S BROOD

ENHANCEMENT	PUNKTE
Key of Ghosts	20 pts
Fanged Leer	10 pts
Shedskin Raiment	25 pts
Weavers' Wail	20 pts

ENHANCEMENTS — SPIRIT CONCLAVE

ENHANCEMENT	PUNKTE
Light of Clarity	30 pts
Stave of Kurnous	15 pts
Rune of Mists	10 pts
Higher Duty	25 pts

ENHANCEMENTS — TWILIGHT FLICKERS

ENHANCEMENT	PUNKTE
Prelude Performer	20 pts
Shadowfall Masks	15 pts

ENHANCEMENTS — WARHOST

ENHANCEMENT	PUNKTE
Psychic Destroyer	30 pts
Phoenix Gem	35 pts
Gift of Foresight	15 pts
Timeless Strategist	15 pts

ENHANCEMENTS — WINDRIDER HOST

ENHANCEMENT	PUNKTE
Firstdrawn Blade	10 pts
Mirage Field	25 pts
Seersight Strike	15 pts
Echoes of Ulthanesh	20 pts