CODEX

AELDARI - DRUKHARI

classic-sw

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FRAKTIONSREGELN

POWER FROM PAIN

All Drukhari units have a Pain ability, tagged with the word 'Pain'. Pain abilities only apply to a unit while it is Empowered. If your Army Faction is Drukhari, you can Empower units from your army with Pain abilities by spending Pain tokens (see below).

GAINING PAIN TOKENS

If your Army Faction is Drukhari, you gain Pain tokens as follows:

- 1 Pain token at the start of your Command phase.
- 1 Pain token each time an enemy unit is destroyed.
- 1 Pain token each time an enemy unit fails a Battle-shock test.

Each time you gain a Pain token, keep it to one side – this is your Pain token pool. Each time you spend a Pain token, reduce your Pain token pool by the same amount.

EMPOWERED THROUGH PAIN

Each Pain ability will state when you can spend Pain tokens to Empower that unit. When you do, until the end of the phase, that unit is Empowered and all Pain abilities it has take effect. While an Attached unit is Empowered, the Pain abilities of all Leader and Bodyguard units in that unit take effect - you do not need to spend additional Pain tokens to activate each of those Pain abilities.

FRAKTIONSKRAM

CORSAIR SKYREAVER BAND
UNIT

name: M

$text: 14"

typeId: e703-ecb6-5ce7-aec1

STORM GUARDIAN
UNIT

name: M

$text: 7"

typeId: e703-ecb6-5ce7-aec1

WINDRIDERS
UNIT

name: M

$text: 14"

typeId: e703-ecb6-5ce7-aec1

SUPPORT ARTILLERY
ABILITIES

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
ABILITIES

Each time an attack targets this model's unit, it that unit contains one or more other models, until that attack is resolved, this model has a Toughness characteristic of 3.

KABALITE WARRIORS
UNIT

name: M

$text: 8"

typeId: e703-ecb6-5ce7-aec1

TORTURER'S TOOL
MELEE WEAPONS

name: Range

$text: Melee

typeId: 914c-b413-91e3-a132

INVULNERABLE SAVE (4+)
ABILITIES

This model has a 4+ invulnerable save.

WARLOCK
UNIT

name: M

$text: 7"

typeId: e703-ecb6-5ce7-aec1

WARLOCK SKYRUNNER

UNIT

name: M

$text: 14"

typeId: e703-ecb6-5ce7-aec1

WYCHES

UNIT

name: M

$text: 8"

typeId: e703-ecb6-5ce7-aec1

REAVERS

UNIT

name: M

$text: 16"

typeId: e703-ecb6-5ce7-aec1

DRAGON KNIGHT

UNIT

name: M

$text: 10"

typeId: e703-ecb6-5ce7-aec1

UEBERSICHT

Covenite Coterie

Master Regenesist, Master Nemesine, Master Artisan, Master Repugnomancer [Aura]

Exhibition of Slaughter

Hyperstimm Trafficker, Periapt of Torments

Kabalite Agonysts

Towering Arrogance, Contempt For Rivals

Kabalite Cartel

Leechbite Plate, Webway Awl, Informant Network, Towering Arrogance

Realspace Raiders

Crucible of Malediction, Eye of Spite, Labyrinthine Cunning, Dark Vitality

Reaper's Wager

Archraider, Webway walker, Reaper's Cowl, Conductor of Torment

Skysplinter Assault

Phantasmal Smoke, Sadistic Fulcrum, Spiteful Raider, Nightmare Shroud

Spectacle of Spite

Pharmacophex, Chronoshard, Periapt of Torments, Morghenna's Curse

Tools of Torment

Gnarlskin Experimentor, Elixir of the Corpse Courts

AELDARI - DRUKHARI · DETACHMENT

COVENITE COTERIE

2 DP · TAKE AND HOLD

ENHANCEMENTS

Master Regenesist — **25 pts**

Haemonculus model only. Each time the bearer uses its Fleshcraft ability, you can return up to D3+3 destroyed Bodyguard models to the bearer's unit instead of D3+1.

Master Nemesine — **5 pts**

Haemonculus model only. The bearer's weapons have the [Anti-Beast 2+] and [Anti-Monster 4+] abilities.

Master Artisan — **20 pts**

Haemonculus model only. Add 1 to the bearer's Wounds characteristic and add 1 to the Toughness characteristic of models in the bearer's unit.

Master Repugnomancer [Aura] — **15 pts**

Haemonculus model only. Add 3" to the range of the bearer's Fear Incarnate ability, and each time a friendly Drukhari within 9" of the bearer fails a Battle-shock test or is destroyed, roll one D6; on a 4+, you gain 1 Pain token.

DETACHMENT-REGEL

Each time an attack targets a Haemonculus Covens unit from your army, if the Strength characteristic of that attack is greater than the Toughness characteristic of your unit, subtract 1 from the Wound roll.

STRATAGEMS

1 CP — COVENITE COTERIE – BATTLE TACTIC STRATAGEM · WAHAPEDIA — SHOOTING

CONNOISSEURS OF PAIN

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.
Target: One Drukhari unit from your army that was selected as the target of one or more of the attacking unit's attacks.
Effect: Spend 1 Pain token. Until the attacking unit has finished making its attacks, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1. At the end of the phase, if your unit is still on the battlefield and it is a Haemonculus Covens unit, you gain 1 Pain token.

1 CP — COVENITE COTERIE – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — SHOOTING

ENFOLDING NIGHTMARE

When: Your opponent's Shooting phase, just after an enemy unit has shot.
Target: One HAEMONCULUS COVENS unit from your army that was selected as the target of one or more of the attacking unit's attacks.
Effect: Your unit can make a surge move of up to D6".

2 CP — COVENITE COTERIE – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — FIGHT

DISTILLERS OF FEAR

When: Fight phase.
Target: One Haemonculus Covens 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 that targets an enemy unit that is Battle-shocked, that attack has the [DEVASTATING WOUNDS] ability.

1 CP — COVENITE COTERIE – EPIC DEED STRATAGEM · WAHAPEDIA — FIGHT

POISONER'S ART

When: Fight phase, just after a Haemonculus Covens unit from your army has fought.
Target: That HAEMONCULUS COVENS unit.
Effect: Select one enemy unit (excluding VEHICLES) hit by one or more of your unit's attacks this phase. Until the end of the battle, that enemy unit is poisoned. At the start of each Command phase, roll one D6 for each poisoned unit on the battlefield: on a 4+, that unit suffers D3 mortal wounds.

1 CP

COVENITE COTERIE – EPIC DEED
STRATAGEM · WAHAPEDIA

FIGHT

SYMPHONY OF SUFFERING

When: Fight phase, just after a Drukhari unit from your army destroys an enemy unit.
Target: That DRUKHARI unit.
Effect: Each enemy unit within 9" of and visible to your unit must take a Battle-shock test, subtracting 1 from that test if your unit is a Haemonculus Covens unit.

1 CP

COVENITE COTERIE – EPIC DEED
STRATAGEM · WAHAPEDIA

ANY

POSTMORTALITY

When: Any phase.
Target: One HAEMONCULUS model from your army that was just destroyed. You can use this Stratagem on that model even though it was just destroyed.
Effect: Spend 1-3 Pain tokens. At the end of the phase, set up the destroyed model on the battlefield, unengaged and as close as possible to where it was destroyed. That model is not part of an attached unit and its unit has a starting strength of 1. That model has a number of wounds remaining equal to the number of Pain tokens you just spent.
Restriction: You cannot use this Stratagem if you have 0 Pain tokens, and you cannot target the same HAEMONCULUS model with this Stratagem more than once per battle.

AELDARI - DRUKHARI · DETACHMENT

EXHIBITION OF SLAUGHTER

1 DP · RECONNAISSANCE

ENHANCEMENTS

Hyperstimm Trafficker — **20 pts**

SUCCUBUS model only. This unit has +1 T.

Periapt of Torments — **20 pts**

SUCCUBUS model only. Enemy units cannot target this unit with snap shooting attacks.

DETACHMENT-REGEL

Friendly WYCH CULT units' melee attacks have [LETHAL HITS: non-MONSTER/VEHICLE].

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

STRATAGEMS

1 CP — EXHIBITION OF SLAUGHTER STRATAGEM · WAHAPEDIA — MOVEMENT

SCULPTING THE STAGE

When: Your Movement phase, when a friendly WYCH CULT unit is selected to make an advance/fall-back move.
Target: That WYCH CULT unit.
Effect: That move does not prevent your unit from being eligible to start an action.

1 CP — EXHIBITION OF SLAUGHTER STRATAGEM · WAHAPEDIA — SHOOTING

ACROBATIC DISPLAY

When: Your opponent's Shooting phase, when an enemy unit targets a friendly WYCH CULT unit.
Target: That WYCH CULT unit.
Effect: Your unit has 5+ InSv.

1 CP — EXHIBITION OF SLAUGHTER STRATAGEM · WAHAPEDIA — FIGHT

PLANNED STRIKES

When: Fight phase, when a friendly WYCH CULT unit is selected to fight.
Target: That WYCH CULT unit.
Effect: Your unit's melee attacks have [LETHAL HITS].

AELDARI - DRUKHARI · DETACHMENT

KABALITE AGONYSTS

1 DP · DISRUPTION

ENHANCEMENTS

Towering Arrogance — **15 pts**

ARCHON model only. This unit has:

- +1 Ld and OC.

Contempt For Rivals — **20 pts**

ARCHON model only. This unit's attacks have [PRECISION].

DETACHMENT-REGEL

Friendly BLADES FOR HIRE/KABAL units' ranged attacks have [SUSTAINED HITS 1: non-MONSTER/VEHICLE].

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

STRATAGEMS

1 CP — KABALITE AGONYSTS STRATAGEM · WAHAPEDIA — SHOOTING

KILLERS FROM THE DARK SPIRES

When: Your Shooting phase, when a friendly KABALITE WARRIORS unit is selected to shoot.
Target: That KABALITE WARRIORS unit.
Effect: Your unit's ranged attacks have [IGNORES COVER].

1 CP — KABALITE AGONYSTS STRATAGEM · WAHAPEDIA — SHOOTING

PRIORITISED VICTIM

When: Your Shooting phase or the Fight phase, when a friendly BLADES FOR HIRE/KABAL unit targets a CHARACTER unit.
Target: That BLADES FOR HIRE/KABAL unit.
Effect: Your unit's attacks that target a CHARACTER unit can: Re-roll hit rolls of 1. Re-roll wound rolls of 1.

1 CP — KABALITE AGONYSTS STRATAGEM · WAHAPEDIA — SHOOTING

SHADOWS' REACH

When: Your Shooting phase, when a friendly BLADES FOR HIRE/KABAL unit has shot.
Target: That BLADES FOR HIRE/KABAL unit.
Effect: Those attacks do not prevent your unit from being hidden.

AELDARI - DRUKHARI · DETACHMENT

KABALITE CARTEL

2 DP · DISRUPTION

ENHANCEMENTS

Leechbite Plate — **5 pts**

Archon model only. The bearer has a Save characteristic of 3+. At the start of either player's Command phase, you can spend 1 Pain token; if you do, the bearer regains all of its lost wounds.

Webway Awl — **25 pts**

Archon model only. Models in the bearer's unit have the Deep Strike ability, and you can target the bearer's unit with the Rapid Ingress Stratagem for 0CP.

Informant Network — **30 pts**

Archon model only. At the start of the Declare Battle Formations step, select up to three Kabalite Warriors and/or Hand of the Archon units from your army; those units gain the Infiltrators ability.

Towering Arrogance — **20 pts**

Archon models only. While the bearer is leading a unit, improve the Leadership and Objective Control characteristics of models in that unit by 1.

DETACHMENT-REGEL

At the start of the first battle round, select one of the Contracts from below, then select one unit from your opponent's army that matches the 'Contract' description in the Contract. Until that Contract is completed, that unit is your Contract unit and Kabal and Blades For Hire units from your army have the ability stated in that Contract. At the start of your Command phase, if your Contract unit is destroyed, that Contract is completed and you gain 3 Pain tokens.

Trophy Hunters

Contract: One Character unit.

Ability: Each time a Kabal or Blades for Hire model in this unit makes an attack that targets the Contract unit, that attack has the [Precision] ability.

Sow Fear and Terror

Contract: One Infantry or Mounted unit (excluding units containing only Character models). At the start of Your Command phase, this Contract is completed if all non-Character models in that unit are destroyed.

Ability: Each time a Kabal or Blades for Hire model in this unit makes an attack that targets an Infantry or Mounted unit, that attack has the [Sustained Hits 1] ability.

Show of Strength

Contract: One Monster or Vehicle unit.

Ability: Each time a Kabal or Blades for Hire model in this unit makes an attack that targets a Monster or Vehicle unit, that attack has the [Lethal Hits] ability.

STRATAGEMS

1 CP — KABALITE CARTEL – EPIC DEED STRATAGEM · WAHAPEDIA — COMMAND

ENEMIES WITHOUT NUMBER

When: Your Command phase, just after you complete a Contract.
Target: One Archon WARLORD from your army.
Effect: Select one new Contract (this can be one you have already completed), then select one unit from your opponent's army that is on the battlefield and matches the 'Contract' description in that Contract. Until that Contract is completed, that unit is your Contract unit and the Murderous Agenda Detachment rule applies as normal.

1 CP — KABALITE CARTEL – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — SHOOTING

DEADLY DECEIVERS

When: Your opponent's Shooting phase, just after an enemy unit has selected its targets.
Target: One Kabal or Blades for Hire 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, your unit can only be selected as the target of a ranged attack if the attacking model is within 18".

1 CP — KABALITE CARTEL – BATTLE TACTIC STRATAGEM · WAHAPEDIA — SHOOTING

MAKING A POINT

When: Your Shooting phase.
Target: One Kabalite Warriors or Hand of the Archon unit from your army that has not been selected to shoot this phase.
Effect: Until the end of the phase, improve the Ballistic Skill and Armour Penetration characteristics of ranged weapons equipped by models in your unit by 1.

1 CP — KABALITE CARTEL – EPIC DEED STRATAGEM · WAHAPEDIA — SHOOTING

TAILORED TOXINS

When: Your Shooting phase or the Fight phase.
Target: One Kabal or Blades for Hire 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 your Contract unit, an unmodified Hit roll of 5+ scores a Critical Hit.

1 CP — KABALITE CARTEL – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — FIGHT

DOUBLE-CROSS

When: Fight phase, just after an enemy unit has selected its targets.
Target: One Kabal or Blades for Hire unit from your army that was selected as the target of one or more of the attacking unit's attacks, and one friendly Drukhari unit (excluding Vehicles).
Effect: Until the end of the phase, each time you would allocate an attack to a model in your KABAL or BLADES FOR HIRE unit, if your DRUKHARI unit is within Engagement Range of the attacking model, no saving throw is made for that attack; instead, your DRUKHARI unit suffers a number of mortal wounds equal to the Damage characteristic of that attack.

1 CP — KABALITE CARTEL – BATTLE TACTIC STRATAGEM · WAHAPEDIA — FIGHT

TAKEN ALIVE

When: Fight phase.
Target: One Drukhari 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, add 1 to the Hit roll. If your Contract unit is destroyed as a result of those attacks, every unit in your opponent's army must take a Battle-shock test. You cannot gain more than 3 Pain tokens as a result of failed Battle-shock tests caused by this Stratagem.

AELDARI - DRUKHARI · DETACHMENT

REALSPACE RAIDERS

2 DP · PRIORITY ASSETS

ENHANCEMENTS

Crucible of Malediction — 15 pts

Haemonculus model only. Once per battle, in your Shooting phase, the bearer can use this Enhancement. If it does, you can spend 1 Pain token. Then, each enemy unit within 12" of the bearer must take a Battle-shock test, subtracting 1 from that test if you spent 1 Pain token. Each time a Psyker unit fails that test, it suffers 3 mortal wounds.

Eye of Spite — 15 pts

Succubus model only. Improve the Attacks and Armour Penetration characteristics of the bearer's melee weapons by 1. Each time the bearer's unit is selected to fight, you can spend 1 Pain token; if you do, until the end of the phase, improve the Attacks and Armour Penetration characteristics of the bearer's melee weapons by 2 instead.

Labyrinthine Cunning — 25 pts

Archon model only. At the start of your Command phase, if the bearer is on the battlefield, you can do one of the following:

Spend 1 Pain token and gain 1CP.

Roll one D6: on a 4+, you gain 1CP.

Dark Vitality — 20 pts

Drukhari model only. The bearer's unit is always Empowered - you do not need to spend any Pain tokens to activate that unit's Pain abilities

DETACHMENT-REGEL

At the start of the battle, you gain 2 Pain tokens for each of the following combinations your army contains (these do not need to be in the same Attached unit):

- One or more Archon models and one or more Kabalite Warriors units.
- One or more Succubus models and one or more Wyches units.
- One or more Haemonculus models and one or more Wracks units.

Designer's Note: These are all cumulative, so if your army contains at least one of all of the combinations listed above, you start the battle with 6 Pain tokens.

STRATAGEMS

1 CP — REALSPACE RAIDERS – BATTLE TACTIC STRATAGEM · WAHAPEDIA — MOVEMENT

EAGER FOR THE KILL

When: Start of your Movement phase.
Target: Up to two Wyches units from your army, or one other Drukhari unit from your army, that have not been selected to move this phase.
Effect: Until the end of the phase, each time one of those units 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 (this is not cumulative with the Reavers' Matchless Swiftness ability).

1 CP — REALSPACE RAIDERS – BATTLE TACTIC STRATAGEM · WAHAPEDIA — SHOOTING

FIGHTING SHADOWS

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.
Target: One Drukhari unit from your army (excluding Haemonculus Covens 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.

2 CP

REALSPACE RAIDERS – BATTLE TACTIC STRATAGEM · WAHAPEDIA

SHOOTING

INSENSIBLE TO PAIN

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

Target: One Haemonculus Covens 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 an attack is allocated to a model in your unit, subtract 1 from the Damage characteristic of that attack.

1 CP

REALSPACE RAIDERS – BATTLE TACTIC STRATAGEM · WAHAPEDIA

SHOOTING

INSTINCTIVE SPITE

When: Start of your Shooting phase or the start of the Fight phase.

Target: Up to two Drukhari Battleline units from your army, or one other Drukhari unit from your army.

Effect: You can spend 1 Pain token. Until the end of the phase, each time a model in each of those units makes an attack that targets an enemy unit that is Below Half-strength, add 1 to the Hit roll. If you spent 1 Pain token, add 1 to the Wound roll as well.

2 CP

REALSPACE RAIDERS – STRATEGIC PLOY STRATAGEM · WAHAPEDIA

SHOOTING

RAID AND FADE

When: End of your Shooting phase.

Target: Up to two Kabalite Warriors units from your army, or one other Drukhari unit from your army (excluding ScouRGES and Aircraft).

Effect: Each of those units can make a Normal move of up to 6".

Restriction: You cannot select units that are within Engagement Range of one or more enemy units. Until the end of the turn, those units are not eligible to declare a charge.

1 CP

REALSPACE RAIDERS – STRATEGIC PLOY STRATAGEM · WAHAPEDIA

FIGHT

DARK HARVEST

When: Start of the Fight phase.

Target: Up to two Wracks units from your army, or one other Drukhari unit from your army.

Effect: Until the end of the phase, melee weapons equipped by models in each of those units have the [LETHAL HITS] ability.

AELDARI - DRUKHARI · DETACHMENT

REAPER'S WAGER

3 DP · PURGE THE FOE

ENHANCEMENTS

Archraider — **15 pts**

Harlequins or Drukhari model only. In the Declare Battle Formations step, if the bearer starts the battle embarked within a Dedicated Transport, that Dedicated Transport has the Scouts 9" ability.

Webway walker — **15 pts**

Harlequins or Drukhari model only. Models in the bearer’s unit have the Deep Strike ability. Each time the bearer’s unit is set up on the battlefield using the Deep Strike ability, if that unit is currently losing the wager, until the end of the turn, you can re-roll Charge rolls made for that unit.

Reaper's Cowl — **25 pts**

Harlequins model only. Models in the bearer’s unit have the Stealth and Infiltrators abilities.

Conductor of Torment — **20 pts**

Drukhari model only. In your Command phase, you can do one of the following:

- If your Drukhari units are currently losing the wager, you can gain 1 Pain token. If you do, Drukhari units from your army are now winning the wager.
- If your Drukhari units are currently winning the wager, you can discard 1 Pain token. If you do, Harlequins units from your army are now winning the wager.

DETACHMENT-REGEL

At the start of the battle, Drukhari units from your army are winning the wager.

Each time a Drukhari unit from your army destroys an enemy unit, Drukhari units from your army are winning the wager.

Each time a Harlequins unit from your army destroys an enemy unit, Harlequin units from your army are winning the wager.

While Drukhari units from your army are winning the wager, Harlequin units from your army are losing the wager, and vice versa.

Each time a Drukhari or Harlequins model from your army makes an attack, if that model’s unit is winning the wager, re-roll a Hit roll of 1. If that model's unit is losing the wager, re-roll a Hit roll of 1 and re-roll a Wound roll of 1 instead.

STRATAGEMS

2 CP REAPER'S WAGER – STRATEGIC PLOY STRATAGEM · WAHAPEDIA **MOVEMENT**

DANCE MACABRE

When: Your opponent's Movement phase, just after an enemy unit ends a Normal, Advance or Fall Back move.
Target: One Drukhari Infantry or 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 D6". If your unit is currently losing the wager, it can make a Normal move of up to 6" instead.

1 CP REAPER'S WAGER – STRATEGIC PLOY STRATAGEM · WAHAPEDIA **MOVEMENT**

SHORTEN THE ODDS

When: Your Movement phase, just after a Drukhari or Harlequins unit from your army has Advanced.
Target: That unit.
Effect: 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 REAPER'S WAGER – BATTLE TACTIC STRATAGEM · WAHAPEDIA **SHOOTING**

MALICIOUS FRENZY

When: Your Shooting phase or the Fight phase.
Target: One Drukhari or Harlequins unit from your army that has not been selected to shoot or fight this phase.
Effect: Select [LETHAL HITS] or [SUSTAINED HITS 1]. Until the end of the phase, weapons equipped by models in your unit have the selected ability.

1 CP REAPER'S WAGER – STRATEGIC PLOY STRATAGEM · WAHAPEDIA **CHARGE**

SCINTILLATING TEMPO

When: Your Movement phase or your Charge phase, just after a Drukhari or Harlequins unit from your army is selected to make a Normal, Advance or Fall Back move, is set up on the battlefield, or declares a charge.
Target: That unit.
Effect: Until the end of the turn, enemy units cannot use the Fire Overwatch Stratagem to shoot at your unit.

1 CP REAPER'S WAGER – STRATEGIC PLOY STRATAGEM · WAHAPEDIA **FIGHT**

FATEFUL ROLE

When: Fight phase, just after an enemy unit has selected its targets.
Target: One Drukhari or 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, adding 1 to the result if that unit is losing the wager: on a 4+, 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.

1 CP REAPER'S WAGER – BATTLE TACTIC STRATAGEM · WAHAPEDIA **FIGHT**

MURDERER'S CIRCUS

When: Fight phase, just after an enemy unit has selected its targets.
Target: One Drukhari or 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 an attack targets your unit, subtract 1 from the Hit roll.

AELDARI - DRUKHARI · DETACHMENT

SKYSPLINTER ASSAULT

2 DP · RECONNAISSANCE

ENHANCEMENTS

Phantasmal Smoke — **15 pts**

Drukhari model only. While the bearer's unit is wholly within 6" of a friendly Drukhari Transport:

Models in the bearer's unit have the Stealth ability

Each time a ranged attack targets the bearer's unit, models in that unit have the Benefit of Cover against that attack.

Sadistic Fulcrum — **15 pts**

Drukhari model only. Each time you spend 1 Pain token to Empower the bearer's unit in the Shooting phase, select one friendly Drukhari Transport within 6" of the bearer's unit; until the end of the phase, each time that Transport makes an attack, you can re-roll the Hit roll.

Spiteful Raider — **10 pts**

Drukhari model only. Each time the bearer's unit destroys an enemy unit in the Fight phase, if that enemy unit was within range of one or more objective markers when the bearer's unit was selected to fight, you gain 1 additional Pain token.

Nightmare Shroud — **20 pts**

Drukhari model only. Each time the bearer's unit disembarks from a Transport, until the end of the turn, enemy units cannot use the Fire Overwatch Stratagem to shoot at the bearer's unit.

DETACHMENT-REGEL

Each time a Drukhari unit from your army disembarks from a Transport, until the end of the turn:

Ranged weapons equipped by models in that disembarking units have the [Ignores Cover] ability.

Melee weapons equipped by models in that disembarking unit have the [Lance] ability.

STRATAGEMS

1 CP — SKYSPLINTER ASSAULT – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — MOVEMENT

POUNCE ON THE PREY

When: Your Movement phase, just after a Drukhari Infantry unit from your army disembarks from a Transport that made a Normal move this phase.
Target: That INFANTRY unit.
Effect: Your unit makes an assault disembark move (Core Rules, 18.06) for that disembarkation.

1 CP — SKYSPLINTER ASSAULT – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — MOVEMENT

SWOOPING MOCKERY

When: Your opponent's Movement phase, just after an enemy unit ends a Normal, Advance or Fall Back move.
Target: One Drukhari Transport from your army that is within 8" of that enemy unit.
Effect: Your TRANSPORT can make a Normal move of up to 6".

1 CP

SKYSPLINTER ASSAULT – WARGEAR STRATAGEM · WAHAPEDIA

SHOOTING

NIGHT SHIELD

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

Target: One Drukhari Vehicle 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.

1 CP

SKYSPLINTER ASSAULT – BATTLE TACTIC STRATAGEM · WAHAPEDIA

SHOOTING

SKYBORNE ANNIHILATION

When: Your Shooting phase.

Target: One Drukhari unit from your army that has not been selected to shoot this phase and that disembarked from a Transport this turn.

Effect: Until the end of the phase, ranged weapons equipped by models in your unit have the [SUSTAINED HITS 1] ability, or the [SUSTAINED HITS 2] ability if your unit is a Kabalite Warriors or Hand of the Archon unit.

1 CP

SKYSPLINTER ASSAULT – STRATEGIC PLOY STRATAGEM · WAHAPEDIA

FIGHT

VICIOUS BLADES

When: Fight phase, just after a Drukhari Transport from your army has selected its targets.

Target: That TRANSPORT.

Effect: After your TRANSPORT has fought, select one enemy unit that was the target of one or more of those attacks and roll one D6 for each model embarked within your TRANSPORT, adding 1 to the result if that embarked model is a Wracks model: for each 5+, that enemy unit suffers 1 mortal wound (to a maximum of 6 mortal wounds).

1 CP

SKYSPLINTER ASSAULT – STRATEGIC PLOY STRATAGEM · WAHAPEDIA

FIGHT

WRAITHLIKE RETREAT

When: End of the Fight phase.

Target: One DRUKHARI INFANTRY unit from your army that fought this phase.

Effect: Your unit can make a Normal or Fall Back move, but unless it is a WYCHES unit, it must end that move wholly within 3" horizontally and 5" vertically of a friendly DRUKHARI TRANSPORT and must embark within that TRANSPORT at the end of that move (otherwise, it cannot make that move). Your unit can embark within that TRANSPORT in a turn it disembarked from that TRANSPORT.

AELDARI - DRUKHARI · DETACHMENT

SPECTACLE OF SPITE

2 DP · PURGE THE FOE

ENHANCEMENTS

Pharmacophex — **15 pts**

Succubus model only. At the start of your Command phase, after selecting which Combat Drugs will be active for your army, roll one D6 and consult the Combat Drugs list. The result rolled applies to the bearer's unit until the start of your next Command phase in addition to any other Combat Drugs that are active for your army. If you randomly select one that is already active for your army, it has no additional effect.

Chronoshard — **15 pts**

Succubus model only. Once per battle, at the start of the Fight phase, the bearer can use this Enhancement. If it does, until the end of the phase, models in the bearer's unit have the Fights First ability.

Periapt of Torments — **25 pts**

Succubus model only. Enemy units cannot use the Fire Overwatch stratagem to shoot at the bearer's unit.

Morghenna's Curse — **20 pts**

Succubus model only. Improve the Armour Penetration and Damage characteristics of the bearer's melee weapons by 1.

DETACHMENT-REGEL

At the start of your Command phase, select which Combat Drugs will be active for your army until the start of your next Command phase. To do so, either select one from the list below (you cannot select the same Combat Drug more than once per battle), or randomly select two by rolling two D6. When doing so randomly, Combat Drugs you have previously selected can become active again, but if you randomly select one that is already active for your army, it has no additional effect.

1. Adrenalight

Add 1 to the Attacks characteristic of melee weapons equipped by Wych Cult models from your army.

2. Hypex

Add 2" to the Move characteristic of Wych Cult models from your army.

3. Serpentin

Improve the Weapon Skill characteristic of melee weapons equipped by Wych Cult models from your army by 1.

4. Painbringer

Add 1 to the Toughness characteristic of Wych CUlt models from your army.

5. Grave Lotus

Add 1 to the Strength characteristic of melee weapons equipped by Wych Cult models from your army.

6. Splintermind

Improve the Leadership characteristic of Wych Cult models from your army by 1, and improve the Ballistic Skill characteristic of ranged weapons equipped by Wych Cult models from your army by 1.

STRATAGEMS

2 CP — SPECTACLE OF SPITE – BATTLE TACTIC STRATAGEM · WAHAPEDIA — MOVEMENT

A CHALLENGE MET

When: Your opponent's Movement phase, when an enemy unit ends a fall-back move.
Target: One friendly unengaged WYCH CULT unit that is within 6" of that enemy unit.
Effect: Declare a charge with your unit. When selecting charge targets, you can only select enemy units that made a fall-back move this phase and are within the maximum distance.

1 CP — SPECTACLE OF SPITE – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — MOVEMENT

FEIGNED WEAKNESS

When: Your Movement phase, just after a Drukhari unit from your army Falls Back.
Target: That DRUKHARI unit.
Effect: Until the end of the turn, your unit is eligible to shoot and declare a charge in turn in which it Fell Back.

1 CP — SPECTACLE OF SPITE – BATTLE TACTIC STRATAGEM · WAHAPEDIA — SHOOTING

ACROBATIC DISPLAY

When: Your opponent's Shooting phase, just after an enemy unit has selected its targets.
Target: One Wych Cult 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 5+ invulnerable save.

1 CP — SPECTACLE OF SPITE – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — CHARGE

PRETERNATURAL AGILITY

When: Start of your Movement or Charge phase.
Target: One Wych Cult unit from your army.
Effect: Until the end of the phase, each time your unit makes a Normal, Advance or Charge move, you can ignore any or all modifiers to its Move characteristic and to Advance and Charge rolls made for it and, until the end of the turn, each time a model in your unit makes such a move, it can move horizontally through models (when doing so, such a model can move within Engagement Range of such models but cannot end a Normal or Advance move within Engagement Range of them).

2 CP — SPECTACLE OF SPITE – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — FIGHT

BERSERK FUGUE

When: Fight phase, just after an enemy unit has selected its targets.
Target: One Wych Cult 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 — SPECTACLE OF SPITE – BATTLE TACTIC STRATAGEM · WAHAPEDIA — FIGHT

DEADLY DEBUT

When: Fight phase.
Target: One DRUKHARI unit from your army that made a Charge move this turn and 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 [LETHAL HITS] ability. If your unit is a Wyches unit, until the end of the phase, improve the Armour Penetration characteristic of melee weapons equipped by models in your unit by 1 as well.

AELDARI - DRUKHARI · DETACHMENT

TOOLS OF TORMENT

1 DP · TAKE AND HOLD

ENHANCEMENTS

Gnarlskin Experimentor — **20 pts**

HAEMONCULUS model only. Attacks that target this unit with a S greater than your unit's T have -1 to wound rolls.

Elixir of the Corpse Courts — **15 pts**

CRONOS/TALOS unit only. This unit has 5+ InSv.

DETACHMENT-REGEL

Attacks that target friendly CRONOS/TALOS units with a S greater than that unit's T have -1 to wound rolls.

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

STRATAGEMS

1 CP — TOOLS OF TORMENT STRATAGEM · WAHAPEDIA — MOVEMENT

URGENT METAMORPHOSIS

When: Your Movement phase, when a friendly HAEMONCULUS COVENS unit is selected to make a fall-back move.
Target: That HAEMONCULUS COVENS unit.
Effect: That move does not prevent your unit from being eligible to declare a charge.

1 CP — TOOLS OF TORMENT STRATAGEM · WAHAPEDIA — FIGHT

DIVIDENDS OF AGONY

When: Fight phase, when a friendly HAEMONCULUS COVENS unit destroys an enemy unit.
Target: That HAEMONCULUS COVENS unit.
Effect: Select one visible enemy unit within 12" of your unit. That enemy unit makes a battle-shock roll, with -1 to that battle-shock roll.

1 CP — TOOLS OF TORMENT STRATAGEM · WAHAPEDIA — FIGHT

SALTING THE WOUND

When: Fight phase, when a friendly CRONOS/TALOS unit is selected to fight.
Target: That CRONOS/TALOS unit.
Effect: Your unit's attacks that target a battle-shocked unit have [DEVASTATING WOUNDS].

ARCHON - AELDARI - DRUKHARI

80 PTS

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

INVULNERABLE SAVE 2+*

AUFSTELLUNG

1x Archon (32mm)

Equipped with: Blast pistol, Splinter pistol, Agoniser, Huskblade, Master-crafted power weapon

Wargear Options:
- This model can replace its Splinter pistol with Blast pistol or Soul Trap.
- This model can replace its Huskblade with Agoniser or Master-crafted power weapon.

KEYWORDS: Character, Infantry, Kabal, Aeldari, Archon, Leader

FACTION KEYWORDS: Drukhari

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
Agoniser ANTI-INFANTRY 3+	Melee	6	2+	3	-2	1
Huskblade DEVASTATING WOUNDS	Melee	4	2+	3	-2	3
Master-crafted power weapon	Melee	5	2+	4	-2	2

ABILITIES

CORE - Leader

Devious 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 use of that Stratagem by 1CP.

Hatred Eternal (Pain)
In your Shooting or the Fight phase, when you select this model's unit to shoot or fight, you can spend 1 Pain token to Empower that unit. While that unit is Empowered, each time a model in that unit makes an attack, you can re-roll the Hit roll.

Overlord
Once per battle, at the start of any phase, you can select one friendly Drukhari unit that is Battle-shocked and within 12" of this model. That unit is no longer Battle-shocked.

Shadowfield
While this model has an InSv, this unit cannot re-roll save rolls. When this model loses a wound (excluding from mortal wounds), this model has no InSv until the end of the battle.

Soul Trap
Add 1 to the Attacks and Strength characteristics of the bearer's melee weapons. The first time the bearer makes a melee attack that destroys an enemy model, after all the bearer's attacks have been resolved, until the end of the battle, add an additional 1 to the Attacks and Strength characteristics of the bearer's melee weapons.

Leader
This model can be attached to the following units:

- COURT OF THE ARCHON
- HAND OF THE ARCHON
- INCUBI
- KABALITE WARRIORS

ARCHON - AELDARI - DRUKHARI

80 PTS

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

INVULNERABLE SAVE 2+*

AUFSTELLUNG

1x Archon (32mm)

Equipped with: Blast pistol, Splinter pistol, Agoniser, Huskblade, Master-crafted power weapon

Wargear Options:
- This model can replace its Splinter pistol with Blast pistol or Soul Trap.
- This model can replace its Huskblade with Agoniser or Master-crafted power weapon.

KEYWORDS: Character, Infantry, Kabal, Aeldari, Archon, Leader

FACTION KEYWORDS: Drukhari

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.*

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

Power from Pain
All Drukhari units have a Pain ability, tagged with the word 'Pain'. Pain abilities only apply to a unit while it is Empowered. If your Army Faction is Drukhari, you can Empower units from your army with Pain abilities by spending Pain tokens (see below).

GAINING PAIN TOKENS

If your Army Faction is Drukhari, you gain Pain tokens as follows:

- 1 Pain token at the start of your Command phase.
- 1 Pain token each time an enemy unit is destroyed.
- 1 Pain token each time an enemy unit fails a Battle-shock test.

Each time you gain a Pain token, keep it to one side – this is your Pain token pool. Each time you spend a Pain token, reduce your Pain token pool by the same amount.

EMPOWERED THROUGH PAIN

Each Pain ability will state when you can spend Pain tokens to Empower that unit. When you do, until the end of the phase, that unit is Empowered and all Pain abilities it has take effect. While an Attached unit is Empowered, the Pain abilities of all Leader and Bodyguard units in that unit take effect - you do not need to spend additional Pain tokens to activate each of those Pain abilities.

ARCHON - AELDARI - DRUKHARI

80 PTS

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

INVULNERABLE SAVE 2+*

AUFSTELLUNG

1x Archon (32mm)

Equipped with: Blast pistol, Splinter pistol, Agoniser, Huskblade, Master-crafted power weapon

Wargear Options:

- This model can replace its Splinter pistol with Blast pistol or Soul Trap.
- This model can replace its Huskblade with Agoniser or Master-crafted power weapon.

KEYWORDS: Character, Infantry, Kabal, Aeldari, Archon, Leader

FACTION KEYWORDS: Drukhari

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.

ARCHTORMENTOR [CRUCIBLE] - AELDARI - DRUKHARI

60 PTS

M	T	Sv	W	LD	OC
8	3	6+	4	7+	1

INVULNERABLE SAVE 4+

AUFSTELLUNG

1x Archtormentor [Crucible]

Equipped with: Blast Pistol, Blaster, Heat Lance, Shardcarbine, Splinter Pistol, Splinter Pods, Splinter Rifle, Stinger Pistol, Agoniser, Archite glaive and agoniser, Bladevanes, Haemonculus tools and scissorhands, Hellglaive, Huskblade, Power Weapon, Stunclaw, ➤ Demiklaives - Dual Blades, ➤ Demiklaives - Single Blade

KEYWORDS: Character, Infantry, Crucible, Wych Cult, Aeldari, Archtormentor

FACTION KEYWORDS: Drukhari

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Blast Pistol PISTOL	6"	1	2+	8	-3	D3
Blaster ASSAULT	18"	1	2+	8	-4	D6+1
Heat Lance ASSAULT, MELTA 3	18"	1	2+	14	-4	D6
Shardcarbine ANTI-INFANTRY 3+, ASSAULT	18"	3	2+	2	0	1
Splinter Pistol ANTI-INFANTRY 3+, ASSAULT, PISTOL	12"	1	2+	2	0	1
Splinter Pods ANTI-INFANTRY 3+, ASSAULT, TWIN-LINKED	18"	2	2+	2	0	1
Splinter Rifle ANTI-INFANTRY 3+, ASSAULT	24"	2	2+	2	0	1
Stinger Pistol ANTI-INFANTRY 2+, PISTOL, PRECISION	12"	1	2+	2	-1	D3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Agoniser ANTI-INFANTRY 3+	Melee	6	2+	3	-2	1
Archite glaive and agoniser ANTI-INFANTRY 3+, PRECISION	Melee	7	2+	3	-2	1
Bladevanes EXTRA ATTACKS, LANCE	Melee	4	2+	4	-1	1
Haemonculus tools and scissorhands ANTI-INFANTRY 2+, PRECISION	Melee	5	2+	3	-1	D3
Hellglaive LANCE, SUSTAINED HITS 1	Melee	5	2+	4	-1	2
Huskblade DEVASTATING WOUNDS	Melee	4	2+	3	-2	3
Power Weapon	Melee	5	2+	4	-2	2
Stunclaw DEVASTATING WOUNDS, LANCE, PRECISION	Melee	5	2+	3	-1	1
➤ Demiklaives - Dual Blades	Melee	6	2+	4	-2	1
➤ Demiklaives - Single Blade	Melee	4	2+	5	-2	2

ABILITIES

CORE - Leader, Leader, Leader, Leader, Leader

ARCHTORMENTOR [CRUCIBLE] - AELDARI - DRUKHARI

60 PTS

M	T	Sv	W	LD	OC
8	3	6+	4	7+	1

INVULNERABLE SAVE 4+

AUFSTELLUNG

1x Archtormentor [Crucible]

Equipped with: Blast Pistol, Blaster, Heat Lance, Shardcarbine, Splinter Pistol, Splinter Pods, Splinter Rifle, Stinger Pistol, Agoniser, Archite glaive and agoniser, Bladevanes, Haemonculus tools and scissorhands, Hellglaive, Huskblade, Power Weapon, Stunclaw, ➤ Demiklaives - Dual Blades, ➤ Demiklaives - Single Blade

KEYWORDS: Character, Infantry, Crucible, Wych Cult, Aeldari, Archtormentor

FACTION KEYWORDS: Drukhari

Conduit of Cruelty
This unit is always Empowered — you do not need to spend any Pain tokens to activate this unit's Pain abilities.

Cruel Example
Each time this model makes an attack that targets a CHARACTER unit, you can add 1 to the Wound roll. Each time this model's unit destroys a CHARACTER model, you gain 1CP.

Darkglass Prism
Each time this unit disembarks from a TRANSPORT, until the end of the turn, enemy units cannot use the Fire Overwatch Stratagem to shoot at this unit.

Fear Incarnate (Aura)
While an enemy unit is within 6" of this model, worsen the Leadership characteristic of models in that unit by 1. In addition, in the Battle-shock step of your opponent's Command phase, if such an enemy unit is below its Starting Strength, it must take a Battle-shock test.

Hatred Eternal (Pain)
In your Shooting phase or the Fight phase, when you select this model's unit to shoot or fight, you can spend 1 Pain token to Empower that unit. While that unit is Empowered, each time a model in that unit makes an attack, you can re-roll the Hit roll.

Jetbike
(ARCHTORMENTOR only): Change this model's Move characteristic to 16", its Toughness characteristic to 4, and its Wounds characteristic to 5. Add the Fly and Mounted keywords, and replace the list of units this model can be attached to: REAVERS.

Kabal Overlord
(ARCHTORMENTOR only): Change this model's Move characteristic to 7", and its Leadership characteristic to 6+. Remove the Wych Cult keyword, add the Kabal keyword, and replace the list of units this model can be attached to: HAND OF THE ARCHON, INCUBI, KABALITE WARRIORS.

Overwhelming Avarice
While this model is leading a unit, each time a model in that unit makes a Pile-in or Consolidation move, it can move up to 6" instead of up to 3".

Pseudovian Form
Change this model's Move characteristic to 14", add the Fly and Jump Pack keywords, and it gains the Deep Strike ability. Replace the list of units this model can be attached to: SCOURGES WITH HEAVY WEAPONS, SCOURGES WITH SHARDCARBINES.

Sadistic Epicurean
Each time an enemy unit is destroyed by this model's unit, gain 1 Pain Token.

Skyboard
(ARCHTORMENTOR only): Change this model's Move characteristic to 14", its Toughness characteristic to 4, and its Wounds characteristic to 5. Add the Fly and Mounted keywords, it gains the Deep Strike ability, and replace the list of units this model can be attached to: HELLIONS.

Storm of Blades
While this model is leading a unit, melee weapons equipped by models in that unit have the [**SUSTAINED HITS** 1] ability.

Twisting the Knife
Each time this model makes an attack that targets a unit that is below its Starting Strength, you can re-roll the Hit roll. If that target is Below Half-strength, you can re-roll the Wound roll as well.

Leader
This model can be attached to the following units:

- Hellions

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+.*

ARCHTORMENTOR [CRUCIBLE] - AELDARI - DRUKHARI

60 PTS

M	T	Sv	W	LD	OC
8	3	6+	4	7+	1

INVULNERABLE SAVE 4+

AUFSTELLUNG

1x Archtormentor [Crucible]

Equipped with: Blast Pistol, Blaster, Heat Lance, Shardcarbine, Splinter Pistol, Splinter Pods, Splinter Rifle, Stinger Pistol, Agoniser, Archite glaive and agoniser, Bladevanes, Haemonculus tools and scissorhands, Hellglaive, Huskblade, Power Weapon, Stunclaw, ➤ Demiklaives - Dual Blades, ➤ Demiklaives - Single Blade

KEYWORDS: Character, Infantry, Crucible, Wych Cult, Aeldari, Archtormentor

FACTION KEYWORDS: Drukhari

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.*

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.

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.

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.

ARCHTORMENTOR [CRUCIBLE] - AELDARI - DRUKHARI

60 PTS

M	T	Sv	W	LD	OC
8	3	6+	4	7+	1

INVULNERABLE SAVE 4+

AUFSTELLUNG

1x Archtormentor [Crucible]

Equipped with: Blast Pistol, Blaster, Heat Lance, Shardcarbine, Splinter Pistol, Splinter Pods, Splinter Rifle, Stinger Pistol, Agoniser, Archite glaive and agoniser, Bladevanes, Haemonculus tools and scissorhands, Hellglaive, Huskblade, Power Weapon, Stunclaw, ➤ Demiklaives - Dual Blades, ➤ Demiklaives - Single Blade

KEYWORDS: Character, Infantry, Crucible, Wych Cult, Aeldari, Archtormentor

FACTION KEYWORDS: Drukhari

FACTION RULES

Power from Pain

All Drukhari units have a Pain ability, tagged with the word 'Pain'. Pain abilities only apply to a unit while it is Empowered. If your Army Faction is Drukhari, you can Empower units from your army with Pain abilities by spending Pain tokens (see below).

GAINING PAIN TOKENS

If your Army Faction is Drukhari, you gain Pain tokens as follows:

- 1 Pain token at the start of your Command phase.
- 1 Pain token each time an enemy unit is destroyed.
- 1 Pain token each time an enemy unit fails a Battle-shock test.

Each time you gain a Pain token, keep it to one side – this is your Pain token pool. Each time you spend a Pain token, reduce your Pain token pool by the same amount.

EMPOWERED THROUGH PAIN

Each Pain ability will state when you can spend Pain tokens to Empower that unit. When you do, until the end of the phase, that unit is Empowered and all Pain abilities it has take effect. While an Attached unit is Empowered, the Pain abilities of all Leader and Bodyguard units in that unit take effect - you do not need to spend additional Pain tokens to activate each of those Pain abilities.

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.

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.

BEASTMASTER [LEGENDS] - AELDARI - DRUKHARI

135 PTS

M	T	Sv	W	LD	OC
12"	4	6+	3	7+	1

INVULNERABLE SAVE 6+

AUFSTELLUNG

1x Beastmaster
1x Clawed Fiend oder Khymerae oder Razorwing Flock

Equipped with: Splinter pods, Agonizer, Clawed Fiend fists, Khymerae talons, Razorwing Feathers

KEYWORDS: Aeldari, Beast, Character

FACTION KEYWORDS: Drukhari

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Splinter pods ANTI-INFANTRY 3+, ASSAULT, TWIN-LINKED	18"	2	3+	2	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Agonizer ANTI-INFANTRY 3+	Melee	3	3+	3	-2	1
Clawed Fiend fists DEVASTATING WOUNDS	Melee	5	4+	5	-2	2
Khymerae talons LETHAL HITS	Melee	4	4+	5	-1	1
Razorwing Feathers SUSTAINED HITS 1	Melee	6	4+	3	0	1

ABILITIES

Beastmaster
While this unit contains a Beastmaster model, you can re-roll Charge rolls made for this unit.

Goaded Savagery (Pain)
In the Fight phase, when you select this unit to fight, you can spend 1 of your Pain tokens to Empower this unit. While this unit is Empowered, if it contains a Beastmaster model, each time a Beast model in this unit makes a melee attack, you can re-roll the Hit roll and you can re-roll the Wound roll.

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.*

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**].*

BEASTMASTER [LEGENDS] - AELDARI - DRUKHARI

135 PTS

M	T	Sv	W	LD	OC
12"	4	6+	3	7+	1

INVULNERABLE SAVE 6+

AUFSTELLUNG

1x Beastmaster
1x Clawed Fiend oder Khymerae oder Razorwing Flock

Equipped with: Splinter pods, Agonizer, Clawed Fiend fists, Khymerae talons, Razorwing Feathers

KEYWORDS: Aeldari, Beast, Character

FACTION KEYWORDS: Drukhari

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

Power from Pain

All Drukhari units have a Pain ability, tagged with the word 'Pain'. Pain abilities only apply to a unit while it is Empowered. If your Army Faction is Drukhari, you can Empower units from your army with Pain abilities by spending Pain tokens (see below).

GAINING PAIN TOKENS

If your Army Faction is Drukhari, you gain Pain tokens as follows:

- 1 Pain token at the start of your Command phase.
- 1 Pain token each time an enemy unit is destroyed.
- 1 Pain token each time an enemy unit fails a Battle-shock test.

Each time you gain a Pain token, keep it to one side – this is your Pain token pool. Each time you spend a Pain token, reduce your Pain token pool by the same amount.

EMPOWERED THROUGH PAIN

Each Pain ability will state when you can spend Pain tokens to Empower that unit. When you do, until the end of the phase, that unit is Empowered and all Pain abilities it has take effect. While an Attached unit is Empowered, the Pain abilities of all Leader and Bodyguard units in that unit take effect - you do not need to spend additional Pain tokens to activate each of those Pain abilities.

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.

CORSAIR CLOUD DANCER BAND [LEGENDS] - AELDARI - DRUKHARI

125–245 PTS

CLOUD DANCER FELARCH

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

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: -

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Brace of pistols ASSAULT, PISTOL	12"	2	3+	3	0	1
Dark lance	36"	1	3+	12	-3	D6+2
Dissonance cannon DEVASTATING WOUNDS	24"	3	3+	6	-1	2
Dissonance pistol DEVASTATING WOUNDS, PISTOL	12"	1	3+	6	-1	1
Shuriken cannon SUSTAINED HITS 1	24"	3	3+	6	-1	2
Splinter cannon ANTI-INFANTRY 3+, SUSTAINED HITS 1	36"	3	3+	3	-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	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).

CORSAIR CLOUD DANCER BAND [LEGENDS] - AELDARI - DRUKHARI

125–245 PTS

CLOUD DANCER FELARCH

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

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: -

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.

CORSAIR REAVER BAND [LEGENDS] - AELDARI - DRUKHARI

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 or Shuriken cannon.
- Each Reaver Felarch can be equipped with one of: Void sabre, Dissonance pistol.

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

FACTION KEYWORDS: -

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.

CORSAIR REAVER BAND [LEGENDS] - AELDARI - DRUKHARI

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 or Shuriken cannon.
- Each Reaver Felarch can be equipped with one of: Void sabre, Dissonance pistol.

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

FACTION KEYWORDS: -

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".

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**].*

CORSAIR REAVER BAND [LEGENDS] - AELDARI - DRUKHARI

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 or Shuriken cannon.
- Each Reaver Felarch can be equipped with one of: Void sabre, Dissonance pistol.

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

FACTION KEYWORDS: -

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.

CORSAIR SKYREAVERS - AELDARI - DRUKHARI

75–140 PTS

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

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

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).

CORSAIR SKYREAVERS - AELDARI - DRUKHARI

75–140 PTS

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

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

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.

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

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 - AELDARI - DRUKHARI

65–110 PTS

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

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

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.

CORSAIR VOIDREAVERS - AELDARI - DRUKHARI

65–110 PTS

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

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

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].

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.

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 - AELDARI - DRUKHARI

70–140 PTS

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

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 shredder with Corsair blaster.
- Each Voidscarred Felarch can be equipped with 1x Mistshield.
- Each Voidscarred Felarch can replace its Shuriken pistol with Neuro disruptor or Shuriken rifle.

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

FACTION KEYWORDS: Asuryani

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.

CORSAIR VOIDSCARRED - AELDARI - DRUKHARI

70–140 PTS

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

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 shredder with Corsair blaster.
- Each Voidscarred Felarch can be equipped with 1x Mistshield.
- Each Voidscarred Felarch can replace its Shuriken pistol with Neuro disruptor or Shuriken rifle.

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

FACTION KEYWORDS: Asuryani

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.

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.

CORSAIR VOIDSCARRED - AELDARI - DRUKHARI

70–140 PTS

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

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 shredder with Corsair blaster.
- Each Voidscarred Felarch can be equipped with 1x Mistshield.
- Each Voidscarred Felarch can replace its Shuriken pistol with Neuro disruptor or Shuriken rifle.

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

FACTION KEYWORDS: Asuryani

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.

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.

COURT OF THE ARCHON [LEGENDS] - AELDARI - DRUKHARI

95 PTS

LHAMAEAN

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

INVULNERABLE SAVE 5+

SSLYTH

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

INVULNERABLE SAVE 5+

MEDUSAE

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

INVULNERABLE SAVE 5+

UR-GHUL

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

INVULNERABLE SAVE 5+

AUFSTELLUNG

1x Lhamaean - Equipped with: Shaimeshi Blade
1x Sslyth - Equipped with: Shardcarbine, Splinter pistol, Sslyth battle-blade
1x Medusae - Equipped with: Eyeburst, Close combat weapon
1x Ur-ghul - Equipped with: Ur-ghul Talons

KEYWORDS: Court of the Archon, Aeldari, Kabal, Infantry
FACTION KEYWORDS: Drukhari

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Eyeburst PISTOL, TORRENT	12"	D6	N/A	6	-2	1
Shardcarbine ANTI-INFANTRY 3+, ASSAULT	18"	3	3+	2	0	1
Splinter pistol ANTI-INFANTRY 3+, ASSAULT, PISTOL	12"	1	3+	2	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	3+	3	0	1
Shaimeshi Blade ANTI-INFANTRY 2+	Melee	4	3+	4	-2	1
Sslyth battle-blade	Melee	3	3+	5	-2	2
Ur-ghul Talons SUSTAINED HITS 1	Melee	6	3+	4	0	1

ABILITIES

CORE - Deadly Retinue (Pain)

Court of the Archon
While a Character model is leading a unit that contains one or more Lhamaean, Medusae, Sslyth and/or Ur-ghul models, that Character model has the Feel No Pain 4+ ability.

COURT OF THE ARCHON [LEGENDS] - AELDARI - DRUKHARI

95 PTS

LHAMAEAN

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

INVULNERABLE SAVE 5+

SSLYTH

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

INVULNERABLE SAVE 5+

MEDUSAE

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

INVULNERABLE SAVE 5+

UR-GHUL

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

INVULNERABLE SAVE 5+

AUFSTELLUNG

1x Lhamaean - Equipped with: Shaimeshi Blade
1x Sslyth - Equipped with: Shardcarbine, Splinter pistol, Sslyth battle-blade
1x Medusae - Equipped with: Eyeburst, Close combat weapon
1x Ur-ghul - Equipped with: Ur-ghul Talons

KEYWORDS: Court of the Archon, Aeldari, Kabal, Infantry

FACTION KEYWORDS: Drukhari

Court of the Archon [Legends]
This unit can be led by an Archon. Alternatively, in the Declare Battle Formations step, this unit can join one Kabalite Warriors or Hand of the Archon unit from your army that is being led by an Archon (a unit cannot have more than one Court of the Archon unit joined to it). If it does, until the end of the battle, every model in this unit counts as part of that Kabalite Warriors or Hand of the Archon unit, and its Starting Strength is increased accordingly.

Deadly Retinue (Pain)
At the start of your Shooting phase or at the start of the Fight phase, you can spend 1 Pain token to Empower this unit. While this unit is Empowered:

- If it contains one or more Lhamaean models, melee weapons equipped by models in this unit have the [LETHAL HITS] ability.
- If it contains one or more Medusae models, ranged weapons equipped by models in this unit have the [IGNORES COVER] ability.
- If it contains one or more Sslyth models, each time a melee attack targets this unit, subtract 1 from the Wound roll.
- If this unit contains one or more Ur-ghul models, this unit has the Fights First 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).

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).*

COURT OF THE ARCHON [LEGENDS] - AELDARI - DRUKHARI

95 PTS

LHAMAEAN

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

INVULNERABLE SAVE 5+

SSLYTH

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

INVULNERABLE SAVE 5+

MEDUSAE

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

INVULNERABLE SAVE 5+

UR-GHUL

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

INVULNERABLE SAVE 5+

AUFSTELLUNG

1x Lhamaean - Equipped with: Shaimeshi Blade
1x Sslyth - Equipped with: Shardcarbine, Splinter pistol, Sslyth battle-blade
1x Medusae - Equipped with: Eyeburst, Close combat weapon
1x Ur-ghul - Equipped with: Ur-ghul Talons

KEYWORDS: Court of the Archon, Aeldari, Kabal, Infantry

FACTION KEYWORDS: Drukhari

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

FACTION RULES

Power from Pain
All Drukhari units have a Pain ability, tagged with the word 'Pain'. Pain abilities only apply to a unit while it is Empowered. If your Army Faction is Drukhari, you can Empower units from your army with Pain abilities by spending Pain tokens (see below).

GAINING PAIN TOKENS

If your Army Faction is Drukhari, you gain Pain tokens as follows:

- 1 Pain token at the start of your Command phase.
- 1 Pain token each time an enemy unit is destroyed.
- 1 Pain token each time an enemy unit fails a Battle-shock test.

Each time you gain a Pain token, keep it to one side – this is your Pain token pool. Each time you spend a Pain token, reduce your Pain token pool by the same amount.

EMPOWERED THROUGH PAIN

Each Pain ability will state when you can spend Pain tokens to Empower that unit. When you do, until the end of the phase, that unit is Empowered and all Pain abilities it has take effect. While an Attached unit is Empowered, the Pain abilities of all Leader and Bodyguard units in that unit take effect - you do not need to spend additional Pain tokens to activate each of those Pain abilities.

CRONOS - AELDARI - DRUKHARI

55–100 PTS

CRONOS

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

INVULNERABLE SAVE 6+

AUFSTELLUNG

1-2x Cronos - Equipped with: Spirit Vortex, Spirit Syphon, Spirit-leech Tentacles (Large Flying Base)

KEYWORDS: Cronos, Aeldari, Haemonculus Covens, Monster, Fly

FACTION KEYWORDS: Drukhari

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Spirit Syphon IGNORES COVER, TORRENT	12"	D6	N/A	5	-1	1
Spirit Vortex BLAST, IGNORES COVER	18"	D6	3+	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Spirit-leech Tentacles ANTI-INFANTRY 2+	Melee	6	3+	5	-1	1

ABILITIES

Pain Engine (Aura)
Each time you spend 1 Pain token to Empower a friendly unit within 9" of this unit, roll one D6, adding 1 to the result if one or more models in this unit are not equipped with a spirit vortex: on a 5+, you gain 1 Pain token.

Designer's Note: Pain tokens you spend for reasons other than Empowering a unit do not trigger this ability.

Pain Parasite (Pain)
In your Shooting phase or the Fight phase, when you select this unit to shoot or fight, you can spend 1 Pain token to Empower this unit. While Empowered, each time this unit shoots or fights, after it has resolved its attacks, if one or more enemy models were destroyed as a result of those attacks, one model in this unit regains up to 3 lost wounds (if all models in this unit have their starting number of wounds and this unit is below its Starting Strength, 1 model is returned to this unit with 3 wounds remaining).

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).*

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).

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

CRONOS - AELDARI - DRUKHARI

55–100 PTS

CRONOS

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

INVULNERABLE SAVE 6+

AUFSTELLUNG

1-2x Cronos - Equipped with: Spirit Vortex, Spirit Syphon, Spirit-leech Tentacles (Large Flying Base)

KEYWORDS: Cronos, Aeldari, Haemonculus Covens, Monster, Fly

FACTION KEYWORDS: Drukhari

FACTION RULES

Power from Pain

All Drukhari units have a Pain ability, tagged with the word 'Pain'. Pain abilities only apply to a unit while it is Empowered. If your Army Faction is Drukhari, you can Empower units from your army with Pain abilities by spending Pain tokens (see below).

GAINING PAIN TOKENS

If your Army Faction is Drukhari, you gain Pain tokens as follows:

- 1 Pain token at the start of your Command phase.
- 1 Pain token each time an enemy unit is destroyed.
- 1 Pain token each time an enemy unit fails a Battle-shock test.

Each time you gain a Pain token, keep it to one side – this is your Pain token pool. Each time you spend a Pain token, reduce your Pain token pool by the same amount.

EMPOWERED THROUGH PAIN

Each Pain ability will state when you can spend Pain tokens to Empower that unit. When you do, until the end of the phase, that unit is Empowered and all Pain abilities it has take effect. While an Attached unit is Empowered, the Pain abilities of all Leader and Bodyguard units in that unit take effect - you do not need to spend additional Pain tokens to activate each of those Pain abilities.

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.

Feel No Pain 5+

This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

DEATH JESTER - AELDARI - DRUKHARI

65 PTS

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

INVULNERABLE SAVE 4+

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

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.

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.

DRAZHAR - AELDARI - DRUKHARI

85 PTS

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

INVULNERABLE SAVE 4+

AUFSTELLUNG

1x Drazhar (40mm)

Equipped with: ➤ The Executioner's demiklaives - Dual Blades, ➤ The Executioner's demiklaives - Single Blade

KEYWORDS: Epic Hero, Drazhar, Aeldari, Infantry, Character, Blades for Hire, Leader

FACTION KEYWORDS: Drukhari

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
➤ The Executioner's demiklaives - Dual Blades DEVASTATING WOUNDS	Melee	8	2+	5	-2	2
➤ The Executioner's demiklaives - Single Blade DEVASTATING WOUNDS	Melee	6	2+	6	-2	3

ABILITIES

CORE - Leader

Master of Blades (Pain)
In the Fight phase, when you select this model's unit to fight, you can spend 1 Pain token to Empower that unit. While that unit is Empowered, each time a model in that unit makes a melee attack, add 1 to the Wound roll.

Onslaught
While this model is leading a unit, each time a model in that unit makes a Pile-In or Consolidation move, it can move up to 6" instead of up to 3".

Silent Executioner
Each time this model make an attack that targets a unit that is below its Starting Strength, you can re-roll the Hit roll. If that target is Below Half-Strength, you can re-roll the Wound roll as well.

Leader
This model can be attached to the following unit:

- Incubi

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.*

DRAZHAR - AELDARI - DRUKHARI

85 PTS

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

INVULNERABLE SAVE 4+

AUFSTELLUNG

1x Drazhar (40mm)

Equipped with: ➤ The Executioner's demiklaives - Dual Blades, ➤ The Executioner's demiklaives - Single Blade

KEYWORDS: Epic Hero, Drazhar, Aeldari, Infantry, Character, Blades for Hire, Leader

FACTION KEYWORDS: Drukhari

FACTION RULES

Power from Pain

All Drukhari units have a Pain ability, tagged with the word 'Pain'. Pain abilities only apply to a unit while it is Empowered. If your Army Faction is Drukhari, you can Empower units from your army with Pain abilities by spending Pain tokens (see below).

GAINING PAIN TOKENS

If your Army Faction is Drukhari, you gain Pain tokens as follows:

- 1 Pain token at the start of your Command phase.
- 1 Pain token each time an enemy unit is destroyed.
- 1 Pain token each time an enemy unit fails a Battle-shock test.

Each time you gain a Pain token, keep it to one side – this is your Pain token pool. Each time you spend a Pain token, reduce your Pain token pool by the same amount.

EMPOWERED THROUGH PAIN

Each Pain ability will state when you can spend Pain tokens to Empower that unit. When you do, until the end of the phase, that unit is Empowered and all Pain abilities it has take effect. While an Attached unit is Empowered, the Pain abilities of all Leader and Bodyguard units in that unit take effect - you do not need to spend additional Pain tokens to activate each of those Pain abilities.

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.

FLESH CRAFTER [CRUCIBLE] - AELDARI - DRUKHARI

60 PTS

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

INVULNERABLE SAVE 6+

AUFSTELLUNG

1x Flesh Crafter [Crucible]

Equipped with: Blast Pistol, Blaster, Heat Lance, Shardcarbine, Splinter Pistol, Splinter Pods, Splinter Rifle, Stinger Pistol, Agoniser, Archite glaive and agoniser, Bladevanes, Haemonculus tools and scissorhands, Hellglaive, Huskblade, Power Weapon, Stunclaw, ➤ Demiklaives - Dual Blades, ➤ Demiklaives - Single Blade

KEYWORDS: Character, Infantry, Crucible, Aeldari, Haemonculus Covens, Flesh Crafter

FACTION KEYWORDS: Drukhari

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Blast Pistol PISTOL	6"	1	2+	8	-3	D3
Blaster ASSAULT	18"	1	2+	8	-4	D6+1
Heat Lance ASSAULT, MELTA 3	18"	1	2+	14	-4	D6
Shardcarbine ANTI-INFANTRY 3+, ASSAULT	18"	3	2+	2	0	1
Splinter Pistol ANTI-INFANTRY 3+, ASSAULT, PISTOL	12"	1	2+	2	0	1
Splinter Pods ANTI-INFANTRY 3+, ASSAULT, TWIN-LINKED	18"	2	2+	2	0	1
Splinter Rifle ANTI-INFANTRY 3+, ASSAULT	24"	2	2+	2	0	1
Stinger Pistol ANTI-INFANTRY 2+, PISTOL, PRECISION	12"	1	2+	2	-1	D3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Agoniser ANTI-INFANTRY 3+	Melee	6	2+	3	-2	1
Archite glaive and agoniser ANTI-INFANTRY 3+, PRECISION	Melee	7	2+	3	-2	1
Bladevanes EXTRA ATTACKS, LANCE	Melee	4	2+	4	-1	1
Haemonculus tools and scissorhands ANTI-INFANTRY 2+, PRECISION	Melee	5	2+	3	-1	D3
Hellglaive LANCE, SUSTAINED HITS 1	Melee	5	2+	4	-1	2
Huskblade DEVASTATING WOUNDS	Melee	4	2+	3	-2	3
Power Weapon	Melee	5	2+	4	-2	2
Stunclaw DEVASTATING WOUNDS, LANCE, PRECISION	Melee	5	2+	3	-1	1
➤ Demiklaives - Dual Blades	Melee	6	2+	4	-2	1
➤ Demiklaives - Single Blade	Melee	4	2+	5	-2	2

ABILITIES

CORE - Leader, Leader, Leader, Leader, Leader

FLESH CRAFTER [CRUCIBLE] - AELDARI - DRUKHARI

60 PTS

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

INVULNERABLE SAVE 6+

AUFSTELLUNG

1x Flesh Crafter [Crucible]

Equipped with: Blast Pistol, Blaster, Heat Lance, Shardcarbine, Splinter Pistol, Splinter Pods, Splinter Rifle, Stinger Pistol, Agoniser, Archite glaive and agoniser, Bladevanes, Haemonculus tools and scissorhands, Hellglaive, Huskblade, Power Weapon, Stunclaw, ➤ Demiklaives - Dual Blades, ➤ Demiklaives - Single Blade

KEYWORDS: Character, Infantry, Crucible, Aeldari, Haemonculus Covens, Flesh Crafter

FACTION KEYWORDS: Drukhari

Conduit of Cruelty
This unit is always Empowered — you do not need to spend any Pain tokens to activate this unit's Pain abilities.

Darkglass Prism
Each time this unit disembarks from a TRANSPORT, until the end of the turn, enemy units cannot use the Fire Overwatch Stratagem to shoot at this unit.

Fear Incarnate (Aura)
While an enemy unit is within 6" of this model, worsen the Leadership characteristic of models in that unit by 1. In addition, in the Battle-shock step of your opponent's Command phase, if such an enemy unit is below its Starting Strength, it must take a Battle-shock test.

Fleshcraft (Pain)
In your Command phase, you can spend 1 Pain token to Empower this model's unit. Each time you do, you can return up to D3+1 destroyed Bodyguard models to that unit.

Jetbike
(ARCHTORMENTOR only): Change this model's Move characteristic to 16", its Toughness characteristic to 4, and its Wounds characteristic to 5. Add the Fly and Mounted keywords, and replace the list of units this model can be attached to: REAVERS.

Kabal Overlord
(ARCHTORMENTOR only): Change this model's Move characteristic to 7", and its Leadership characteristic to 6+. Remove the Wych Cult keyword, add the Kabal keyword, and replace the list of units this model can be attached to: HAND OF THE ARCHON, INCUBI, KABALITE WARRIORS.

Overwhelming Avarice
While this model is leading a unit, each time a model in that unit makes a Pile-in or Consolidation move, it can move up to 6" instead of up to 3".

Pain Adept
In your Command phase, if one or more models from your army with this ability are on the battlefield, roll one D6: on a 4+, you gain 1 Pain token.

Pseudovian Form
Change this model's Move characteristic to 14", add the Fly and Jump Pack keywords, and it gains the Deep Strike ability. Replace the list of units this model can be attached to: SCOURGES WITH HEAVY WEAPONS, SCOURGES WITH SHARDCARBINES.

Sadistic Epicurean
Each time an enemy unit is destroyed by this model's unit, gain 1 Pain Token.

Skyboard
(ARCHTORMENTOR only): Change this model's Move characteristic to 14", its Toughness characteristic to 4, and its Wounds characteristic to 5. Add the Fly and Mounted keywords, it gains the Deep Strike ability, and replace the list of units this model can be attached to: HELLIONS.

Storm of Blades
While this model is leading a unit, melee weapons equipped by models in that unit have the [**SUSTAINED HITS** 1] ability.

Twisting the Knife
Each time this model makes an attack that targets a unit that is below its Starting Strength, you can re-roll the Hit roll. If that target is Below Half-strength, you can re-roll the Wound roll as well.

Leader
This model can be attached to the following units:

- Hellions

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+.*

FLESH CRAFTER [CRUCIBLE] - AELDARI - DRUKHARI

60 PTS

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

INVULNERABLE SAVE 6+

AUFSTELLUNG

1x Flesh Crafter [Crucible]

Equipped with: Blast Pistol, Blaster, Heat Lance, Shardcarbine, Splinter Pistol, Splinter Pods, Splinter Rifle, Stinger Pistol, Agoniser, Archite glaive and agoniser, Bladevanes, Haemonculus tools and scissorhands, Hellglaive, Huskblade, Power Weapon, Stunclaw, ➤ Demiklaives - Dual Blades, ➤ Demiklaives - Single Blade

KEYWORDS: Character, Infantry, Crucible, Aeldari, Haemonculus Covens, Flesh Crafter

FACTION KEYWORDS: Drukhari

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.*

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.

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.

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.

FLESH CRAFTER [CRUCIBLE] - AELDARI - DRUKHARI

60 PTS

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

INVULNERABLE SAVE 6+

AUFSTELLUNG

1x Flesh Crafter [Crucible]

Equipped with: Blast Pistol, Blaster, Heat Lance, Shardcarbine, Splinter Pistol, Splinter Pods, Splinter Rifle, Stinger Pistol, Agoniser, Archite glaive and agoniser, Bladevanes, Haemonculus tools and scissorhands, Hellglaive, Huskblade, Power Weapon, Stunclaw, ➤ Demiklaives - Dual Blades, ➤ Demiklaives - Single Blade

KEYWORDS: Character, Infantry, Crucible, Aeldari, Haemonculus Covens, Flesh Crafter

FACTION KEYWORDS: Drukhari

FACTION RULES

Power from Pain

All Drukhari units have a Pain ability, tagged with the word 'Pain'. Pain abilities only apply to a unit while it is Empowered. If your Army Faction is Drukhari, you can Empower units from your army with Pain abilities by spending Pain tokens (see below).

GAINING PAIN TOKENS

If your Army Faction is Drukhari, you gain Pain tokens as follows:

- 1 Pain token at the start of your Command phase.
- 1 Pain token each time an enemy unit is destroyed.
- 1 Pain token each time an enemy unit fails a Battle-shock test.

Each time you gain a Pain token, keep it to one side – this is your Pain token pool. Each time you spend a Pain token, reduce your Pain token pool by the same amount.

EMPOWERED THROUGH PAIN

Each Pain ability will state when you can spend Pain tokens to Empower that unit. When you do, until the end of the phase, that unit is Empowered and all Pain abilities it has take effect. While an Attached unit is Empowered, the Pain abilities of all Leader and Bodyguard units in that unit take effect - you do not need to spend additional Pain tokens to activate each of those Pain abilities.

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.

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.

Feel No Pain 5+

This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

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.

GROTESQUES [LEGENDS] - AELDARI - DRUKHARI

80–170 PTS

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

INVULNERABLE SAVE 6+

AUFSTELLUNG

3-6x Grotesque w/ paired monstrous weapons oder Grotesque w/ Liquifier

Equipped with: Liquifier Gun, Monstrous Weapons, Paired monstrous Weapons

KEYWORDS: Grotesques, Aeldari, Haemonculus Covens, Infantry

FACTION KEYWORDS: Drukhari

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Liquifier Gun ANTI-INFANTRY 3+, TORRENT	12"	D6	N/A	4	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Monstrous Weapons	Melee	4	3+	5	-2	2
Paired monstrous Weapons TWIN-LINKED	Melee	4	3+	5	-2	2

ABILITIES

Macro-steroids (Pain)
In the Fight phase, when you select this unit to fight, you can spend 1 of your Pain tokens to Empower this unit. While Empowered, melee weapons equipped by models in this unit have a Strength characteristic of 8 and the [LETHAL HITS] ability.

Monstrous Charge
Each time this unit ends a Charge move, select one enemy unit within Engagement Range of it, then roll one D6 for each model in this unit that is within Engagement Range of that enemy unit: for each 4+, that enemy unit suffers D3 mortal wounds.

Monstrous Hulks
This unit cannot embark within a Venom, but it can embark within other Drukhari Transports; when doing so, each Grotesque model takes up the space of 3 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+.*

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.

GROTESQUES [LEGENDS] - AELDARI - DRUKHARI

80–170 PTS

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

INVULNERABLE SAVE 6+

AUFSTELLUNG

3-6x Grotesque w/ paired monstrous weapons oder Grotesque w/ Liquifier

Equipped with: Liquifier Gun, Monstrous Weapons, Paired monstrous Weapons

KEYWORDS: Grotesques, Aeldari, Haemonculus Covens, Infantry

FACTION KEYWORDS: Drukhari

FACTION RULES

Power from Pain

All Drukhari units have a Pain ability, tagged with the word 'Pain'. Pain abilities only apply to a unit while it is Empowered. If your Army Faction is Drukhari, you can Empower units from your army with Pain abilities by spending Pain tokens (see below).

GAINING PAIN TOKENS

If your Army Faction is Drukhari, you gain Pain tokens as follows:

- 1 Pain token at the start of your Command phase.
- 1 Pain token each time an enemy unit is destroyed.
- 1 Pain token each time an enemy unit fails a Battle-shock test.

Each time you gain a Pain token, keep it to one side – this is your Pain token pool. Each time you spend a Pain token, reduce your Pain token pool by the same amount.

EMPOWERED THROUGH PAIN

Each Pain ability will state when you can spend Pain tokens to Empower that unit. When you do, until the end of the phase, that unit is Empowered and all Pain abilities it has take effect. While an Attached unit is Empowered, the Pain abilities of all Leader and Bodyguard units in that unit take effect - you do not need to spend additional Pain tokens to activate each of those Pain abilities.

CORE RULES

Feel No Pain 5+

This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

HAEMONCULUS - AELDARI - DRUKHARI

50 PTS

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

INVULNERABLE SAVE 6+

AUFSTELLUNG

1x Haemonculus (25mm)

Equipped with: Stinger Pistol, Haemonculus tools and scissorhands

KEYWORDS: Haemonculus, Haemonculus Covens, Aeldari, Character, Infantry, Leader

FACTION KEYWORDS: Drukhari

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Stinger Pistol ANTI-INFANTRY 2+, PISTOL, PRECISION	12"	1	2+	2	-1	D3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Haemonculus tools and scissorhands ANTI-INFANTRY 2+, PRECISION	Melee	5	2+	3	-1	D3

ABILITIES

CORE - Leader

Fear Incarnate (Aura)
While an enemy unit is within 6" of this model, worsen the Leadership characteristic of models in that unit by 1. In addition, in the Battle-shock step of your opponent's Command phase, if such an enemy unit is below its Starting Strength, it must take a Battle-shock test.

Fleshcraft (Pain)
In your Command phase, you can spend 1 Pain token to Empower this model's unit. Each time you do, you can return up to D3+1 destroyed Bodyguard models to that unit.

Pain Adept
In your Command phase, if one or more models from your army with this ability are on the battlefield, roll one D6: on a 4+, you gain 1 Pain token.

Leader
This model can be attached to the following unit:

- Wracks

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+.*

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.

HAEMONCULUS - AELDARI - DRUKHARI

50 PTS

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

INVULNERABLE SAVE 6+

AUFSTELLUNG

1x Haemonculus (25mm)

Equipped with: Stinger Pistol, Haemonculus tools and scissorhands

KEYWORDS: Haemonculus, Haemonculus Covens, Aeldari, Character, Infantry, Leader

FACTION KEYWORDS: Drukhari

FACTION RULES

Power from Pain

All Drukhari units have a Pain ability, tagged with the word 'Pain'. Pain abilities only apply to a unit while it is Empowered. If your Army Faction is Drukhari, you can Empower units from your army with Pain abilities by spending Pain tokens (see below).

GAINING PAIN TOKENS

If your Army Faction is Drukhari, you gain Pain tokens as follows:

- 1 Pain token at the start of your Command phase.
- 1 Pain token each time an enemy unit is destroyed.
- 1 Pain token each time an enemy unit fails a Battle-shock test.

Each time you gain a Pain token, keep it to one side – this is your Pain token pool. Each time you spend a Pain token, reduce your Pain token pool by the same amount.

EMPOWERED THROUGH PAIN

Each Pain ability will state when you can spend Pain tokens to Empower that unit. When you do, until the end of the phase, that unit is Empowered and all Pain abilities it has take effect. While an Attached unit is Empowered, the Pain abilities of all Leader and Bodyguard units in that unit take effect - you do not need to spend additional Pain tokens to activate each of those Pain abilities.

CORE RULES

Feel No Pain 5+

This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

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.

HAND OF THE ARCHON - AELDARI - DRUKHARI

115 PTS

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

INVULNERABLE SAVE 6+

AUFSTELLUNG

1x Kabalite Archsybarite (25mm)
9x Kabalite Agent with stinger pistol oder Kabalite Agent oder Kabalite Agent with special weapon oder Kabalite Agent with heavy weapon oder Kabalite Agent with shardcarbine oder Kabalite Agent with pain sculptors oder Kabalite Agent with razorflail oder Kabalite Agent with stimm-needler (25mm)

Equipped with: Blast Pistol, Blaster, Dark Lance, Shardcarbine, Shredder, Splinter Cannon, Splinter Pistol, Splinter Rifle, Stinger pistol, Close Combat Weapon, Pain sculptors, Power Weapon, Razorflail

Wargear Options:

- Each Kabalite Archsybarite can replace its Splinter Rifle with Blast Pistol or Splinter Pistol.
- Each Kabalite Archsybarite can replace its Close Combat Weapon with Power Weapon.
- Each Kabalite Archsybarite can be equipped with one of: Phantasm Grenade Launcher, Kabalite icon.
- Each Kabalite Agent with special weapon can replace its Blaster with Shredder.
- Each Kabalite Agent with heavy weapon can replace its Dark lance with Splinter cannon.

KEYWORDS: Infantry, Kabal, Aeldari, Grenades, Hand of the Archon

FACTION KEYWORDS: Drukhari

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
Shardcarbine ANTI-INFANTRY 3+, ASSAULT	18"	3	3+	2	0	1
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	3+	2	0	1
Splinter Rifle ANTI-INFANTRY 3+, ASSAULT	24"	2	3+	2	0	1
Stinger pistol ANTI-INFANTRY 2+, PISTOL	12"	1	3+	2	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close Combat Weapon	Melee	2	3+	3	0	1
Pain sculptors ANTI-INFANTRY 4+, TWIN-LINKED	Melee	3	3+	4	-1	1
Power Weapon ANTI-INFANTRY 3+	Melee	4	3+	3	-2	1
Razorflail	Melee	4	3+	4	-2	1

ABILITIES

Archon's Retinue
If this unit has a Leader unit attached to it during the Declare Battle Formations step, that Leader unit gains the Scouts 7" ability.

HAND OF THE ARCHON - AELDARI - DRUKHARI

115 PTS

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

INVULNERABLE SAVE 6+

AUFSTELLUNG

1x Kabalite Archsybarite (25mm)
9x Kabalite Agent with stinger pistol oder Kabalite Agent oder Kabalite Agent with special weapon oder Kabalite Agent with heavy weapon oder Kabalite Agent with shardcarbine oder Kabalite Agent with pain sculptors oder Kabalite Agent with razorflail oder Kabalite Agent with stimm-needler (25mm)

Equipped with: Blast Pistol, Blaster, Dark Lance, Shardcarbine, Shredder, Splinter Cannon, Splinter Pistol, Splinter Rifle, Stinger pistol, Close Combat Weapon, Pain sculptors, Power Weapon, Razorflail

Wargear Options:

- Each Kabalite Archsybarite can replace its Splinter Rifle with Blast Pistol or Splinter Pistol.
- Each Kabalite Archsybarite can replace its Close Combat Weapon with Power Weapon.
- Each Kabalite Archsybarite can be equipped with one of: Phantasm Grenade Launcher, Kabalite icon.
- Each Kabalite Agent with special weapon can replace its Blaster with Shredder.
- Each Kabalite Agent with heavy weapon can replace its Dark lance with Splinter cannon.

KEYWORDS: Infantry, Kabal, Aeldari, Grenades, Hand of the Archon

FACTION KEYWORDS: Drukhari

Archon's Will
At the start of the first battle round, select one objective marker on the battlefield. Until the end of the battle, while this unit is within range of that objective marker, unless this unit is Battle-shocked, models in this unit have a 5+ invulnerable save and an Objective Control characteristic of 3.

Assassins' Poisons (Pain)
In your Shooting phase or the Fight phase, when you select this unit to shoot or fight, you can spend 1 Pain token to Empower this unit. While Empowered, weapons equipped by models in this unit (excluding blast pistols, blasters and dark lances) have the [Lethal Hits] and [Precision] abilities.

Kabalite icon
While the bearer's unit is not Battle-shocked, add 1 to the bearer's Objective Control characteristic.

Phantasm Grenade Launcher
The bearer's unit has the Smoke keyword.

Stimm-needler
Once per turn, the first time a saving throw is failed for a model in the bearer's unit, change the Damage characteristic of that attack to 0.

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.

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.

HAND OF THE ARCHON - AELDARI - DRUKHARI

115 PTS

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

INVULNERABLE SAVE 6+

AUFSTELLUNG

1x Kabalite Archsybarite (25mm)
9x Kabalite Agent with stinger pistol oder Kabalite Agent oder Kabalite Agent with special weapon oder Kabalite Agent with heavy weapon oder Kabalite Agent with shardcarbine oder Kabalite Agent with pain sculptors oder Kabalite Agent with razorflail oder Kabalite Agent with stimm-needler (25mm)

Equipped with: Blast Pistol, Blaster, Dark Lance, Shardcarbine, Shredder, Splinter Cannon, Splinter Pistol, Splinter Rifle, Stinger pistol, Close Combat Weapon, Pain sculptors, Power Weapon, Razorflail

Wargear Options:

- Each Kabalite Archsybarite can replace its Splinter Rifle with Blast Pistol or Splinter Pistol.
- Each Kabalite Archsybarite can replace its Close Combat Weapon with Power Weapon.
- Each Kabalite Archsybarite can be equipped with one of: Phantasm Grenade Launcher, Kabalite icon.
- Each Kabalite Agent with special weapon can replace its Blaster with Shredder.
- Each Kabalite Agent with heavy weapon can replace its Dark lance with Splinter cannon.

KEYWORDS: Infantry, Kabal, Aeldari, Grenades, Hand of the Archon

FACTION KEYWORDS: Drukhari

Twin-linked

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

FACTION RULES

Power from Pain

All Drukhari units have a Pain ability, tagged with the word 'Pain'. Pain abilities only apply to a unit while it is Empowered. If your Army Faction is Drukhari, you can Empower units from your army with Pain abilities by spending Pain tokens (see below).

GAINING PAIN TOKENS

If your Army Faction is Drukhari, you gain Pain tokens as follows:

- 1 Pain token at the start of your Command phase.
- 1 Pain token each time an enemy unit is destroyed.
- 1 Pain token each time an enemy unit fails a Battle-shock test.

Each time you gain a Pain token, keep it to one side – this is your Pain token pool. Each time you spend a Pain token, reduce your Pain token pool by the same amount.

EMPOWERED THROUGH PAIN

Each Pain ability will state when you can spend Pain tokens to Empower that unit. When you do, until the end of the phase, that unit is Empowered and all Pain abilities it has take effect. While an Attached unit is Empowered, the Pain abilities of all Leader and Bodyguard units in that unit take effect - you do not need to spend additional Pain tokens to activate each of those Pain abilities.

HELLIONS - AELDARI - DRUKHARI

90–180 PTS

M	T	Sv	W	LD	OC
14"	4	4+	2	7+	1

INVULNERABLE SAVE 6+

AUFSTELLUNG

4-9x Hellion (Small Flying Base)
1x Heliarch (Small Flying Base)

Equipped with: Splinter Pistol, Splinter Pods, Hellglaive, Power weapon, Stunclaw

Wargear Options:

- Each Heliarch can replace its Hellglaive with 1 Splinter pistol and 1 Power weapon or 1 Splinter pistol and 1 Stunclaw.

KEYWORDS: Hellions, Aeldari, Wych Cult, Mounted, Fly

FACTION KEYWORDS: Drukhari

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Splinter Pistol ANTI-INFANTRY 3+, ASSAULT, PISTOL	12"	1	3+	2	0	1
Splinter Pods ANTI-INFANTRY 3+, ASSAULT, TWIN LINKED	18"	2	3+	2	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Hellglaive LANCE, SUSTAINED HITS 1	Melee	3	3+	4	-1	2
Power weapon ANTI-INFANTRY 3+, LANCE, SUSTAINED HITS 1	Melee	4	3+	3	-2	1
Stunclaw DEVASTATING WOUNDS, LANCE, PRECISION	Melee	4	3+	3	-1	1

ABILITIES

Battlefield Butchery (Pain)
In the Fight phase, when you select this unit to fight, you can spend 1 Pain token to Empower this unit. While Empowered, add 1 to the Attacks and Strength characteristics of this unit's melee weapons.

Phantasm Grenade Launcher
The bearer's unit has the Smoke and Grenades keywords.

Skyboard Evasion
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

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.*

HELLIONS - AELDARI - DRUKHARI

90–180 PTS

M	T	Sv	W	LD	OC
14"	4	4+	2	7+	1

INVULNERABLE SAVE 6+

AUFSTELLUNG

4-9x Hellion (Small Flying Base)
1x Heliarch (Small Flying Base)

Equipped with: Splinter Pistol, Splinter Pods, Hellglaive, Power weapon, Stunclaw

Wargear Options:

- Each Heliarch can replace its Hellglaive with 1 Splinter pistol and 1 Power weapon or 1 Splinter pistol and 1 Stunclaw.

KEYWORDS: Hellions, Aeldari, Wych Cult, Mounted, Fly

FACTION KEYWORDS: Drukhari

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.

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).*

Twin-linked

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

FACTION RULES

Power from Pain

All Drukhari units have a Pain ability, tagged with the word 'Pain'. Pain abilities only apply to a unit while it is Empowered. If your Army Faction is Drukhari, you can Empower units from your army with Pain abilities by spending Pain tokens (see below).

GAINING PAIN TOKENS

If your Army Faction is Drukhari, you gain Pain tokens as follows:

- 1 Pain token at the start of your Command phase.
- 1 Pain token each time an enemy unit is destroyed.
- 1 Pain token each time an enemy unit fails a Battle-shock test.

Each time you gain a Pain token, keep it to one side – this is your Pain token pool. Each time you spend a Pain token, reduce your Pain token pool by the same amount.

EMPOWERED THROUGH PAIN

Each Pain ability will state when you can spend Pain tokens to Empower that unit. When you do, until the end of the phase, that unit is Empowered and all Pain abilities it has take effect. While an Attached unit is Empowered, the Pain abilities of all Leader and Bodyguard units in that unit take effect - you do not need to spend additional Pain tokens to activate each of those Pain abilities.

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.

INCUBI - AELDARI - DRUKHARI

90–180 PTS

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

INVULNERABLE SAVE 5+

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 Demiklaives with Klaive.

KEYWORDS: Incubi, Aeldari, Infantry, Blades for Hire

FACTION KEYWORDS: Drukhari

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Klaive	Melee	3	3+	5	-2	2
➤ Demiklaives - Dual Blades	Melee	6	3+	4	-2	1
➤ Demiklaives - Single Blade	Melee	4	3+	5	-2	2

ABILITIES

Decapitating Strikes (Pain)
In the Fight phase, when you select this unit to fight, you can spend 1 Pain token to Empower this unit. While Empowered, each time a model in this unit makes a melee attack that targets an Infantry unit, that attack has the [Devastating Wounds] ability.

Incubi Shrine Token
Once per battle for each Incubi Shrine token this unit has, you can change the result of one Hit roll or one Wound roll made for a Klaivex or Incubi model in this unit to an unmodified 6.

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. Each time a model in this unit makes a melee attack that targets a Battle-shocked unit, add 1 to the Hit roll.

FACTION RULES

Power from Pain
All Drukhari units have a Pain ability, tagged with the word 'Pain'. Pain abilities only apply to a unit while it is Empowered. If your Army Faction is Drukhari, you can Empower units from your army with Pain abilities by spending Pain tokens (see below).

GAINING PAIN TOKENS

If your Army Faction is Drukhari, you gain Pain tokens as follows:

- 1 Pain token at the start of your Command phase.
- 1 Pain token each time an enemy unit is destroyed.
- 1 Pain token each time an enemy unit fails a Battle-shock test.

Each time you gain a Pain token, keep it to one side – this is your Pain token pool. Each time you spend a Pain token, reduce your Pain token pool by the same amount.

EMPOWERED THROUGH PAIN

Each Pain ability will state when you can spend Pain tokens to Empower that unit. When you do, until the end of the phase, that unit is Empowered and all Pain abilities it has take effect. While an Attached unit is Empowered, the Pain abilities of all Leader and Bodyguard units in that unit take effect - you do not need to spend additional Pain tokens to activate each of those Pain abilities.

KABALITE WARRIORS - AELDARI - DRUKHARI

110 PTS

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

INVULNERABLE SAVE 6+

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, Power 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 Power Weapon.
- Each Sybarite can be equipped with one of: Phantasm Grenade Launcher, Kabalite Icon.

KEYWORDS: Kabalite Warriors, Aeldari, Kabal, Battleline, Infantry

FACTION KEYWORDS: Drukhari

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	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
Close Combat Weapon	Melee	2	3+	3	0	1
Power Weapon ANTI-INFANTRY 3+	Melee	3	3+	3	-2	1

ABILITIES

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

Kabalite Icon
While the bearer's unit is not Battle-shocked, add 1 to the bearer's Objective Control characteristic.

Phantasm Grenade Launcher
The bearer’s unit has the Smoke and Grenades keywords.

Sadistic Raiders (Pain)
In your Shooting phase or the Fight phase, when you select this unit to shoot or fight, you can spend 1 Pain token to Empower this unit. While Empowered, each time a model in this unit makes an attack, re-roll a Wound roll of 1. If the target is within range of an objective marker, you can re-roll the Wound roll instead.

KABALITE WARRIORS - AELDARI - DRUKHARI

110 PTS

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

INVULNERABLE SAVE 6+

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, Power 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 Power Weapon.
- Each Sybarite can be equipped with one of: Phantasm Grenade Launcher, Kabalite Icon.

KEYWORDS: Kabalite Warriors, Aeldari, Kabal, Battleline, Infantry

FACTION KEYWORDS: Drukhari

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.

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.

KABALITE WARRIORS - AELDARI - DRUKHARI

110 PTS

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

INVULNERABLE SAVE 6+

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, Power 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 Power Weapon.
- Each Sybarite can be equipped with one of: Phantasm Grenade Launcher, Kabalite Icon.

KEYWORDS: Kabalite Warriors, Aeldari, Kabal, Battleline, Infantry

FACTION KEYWORDS: Drukhari

FACTION RULES

Power from Pain

All Drukhari units have a Pain ability, tagged with the word 'Pain'. Pain abilities only apply to a unit while it is Empowered. If your Army Faction is Drukhari, you can Empower units from your army with Pain abilities by spending Pain tokens (see below).

GAINING PAIN TOKENS

If your Army Faction is Drukhari, you gain Pain tokens as follows:

- 1 Pain token at the start of your Command phase.
- 1 Pain token each time an enemy unit is destroyed.
- 1 Pain token each time an enemy unit fails a Battle-shock test.

Each time you gain a Pain token, keep it to one side – this is your Pain token pool. Each time you spend a Pain token, reduce your Pain token pool by the same amount.

EMPOWERED THROUGH PAIN

Each Pain ability will state when you can spend Pain tokens to Empower that unit. When you do, until the end of the phase, that unit is Empowered and all Pain abilities it has take effect. While an Attached unit is Empowered, the Pain abilities of all Leader and Bodyguard units in that unit take effect - you do not need to spend additional Pain tokens to activate each of those Pain abilities.

KHARSETH - AELDARI - DRUKHARI

80 PTS

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

INVULNERABLE SAVE 4+

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

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).

KHARSETH - AELDARI - DRUKHARI

80 PTS

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

INVULNERABLE SAVE 4+

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

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.

LADY MALYS - AELDARI - DRUKHARI

100 PTS

M	T	Sv	W	LD	OC
7"	3	4+	5	6+	2

INVULNERABLE SAVE 4+

AUFSTELLUNG

1x Lady Malys (32mm)

Equipped with: Lady's Blade, Razor fan

KEYWORDS: Infantry, Kabal, Character, Aeldari, Archon, Epic Hero, Lady Malys, Leader

FACTION KEYWORDS: Drukhari

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Lady's Blade DEVASTATING WOUNDS, HAZARDOUS	Melee	6	2+	5	-3	3
Razor fan EXTRA ATTACKS	Melee	6	2+	3	0	1

ABILITIES

CORE - Leader

Archon of the Poisoned Tongue (Pain)
In your Shooting phase or the Fight phase, when you select this model's unit to shoot or fight, you can spend 1 Pain token to Empower that unit. If you do, select one of the following abilities: [Sustained Hits 1]; [Lethal Hits]. Until the end of the phase, while that unit is Empowered, weapons equipped by models in that unit have that selected ability.

Mind Like a Steel Trap
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.

Precognisant
If you army includes this model, after both players have deployed their armies, select up to three Drukhari units from your army and redeploy them. When doing so, you can set those units up in Strategic Reserves if you wish, regardless of how many units are already in Strategic Reserves.

Leader
This model can be attached to the following units:

- Hand of the Archon
- Incubi
- Kabalite Warriors

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.

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.

LADY MALYS - AELDARI - DRUKHARI

100 PTS

M	T	Sv	W	LD	OC
7"	3	4+	5	6+	2

INVULNERABLE SAVE 4+

AUFSTELLUNG

1x Lady Malys (32mm)

Equipped with: Lady's Blade, Razor fan

KEYWORDS: Infantry, Kabal, Character, Aeldari, Archon, Epic Hero, Lady Malys, Leader

FACTION KEYWORDS: Drukhari

FACTION RULES

Power from Pain

All Drukhari units have a Pain ability, tagged with the word 'Pain'. Pain abilities only apply to a unit while it is Empowered. If your Army Faction is Drukhari, you can Empower units from your army with Pain abilities by spending Pain tokens (see below).

GAINING PAIN TOKENS

If your Army Faction is Drukhari, you gain Pain tokens as follows:

- 1 Pain token at the start of your Command phase.
- 1 Pain token each time an enemy unit is destroyed.
- 1 Pain token each time an enemy unit fails a Battle-shock test.

Each time you gain a Pain token, keep it to one side – this is your Pain token pool. Each time you spend a Pain token, reduce your Pain token pool by the same amount.

EMPOWERED THROUGH PAIN

Each Pain ability will state when you can spend Pain tokens to Empower that unit. When you do, until the end of the phase, that unit is Empowered and all Pain abilities it has take effect. While an Attached unit is Empowered, the Pain abilities of all Leader and Bodyguard units in that unit take effect - you do not need to spend additional Pain tokens to activate each of those Pain abilities.

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.

LELITH HESPERAX - AELDARI - DRUKHARI 80 PTS

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

INVULNERABLE SAVE 4+

AUFSTELLUNG

1x Lelith Hesperax (32mm)

Equipped with: Lelith's blades

KEYWORDS: Lelith Hesperax, Aeldari, Wych Cult, Succubus, Epic Hero, Character, Infantry, Leader

FACTION KEYWORDS: Drukhari

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Lelith's blades ANTI-INFANTRY 2+, PRECISION, SUSTAINED HITS 2	Melee	8	2+	3	-2	1

ABILITIES

CORE - Leader

Blur of Blades
While this model is leading a unit, models in that unit have the Fights First ability.

Brides of Death (Pain)
In the Fight phase, when you select this model's unit to fight, you can spend 1 Pain token to Empower that unit. While that unit is Empowered, each time a model in that unit makes a melee attack, improve the Strength and Armour Penetration characteristics of that attack by 1.

Thrilling Spectacle
Once per battle, at the start of the Fight phase, this model can use this ability. If it does, until the end of the phase, this model has a 3+ invulnerable save and change the Attacks characteristic of melee weapons equipped by this model to 12.

Leader
This model can be attached to the following unit:

- 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+.*

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).*

LELITH HESPERAX - AELDARI - DRUKHARI 80 PTS

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

INVULNERABLE SAVE 4+

AUFSTELLUNG

1x Lelith Hesperax (32mm)

Equipped with: Lelith's blades

KEYWORDS: Lelith Hesperax, Aeldari, Wych Cult, Succubus, Epic Hero, Character, Infantry, Leader

FACTION KEYWORDS: Drukhari

FACTION RULES

Power from Pain

All Drukhari units have a Pain ability, tagged with the word 'Pain'. Pain abilities only apply to a unit while it is Empowered. If your Army Faction is Drukhari, you can Empower units from your army with Pain abilities by spending Pain tokens (see below).

GAINING PAIN TOKENS

If your Army Faction is Drukhari, you gain Pain tokens as follows:

- 1 Pain token at the start of your Command phase.
- 1 Pain token each time an enemy unit is destroyed.
- 1 Pain token each time an enemy unit fails a Battle-shock test.

Each time you gain a Pain token, keep it to one side – this is your Pain token pool. Each time you spend a Pain token, reduce your Pain token pool by the same amount.

EMPOWERED THROUGH PAIN

Each Pain ability will state when you can spend Pain tokens to Empower that unit. When you do, until the end of the phase, that unit is Empowered and all Pain abilities it has take effect. While an Attached unit is Empowered, the Pain abilities of all Leader and Bodyguard units in that unit take effect - you do not need to spend additional Pain tokens to activate each of those Pain abilities.

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.

MANDRAKES - AELDARI - DRUKHARI

80–160 PTS

M	T	Sv	W	LD	OC
8"	3	7+	1	7+	1

INVULNERABLE SAVE 5+

AUFSTELLUNG

4-9x Mandrake (28.5mm)
1x Nightfiend (28.5mm)

Equipped with: Baleblast, Glimmersteel Blade

KEYWORDS: Mandrakes, Aeldari, Infantry, Blades for Hire

FACTION KEYWORDS: Drukhari

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Baleblast ASSAULT, DEVASTATING WOUNDS, IGNORES COVER	18"	2	3+	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Glimmersteel Blade DEVASTATING WOUNDS	Melee	3	3+	5	-1	1

ABILITIES

Fade Away (Pain)
At the end of your opponent's Fight phase, if this unit is not within Engagement Range of one or more enemy units, you can spend 1 Pain token to Empower this unit. Each time you do, remove this unit from the battlefield and place it into Strategic Reserves.

Shade Weavers
This unit cannot be targeted by ranged attacks unless the attacking model is within 18".

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.*

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).

MANDRAKES - AELDARI - DRUKHARI

80–160 PTS

M	T	Sv	W	LD	OC
8"	3	7+	1	7+	1

INVULNERABLE SAVE 5+

AUFSTELLUNG

4-9x Mandrake (28.5mm)
1x Nightfiend (28.5mm)

Equipped with: Baleblast, Glimmersteel Blade

KEYWORDS: Mandrakes, Aeldari, Infantry, Blades for Hire

FACTION KEYWORDS: Drukhari

FACTION RULES

Power from Pain

All Drukhari units have a Pain ability, tagged with the word 'Pain'. Pain abilities only apply to a unit while it is Empowered. If your Army Faction is Drukhari, you can Empower units from your army with Pain abilities by spending Pain tokens (see below).

GAINING PAIN TOKENS

If your Army Faction is Drukhari, you gain Pain tokens as follows:

- 1 Pain token at the start of your Command phase.
- 1 Pain token each time an enemy unit is destroyed.
- 1 Pain token each time an enemy unit fails a Battle-shock test.

Each time you gain a Pain token, keep it to one side – this is your Pain token pool. Each time you spend a Pain token, reduce your Pain token pool by the same amount.

EMPOWERED THROUGH PAIN

Each Pain ability will state when you can spend Pain tokens to Empower that unit. When you do, until the end of the phase, that unit is Empowered and all Pain abilities it has take effect. While an Attached unit is Empowered, the Pain abilities of all Leader and Bodyguard units in that unit take effect - you do not need to spend additional Pain tokens to activate each of those Pain abilities.

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.

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).

PRINCE YRIEL - AELDARI - DRUKHARI

95 PTS

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

INVULNERABLE SAVE 4+

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

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.

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.

PRINCE YRIEL - AELDARI - DRUKHARI

95 PTS

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

INVULNERABLE SAVE 4+

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

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.

RAIDER - AELDARI - DRUKHARI

75 PTS

M	T	Sv	W	LD	OC
14"	8	4+	10	7+	2

INVULNERABLE SAVE 6+

AUFSTELLUNG

1x Raider (Large Flying Base)

Equipped with: Dark Lance, Disintegrator Cannon, Bladevanes and chainsnares

Wargear Options:

■ This model can replace its Dark Lance with Disintegrator Cannon.

KEYWORDS: Raider, Aeldari, Dedicated Transport, Fly, Vehicle, Transport, Frame

FACTION KEYWORDS: Drukhari

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Dark Lance	36"	1	3+	12	-3	D6+2
Disintegrator Cannon	36"	3	3+	6	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Bladevanes and chainsnares	Melee	D3+3	4+	6	-1	1

ABILITIES

Splinter Racks (Pain)
In your Shooting phase, when you select this model to shoot, you can spend 1 Pain token to Empower this model. While Empowered, if one or more units are embarked within this model, each time this model makes an attack with a ranged weapon that has the Anti ability, you can re-roll the Hit roll.

Vanguard of the Dark City
At the start of your Command phase, select one of the abilities in the Vanguard of the Dark City section for this model. Until the start of your next Command phase, this model has that ability.

VANGUARD OF THE DARK CITY

Aethersails
While one or more Drukhari units are embarked within this model, you can re-roll Advance and Charge rolls made for this model.

Masters of the Shadowed Sky
At the end of your Command phase, if this model is within range of an objective marker you control, and if one or more Kabalite Warriors units are embarked within it, 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.

Speed of the Kill
Each time a Wyches unit disembarks from this model (excluding Emergency Disembarkations), models in that Wyches unit must be setup wholly within 6" of this model.

Visions of Butchery
While one or more Wracks units are embarked within this model, for each Wracks model embarked within this model, add 1 to the Attacks characteristic of this model's Bladevanes and chainsnares.

TRANSPORT

Raider
This model has a transport capacity of 11 Drukhari Infantry models (excluding Jump Pack models).

RAIDER - AELDARI - DRUKHARI

75 PTS

M	T	Sv	W	LD	OC
14"	8	4+	10	7+	2

INVULNERABLE SAVE 6+

AUFSTELLUNG

1x Raider (Large Flying Base)

Equipped with: Dark Lance, Disintegrator Cannon, Bladevanes and chainsnares

Wargear Options:

■ This model can replace its Dark Lance with Disintegrator Cannon.

KEYWORDS: Raider, Aeldari, Dedicated Transport, Fly, Vehicle, Transport, Frame

FACTION KEYWORDS: Drukhari

FACTION RULES

Power from Pain

All Drukhari units have a Pain ability, tagged with the word 'Pain'. Pain abilities only apply to a unit while it is Empowered. If your Army Faction is Drukhari, you can Empower units from your army with Pain abilities by spending Pain tokens (see below).

GAINING PAIN TOKENS

If your Army Faction is Drukhari, you gain Pain tokens as follows:

- 1 Pain token at the start of your Command phase.
- 1 Pain token each time an enemy unit is destroyed.
- 1 Pain token each time an enemy unit fails a Battle-shock test.

Each time you gain a Pain token, keep it to one side – this is your Pain token pool. Each time you spend a Pain token, reduce your Pain token pool by the same amount.

EMPOWERED THROUGH PAIN

Each Pain ability will state when you can spend Pain tokens to Empower that unit. When you do, until the end of the phase, that unit is Empowered and all Pain abilities it has take effect. While an Attached unit is Empowered, the Pain abilities of all Leader and Bodyguard units in that unit take effect - you do not need to spend additional Pain tokens to activate each of those Pain abilities.

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.

RAVAGER - AELDARI - DRUKHARI

110 PTS

M	T	Sv	W	LD	OC
14"	9	4+	11	7+	3

INVULNERABLE SAVE 6+

AUFSTELLUNG

1x Ravager (Large Flying Base)

Equipped with: Dark Lance, Disintegrator Cannon, Bladevanes

Wargear Options:

■ This model must be equipped with 3 of: Disintegrator Cannon, Dark Lance.

KEYWORDS: Ravager, Aeldari, Kabal, Fly, Vehicle, Frame

FACTION KEYWORDS: Drukhari

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Dark Lance	36"	1	3+	12	-3	D6+2
Disintegrator Cannon	36"	3	3+	6	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Bladevanes	Melee	3	4+	6	-1	1

ABILITIES

Agonising Suppression (Pain)
In your Shooting phase, when you select this model to shoot, you can spend 1 Pain token to Empower this model. While Empowered, after this model 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.

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.

Eradicate the Foe
Each time this model makes an attack that targets an enemy unit that is at its Starting Strength, you can re-roll the Hit roll.

FACTION RULES

Power from Pain
All Drukhari units have a Pain ability, tagged with the word 'Pain'. Pain abilities only apply to a unit while it is Empowered. If your Army Faction is Drukhari, you can Empower units from your army with Pain abilities by spending Pain tokens (see below).

GAINING PAIN TOKENS

If your Army Faction is Drukhari, you gain Pain tokens as follows:

- 1 Pain token at the start of your Command phase.
- 1 Pain token each time an enemy unit is destroyed.
- 1 Pain token each time an enemy unit fails a Battle-shock test.

Each time you gain a Pain token, keep it to one side – this is your Pain token pool. Each time you spend a Pain token, reduce your Pain token pool by the same amount.

EMPOWERED THROUGH PAIN

Each Pain ability will state when you can spend Pain tokens to Empower that unit. When you do, until the end of the phase, that unit is Empowered and all Pain abilities it has take effect. While an Attached unit is Empowered, the Pain abilities of all Leader and Bodyguard units in that unit take effect - you do not need to spend additional Pain tokens to activate each of those Pain abilities.

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.

RAVAGER - AELDARI - DRUKHARI

110 PTS

M	T	Sv	W	LD	OC
14"	9	4+	11	7+	3

INVULNERABLE SAVE 6+

AUFSTELLUNG

1x Ravager (Large Flying Base)

Equipped with: Dark Lance, Disintegrator Cannon, Bladevanes

Wargear Options:

■ This model must be equipped with 3 of: Disintegrator Cannon, Dark Lance.

KEYWORDS: Ravager, Aeldari, Kabal, Fly, Vehicle, Frame

FACTION KEYWORDS: Drukhari

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.

RAVEN STRIKE FIGHTER [LEGENDS] - AELDARI - DRUKHARI

170 PTS

M	T	Sv	W	LD	OC
20+"	8	4+	10	7+	0

INVULNERABLE SAVE 5+

AUFSTELLUNG

1x Raven Strike Fighter [Legends]

Equipped with: 2x Dark lance, Splinterstorm cannon, Bladed wings

KEYWORDS: Vehicle, Fly, Aircraft, Aeldari, Raven Strike Fighter

FACTION KEYWORDS: Drukhari

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
2x Dark lance	36"	1	3+	12	-3	D6+2
Splinterstorm cannon ANTI-INFANTRY 3+, SUSTAINED HITS 2	36"	8	3+	3	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Bladed wings	Melee	3	4+	6	-1	1

ABILITIES

Ground-attack Craft
Each time a model in this unit makes a ranged attack that targets an enemy unit (excluding unit that can Fly), add 1 to the Hit roll.

Shredding Fire (Pain)
In your Shooting phase, when you select this unit to shoot, you can spend 1 Pain token to Empower this unit. While Empowered, the Armour Penetration characteristic of its ranged weapons is increased by 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+.*

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).*

RAVEN STRIKE FIGHTER [LEGENDS] - AELDARI - DRUKHARI

170 PTS

M	T	Sv	W	LD	OC
20+"	8	4+	10	7+	0

INVULNERABLE SAVE 5+

AUFSTELLUNG

1x Raven Strike Fighter [Legends]

Equipped with: 2x Dark lance, Splinterstorm cannon, Bladed wings

KEYWORDS: Vehicle, Fly, Aircraft, Aeldari, Raven Strike Fighter

FACTION KEYWORDS: Drukhari

FACTION RULES

Power from Pain

All Drukhari units have a Pain ability, tagged with the word 'Pain'. Pain abilities only apply to a unit while it is Empowered. If your Army Faction is Drukhari, you can Empower units from your army with Pain abilities by spending Pain tokens (see below).

GAINING PAIN TOKENS

If your Army Faction is Drukhari, you gain Pain tokens as follows:

- 1 Pain token at the start of your Command phase.
- 1 Pain token each time an enemy unit is destroyed.
- 1 Pain token each time an enemy unit fails a Battle-shock test.

Each time you gain a Pain token, keep it to one side – this is your Pain token pool. Each time you spend a Pain token, reduce your Pain token pool by the same amount.

EMPOWERED THROUGH PAIN

Each Pain ability will state when you can spend Pain tokens to Empower that unit. When you do, until the end of the phase, that unit is Empowered and all Pain abilities it has take effect. While an Attached unit is Empowered, the Pain abilities of all Leader and Bodyguard units in that unit take effect - you do not need to spend additional Pain tokens to activate each of those Pain abilities.

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.

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).

RAZORWING JETFIGHTER - AELDARI - DRUKHARI

170 PTS

M	T	Sv	W	LD	OC
-	8	4+	10	7+	-

INVULNERABLE SAVE 6+

AUFSTELLUNG

1x Razorwing Jetfighter (120x92mm Oval Base)

Equipped with: 2x Dark Lance, 2x Disintegrator Cannon, Splinter Cannon, Twin Splinter Rifle, ➤ Razorwing Missiles - Monoscythe Missiles, ➤ Razorwing Missiles - Neurotoxin Missiles, ➤ Razorwing Missiles - Shatterfield Missiles, Bladed Wings

Wargear Options:
- This model can replace its Two dark lances with Two disintegrator cannons.
- This model can replace its Twin Splinter Rifle with Splinter Cannon.

KEYWORDS: Razorwing Jetfighter, Aeldari, Aircraft, Vehicle, Fly

FACTION KEYWORDS: Drukhari

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
2x Dark Lance	36"	1	3+	12	-3	D6+2
2x Disintegrator Cannon	36"	3	3+	6	-3	2
Splinter Cannon ANTI-INFANTRY 3+, SUSTAINED HITS 1	36"	3	3+	3	-1	2
Twin Splinter Rifle ANTI-INFANTRY 3+, ASSAULT, RAPID FIRE 2, TWIN LINKED	24"	2	3+	2	0	1
➤ Razorwing Missiles - Monoscythe Missiles BLAST	48"	D6	3+	6	-1	2
➤ Razorwing Missiles - Neurotoxin Missiles ANTI-INFANTRY 2+, BLAST	48"	D6+3	3+	2	0	1
➤ Razorwing Missiles - Shatterfield Missiles BLAST	48"	D6	3+	7	-2	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Bladed Wings	Melee	3	4+	6	-1	1

ABILITIES

Ground-attack Craft
Each time a model in this unit makes a ranged attack that targets an enemy unit (excluding units that can Fly), add 1 to the Hit roll.

Nowhere to Run (Pain)
In your Shooting phase, when you select this unit to shoot, you can spend 1 Pain token to Empower this unit. While Empowered, after this unit has shot, select one enemy unit (excluding Monsters and Vehicles) hit by one or more of those attacks; 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 that 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).

RAZORWING JETFIGHTER - AELDARI - DRUKHARI

170 PTS

M	T	Sv	W	LD	OC
-	8	4+	10	7+	-

INVULNERABLE SAVE 6+

AUFSTELLUNG

1x Razorwing Jetfighter (120x92mm Oval Base)

Equipped with: 2x Dark Lance, 2x Disintegrator Cannon, Splinter Cannon, Twin Splinter Rifle, ➤ Razorwing Missiles - Monoscythe Missiles, ➤ Razorwing Missiles - Neurotoxin Missiles, ➤ Razorwing Missiles - Shatterfield Missiles, Bladed Wings

Wargear Options:
- This model can replace its Two dark lances with Two disintegrator cannons.
- This model can replace its Twin Splinter Rifle with Splinter Cannon.

KEYWORDS: Razorwing Jetfighter, Aeldari, Aircraft, Vehicle, Fly

FACTION KEYWORDS: Drukhari

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.

FACTION RULES

Power from Pain
All Drukhari units have a Pain ability, tagged with the word 'Pain'. Pain abilities only apply to a unit while it is Empowered. If your Army Faction is Drukhari, you can Empower units from your army with Pain abilities by spending Pain tokens (see below).

GAINING PAIN TOKENS

If your Army Faction is Drukhari, you gain Pain tokens as follows:

- 1 Pain token at the start of your Command phase.
- 1 Pain token each time an enemy unit is destroyed.
- 1 Pain token each time an enemy unit fails a Battle-shock test.

Each time you gain a Pain token, keep it to one side – this is your Pain token pool. Each time you spend a Pain token, reduce your Pain token pool by the same amount.

EMPOWERED THROUGH PAIN

Each Pain ability will state when you can spend Pain tokens to Empower that unit. When you do, until the end of the phase, that unit is Empowered and all Pain abilities it has take effect. While an Attached unit is Empowered, the Pain abilities of all Leader and Bodyguard units in that unit take effect - you do not need to spend additional Pain tokens to activate each of those Pain abilities.

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.

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).

REAPER [LEGENDS] - AELDARI - DRUKHARI

115 PTS

M	T	Sv	W	LD	OC
14"	9	4+	11	7+	3

INVULNERABLE SAVE 6+

AUFSTELLUNG

1x Reaper [Legends]

Equipped with: ➤ Storm vortex projector - beam, ➤ Storm vortex projector - blast, Bladevanes, Prow blade

KEYWORDS: Vehicle, Kabal, Fly, Aeldari, Reaper

FACTION KEYWORDS: Drukhari

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
➤ Storm vortex projector - beam	36"	3	3+	12	-3	D6
➤ Storm vortex projector - blast BLAST	24"	D6+3	3+	6	-2	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Bladevanes	Melee	3	4+	6	-1	1
Prow blade EXTRA ATTACKS, LANCE, SUSTAINED HITS 3	Melee	1	4+	8	-2	2

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.

Electromagnetic Cascade (Pain)
In your Shooting phase, when you select this model to shoot, you can spend 1 Pain token to Empower this model. While Empowered:

- Each time this model makes a ranged attack that targets a Vehicle unit, that attack has the [**SUSTAINED HITS** 2] ability.
- Each time this model makes a ranged attack that targets a non-Vehicle unit, that attack has the [**SUSTAINED HITS** 1] ability.

Eradicate the Foe
Each time this model makes an attack that targets an enemy unit that is at its Starting Strength, re-roll a Hit roll of 1. If the target unit has a Starting Strength of 1, this ability only applies if that unit has its starting number of wounds.

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).*

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.

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).*

REAPER [LEGENDS] - AELDARI - DRUKHARI

115 PTS

M	T	Sv	W	LD	OC
14"	9	4+	11	7+	3

INVULNERABLE SAVE 6+

AUFSTELLUNG

1x Reaper [Legends]

Equipped with: ➤ Storm vortex projector - beam, ➤ Storm vortex projector - blast, Bladevanes, Prow blade

KEYWORDS: Vehicle, Kabal, Fly, Aeldari, Reaper

FACTION KEYWORDS: Drukhari

FACTION RULES

Power from Pain

All Drukhari units have a Pain ability, tagged with the word 'Pain'. Pain abilities only apply to a unit while it is Empowered. If your Army Faction is Drukhari, you can Empower units from your army with Pain abilities by spending Pain tokens (see below).

GAINING PAIN TOKENS

If your Army Faction is Drukhari, you gain Pain tokens as follows:

- 1 Pain token at the start of your Command phase.
- 1 Pain token each time an enemy unit is destroyed.
- 1 Pain token each time an enemy unit fails a Battle-shock test.

Each time you gain a Pain token, keep it to one side – this is your Pain token pool. Each time you spend a Pain token, reduce your Pain token pool by the same amount.

EMPOWERED THROUGH PAIN

Each Pain ability will state when you can spend Pain tokens to Empower that unit. When you do, until the end of the phase, that unit is Empowered and all Pain abilities it has take effect. While an Attached unit is Empowered, the Pain abilities of all Leader and Bodyguard units in that unit take effect - you do not need to spend additional Pain tokens to activate each of those Pain abilities.

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.

REAVERS - AELDARI - DRUKHARI

75–150 PTS

M	T	Sv	W	LD	OC
16"	4	4+	2	7+	2

INVULNERABLE SAVE 6+

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, 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.
- Each Arena Champion can replace its Splinter Rifle with Blaster or Heat Lance.

KEYWORDS: Reavers, Wych Cult, Aeldari, Fly, Mounted

FACTION KEYWORDS: Drukhari

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
Bladevanes LANCE	Melee	4	3+	4	-1	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 or Advance move, you can select one enemy unit (excluding Monster and Vehicle units) that it moved over during that move, then 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.

Matchless Swiftness (Pain)
In your Movement phase, when you select this unit to Advance, you can spend 1 Pain token to Empower this unit. While Empowered, each time this unit Advances, do not make an Advance roll. Instead, until the end of the phase, add 8" to the Move characteristic of models in this 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).

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.

REAVERS - AELDARI - DRUKHARI

75–150 PTS

M	T	Sv	W	LD	OC
16"	4	4+	2	7+	2

INVULNERABLE SAVE 6+

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, 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.
- Each Arena Champion can replace its Splinter Rifle with Blaster or Heat Lance.

KEYWORDS: Reavers, Wych Cult, Aeldari, Fly, Mounted

FACTION KEYWORDS: Drukhari

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.

FACTION RULES

Power from Pain
All Drukhari units have a Pain ability, tagged with the word 'Pain'. Pain abilities only apply to a unit while it is Empowered. If your Army Faction is Drukhari, you can Empower units from your army with Pain abilities by spending Pain tokens (see below).

GAINING PAIN TOKENS

If your Army Faction is Drukhari, you gain Pain tokens as follows:

- 1 Pain token at the start of your Command phase.
- 1 Pain token each time an enemy unit is destroyed.
- 1 Pain token each time an enemy unit fails a Battle-shock test.

Each time you gain a Pain token, keep it to one side – this is your Pain token pool. Each time you spend a Pain token, reduce your Pain token pool by the same amount.

EMPOWERED THROUGH PAIN

Each Pain ability will state when you can spend Pain tokens to Empower that unit. When you do, until the end of the phase, that unit is Empowered and all Pain abilities it has take effect. While an Attached unit is Empowered, the Pain abilities of all Leader and Bodyguard units in that unit take effect - you do not need to spend additional Pain tokens to activate each of those Pain abilities.

SCOURGES WITH HEAVY WEAPONS - AELDARI - DRUKHARI

110 PTS

M	T	Sv	W	LD	OC
14"	3	4+	1	7+	1

INVULNERABLE SAVE 5+

AUFSTELLUNG

4x Scourge with Heavy Weapon (32mm)
1x Solarite (32mm)

Equipped with: Blast Pistol, Blaster, Dark Lance, Haywire Blaster, Heat Lance, Shardcarbine, Shredder, Splinter Cannon, Splinter Pistol, Close combat weapon, Power Weapon

Wargear Options:

- Each Scourge with Heavy Weapon can replace its Splinter Cannon with Blaster, Heat Lance, Shredder, Dark Lance or Haywire Blaster.
- Each Solarite can replace its Shardcarbine with 1 Blast pistol and 1 Power weapon or 1 Splinter pistol and 1 Power weapon.

KEYWORDS: Scourges, Aeldari, Fly, Grenades, Infantry, Jump Pack, Blades for Hire, Scourges with Heavy Weapons

FACTION KEYWORDS: Drukhari

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
Haywire Blaster ANTI-VEHICLE 4+, DEVASTATING WOUNDS, HEAVY	24"	2	4+	3	-1	3
Heat Lance ASSAULT, HEAVY, MELTA 3	18"	1	4+	14	-4	D6
Shardcarbine ANTI-INFANTRY 3+, ASSAULT	18"	3	3+	2	0	1
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	3+	2	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	3+	3	0	1
Power Weapon ANTI-INFANTRY 3+	Melee	3	3+	3	-2	1

ABILITIES

Airborne Evasion
In your Shooting phase, after this unit has shot, if it is not within Engagement Range of any enemy units, it can make a Normal move of up to 6". If it does, until the end of the turn, this unit is not eligible to declare a charge.

Winged Strike (Pain)
In your Shooting phase, when you select this unit to shoot, you can spend 1 Pain token to Empower this unit. While Empowered, each time a model in this unit makes a range attack, you can re-roll the Hit roll.

SCOURGES WITH HEAVY WEAPONS - AELDARI - DRUKHARI

110 PTS

M	T	Sv	W	LD	OC
14"	3	4+	1	7+	1

INVULNERABLE SAVE 5+

AUFSTELLUNG

4x Scourge with Heavy Weapon (32mm)
1x Solarite (32mm)

Equipped with: Blast Pistol, Blaster, Dark Lance, Haywire Blaster, Heat Lance, Shardcarbine, Shredder, Splinter Cannon, Splinter Pistol, Close combat weapon, Power Weapon

Wargear Options:

- Each Scourge with Heavy Weapon can replace its Splinter Cannon with Blaster, Heat Lance, Shredder, Dark Lance or Haywire Blaster.
- Each Solarite can replace its Shardcarbine with 1 Blast pistol and 1 Power weapon or 1 Splinter pistol and 1 Power weapon.

KEYWORDS: Scourges, Aeldari, Fly, Grenades, Infantry, Jump Pack, Blades for Hire, Scourges with Heavy Weapons

FACTION KEYWORDS: Drukhari

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.*

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.

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.

SCOURGES WITH HEAVY WEAPONS - AELDARI - DRUKHARI

110 PTS

M	T	Sv	W	LD	OC
14"	3	4+	1	7+	1

INVULNERABLE SAVE 5+

AUFSTELLUNG

4x Scourge with Heavy Weapon (32mm)
1x Solarite (32mm)

Equipped with: Blast Pistol, Blaster, Dark Lance, Haywire Blaster, Heat Lance, Shardcarbine, Shredder, Splinter Cannon, Splinter Pistol, Close combat weapon, Power Weapon

Wargear Options:

- Each Scourge with Heavy Weapon can replace its Splinter Cannon with Blaster, Heat Lance, Shredder, Dark Lance or Haywire Blaster.
- Each Solarite can replace its Shardcarbine with 1 Blast pistol and 1 Power weapon or 1 Splinter pistol and 1 Power weapon.

KEYWORDS: Scourges, Aeldari, Fly, Grenades, Infantry, Jump Pack, Blades for Hire, Scourges with Heavy Weapons

FACTION KEYWORDS: Drukhari

FACTION RULES

Power from Pain

All Drukhari units have a Pain ability, tagged with the word 'Pain'. Pain abilities only apply to a unit while it is Empowered. If your Army Faction is Drukhari, you can Empower units from your army with Pain abilities by spending Pain tokens (see below).

GAINING PAIN TOKENS

If your Army Faction is Drukhari, you gain Pain tokens as follows:

- 1 Pain token at the start of your Command phase.
- 1 Pain token each time an enemy unit is destroyed.
- 1 Pain token each time an enemy unit fails a Battle-shock test.

Each time you gain a Pain token, keep it to one side – this is your Pain token pool. Each time you spend a Pain token, reduce your Pain token pool by the same amount.

EMPOWERED THROUGH PAIN

Each Pain ability will state when you can spend Pain tokens to Empower that unit. When you do, until the end of the phase, that unit is Empowered and all Pain abilities it has take effect. While an Attached unit is Empowered, the Pain abilities of all Leader and Bodyguard units in that unit take effect - you do not need to spend additional Pain tokens to activate each of those Pain abilities.

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.

SCOURGES WITH SHARDCARBINES - AELDARI - DRUKHARI

75 PTS

M	T	Sv	W	LD	OC
14"	3	4+	1	7+	1

INVULNERABLE SAVE 5+

AUFSTELLUNG

4x Scourge with Special Weapon oder Scourge (32mm)
1x Solarite (32mm)

Equipped with: Blast Pistol, Blaster, Shardcarbine, Shredder, Splinter Pistol, Close combat weapon, Power Weapon

Wargear Options:
- Each Scourge with Special Weapon can replace its Shardcarbine with Blaster or Shredder.
- Each Solarite can replace its Shardcarbine with 1 Blast pistol and 1 Power weapon or 1 Splinter pistol and 1 Power weapon.

KEYWORDS: Scourges, Aeldari, Fly, Grenades, Infantry, Jump Pack, Blades for Hire, Scourges with Shardcarbines

FACTION KEYWORDS: Drukhari

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
Shardcarbine ANTI-INFANTRY 3+, ASSAULT	18"	3	3+	2	0	1
Shredder ASSAULT, TORRENT	18"	D6	N/A	6	0	1
Splinter Pistol ANTI-INFANTRY 3+, ASSAULT, PISTOL	12"	1	3+	2	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	3+	3	0	1
Power Weapon ANTI-INFANTRY 3+	Melee	3	3+	3	-2	1

ABILITIES

Murderous Crossfire
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 Drukhari unit makes a ranged attack that targets that enemy unit, improve the Armour Penetration characteristic of that attack by 1. The same enemy unit can only be affected by this ability once per turn.

Swooping Descent (Pain)
In your Movement phase, you can spend 1 Pain token to Empower this unit. While Empowered, each time a model in this unit is set up on the battlefield using the Deep Strike ability, it can be set up anywhere on the battlefield that is more than 6" horizontally away from all enemy units. When doing so, if this unit is set up within 8" of one or more enemy units, until the end of the turn, it is not eligible to declare a charge.

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).

SCOURGES WITH SHARDCARBINES - AELDARI - DRUKHARI

75 PTS

M	T	Sv	W	LD	OC
14"	3	4+	1	7+	1

INVULNERABLE SAVE 5+

AUFSTELLUNG

4x Scourge with Special Weapon oder Scourge (32mm)
1x Solarite (32mm)

Equipped with: Blast Pistol, Blaster, Shardcarbine, Shredder, Splinter Pistol, Close combat weapon, Power Weapon

Wargear Options:

- Each Scourge with Special Weapon can replace its Shardcarbine with Blaster or Shredder.
- Each Solarite can replace its Shardcarbine with 1 Blast pistol and 1 Power weapon or 1 Splinter pistol and 1 Power weapon.

KEYWORDS: Scourges, Aeldari, Fly, Grenades, Infantry, Jump Pack, Blades for Hire, Scourges with Shardcarbines

FACTION KEYWORDS: Drukhari

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

Power from Pain

All Drukhari units have a Pain ability, tagged with the word 'Pain'. Pain abilities only apply to a unit while it is Empowered. If your Army Faction is Drukhari, you can Empower units from your army with Pain abilities by spending Pain tokens (see below).

GAINING PAIN TOKENS

If your Army Faction is Drukhari, you gain Pain tokens as follows:

- 1 Pain token at the start of your Command phase.
- 1 Pain token each time an enemy unit is destroyed.
- 1 Pain token each time an enemy unit fails a Battle-shock test.

Each time you gain a Pain token, keep it to one side – this is your Pain token pool. Each time you spend a Pain token, reduce your Pain token pool by the same amount.

EMPOWERED THROUGH PAIN

Each Pain ability will state when you can spend Pain tokens to Empower that unit. When you do, until the end of the phase, that unit is Empowered and all Pain abilities it has take effect. While an Attached unit is Empowered, the Pain abilities of all Leader and Bodyguard units in that unit take effect - you do not need to spend additional Pain tokens to activate each of those Pain abilities.

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.

SHADOWSEER - AELDARI - DRUKHARI

50 PTS

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

INVULNERABLE SAVE 4+

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

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).

SHADOWSEER - AELDARI - DRUKHARI

50 PTS

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

INVULNERABLE SAVE 4+

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

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).

SKYWEAVERS - AELDARI - DRUKHARI

90–180 PTS

SKYWEAVER

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

INVULNERABLE SAVE 4+

AUFSTELLUNG

2-4x Skyweaver - Equipped with: Close Combat Weapon, Shuriken Cannon, Skyweaver Haywire Cannon, Star Bolas, Zephyrglaive (60mm 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

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].

SKYWEAVERS - AELDARI - DRUKHARI

90–180 PTS

SKYWEAVER

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

INVULNERABLE SAVE 4+

AUFSTELLUNG

2-4x Skyweaver - Equipped with: Close Combat Weapon, Shuriken Cannon, Skyweaver Haywire Cannon, Star Bolas, Zephyrglaive (60mm 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

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 - AELDARI - DRUKHARI

105 PTS

M	T	Sv	W	LD	OC
12"	3	6+	4	6+	1

INVULNERABLE SAVE 4+

AUFSTELLUNG

1x Solitaire (25mm)

Equipped with: Solitaire Weapons

KEYWORDS: Solitaire, Character, Epic Hero, Infantry, Harlequin Allies, Aeldari, Corsairs and Travelling Players

FACTION KEYWORDS: Harlequins

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.

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).

STARFANGS - AELDARI - DRUKHARI

STARFANG

M	T	Sv	W	LD	OC
14"	6	3+	6	7+	2

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

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).*

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.

STARWEAVER - AELDARI - DRUKHARI

70 PTS

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

INVULNERABLE SAVE 4+

AUFSTELLUNG

1x Starweaver (60mm 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

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].

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.

SUCCUBUS - AELDARI - DRUKHARI

50 PTS

M	T	Sv	W	LD	OC
8"	3	6+	4	7+	1

INVULNERABLE SAVE 4+

AUFSTELLUNG

1x Succubus (25mm)

Equipped with: Archite glaive and agoniser

KEYWORDS: Succubus, Wych Cult, Aeldari, Character, Infantry, Leader

FACTION KEYWORDS: Drukhari

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Archite glaive and agoniser ANTI-INFANTRY 3+, PRECISION	Melee	7	2+	3	-2	1

ABILITIES

CORE - Leader

Bloody Spectacle
Each time this model makes a melee attack that targets a Character unit, you can re-roll the Hit roll and you can re-roll the Wound roll. Each time this model's unit destroys a Character model, you gain 1CP.

Lithe Agility (Pain)
In your Movement phase when you select this model's unit to Advance, or in your Charge phase before you make a Charge roll for this model's unit, you can spend 1 Pain token to Empower that unit. While that unit is Empowered, you can re-roll Advance and Charge rolls made for that unit.

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:

- 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+.*

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

Power from Pain
All Drukhari units have a Pain ability, tagged with the word 'Pain'. Pain abilities only apply to a unit while it is Empowered. If your Army Faction is Drukhari, you can Empower units from your army with Pain abilities by spending Pain tokens (see below).

GAINING PAIN TOKENS

If your Army Faction is Drukhari, you gain Pain tokens as follows:

- 1 Pain token at the start of your Command phase.
- 1 Pain token each time an enemy unit is destroyed.
- 1 Pain token each time an enemy unit fails a Battle-shock test.

Each time you gain a Pain token, keep it to one side – this is your Pain token pool. Each time you spend a Pain token, reduce your Pain token pool by the same amount.

EMPOWERED THROUGH PAIN

Each Pain ability will state when you can spend Pain tokens to Empower that unit. When you do, until the end of the phase, that unit is Empowered and all Pain abilities it has take effect. While an Attached unit is Empowered, the Pain abilities of all Leader and Bodyguard units in that unit take effect - you do not need to spend additional Pain tokens to activate each of those Pain abilities.

TALOS - AELDARI - DRUKHARI

70–140 PTS

TALOS

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

INVULNERABLE SAVE 6+

AUFSTELLUNG

1-2x Talos - Equipped with: Macro-Scalpel, Talos Ichor Injector, Twin Liquifier Gun, Chain-flails, Talos Gauntlet, Twin Splinter Cannon, Twin Haywire Blaster, Twin heat lance, Stinger Pod (Large Flying Base)

Wargear Options:

- This model can replace its Macro-Scalpel with Talos Ichor Injector or Twin Liquifier Gun.
- This model can replace its Macro-Scalpel with Chain-flails or Talos Gauntlet.
- This model can replace its Twin Splinter Cannon with Twin Haywire Blasters, Twin Heat Lance or Stinger Pod.

KEYWORDS: Talos, Aeldari, Haemonculus Covens, Monster, Fly

FACTION KEYWORDS: Drukhari

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Stinger Pod	24"	2D6	3+	5	0	1
Twin Haywire Blaster ANTI-VEHICLE 4+, DEVASTATING WOUNDS, TWIN-LINKED	24"	2	3+	3	-1	3
Twin Liquifier Gun ANTI-INFANTRY 3+, TORRENT, TWIN-LINKED	12"	D6	N/A	4	-1	1
Twin Splinter Cannon ANTI-INFANTRY 3+, SUSTAINED HITS 1, TWIN-LINKED	36"	3	3+	3	-1	2
Twin heat lance ASSAULT, MELTA 3, TWIN-LINKED	18"	1	3+	14	-4	D6

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chain-flails	Melee	8	3+	6	-1	1
Macro-Scalpel	Melee	5	3+	7	-2	2
Talos Gauntlet	Melee	5	4+	9	-2	3
Talos Ichor Injector EXTRA ATTACKS	Melee	1	2+	8	-2	D6

ABILITIES

Devoted to Pain
If a model in this unit is equipped with 2 macro-scalpels, those weapons have the [**Twin-Linked**] ability.

Mindless Killing Machines (Pain)
At the start of the Fight phase, you can spend 1 Pain token to Empower this unit. While Empowered, 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 2+, do not remove it from play; that destroyed model can fight after the attacking unit has finished making its attacks, and it is then removed from play.

Torture Device
Each time this unit destroys an enemy unit, you gain 1 additional Pain token.

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).

TALOS - AELDARI - DRUKHARI

70–140 PTS

TALOS

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

INVULNERABLE SAVE 6+

AUFSTELLUNG

1-2x Talos - Equipped with: Macro-Scalpel, Talos Ichor Injector, Twin Liquifier Gun, Chain-flails, Talos Gauntlet, Twin Splinter Cannon, Twin Haywire Blaster, Twin heat lance, Stinger Pod (Large Flying Base)

Wargear Options:

- This model can replace its Macro-Scalpel with Talos Ichor Injector or Twin Liquifier Gun.
- This model can replace its Macro-Scalpel with Chain-flails or Talos Gauntlet.
- This model can replace its Twin Splinter Cannon with Twin Haywire Blasters, Twin Heat Lance or Stinger Pod.

KEYWORDS: Talos, Aeldari, Haemonculus Covens, Monster, Fly

FACTION KEYWORDS: Drukhari

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.

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).*

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

Power from Pain

All Drukhari units have a Pain ability, tagged with the word 'Pain'. Pain abilities only apply to a unit while it is Empowered. If your Army Faction is Drukhari, you can Empower units from your army with Pain abilities by spending Pain tokens (see below).

GAINING PAIN TOKENS

If your Army Faction is Drukhari, you gain Pain tokens as follows:

- 1 Pain token at the start of your Command phase.
- 1 Pain token each time an enemy unit is destroyed.
- 1 Pain token each time an enemy unit fails a Battle-shock test.

Each time you gain a Pain token, keep it to one side – this is your Pain token pool. Each time you spend a Pain token, reduce your Pain token pool by the same amount.

EMPOWERED THROUGH PAIN

Each Pain ability will state when you can spend Pain tokens to Empower that unit. When you do, until the end of the phase, that unit is Empowered and all Pain abilities it has take effect. While an Attached unit is Empowered, the Pain abilities of all Leader and Bodyguard units in that unit take effect - you do not need to spend additional Pain tokens to activate each of those Pain abilities.

TALOS - AELDARI - DRUKHARI

70–140 PTS

TALOS

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

INVULNERABLE SAVE 6+

AUFSTELLUNG

1-2x Talos - Equipped with: Macro-Scalpel, Talos Ichor Injector, Twin Liquifier Gun, Chain-flails, Talos Gauntlet, Twin Splinter Cannon, Twin Haywire Blaster, Twin heat lance, Stinger Pod (Large Flying Base)

Wargear Options:

- This model can replace its Macro-Scalpel with Talos Ichor Injector or Twin Liquifier Gun.
- This model can replace its Macro-Scalpel with Chain-flails or Talos Gauntlet.
- This model can replace its Twin Splinter Cannon with Twin Haywire Blasters, Twin Heat Lance or Stinger Pod.

KEYWORDS: Talos, Aeldari, Haemonculus Covens, Monster, Fly

FACTION KEYWORDS: Drukhari

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.

Feel No Pain 5+

This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

TANTALUS [LEGENDS] - AELDARI - DRUKHARI

230 PTS

M	T	Sv	W	LD	OC
16"	10	4+	18	7+	5

INVULNERABLE SAVE 5+

AUFSTELLUNG

1x Tantalus [Legends]

Equipped with: Pulse disintegrators, Dire scythe blades

KEYWORDS: Vehicle, Transport, Fly, Aeldari

FACTION KEYWORDS: Drukhari

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Pulse disintegrators ASSAULT	36"	12	3+	10	-2	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Dire scythe blades DEVASTATING WOUNDS	Melee	9	4+	8	-1	2

ABILITIES

Damaged: 1-6 Wounds Remaining
While this model has 1-6 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Engine of Destruction (Pain)
In your Shooting phase, when you select this model to shoot, you can spend 1 Pain token to Empower this model. While Empowered, this model's pulse disintegrators have the [RAPID FIRE 8] ability.

Scything Charge
Each time this model ends a Charge move, select one enemy unit within Engagement Range of it and roll one D6: on a 2-3, that enemy unit suffers D3 mortal wounds; on a 4-5, that enemy unit suffers 3 mortal wounds; on a 6, that enemy unit suffers D3+3 mortal wounds.

TRANSPORT

Tantalus
This model has a transport capacity of 16 Drukhari Infantry models. Each Grotesque model takes up the space of 3 models. This model cannot transport models that can Fly.

FACTION RULES

Power from Pain
All Drukhari units have a Pain ability, tagged with the word 'Pain'. Pain abilities only apply to a unit while it is Empowered. If your Army Faction is Drukhari, you can Empower units from your army with Pain abilities by spending Pain tokens (see below).

GAINING PAIN TOKENS

If your Army Faction is Drukhari, you gain Pain tokens as follows:

- 1 Pain token at the start of your Command phase.
- 1 Pain token each time an enemy unit is destroyed.
- 1 Pain token each time an enemy unit fails a Battle-shock test.

Each time you gain a Pain token, keep it to one side – this is your Pain token pool. Each time you spend a Pain token, reduce your Pain token pool by the same amount.

EMPOWERED THROUGH PAIN

Each Pain ability will state when you can spend Pain tokens to Empower that unit. When you do, until the end of the phase, that unit is Empowered and all Pain abilities it has take effect. While an Attached unit is Empowered, the Pain abilities of all Leader and Bodyguard units in that unit take effect - you do not need to spend additional Pain tokens to activate each of those Pain abilities.

TANTALUS [LEGENDS] - AELDARI - DRUKHARI

230 PTS

M	T	Sv	W	LD	OC
16"	10	4+	18	7+	5

INVULNERABLE SAVE 5+

AUFSTELLUNG

1x Tantalus [Legends]

Equipped with: Pulse disintegrators, Dire scythe blades

KEYWORDS: Vehicle, Transport, Fly, Aeldari

FACTION KEYWORDS: Drukhari

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.

Firing Deck 16

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.

TROUPE - AELDARI - DRUKHARI

85–205 PTS

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

INVULNERABLE SAVE 4+

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 its Harlequin's Blade with Harlequin's Special Weapon or Power sword.
- Each Lead Player can replace its Shuriken Pistol with Fusion Pistol or Neuro Disruptor.

KEYWORDS: Troupe, Infantry, Grenades, Harlequin Allies, Aeldari, Corsairs and Travelling Players

FACTION KEYWORDS: Harlequins

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).

TROUPE - AELDARI - DRUKHARI

85–205 PTS

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

INVULNERABLE SAVE 4+

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 its Harlequin's Blade with Harlequin's Special Weapon or Power sword.
- Each Lead Player can replace its Shuriken Pistol with Fusion Pistol or Neuro Disruptor.

KEYWORDS: Troupe, Infantry, Grenades, Harlequin Allies, Aeldari, Corsairs and Travelling Players

FACTION KEYWORDS: Harlequins

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.*

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.

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.

TROUPE MASTER - AELDARI - DRUKHARI

75 PTS

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

INVULNERABLE SAVE 4+

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

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).

TROUPE MASTER - AELDARI - DRUKHARI

75 PTS

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

INVULNERABLE SAVE 4+

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

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.*

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.

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.

URIEN RAKARTH [LEGENDS] - AELDARI - DRUKHARI

80 PTS

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

INVULNERABLE SAVE 4+

AUFSTELLUNG

1x Urien Rakarth [Legends]

Equipped with: Casket of Flensing, Haemonculus tools and scissorhands

KEYWORDS: Urien Rakarth, Haemonculus Covens, Aeldari, Haemonculus, Character, Epic Hero, Infantry, Leader

FACTION KEYWORDS: Drukhari

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Casket of Flensing DEVASTATING WOUNDS, ONE SHOT, TORRENT	12"	3D6	N/A	3	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Haemonculus tools and scissorhands ANTI-INFANTRY 2+, PRECISION	Melee	5	2+	3	-1	D3

ABILITIES

CORE - Leader

Father of Pain
Each time an attack with a Damage characteristic of 1 is allocated to a model in this model's unit, that model has the Feel No Pain 4+ ability against that attack.

Horrific Regeneration
The first time this model is destroyed, roll one D6 at the end of the phase. 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 any enemy units, with its full wounds remaining

Sculptor of Torments (Pain)
In your Fight phase, when you select this model's unit to fight, you can spend 1 of your Pain tokens to Empower this model's unit. While that unit is Empowered, each time a model in that unit makes a melee attack, add 1 to the Wound roll.

Leader
This model can be attached to the following unit:

- Wracks

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.*

One Shot
Each weapon with this ability can only be selected to make attacks with once per battle.

If a destroyed model is returned to a unit, all of its [**ONE SHOT**] weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.

If a new unit is added to an army, all [**ONE SHOT**] weapons in that unit can be selected to make attacks with once per battle.

URIEN RAKARTH [LEGENDS] - AELDARI - DRUKHARI

80 PTS

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

INVULNERABLE SAVE 4+

AUFSTELLUNG

1x Urien Rakarth [Legends]

Equipped with: Casket of Flensing, Haemonculus tools and scissorhands

KEYWORDS: Urien Rakarth, Haemonculus Covens, Aeldari, Haemonculus, Character, Epic Hero, Infantry, Leader

FACTION KEYWORDS: Drukhari

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.

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

FACTION RULES

Power from Pain
All Drukhari units have a Pain ability, tagged with the word 'Pain'. Pain abilities only apply to a unit while it is Empowered. If your Army Faction is Drukhari, you can Empower units from your army with Pain abilities by spending Pain tokens (see below).

GAINING PAIN TOKENS

If your Army Faction is Drukhari, you gain Pain tokens as follows:

- 1 Pain token at the start of your Command phase.
- 1 Pain token each time an enemy unit is destroyed.
- 1 Pain token each time an enemy unit fails a Battle-shock test.

Each time you gain a Pain token, keep it to one side – this is your Pain token pool. Each time you spend a Pain token, reduce your Pain token pool by the same amount.

EMPOWERED THROUGH PAIN

Each Pain ability will state when you can spend Pain tokens to Empower that unit. When you do, until the end of the phase, that unit is Empowered and all Pain abilities it has take effect. While an Attached unit is Empowered, the Pain abilities of all Leader and Bodyguard units in that unit take effect - you do not need to spend additional Pain tokens to activate each of those Pain abilities.

CORE RULES

Feel No Pain 4+
This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

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.

VENOM - AELDARI - DRUKHARI

65 PTS

M	T	Sv	W	LD	OC
14"	6	4+	6	7+	1

INVULNERABLE SAVE 6+

AUFSTELLUNG

1x 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: Drukhari

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 2, TWIN LINKED	24"	2	3+	2	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Bladevanes	Melee	3	4+	5	-1	1

ABILITIES

Aerialists
At the end of the Fight phase, if there are no models currently embarked within this TRANSPORT, you can select one friendly DRUKHARI INFANTRY unit that has 6 or fewer models that is wholly within 6" of this TRANSPORT (you cannot select a unit that can FLY). 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 a TRANSPORT.

Rapid Deployment (Pain)
In your Movement phase, when you select this model to Advance, you can spend 1 Pain token to Empower this model. While Empowered, units can disembark from this model after it has Advanced. Units that do so count as having made a Normal move that phase, and cannot declare a charge in the same turn, but can otherwise act normally in the remainder of the turn.

TRANSPORT

Venom
This model has a transport capacity of 6 DRUKHARI INFANTRY models (excluding JUMP PACK models).

Before the battle, at the start of the Declare Battle Formations step, you can select one KABALITE WARRIORS, HAND OF THE ARCHON or 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 model; 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).

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).*

VENOM - AELDARI - DRUKHARI

65 PTS

M	T	Sv	W	LD	OC
14"	6	4+	6	7+	1

INVULNERABLE SAVE 6+

AUFSTELLUNG

1x 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: Drukhari

Twin-linked

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

FACTION RULES

Power from Pain

All Drukhari units have a Pain ability, tagged with the word 'Pain'. Pain abilities only apply to a unit while it is Empowered. If your Army Faction is Drukhari, you can Empower units from your army with Pain abilities by spending Pain tokens (see below).

GAINING PAIN TOKENS

If your Army Faction is Drukhari, you gain Pain tokens as follows:

- 1 Pain token at the start of your Command phase.
- 1 Pain token each time an enemy unit is destroyed.
- 1 Pain token each time an enemy unit fails a Battle-shock test.

Each time you gain a Pain token, keep it to one side – this is your Pain token pool. Each time you spend a Pain token, reduce your Pain token pool by the same amount.

EMPOWERED THROUGH PAIN

Each Pain ability will state when you can spend Pain tokens to Empower that unit. When you do, until the end of the phase, that unit is Empowered and all Pain abilities it has take effect. While an Attached unit is Empowered, the Pain abilities of all Leader and Bodyguard units in that unit take effect - you do not need to spend additional Pain tokens to activate each of those Pain abilities.

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).

VOIDRAVEN BOMBER - AELDARI - DRUKHARI

245 PTS

M	T	Sv	W	LD	OC
-	9	4+	12	7+	-

INVULNERABLE SAVE 6+

AUFSTELLUNG

1x Voidraven Bomber (120x92mm Oval Base)

Equipped with: 2x Dark Scythe, 2x Void Lance, ➤ Voidraven Missiles - Implosion Missiles, ➤ Voidraven Missiles - Shatterfield Missiles, Bladed Wings

Wargear Options:

■ This model can replace its 2 Void Lances with 2 Dark Scythes.

KEYWORDS: Voidraven, Aeldari, Aircraft, Vehicle, Fly

FACTION KEYWORDS: Drukhari

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
2x Dark Scythe	24"	6	3+	8	-4	2
2x Void Lance	36"	2	3+	14	-4	D6+2
➤ Voidraven Missiles - Implosion Missiles BLAST	48"	D3	3+	9	-2	3
➤ Voidraven Missiles - Shatterfield Missiles BLAST	48"	D6	3+	7	-2	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Bladed Wings	Melee	3	4+	6	-1	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.

Nowhere to Hide (Pain)
In your Shooting phase, when you select this unit to shoot, you can spend 1 Pain token to Empower this unit. While Empowered, after this unit has shot, select one enemy unit hit by one or more of those attacks. Until the end of the phase, that enemy unit cannot have the Benefit of Cover.

Void Mine
At the end of your opponent's Fight phase, select one visible enemy model (excluding Lone Operative units) within 24" of this unit, and roll one D6 for each enemy unit within D6" of that model:

- For each 4+, that enemy unit suffers D6 mortal wounds.

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).*

VOIDRAVEN BOMBER - AELDARI - DRUKHARI

245 PTS

M	T	Sv	W	LD	OC
-	9	4+	12	7+	-

INVULNERABLE SAVE 6+

AUFSTELLUNG

1x Voidraven Bomber (120x92mm Oval Base)

Equipped with: 2x Dark Scythe, 2x Void Lance, ➤ Voidraven Missiles - Implosion Missiles, ➤ Voidraven Missiles - Shatterfield Missiles, Bladed Wings

Wargear Options:

■ This model can replace its 2 Void Lances with 2 Dark Scythes.

KEYWORDS: Voidraven, Aeldari, Aircraft, Vehicle, Fly

FACTION KEYWORDS: Drukhari

FACTION RULES

Power from Pain

All Drukhari units have a Pain ability, tagged with the word 'Pain'. Pain abilities only apply to a unit while it is Empowered. If your Army Faction is Drukhari, you can Empower units from your army with Pain abilities by spending Pain tokens (see below).

GAINING PAIN TOKENS

If your Army Faction is Drukhari, you gain Pain tokens as follows:

- 1 Pain token at the start of your Command phase.
- 1 Pain token each time an enemy unit is destroyed.
- 1 Pain token each time an enemy unit fails a Battle-shock test.

Each time you gain a Pain token, keep it to one side – this is your Pain token pool. Each time you spend a Pain token, reduce your Pain token pool by the same amount.

EMPOWERED THROUGH PAIN

Each Pain ability will state when you can spend Pain tokens to Empower that unit. When you do, until the end of the phase, that unit is Empowered and all Pain abilities it has take effect. While an Attached unit is Empowered, the Pain abilities of all Leader and Bodyguard units in that unit take effect - you do not need to spend additional Pain tokens to activate each of those Pain abilities.

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.

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).

VOIDWEAVER - AELDARI - DRUKHARI

115 PTS

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

INVULNERABLE SAVE 4+

AUFSTELLUNG

1x Voidweaver (60mm 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

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 Camoflage
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].

VOIDWEAVER - AELDARI - DRUKHARI

115 PTS

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

INVULNERABLE SAVE 4+

AUFSTELLUNG

1x Voidweaver (60mm 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

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).

WRACKS - AELDARI - DRUKHARI

55–110 PTS

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

INVULNERABLE SAVE 6+

AUFSTELLUNG

4-9x Wrack oder Wrack with Hexrifle oder Wrack with Liquifier Gun oder Wrack with Ossefactor oder Wrack with Stinger Pistol (25mm)
1x Acothyst (25mm)

Equipped with: Hexrifle, Liquifier Gun, Ossefactor, Stinger Pistol, Power weapon, Torturer's tool, Twin Torturer's Tools

Wargear Options:
- Each Acothyst can be equipped with one of: Torturer's tool, Hexrifle, Liquifier gun, Ossefactor, Stinger pistol.
- Each Acothyst can be equipped with one of: Power weapon, Torturer's tool.

KEYWORDS: Wracks, Haemonculus Covens, Aeldari, Battleline, Infantry

FACTION KEYWORDS: Drukhari

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Hexrifle HEAVY, PRECISION	36"	1	3+	8	-2	3
Liquifier Gun ANTI-INFANTRY 3+, TORRENT	12"	D6	N/A	4	-1	1
Ossefactor ANTI-INFANTRY 4+, DEVASTATING WOUNDS	24"	1	3+	2	-2	2
Stinger Pistol ANTI-INFANTRY 2+, PISTOL	12"	1	3+	2	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Power weapon ANTI-INFANTRY 3+	Melee	3	3+	5	-2	1
Torturer's tool ANTI-INFANTRY 4+	Melee	2	3+	4	-1	1
Twin Torturer's Tools ANTI-INFANTRY 4+, TWIN-LINKED	Melee	2	3+	4	-1	1

ABILITIES

Experimental Enhancements (Pain)
In the Fight phase, when you select this unit to fight, you can spend 1 Pain token to Empower this unit. Each time you do, select one of the following to apply to this unit until the end of the phase:

- Melee weapons equipped by non-Character models in this unit have an Attacks characteristic of 3.
- Melee weapons equipped by non-Character models in this unit have an Attacks characteristic of 4 and the [Hazardous] ability.

Torturer’s Craft
In your Shooting phase and the Fight phase, after this unit has shot or fought, select one enemy unit (excluding Vehicles) hit by one or more of those attacks. That units 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+.*

WRACKS - AELDARI - DRUKHARI

55–110 PTS

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

INVULNERABLE SAVE 6+

AUFSTELLUNG

4-9x Wrack oder Wrack with Hexrifle oder Wrack with Liquifier Gun oder Wrack with Ossefactor oder Wrack with Stinger Pistol (25mm)
1x Acothyst (25mm)

Equipped with: Hexrifle, Liquifier Gun, Ossefactor, Stinger Pistol, Power weapon, Torturer's tool, Twin Torturer's Tools

Wargear Options:
- Each Acothyst can be equipped with one of: Torturer's tool, Hexrifle, Liquifier gun, Ossefactor, Stinger pistol.
- Each Acothyst can be equipped with one of: Power weapon, Torturer's tool.

KEYWORDS: Wracks, Haemonculus Covens, Aeldari, Battleline, Infantry

FACTION KEYWORDS: Drukhari

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.

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.

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

FACTION RULES

Power from Pain
All Drukhari units have a Pain ability, tagged with the word 'Pain'. Pain abilities only apply to a unit while it is Empowered. If your Army Faction is Drukhari, you can Empower units from your army with Pain abilities by spending Pain tokens (see below).

GAINING PAIN TOKENS

If your Army Faction is Drukhari, you gain Pain tokens as follows:

- 1 Pain token at the start of your Command phase.
- 1 Pain token each time an enemy unit is destroyed.
- 1 Pain token each time an enemy unit fails a Battle-shock test.

Each time you gain a Pain token, keep it to one side – this is your Pain token pool. Each time you spend a Pain token, reduce your Pain token pool by the same amount.

EMPOWERED THROUGH PAIN

Each Pain ability will state when you can spend Pain tokens to Empower that unit. When you do, until the end of the phase, that unit is Empowered and all Pain abilities it has take effect. While an Attached unit is Empowered, the Pain abilities of all Leader and Bodyguard units in that unit take effect - you do not need to spend additional Pain tokens to activate each of those Pain abilities.

WYCHES - AELDARI - DRUKHARI

90 PTS

M	T	Sv	W	LD	OC
8"	3	6+	1	7+	2

INVULNERABLE SAVE 4+* / 6

AUFSTELLUNG

9x Wych oder Wych w/ Gladiatorial weapons (25mm)
1x Hekatrix (25mm)

Equipped with: Blast Pistol, Splinter Pistol, Gladiatorial weapons, Hekatarii Blade, Power weapon

Wargear Options:
- Each Hekatrix can replace its Splinter Pistol with Blast Pistol.
- Each Hekatrix can replace its Hekatarii Blade with Power weapon.

KEYWORDS: Wyches, Wych Cult, Aeldari, Battleline, Infantry, Grenades

FACTION KEYWORDS: Drukhari

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Blast Pistol PISTOL	6"	1	3+	8	-4	D3
Splinter Pistol ANTI-INFANTRY 3+, ASSAULT, PISTOL	12"	1	3+	2	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Gladiatorial weapons	Melee	5	3+	4	-2	1
Hekatarii Blade	Melee	4	3+	3	-1	1
Power weapon ANTI-INFANTRY 3+	Melee	5	3+	3	-2	1

ABILITIES

Acrobatic Gladiators (Pain)
At the start of your Charge phase, you can spend 1 Pain token to Empower this unit. While Empowered, this unit is eligible to declare a charge in a turn in which it Advanced or Fell Back.

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 Falls Back, all models in that enemy unit must take 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.

WYCHES - AELDARI - DRUKHARI

90 PTS

M	T	Sv	W	LD	OC
8"	3	6+	1	7+	2

INVULNERABLE SAVE -* / 6

AUFSTELLUNG

9x Wych oder Wych w/ Gladiatorial weapons (25mm)
1x Hekatrix (25mm)

Equipped with: Blast Pistol, Splinter Pistol, Gladiatorial weapons, Hekatarii Blade, Power weapon

Wargear Options:
- Each Hekatrix can replace its Splinter Pistol with Blast Pistol.
- Each Hekatrix can replace its Hekatarii Blade with Power weapon.

KEYWORDS: Wyches, Wych Cult, Aeldari, Battleline, Infantry, Grenades

FACTION KEYWORDS: Drukhari

FACTION RULES

Power from Pain

All Drukhari units have a Pain ability, tagged with the word 'Pain'. Pain abilities only apply to a unit while it is Empowered. If your Army Faction is Drukhari, you can Empower units from your army with Pain abilities by spending Pain tokens (see below).

GAINING PAIN TOKENS

If your Army Faction is Drukhari, you gain Pain tokens as follows:

- 1 Pain token at the start of your Command phase.
- 1 Pain token each time an enemy unit is destroyed.
- 1 Pain token each time an enemy unit fails a Battle-shock test.

Each time you gain a Pain token, keep it to one side – this is your Pain token pool. Each time you spend a Pain token, reduce your Pain token pool by the same amount.

EMPOWERED THROUGH PAIN

Each Pain ability will state when you can spend Pain tokens to Empower that unit. When you do, until the end of the phase, that unit is Empowered and all Pain abilities it has take effect. While an Attached unit is Empowered, the Pain abilities of all Leader and Bodyguard units in that unit take effect - you do not need to spend additional Pain tokens to activate each of those Pain abilities.

PUNKTELISTE

EINHEIT	PUNKTE
Archon	80 pts
Archtormentor [Crucible]	60 pts · +5 pts (Sonderbedingung) · +5 pts (Sonderbedingung) · +5 pts (Sonderbedingung)
Beastmaster [Legends]	135 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)
Court of the Archon [Legends]	95 pts
Cronos	55 pts (bis 1 Modell) · 100 pts (ab 2 Modellen)
Death Jester	65 pts
Drazhar	85 pts
Flesh Crafter [Crucible]	60 pts · +5 pts (Sonderbedingung) · +5 pts (Sonderbedingung) · +5 pts (Sonderbedingung)
Grotesques [Legends]	80 pts (bis 3 Modelle) · 170 pts (ab 4 Modellen)
Haemonculus	50 pts
Hand of the Archon	115 pts
Hellions	90 pts (bis 5 Modelle) · 180 pts (ab 6 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Incubi	90 pts (bis 5 Modelle) · 180 pts (ab 6 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Kabalite Warriors	110 pts
Kharseth	80 pts
Lady Malys	100 pts
Lelith Hesperax	80 pts
Mandrakes	80 pts (bis 5 Modelle) · 160 pts (ab 6 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Prince Yriel	95 pts
Raider	75 pts · ab der 4. gleichnamigen Einheit im Heer: +10 pts
Ravager	110 pts
Raven Strike Fighter [Legends]	170 pts
Razorwing Jetfighter	170 pts
Reaper [Legends]	115 pts
Reavers	75 pts (bis 3 Modelle) · 150 pts (ab 4 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Scourges with Heavy Weapons	110 pts · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Scourges with Shardcarbines	75 pts · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Shadowseer	50 pts

EINHEIT	PUNKTE
Skyweavers	90 pts (bis 2 Modelle) · 180 pts (ab 3 Modellen)
Solitaire	105 pts
Starweaver	70 pts · ab der 4. gleichnamigen Einheit im Heer: +10 pts
Succubus	50 pts
Talos	70 pts (bis 1 Modell) · 140 pts (ab 2 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Tantalus [Legends]	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
Urien Rakarth [Legends]	80 pts
Venom	65 pts · ab der 4. gleichnamigen Einheit im Heer: +10 pts
Voidraven Bomber	245 pts
Voidweaver	115 pts
Wracks	55 pts (bis 5 Modelle) · 90 pts (6–8 Modelle) · 110 pts (ab 9 Modellen)
Wyches	90 pts

ENHANCEMENTS — COVENITE COTERIE

ENHANCEMENT	PUNKTE
Master Regenesist	25 pts
Master Nemesine	5 pts
Master Artisan	20 pts
Master Repugnomancer [Aura]	15 pts

ENHANCEMENTS — EXHIBITION OF SLAUGHTER

ENHANCEMENT	PUNKTE
Hyperstimm Trafficker	20 pts
Periapt of Torments	20 pts

ENHANCEMENTS — KABALITE AGONYSTS

ENHANCEMENT	PUNKTE
Towering Arrogance	15 pts
Contempt For Rivals	20 pts

ENHANCEMENTS — KABALITE CARTEL

ENHANCEMENT	PUNKTE
Leechbite Plate	5 pts
Webway Awl	25 pts
Informant Network	30 pts
Towering Arrogance	20 pts

ENHANCEMENTS — REALSPACE RAIDERS

ENHANCEMENT	PUNKTE
Crucible of Malediction	15 pts
Eye of Spite	15 pts
Labyrinthine Cunning	25 pts
Dark Vitality	20 pts

ENHANCEMENTS — REAPER'S WAGER

ENHANCEMENT	PUNKTE
Archraider	15 pts
Webway walker	15 pts
Reaper's Cowl	25 pts
Conductor of Torment	20 pts

ENHANCEMENTS — SKYSPLINTER ASSAULT

ENHANCEMENT	PUNKTE
Phantasmal Smoke	15 pts
Sadistic Fulcrum	15 pts
Spiteful Raider	10 pts
Nightmare Shroud	20 pts

ENHANCEMENTS — SPECTACLE OF SPITE

ENHANCEMENT	PUNKTE
Pharmacophex	15 pts
Chronoshard	15 pts
Periapt of Torments	25 pts
Morghenna's Curse	20 pts

ENHANCEMENTS — TOOLS OF TORMENT

ENHANCEMENT	PUNKTE
Gnarlskin Experimentor	20 pts
Elixir of the Corpse Courts	15 pts