

WARP SPIDERS - AELDARI - AELDARI

LIBRARY

105–200 PTS

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

INVULNERABLE
SAVE

5+

AUFSTELLUNG
4-9x Warp Spider
1x Warp Spider Exarch
Equipped with: Death Weavers, Death spinner, Exarch's Deathspinner, Spinneret Rifle, Close Combat Weapon, Powerblade Array, Powerblades
Wargear Options:
■ Each Warp Spider Exarch can replace its Exarch's death spinner with 1 Spinneret rifle & 1 Death weavers, 1 Powerblades & 1 Death Weavers or 1 Powerblade array.

KEYWORDS: Warp Spiders, Infantry, Fly, Jump Pack, Aeldari, Aspect Warrior, Ynnari
FACTION KEYWORDS: Asuryani

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Death Weavers IGNORES COVER, TORRENT, TWIN-LINKED	6"	D6	N/A	4	-1	1
Death Weavers IGNORES COVER, TORRENT, TWIN-LINKED	6"	D6	N/A	4	-1	1
Death spinner IGNORES COVER, TORRENT	12"	D6	N/A	4	-1	1
Exarch's Deathspinner IGNORES COVER, TORRENT	12"	D6	N/A	6	-2	1
Spinneret Rifle IGNORES COVER, TORRENT	18"	D6	N/A	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close Combat Weapon	Melee	2	3+	3	0	1
Powerblade Array LETHAL HITS, TWIN-LINKED	Melee	10	3+	4	-2	1
Powerblades LETHAL HITS, TWIN-LINKED	Melee	5	3+	4	-2	1

ABILITIES

Aspect Shrine Token
Once per battle for each Aspect Shrine token this unit has, you can change the result of one Hit roll or one Wound roll made for a model in this unit (excluding CHARACTER models) to an unmodified 6.
Designer's Note: Place an Aspect Shrine token next to the unit for each Aspect Shrine token it has, removing one each time this ability is used.

Flickerjump
In your Movement phase, each time this unit is selected to make a Normal move, it can use this ability. If it does, until the end of the turn, this unit is not eligible to declare a charge and models in it have a Move characteristic of 24". Each time this unit uses this ability, at the end of the phase, roll one D6 for each model in this unit: for each 1, this unit suffers 1 mortal wound.

WEAPON ABILITIES

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].

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- 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

- 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.