

| M   | T  | Sv | W  | LD | OC |
|-----|----|----|----|----|----|
| 10" | 10 | 2+ | 12 | 6+ | 3  |

INVULNERABLE  
SAVE

4+

RANGED WEAPONS

| WEAPON                                                      | RANGE | A    | BS  | S | AP | D  |
|-------------------------------------------------------------|-------|------|-----|---|----|----|
| Swirling soul energy<br>IGNORES COVER<br>PSYCHIC<br>TORRENT | 12"   | D6+3 | N/A | 7 | -1 | D3 |

MELEE WEAPONS

| WEAPON                 | RANGE | A  | WS | S  | AP | D    |
|------------------------|-------|----|----|----|----|------|
| ► Vilith-zhar - Strike | Melee | 5  | 2+ | 12 | -4 | D6+1 |
| ► Vilith-zhar - Sweep  | Melee | 10 | 2+ | 6  | -4 | 1    |

ABILITIES

- Avatar of the Whispering God**  
If your army includes The Yncarne, it cannot include any Epic Hero units (excluding Ynnari units). If your army includes any Epic Hero units (excluding Ynnari units), it cannot include The Yncarne.
- Ethereal Form**  
Each time this model destroys an enemy unit it regains up to D3 lost wounds.
- Inevitable Death**  
Once in each of your opponent's turns, if this model is on the battlefield when another friendly Aeldari unit is destroyed, just after removing the last model in that unit, you can remove this model from the battlefield and set it up as close as possible to where that destroyed model was destroyed and not within Engagement Range of one or more enemy units. Doing so does not prevent this model from being eligible to move.

WEAPON ABILITIES

- Ignores Cover**  
Each time an attack is made with an **[IGNORES COVER]** weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).
- Psychic**  
Each time an attack is made with a **[PSYCHIC]** weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with **[PSYCHIC]** weapons are known as **psychic** attacks (this can be important for the triggering of other rules).
- Torrent**  
Each time an attack is made with a **[TORRENT]** weapon, that attack automatically hits the target.

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.



AUFSTELLUNG

1x The Yncarne

**Equipped with:** Swirling soul energy, ► Vilith-zhar - Strike, ► Vilith-zhar - Sweep



**KEYWORDS:** The Yncarne, Epic Hero, Monster, Character, Fly, Psyker, Daemon, Aeldari

**FACTION KEYWORDS:** Ynnari