

C O D E X

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FRAKTIONSKRAM

CORSAIR SKYREAPER BAND

UNIT

\$text: 14"

name: M

typeld: e703-ecb6-5ce7-aec1

TORTURER'S TOOL

MELEE WEAPONS

\$text: Melee

name: Range

typeld: 914c-b413-91e3-a132

INVULNERABLE SAVE (4+)

ABILITIES

This model has a 4+ invulnerable save.

UEBERSICHT

Armoured Warhost

Guiding Presence, Spirit Stone of Raelyth

Aspect Host

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

Corsair Coterie

Infamy (Aura), Webway Pathstone, Archraider, Voidstone

Covenite Coterie

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

Devoted of Ynnead

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

Eldritch Raiders

Pirate Prince, Alacritous Assault, Exotic Munitions, Adrenal Infusions

Exhibition of Slaughter

Hyperstimm Trafficker, Periapt of Torments

Fateful Performance

A Foot in the Future, Mistweave

Ghosts of the Webway

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

Guardian Battlehost

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

Kabalite Agonysts

Towering Arrogance, Contempt For Rivals

Kabalite Cartel

Leechbite Plate, Webway Awl, Informant Network, Towering Arrogance

Path of the Outcast

Camouflaged Snipers, Assassin's Eye

Realspace Raiders

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

Reaper's Wager

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

Seer Council

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

Serpent's Brood

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

Skysplinter Assault

Phantasmal Smoke, Sadistic Fulcrum, Spiteful Raider, Nightmare Shroud

Spectacle of Spite

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

Spirit Conclave

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

Warhost

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

Windrider Host

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

ARMoured WARHOST

ENHANCEMENTS

Guiding Presence

25 pts

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

Spirit Stone of Raelyth

20 pts

AELDARI PSYKER model only.

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

DETACHMENT-REGEL

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

ASPECT HOST

ENHANCEMENTS

Aspect of Murder

15 pts

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

Mantle of Wisdom

20 pts

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

Shimmerstone

10 pts

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

Strategic Savant

10 pts

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

DETACHMENT-REGEL

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

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

CORSAIR COTERIE

ENHANCEMENTS

Infamy (Aura)

25 pts

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

Webway Pathstone

25 pts

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

Archraider

35 pts

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

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

Voidstone

15 pts

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

DETACHMENT-REGEL

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

Anhrathe units from your army have the following ability:

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

COVENITE COTERIE

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 Nemesis

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 Repugnancer [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.

DEVOTED OF YNNEAD

ENHANCEMENTS

Gaze of Ynnead

15 pts

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

Storm of Whispers

10 pts

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

Borrowed Vigour

10 pts

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

Morbid Might

15 pts

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

DETACHMENT-REGEL

Lethal Intent

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

Lethal Surge

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

Lethal Reprisal

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

ELDRITCH RAIDERS

ENHANCEMENTS

Pirate Prince

15 pts

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

Alacritous Assault

20 pts

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

Exotic Munitions

15 pts

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

Adrenal Infusions

20 pts

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

DETACHMENT-REGEL

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

EXHIBITION OF SLAUGHTER

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.

FATEFUL PERFORMANCE

ENHANCEMENTS

A Foot in the Future

15 pts

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

Mistweave

20 pts

SHADOWSEER model only. This unit has Infiltrators.

DETACHMENT-REGEL

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

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

GHOSTS OF THE WEBWAY

ENHANCEMENTS

Cegorach's Coil

25 pts

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

Mask of Secrets

15 pts

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

Murder's Jest

20 pts

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

Mistweave

15 pts

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

DETACHMENT-REGEL

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

GUARDIAN BATTLEHOST

ENHANCEMENTS

Craftworld's Champion

25 pts

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

Ethereal Pathway

30 pts

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

Protector of the Paths

20 pts

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

Breath of Vault

10 pts

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

DETACHMENT-REGEL

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

KABALITE AGONYSTS

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.

KABALITE CARTEL

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 OCP.

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.

PATH OF THE OUTCAST

ENHANCEMENTS

Camouflaged Snipers	10 pts
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RANGERS unit only. This unit's ranged attacks do not prevent this unit from being hidden.

Assassin's Eye	15 pts
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RANGERS/SHROUD RUNNERS unit only. This unit's ranged attacks that target a CHARACTER unit have +1 AP.

DETACHMENT-REGEL

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

REALSPACE RAIDERS

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.

REAPER'S WAGER

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.

SEER COUNCIL

ENHANCEMENTS

Lucid Eye

30 pts

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

Runes of Warding

25 pts

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

Stone of Eldritch Fury

15 pts

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

Torc of Morai-Heg

20 pts

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

DETACHMENT-REGEL

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

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

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

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

SERPENT'S BROOD

ENHANCEMENTS

Key of Ghosts

20 pts

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

Fanged Leer

10 pts

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

Shedskin Raiment

25 pts

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

Weavers' Wail

20 pts

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

DETACHMENT-REGEL

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

SKYSPLINTER ASSAULT

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.

SPECTACLE OF SPITE

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.

SPIRIT CONCLAVE

ENHANCEMENTS

Light of Clarity

30 pts

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

Stave of Kurnous

15 pts

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

Rune of Mists

10 pts

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

Higher Duty

25 pts

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

DETACHMENT-REGEL

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

Asuryani Psyker models from your army have the following ability:

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

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

WARHOST

ENHANCEMENTS

Psychic Destroyer

30 pts

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

Phoenix Gem

35 pts

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

Gift of Foresight

15 pts

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

Timeless Strategist

15 pts

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

DETACHMENT-REGEL

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

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

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

WINDRIDER HOST

ENHANCEMENTS

Firstdrawn Blade

10 pts

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

Mirage Field

25 pts

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

Seersight Strike

15 pts

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

Echoes of Ulthanesh

20 pts

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

DETACHMENT-REGEL

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

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

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

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

Windriders units from your army gain the Battleline keyword.

AMALLYN SHADOWGUIDE [LEGENDS] -
AELDARI - AELDARI LIBRARY

75 PTS

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

INVULNERABLE
SAVE



AUFSTELLUNG

1x Amallyn Shadowguide [Legends]
Equipped with: Ranger long rifle, Power blade

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

RANGED WEAPONS

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

MELEE WEAPONS

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

ABILITIES

Path of the Outcast

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

The Path Least Travelled

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

CORE RULES

Infiltrators

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

Lone Operative

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

Stealth

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

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

INVULNERABLE
SAVE

2+*

AUFSTELLUNG

1x Archon

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

WEAPON ABILITIES

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

INVULNERABLE
SAVE

2+*

AUFSTELLUNG

1x Archon

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

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.

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 -
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60 PTS

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

INVULNERABLE
SAVE

4+

AUFSTELLUNG

1x Archtormmentor [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, Archtormmentor

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 -
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60 PTS

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

INVULNERABLE
SAVE



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 -
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60 PTS

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

INVULNERABLE
SAVE



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.

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.

ARCHTORMENTOR [CRUCIBLE] - AELDARI -
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60 PTS

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

INVULNERABLE
SAVE



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

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.

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

INVULNERABLE
SAVE

4+

AUFSTELLUNG
1x Asurmen
Equipped with: The Bloody Twins, The Sword of Asur

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

 RANGED WEAPONS

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

 MELEE WEAPONS

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

ABILITIES

CORE - Leader

Hand of Asuryan
Once per battle, when this model is selected to shoot, it can use this ability. If it does, until the end of the phase, its Bloody Twins weapon has a Damage characteristic of 3 and the [ANTI-INFANTRY 5+] and [DEVASTATING WOUNDS] abilities.

Tactical Acumen
While this model is leading a unit, in your Shooting phase, after that unit has shot, it can make a Normal move of up to 6". If it does, until the end of the turn, that unit is not eligible to declare a charge.

Leader
This model can be attached to the following unit:
- Dire Avengers

WEAPON ABILITIES

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

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

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

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

Pistol
[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:
- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

CORE RULES

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

INVULNERABLE
SAVE

4+

AUFSTELLUNG
1x Asurmen
Equipped with: The Bloody Twins, The Sword of Asur

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

Leader
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

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

INVULNERABLE
SAVE

4+

AUFSTELLUNG
1x Autarch
Equipped with: Death Spinner, Dragon Fusion Gun, Dragon Fusion Pistol, Shuriken Pistol, ► Reaper Launcher - Starshot, ► Reaper Launcher - Starswarm, Banshee Blade, Scorpion Chainsword, Star Glaive
Wargear Options:
■ This model can replace its Star Glaive with Scorpion Chainsword or Banshee Blade.
■ This model can replace its Shuriken Pistol with Reaper Launcher, Death Spinner, Dragon Fusion Gun or Dragon Fusion Pistol.

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

⦿ RANGED WEAPONS

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

✂ MELEE WEAPONS

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

ABILITIES

CORE - Leader

Aspect Training
While this model is leading a Howling Banshees unit, it has the Fights First ability.
While this model is leading a Striking Scorpions unit, it has the Infiltrators, Scouts 7" and Stealth abilities.

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

Superlative Strategist
While this model is leading a unit, you can re-roll Advance rolls made for that unit, and you can re-roll any rolls made for that unit while it is performing an Agile Manoeuvre.

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

INVULNERABLE
SAVE

4+

AUFSTELLUNG
1x Autarch
Equipped with: Death Spinner, Dragon Fusion Gun, Dragon Fusion Pistol, Shuriken Pistol, ► Reaper Launcher - Starshot, ► Reaper Launcher - Starswarm, Banshee Blade, Scorpion Chainsword, Star Glaive
Wargear Options:

- This model can replace its Star Glaive with Scorpion Chainsword or Banshee Blade.
- This model can replace its Shuriken Pistol with Reaper Launcher, Death Spinner, Dragon Fusion Gun or Dragon Fusion Pistol.

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

Leader
This model can be attached to the following units:

- Dark Reapers
- Dire Avengers
- Fire Dragons
- Guardian Defenders
- Howling Banshees
- Storm Guardians
- Striking Scorpions

WEAPON ABILITIES

Anti
This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.
Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

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

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

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

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

Melta
This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.
Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.

Pistol
[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.
Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

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

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

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

INVULNERABLE
SAVE

4+

AUFSTELLUNG
1x Autarch
Equipped with: Death Spinner, Dragon Fusion Gun, Dragon Fusion Pistol, Shuriken Pistol, ► Reaper Launcher - Starshot, ► Reaper Launcher - Starswarm, Banshee Blade, Scorpion Chainsword, Star Glaive
Wargear Options:

- This model can replace its Star Glaive with Scorpion Chainsword or Banshee Blade.
- This model can replace its Shuriken Pistol with Reaper Launcher, Death Spinner, Dragon Fusion Gun or Dragon Fusion Pistol.

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

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).

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.

Scouts 7"
This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

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

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

AUTARCH SKYRUNNER [LEGENDS] -
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90 PTS

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

INVULNERABLE
SAVE



AUFSTELLUNG

1x Autarch Skyrunner [Legends]

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

Wargear Options:

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

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

FACTION KEYWORDS: Asuryani

RANGED WEAPONS

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

MELEE WEAPONS

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

ABILITIES

CORE - Leader

Path of Command

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

Ride the Wind

While this model is leading a unit, each time that unit Advances, do not make an Advance roll for it. Instead, until the end of the phase, add 6" to the Move characteristic of models in that unit

Leader

This model can be attached to the following unit:

- Corsair Cloud Dancer Band
- Windriders

WEAPON ABILITIES

Assault

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

Lance

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

Melta

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

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

Twin-linked

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

AUTARCH SKYRUNNER [LEGENDS] -
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90 PTS

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

INVULNERABLE
SAVE



AUFSTELLUNG

1x Autarch Skyrunner [Legends]

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

Wargear Options:

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

KEYWORDS: Autarch, Autarch Skyrunner, Character, Mounted, Fly, Aeldari, Frame, 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.

AUTARCH WAYLEAPER - AELDARI -
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70 PTS

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

INVULNERABLE
SAVE



AUFSTELLUNG

1x Autarch Wayleaper

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

Wargear Options:

- This model can replace its Star Glaive with Scorpion Chainsword or Banshee Blade.
- This model can replace its Shuriken Pistol with Reaper Launcher, Death Spinner, Dragon Fusion Gun or Dragon Fusion Pistol.

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

FACTION KEYWORDS: Asuryani

⦿ RANGED WEAPONS

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

⌘ MELEE WEAPONS

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

ABILITIES

CORE - Leader

Indomitable Strength of Will

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

Path of Command

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

Leader

This model can be attached to the following units:

- Swooping Hawks
- Warp Spiders

WEAPON ABILITIES

AUTARCH WAYLEAPER - AELDARI -
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70 PTS

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

INVULNERABLE
SAVE



AUFSTELLUNG

1x Autarch Wayleaper

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

Wargear Options:

- This model can replace its Star Glaive with Scorpion Chainsword or Banshee Blade.
- This model can replace its Shuriken Pistol with Reaper Launcher, Death Spinner, Dragon Fusion Gun or Dragon Fusion Pistol.

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

FACTION KEYWORDS: Asuryani

Anti

This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

Assault

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

Heavy

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

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

Ignores Cover

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

Melta

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

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

Pistol

[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

Sustained Hits

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

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

Torrent

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

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.

AUTARCH WAYLEAPER - AELDARI -
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70 PTS

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

INVULNERABLE
SAVE



AUFSTELLUNG

1x Autarch Wayleaper

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

Wargear Options:

- This model can replace its Star Glaive with Scorpion Chainsword or Banshee Blade.
- This model can replace its Shuriken Pistol with Reaper Launcher, Death Spinner, Dragon Fusion Gun or Dragon Fusion Pistol.

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

FACTION KEYWORDS: Asuryani

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.

AVATAR OF KHAINE - AELDARI - AELDARI
LIBRARY

250 PTS

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

INVULNERABLE
SAVE

4+

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

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

🎯 RANGED WEAPONS

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

⚔ MELEE WEAPONS

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

ABILITIES

Damaged: 1-5 Wounds Remaining
While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Molten Form
Each time an attack is allocated to this model, halve the Damage characteristic of that attack.

The Bloody Handed (Aura)
While a friendly Aeldari unit is within 6" of this model, add 1 to Advance and Charge rolls made for that unit.

WEAPON ABILITIES

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

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.

BAHARROTH - AELDARI - AELDARI

LIBRARY

125 PTS

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

INVULNERABLE
SAVE

4+

AUFSTELLUNG

1x Baharroth

Equipped with: Fury of the Tempest, The Shining Blade

KEYWORDS:

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

FACTION KEYWORDS:

Asuryani

RANGED WEAPONS

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

MELEE WEAPONS

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

ABILITIES

CORE - Leader

Cloudstrider

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

Cry of the Wind

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

Leader

This model can be attached to the following unit:

- Swooping Hawks

WEAPON ABILITIES

Assault

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

Lethal Hits

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

Sustained Hits

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

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.

BAHARROTH - AELDARI - AELDARI

LIBRARY

125 PTS

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

INVULNERABLE
SAVE

4+

AUFSTELLUNG

1x Baharroth

Equipped with: Fury of the Tempest, The Shining Blade

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

FACTION KEYWORDS: Asuryani

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 -
AELDARI LIBRARY

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 -
AELDARI LIBRARY

135 PTS

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

INVULNERABLE
SAVE



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.

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.

BONESINGER [LEGENDS] - AELDARI -
AELDARI LIBRARY

45 PTS

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

INVULNERABLE
SAVE



AUFSTELLUNG

1x Bonesinger [Legends]
Equipped with: Psytronome Shaper

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

⌘ MELEE WEAPONS

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

ABILITIES

CORE - Leader

Bonesinger

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

Psytronome Shaper

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

Way of the Shaper (Psychic)

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

Leader

This model can be attached to the following units:

- Wraithblades
- Wraithguard
- Wraithlord

WEAPON ABILITIES

Psychic

Each time an attack is made with a [PSYCHIC] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [PSYCHIC] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

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.

CLANBLADE - AELDARI - AELDARI LIBRARY 70 PTS

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

AUFSTELLUNG 1x Clanblade Equipped with: Solar Carbine, Drakesteed Fangs and Talons, Moonblades	KEYWORDS: Character, Aeldari, Mounted, Exodite, Mobile, Leader, Clanblade FACTION KEYWORDS: Asuryani
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RANGED WEAPONS

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

MELEE WEAPONS

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

ABILITIES

CORE - Leader

Blade of the Clans This unit's melee attacks have [SUSTAINED HITS 1].
Cornered Prey When an enemy unit engaged with this unit is selected to make a fall-back move, that enemy unit must use the desperate escape mode. If that enemy unit is battle-shocked, -1 from those hazard rolls.
Leader This model can be attached to the following unit: - DRAGON KNIGHTS

WEAPON ABILITIES

Extra Attacks Each time a unit containing one or more models with an [EXTRA ATTACKS] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select: - All of that model's [EXTRA ATTACKS] weapons. - One of that model's other melee weapons, if possible.
Lethal Hits Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target. <i>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].</i>
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. <i>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).</i>
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. <i>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).</i>
Twin-linked Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

CORE RULES

CLANBLADE - AELDARI - AELDARI LIBRARY

70 PTS

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

AUFSTELLUNG
1x Clanblade
Equipped with: Solar Carbine, Drakesteed Fangs and Talons, Moonblades

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

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.

COBRA [LEGENDS] - AELDARI - AELDARI

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415 PTS

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

INVULNERABLE
SAVE

5+

AUFSTELLUNG

1x Cobra [Legends]

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

KEYWORDS: Vehicle, Titanic, Fly, Cobra, Aeldari, Frame

FACTION KEYWORDS: Asuryani

🎯 RANGED WEAPONS

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

⚔ MELEE WEAPONS

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

ABILITIES

D-Rift

In your Shooting phase, just after selecting a target for this model's D-impaler, roll one D6 for the target unit and every other unit within 3" of that unit: on a 5+, the unit being rolled for is struck by a D-rift. After this model has finished making its attacks against that target unit this phase, each unit struck by a D-rift this phase suffers D3 mortal wounds.

Damaged: 1-8 Wounds Remaining

While this model has 1-8 wounds remaining, subtract 4 from its Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll

WEAPON ABILITIES

Blast

Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

Devastating Wounds

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

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

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

COBRA [LEGENDS] - AELDARI - AELDARI
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415 PTS

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

INVULNERABLE
SAVE



AUFSTELLUNG

1x Cobra [Legends]

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

KEYWORDS: Vehicle, Titanic, Fly, Cobra, Aeldari, Frame

FACTION KEYWORDS: Asuryani

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).

CORE RULES

Deadly Demise D6+2

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

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

CORSAIR CLOUD DANCER BAND
[LEGENDS] - AELDARI - AELDARI
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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, Frame

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
Dark lance	36"	1	3+	12	-3	D6+2
Dissonance cannon DEVASTATING WOUNDS	24"	3	3+	6	-1	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
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
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
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
Close combat weapon	Melee	2	3+	3	0	1
Void sabre	Melee	3	3+	4	-2	1

ABILITIES

CORSAIR CLOUD DANCER BAND

[LEGENDS] - AELDARI - AELDARI

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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, Frame

FACTION KEYWORDS: -

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).

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

CORSAIR CLOUD DANCER BAND

[LEGENDS] - AELDARI - AELDARI

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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, Frame

FACTION KEYWORDS: -

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 - AELDARI LIBRARY

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
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
Close combat weapon	Melee	2	3+	3	0	1
Close combat weapon	Melee	2	3+	3	0	1
Close combat weapon	Melee	2	3+	3	0	1
Close combat weapon	Melee	2	3+	3	0	1

CORSAIR REAVER BAND [LEGENDS] -
AELDARI - AELDARI LIBRARY

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: -

Close combat weapon	Melee	2	3+	3	0	1
Close combat weapon	Melee	2	3+	3	0	1
Close combat weapon	Melee	2	3+	3	0	1
Close combat weapon	Melee	2	3+	3	0	1
Close combat weapon	Melee	2	3+	3	0	1
Close combat weapon	Melee	2	3+	3	0	1
Spar glaive	Melee	4	3+	3	0	1
Spar glaive	Melee	4	3+	3	0	1
Void sabre	Melee	3	3+	4	-2	1

ABILITIES

Corsairs

If a model from your army with the Leader ability can be attached to a Corsair Voidreavers unit, it can be attached to this unit instead.

Reaver Band

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

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).

CORSAIR REAVER BAND [LEGENDS] - AELDARI - AELDARI LIBRARY

125–275 PTS

REAVER FELARCH

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

INVULNERABLE
SAVE



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: -

Devastating Wounds

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

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

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

Heavy

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

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

Ignores Cover

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

Lethal Hits

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

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

Melta

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

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

Pistol

[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

Sustained Hits

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

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

Torrent

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

CORE RULES

CORSAIR REAVER BAND [LEGENDS] -
AELDARI - AELDARI LIBRARY

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: -

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).

CORSAIR SKYREAVERS - AELDARI -
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75–140 PTS

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

AUFSTELLUNG 1x Skyreaver Felarch 4x Skyreaver w/ pistol and blade 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
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 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
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. <i>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+.</i>
Assault Units containing one or more models with an [ASSAULT] weapon can shoot using assault shooting (10.05).

CORSAIR SKYREAVERS - AELDARI -
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75–140 PTS

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

AUFSTELLUNG
1x Skyreaver Felarch
4x Skyreaver w/ pistol and blade
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 -
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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 1x Voidreaver Felarch 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
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 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
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
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.
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CORSAIR VOIDREAVERS - AELDARI -
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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
1x Voidreaver Felarch
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, Battline, 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

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).

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 -
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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
1x Voidscarred Felarch
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
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
Power sword	Melee	3	3+	4	-2	1
Power sword	Melee	3	3+	4	-2	1
Power sword	Melee	3	3+	4	-2	1

CORSAIR VOIDSCARRED - AELDARI -
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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
1x Voidscarred Felarch

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

Witch staff	Melee	2	2+	3	0	D3
ANTI-INFANTRY 2+, PSYCHIC						

ABILITIES

Channeler stones

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

Faolchú

Ranged weapons equipped by models in the bearer's unit have the [IGNORES COVER] ability.

Mistshield

The bearer has a 4+ invulnerable save.

Piratical Raiders

At the start of the battle, select one unit from your opponent's army. Each time a model in this unit makes an attack that targets that unit, that attack has the [LETHAL HITS] and [PRECISION] abilities.

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.

CORSAIR VOIDSCARRED - AELDARI -
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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
1x Voidscarred Felarch

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

Pistol

[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

Precision

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

Psychic

Each time an attack is made with a [PSYCHIC] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [PSYCHIC] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

Rapid Fire

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

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

Torrent

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

Twin-linked

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

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).

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] -
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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 Lhamaeon - 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 Lhamaeon, Medusae, Sslyth and/or Ur-ghul models, that Character model has the Feel No Pain 4+ ability.

COURT OF THE ARCHON [LEGENDS] -
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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] -
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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.

CRAFTWORLD WARLEADER [CRUCIBLE] -
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75 PTS

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

INVULNERABLE
SAVE

4+

AUFSTELLUNG
1x Craftworld Warleader [Crucible]
Equipped with: Bright Lance, Death Spinner, Destructor, Dragon Fusion Gun, Dragon Fusion Pistol, Eldritch Storm, Flamer, Long Rifle, Scatter Laser, Shuriken Cannon, Shuriken Catapult, Shuriken Pistol, Singing Spear, Star Lance, Starcannon, Twin Shuriken Catapult, ► Missile Launcher - Starshot, ► Missile Launcher - Sunburst, ► Reaper Launcher - Starshot, ► Reaper Launcher - Starswarm, Banshee Blade, Close Combat Weapon, Paragon Sabre, Scorpion Chainsword, Star Glaive, Witch Staff, Witchblade, Wraithbone Fists, ► Ghostglaive - Strike, ► Ghostglaive - Sweep

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

◉ RANGED WEAPONS

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

CRAFTWORLD WARLEADER [CRUCIBLE] -
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75 PTS

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

INVULNERABLE
SAVE

4+

AUFSTELLUNG
1x Craftworld Warleader [Crucible]
Equipped with: Bright Lance, Death Spinner, Destructor, Dragon Fusion Gun, Dragon Fusion Pistol, Eldritch Storm, Flamer, Long Rifle, Scatter Laser, Shuriken Cannon, Shuriken Catapult, Shuriken Pistol, Singing Spear, Star Lance, Starcannon, Twin Shuriken Catapult, ➤ Missile Launcher - Starshot, ➤ Missile Launcher - Sunburst, ➤ Reaper Launcher - Starshot, ➤ Reaper Launcher - Starswarm, Banshee Blade, Close Combat Weapon, Paragon Sabre, Scorpion Chainsword, Star Glaive, Witch Staff, Witchblade, Wraithbone Fists, ➤ Ghostglaive - Strike, ➤ Ghostglaive - Sweep

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

✂ MELEE WEAPONS

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

ABILITIES

CORE - Leader, Leader, Leader, Leader, Leader

Cameleoline Cloak
(INFANTRY only):
This model gains the Infiltrators and Stealth abilities, and replace the list of units this model can be attached to:
• Rangers

Corsair Raider
(INFANTRY only):
This model gains the Scouts 7" ability, adds the ANHRATHE keyword, and replace the list of units this model can be attached to:
• Corsair Voidreavers
• Corsair Voidscarred

Doomseer
(PSYKER only):
Each time a model in this unit makes an attack, add 1 to the Hit roll.

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

CRAFTWORLD WARLEADER [CRUCIBLE] -
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75 PTS

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

INVULNERABLE
SAVE



AUFSTELLUNG

1x Craftworld Warleader [Crucible]

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

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

FACTION KEYWORDS: Asuryani

Heavy Aspect Armour

(INFANTRY only):

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

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

Outcast

(INFANTRY and MOUNTED only):

This model has the Lone Operative ability.

Path of the Witch

The model gains the PSYKER keyword.

Skysrunner's Heavy Aspect armour

(MOUNTED only):

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

- Shining Spears

Superlative Strategist

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

Warden of Fate

(PSYKER only):

Each time a ranged attack targets this unit, models in that unit have the Benefit of Cover.

Wayleaper's Heavy Aspect Armour

(INFANTRY only):

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

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

- Swooping Hawks
- Warp Spiders

Leader

This model can be attached to the following units:

- Swooping Hawks
- Warp Spiders

WEAPON ABILITIES

Anti

This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

Assault

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

CRAFTWORLD WARLEADER [CRUCIBLE] -
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75 PTS

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

INVULNERABLE
SAVE



AUFSTELLUNG

1x Craftworld Warleader [Crucible]

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

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

Blast

Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

Heavy

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

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

Ignores Cover

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

Lance

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

Lethal Hits

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

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

Melta

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

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

Pistol

[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

Precision

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

Psychic

Each time an attack is made with a [PSYCHIC] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [PSYCHIC] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

Sustained Hits

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

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

CRAFTWORLD WARLEADER [CRUCIBLE] -
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75 PTS

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

INVULNERABLE
SAVE

4+

AUFSTELLUNG

1x Craftworld Warleader [Crucible]

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

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

FACTION KEYWORDS: Asuryani

- 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

- 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.
- Infiltrators**

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

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.
- Lone Operative**

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

If this ability takes the form Lone Operative X", unless part of an attached unit, this unit is not visible to enemy models unless they are within X" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within X" of this unit.
- Scouts 7"**

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

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

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

CRIMSON HUNTER - AELDARI - AELDARI

LIBRARY

160 PTS

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

INVULNERABLE
SAVE

5+

AUFSTELLUNG
1x Crimson Hunter
Equipped with: Bright Lance, Pulse Laser, Starcannon, Wraithbone Hull
Wargear Options:
■ This model can replace its 2 Starcannons with 2 Bright Lances.

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

⦿ RANGED WEAPONS

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

✂ MELEE WEAPONS

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

ABILITIES

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

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

CRONOS - AELDARI - AELDARI LIBRARY

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

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.

CORE RULES

CRONOS - AELDARI - AELDARI LIBRARY

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

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

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.

D-CANNON PLATFORM - AELDARI -
AELDARI LIBRARY

110 PTS

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

AUFSTELLUNG 1x D-Cannon Platform Equipped with: D-cannon, Shuriken Catapult, Close Combat Weapon	KEYWORDS: Support Weapon, Infantry, Aeldari, D-Cannon Platform, Ynnari, Frame FACTION KEYWORDS: Asuryani
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⦿ RANGED WEAPONS

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

⚔ MELEE WEAPONS

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

ABILITIES

Structural Collapse Each time this model makes an attack with its D-Cannon, re-roll a Damage roll of 1. If that attack targets a Titanic unit, you can re-roll the Damage roll instead.
Support Artillery At the start of the Declare Battle Formations step, this model can join one Guardian Defenders unit from your army (a unit cannot have more than one Support Weapon model joined to it). This model then counts as part of that Guardians unit for the rest of the battle, and that unit's Starting Strength is increased accordingly. This model, and any unit it is joined to, cannot embark within a Transport.
Support Weapon Each time an attack targets this model's unit, if that unit contains one or more other models, until that attack is resolved, this model has a Toughness characteristic of 3.

WEAPON ABILITIES

Assault Units containing one or more models with an [ASSAULT] weapon can shoot using assault shooting (10.05).
Blast Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X] , each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead. <i>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).</i>
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. <i>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.</i>
Indirect Fire Units containing one or more models with an [INDIRECT FIRE] weapon can shoot using indirect shooting (10.07).

DARK REAPERS - AELDARI - AELDARI
LIBRARY

100–210 PTS

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

INVULNERABLE
SAVE

5+

AUFSTELLUNG
4-9x Dark Reaper
1x Dark Reaper Exarch
Equipped with: Shuriken Cannon, Tempest Launcher, ➤ Missile Launcher - Starshot, ➤ Missile Launcher - Sunburst, ➤ Reaper Launcher - Starshot, ➤ Reaper Launcher - Starswarm, Close combat weapon
Wargear Options:
■ Each Dark Reaper Exarch can replace its Reaper Launcher with Shuriken Cannon, Tempest Launcher or Missile Launcher.

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

⦿ RANGED WEAPONS

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

⌘ MELEE WEAPONS

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

ABILITIES

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

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

WEAPON ABILITIES

DARK REAPERS - AELDARI - AELDARI
LIBRARY

100–210 PTS

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

INVULNERABLE
SAVE



AUFSTELLUNG

4-9x Dark Reaper
1x Dark Reaper Exarch

Equipped with: Shuriken Cannon, Tempest Launcher, ➤ Missile Launcher - Starshot, ➤ Missile Launcher - Sunburst, ➤ Reaper Launcher - Starshot, ➤ Reaper Launcher - Starswarm, Close combat weapon

Wargear Options:

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

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

FACTION KEYWORDS: Asuryani

Blast

Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

Ignores Cover

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

Indirect Fire

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

Lethal Hits

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

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

DEATH JESTER - AELDARI - AELDARI

LIBRARY

70 PTS

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

INVULNERABLE
SAVE

4+

AUFSTELLUNG

1x Death Jester

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.

DIRE AVENGERS - AELDARI - AELDARI

LIBRARY

75–150 PTS

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

INVULNERABLE
SAVE

5+

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

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

⦿ RANGED WEAPONS

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

✂ MELEE WEAPONS

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

ABILITIES

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

Bladestorm
Ranged weapons equipped by models in this unit have the [Sustained Hits 1] ability while targeting an enemy unit within half range.

Shimmershield
The bearer has a 4+ invulnerable save.

WEAPON ABILITIES

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

Pistol
[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.
Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:
- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

DRAGON KNIGHTS - AELDARI - AELDARI

LIBRARY

90–180 PTS

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

AUFSTELLUNG
2-5x Dragon Knight
1x Dragon Knight Leader
Equipped with: Laser Lance, Solar Carbine, Drakesteed Fangs and Talons
Wargear Options:
■ This unit can be equipped with up to 4x Drakolithe (Once per battle, per token).

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

⦿ RANGED WEAPONS

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

✂ MELEE WEAPONS

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

ABILITIES

Agile Reach
When this unit is selected to fight, melee weapons equipped by unengaged models in this unit that are within 3" of an enemy unit that is engaged with this unit can target that enemy unit.

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

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

WEAPON ABILITIES

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

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

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

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

DRAGON KNIGHTS - AELDARI - AELDARI

LIBRARY

90–180 PTS

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

AUFSTELLUNG
2-5x Dragon Knight
1x Dragon Knight Leader
Equipped with: Laser Lance, Solar Carbine, Drakesteed Fangs and Talons
Wargear Options:
■ This unit can be equipped with up to 4x Drakolithe (Once per battle, per token).

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

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.

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.

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

INVULNERABLE
SAVE

4+

AUFSTELLUNG
1x Drazhar
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.

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.

ELDRAD ULTHRAN - AELDARI - AELDARI

LIBRARY

130 PTS

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

INVULNERABLE
SAVE

4+

AUFSTELLUNG

1x Eldrad Ulthran

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

KEYWORDS:

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

FACTION KEYWORDS:

Asuryani

RANGED WEAPONS

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

MELEE WEAPONS

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

ABILITIES

CORE - Leader

Diviner of the Futures

At the start of your Command phase, if this model is on the battlefield, you gain 1CP.

Doom (Psychic)

At the end of your Movement phase, select one enemy unit within 18" of and visible to this model. Until the start of your next Command phase, each time a friendly Aeldari model makes an attack that targets that enemy unit, add 1 to the Wound roll

Leader

This model can be attached to the following units:

- GUARDIAN DEFENDERS

- STORM GUARDIANS

- WARLOCK CONCLAVE

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

WEAPON ABILITIES

Anti

This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

Assault

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

Pistol

[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

Psychic

Each time an attack is made with a [PSYCHIC] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [PSYCHIC] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

ELDRAD ULTHRAN - AELDARI - AELDARI

LIBRARY

130 PTS

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

INVULNERABLE
SAVE



AUFSTELLUNG
1x Eldrad Ulthran
Equipped with: Mind War, Shuriken Pistol, Staff of Ulthamar and witchblade

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

CORE RULES

Leader
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

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

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

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

⦿ RANGED WEAPONS

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

✂ MELEE WEAPONS

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

ABILITIES

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

Fire Support
In your Shooting phase, after this model has shot, select one enemy unit hit by one or more of those attacks. Until the end of the turn, each time a friendly model that disembarked from this Transport this turn makes an attack that targets that enemy unit, you can re-roll the Wound roll

WEAPON ABILITIES

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

Blast
Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.
*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

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

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

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

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

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

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.

TRANSPORT

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

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

INVULNERABLE
SAVE

4+

AUFSTELLUNG
1x Farseer
Equipped with: Eldritch Storm, Shuriken Pistol, Singing Spear, Witchblade
Wargear Options:
■ This model can replace its Witchblade with Singing Spear.

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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Eldritch Storm BLAST, PSYCHIC	24"	D6	3+	6	-2	D3
Shuriken Pistol ASSAULT, PISTOL	12"	1	3+	4	-1	1
Singing Spear ASSAULT, PSYCHIC	12"	1	2+	9	0	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Singing Spear PSYCHIC	Melee	2	2+	3	0	3
Witchblade ANTI-INFANTRY 2+, PSYCHIC	Melee	2	2+	3	0	2

ABILITIES

CORE - Leader

Branching Fates (Psychic)
While this model is leading a unit, once per phase you can change the result of one Hit roll, one Wound roll, or one Damage roll made for a model in that unit (excluding Support Weapon models) to an unmodified 6.

Guide (Psychic)
At the end of your Movement phase, select one enemy unit within 18" of and visible to this model. Until the start of your next Command phase, each time a friendly Aeldari model makes an attack that targets that enemy unit, add 1 to the Hit roll. Each unit can only be selected for this ability once per turn.

Leader
This model can be attached to the following units: GUARDIAN DEFENDERS, STORM GUARDIANS, WARLOCK CONCLAVE.

WEAPON ABILITIES

Anti
This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.
Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

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

Blast
Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.
Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

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

INVULNERABLE
SAVE

4+

AUFSTELLUNG
1x Farseer
Equipped with: Eldritch Storm, Shuriken Pistol, Singing Spear, Witchblade
Wargear Options:
■ This model can replace its Witchblade with Singing Spear.

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

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).

CORE RULES

Leader
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

FARSEER SKYRUNNER - AELDARI -
AELDARI LIBRARY

60 PTS

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

INVULNERABLE
SAVE



AUFSTELLUNG

1x Farseer Skyrunner

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

Wargear Options:

- This model can replace its Witchblade with Singing Spear.

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

FACTION KEYWORDS: Asuryani

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Eldritch Storm BLAST, PSYCHIC	24"	D6	3+	6	-2	D3
Shuriken Pistol ASSAULT, PISTOL	12"	1	3+	4	-1	1
Singing Spear ASSAULT, PSYCHIC	12"	1	3+	9	0	3
Twin Shuriken Catapult ASSAULT, TWIN LINKED	18"	2	3+	4	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Singing Spear PSYCHIC	Melee	2	2+	3	0	3
Witchblade ANTI-INFANTRY 2+, PSYCHIC	Melee	2	2+	3	0	2

ABILITIES

CORE - Leader

Branching Fates (Psychic)

While this model is leading a unit, once per phase you can change the result of one Hit roll, one Wound roll, or one Damage roll made for a model in that unit to an unmodified 6.

Misfortune (Psychic)

At the end of your Movement phase, select one enemy unit within 18" of and visible to this model. Until the start of your next Command phase, each time a model in that unit makes an attack, subtract 1 from the Wound roll. Each unit can only be selected for this ability once per turn.

Leader

This model can be attached to the following units:

- Warlock Skyrunners
- Windriders

WEAPON ABILITIES

Anti

This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

Assault

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

FARSEER SKYRUNNER - AELDARI -
AELDARI LIBRARY

60 PTS

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

INVULNERABLE
SAVE



AUFSTELLUNG

1x Farseer Skyrunner
Equipped with: Eldritch Storm, Shuriken Pistol, Singing Spear, Twin Shuriken Catapult, Witchblade
Wargear Options:
■ This model can replace its Witchblade with Singing Spear.

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

Blast

Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.
Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

Pistol

[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.
Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:
- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

Psychic

Each time an attack is made with a [PSYCHIC] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [PSYCHIC] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

Twin-linked

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

CORE RULES

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

FIRE DRAGONS - AELDARI - AELDARI
LIBRARY

120–240 PTS

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

INVULNERABLE
SAVE



AUFSTELLUNG
4-9x Fire Dragon
1x Fire Dragon Exarch
Equipped with: Dragon Fusion Gun, Dragon Fusion Pistol, Dragon's Breath Flamer, Exarch's Dragon Fusion Gun, Firepike, Close combat weapon, Dragon Axe
Wargear Options:
■ Each Fire Dragon Exarch can replace its Exarch's Dragon Fusion Gun with Dragon's Breath Flamer, Firepike or Dragon Fusion Pistol & Dragon Axe.

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

RANGED WEAPONS

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

MELEE WEAPONS

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

ABILITIES

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

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

WEAPON ABILITIES

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

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

Melta
This ability always takes the form **MELTA X**. Each time a model makes an attack with a **MELTA** weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.
*Example: A model targets a unit that is within half range of a **MELTA 2** weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

FIRE DRAGONS - AELDARI - AELDARI
LIBRARY

120–240 PTS

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

INVULNERABLE
SAVE

5+

AUFSTELLUNG
4-9x Fire Dragon
1x Fire Dragon Exarch
Equipped with: Dragon Fusion Gun, Dragon Fusion Pistol, Dragon's Breath Flamer, Exarch's Dragon Fusion Gun, Firepike, Close combat weapon, Dragon Axe
Wargear Options:
■ Each Fire Dragon Exarch can replace its Exarch's Dragon Fusion Gun with Dragon's Breath Flamer, Firepike or Dragon Fusion Pistol & Dragon Axe.

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

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.

FIRE PRISM - AELDARI - AELDARI LIBRARY150 PTS

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

AUFSTELLUNG
1x Fire Prism
Equipped with: Shuriken Cannon, Twin Shuriken Catapult, ➤ Prism Cannon - dispersed pulse, ➤ Prism Cannon - focused lances, Wraithbone Hull
Wargear Options:
■ This model can replace its Twin Shuriken Catapult with Shuriken Cannon.

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

⦿ RANGED WEAPONS

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

✂ MELEE WEAPONS

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

ABILITIES

Crystal Matrix
Each time this model is selected to shoot, you can re-roll one Hit roll and you can re-roll one Wound roll when resolving those attacks.

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

WEAPON ABILITIES

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

Blast
Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.
*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

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

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

CORE RULES

FIRE PRISM - AELDARI - AELDARI LIBRARY

150 PTS

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

AUFSTELLUNG

1x Fire Prism

Equipped with: Shuriken Cannon, Twin Shuriken Catapult, ► Prism Cannon - dispersed pulse, ► Prism Cannon - focused lances, Wraithbone Hull

Wargear Options:

■ This model can replace its Twin Shuriken Catapult with Shuriken Cannon.

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

FACTION KEYWORDS: Asuryani

Deadly Demise D3

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

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

FIRESTORM [LEGENDS] - AELDARI -
AELDARI LIBRARY

115 PTS

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

AUFSTELLUNG

1x Firestorm [Legends]

Equipped with: Firestorm Scatter Laser, Shuriken Cannon, Twin Shuriken Catapult, Wraithbone Hull

Wargear Options:

■ This model can replace its Twin Shuriken Catapult with Shuriken Cannon.

KEYWORDS: Vehicle, Fly, Firestorm, Aeldari, Frame

FACTION KEYWORDS: Asuryani

RANGED WEAPONS

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

MELEE WEAPONS

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

ABILITIES

Damaged: 1-4 Wounds Remaining

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

Skyfire

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

WEAPON ABILITIES

Anti

This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.
Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

Assault

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

Sustained Hits

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

Twin-linked

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

CORE RULES

FIRESTORM [LEGENDS] - AELDARI -
AELDARI LIBRARY

115 PTS

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

AUFSTELLUNG

1x Firestorm [Legends]

Equipped with: Firestorm Scatter Laser, Shuriken Cannon, Twin Shuriken Catapult, Wraithbone Hull

Wargear Options:

- This model can replace its Twin Shuriken Catapult with Shuriken Cannon.

KEYWORDS: Vehicle, Fly, Firestorm, Aeldari, Frame

FACTION KEYWORDS: Asuryani

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.

TRANSPORT

Transport

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

FLESH CRAFTER [CRUCIBLE] - AELDARI -
AELDARI LIBRARY

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 -
AELDARI LIBRARY

60 PTS

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

INVULNERABLE
SAVE



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 -
AELDARI LIBRARY

60 PTS

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

INVULNERABLE
SAVE



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.

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.

FLESH CRAFTER [CRUCIBLE] - AELDARI -
AELDARI LIBRARY

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

- 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.

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

INVULNERABLE
SAVE

4+

AUFSTELLUNG

1x Fuegan

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

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

FACTION KEYWORDS: Asuryani

⦿ RANGED WEAPONS

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

✂ MELEE WEAPONS

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

ABILITIES

CORE - Leader

Burning Lance

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

Unquenchable Resolve

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

Leader

This model can be attached to the following unit:

- Fire Dragons

WEAPON ABILITIES

Assault

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

Melta

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

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

Sustained Hits

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

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

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.

GHOST WARRIOR [CRUCIBLE] - AELDARI -
AELDARI LIBRARY

160 PTS

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

AUFSTELLUNG 1x Ghost Warrior [Crucible] Equipped with: Bright Lance, Death Spinner, Destructor, Dragon Fusion Gun, Dragon Fusion Pistol, Eldritch Storm, Flamer, Long Rifle, Scatter Laser, Shuriken Cannon, Shuriken Catapult, Shuriken Pistol, Singing Spear, Star Lance, Starcannon, Twin Shuriken Catapult, ► Missile Launcher - Starshot, ► Missile Launcher - Sunburst, ► Reaper Launcher - Starshot, ► Reaper Launcher - Starswarm, Banshee Blade, Close Combat Weapon, Paragon Sabre, Scorpion Chainsword, Star Glaive, Witch Staff, Witchblade, Wraithbone Fists, ► Ghostglaive - Strike, ► Ghostglaive - Sweep	KEYWORDS: Character, Aeldari, Crucible, Monster, Walker, Ghost Warrior, Wraith Construct FACTION KEYWORDS: Asuryani
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◉ RANGED WEAPONS

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

GHOST WARRIOR [CRUCIBLE] - AELDARI -
AELDARI LIBRARY

160 PTS

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

AUFSTELLUNG 1x Ghost Warrior [Crucible] Equipped with: Bright Lance, Death Spinner, Destructor, Dragon Fusion Gun, Dragon Fusion Pistol, Eldritch Storm, Flamer, Long Rifle, Scatter Laser, Shuriken Cannon, Shuriken Catapult, Shuriken Pistol, Singing Spear, Star Lance, Starcannon, Twin Shuriken Catapult, ➤ Missile Launcher - Starshot, ➤ Missile Launcher - Sunburst, ➤ Reaper Launcher - Starshot, ➤ Reaper Launcher - Starswarm, Banshee Blade, Close Combat Weapon, Paragon Sabre, Scorpion Chainsword, Star Glaive, Witch Staff, Witchblade, Wraithbone Fists, ➤ Ghostglaive - Strike, ➤ Ghostglaive - Sweep	KEYWORDS: Character, Aeldari, Crucible, Monster, Walker, Ghost Warrior, Wraith Construct FACTION KEYWORDS: Asuryani
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⌘ MELEE WEAPONS

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

ABILITIES

CORE - Leader, Leader, Leader, Leader

Awakened Spirit Each time this model makes an attack, re-roll a Hit roll of 1 and re-roll a Wound roll of 1.
Cameleoline Cloak (INFANTRY only): This model gains the Infiltrators and Stealth abilities, and replace the list of units this model can be attached to: • Rangers
Corsair Raider (INFANTRY only): This model gains the Scouts 7" ability, adds the ANHRATHE keyword, and replace the list of units this model can be attached to: • Corsair Voidreavers • Corsair Voidscarred
Doomseer (PSYKER only): Each time a model in this unit makes an attack, add 1 to the Hit roll.

GHOST WARRIOR [CRUCIBLE] - AELDARI -
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160 PTS

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

AUFSTELLUNG

1x Ghost Warrior [Crucible]

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

KEYWORDS:

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

FACTION KEYWORDS:

Asuryani

Heavy Aspect Armour

(INFANTRY only):

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

• Dark Reapers

• Dire Avengers

• Fire Dragons

• Howling Banshees

• Striking Scorpions

Outcast

(INFANTRY and MOUNTED only):

This model has the Lone Operative ability.

Path of the Witch

The model gains the PSYKER keyword.

Skyrunner's Heavy Aspect armour

(MOUNTED only):

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

• Shining Spears

Superlative Strategist

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

Warden of Fate

(PSYKER only):

Each time a ranged attack targets this unit, models in that unit have the Benefit of Cover.

Wayleaper's Heavy Aspect Armour

(INFANTRY only):

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

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

• Swooping Hawks

• Warp Spiders

Leader

This model can be attached to the following units:

• Swooping Hawks

• Warp Spiders

WEAPON ABILITIES

Anti

This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

Assault

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

GHOST WARRIOR [CRUCIBLE] - AELDARI - AELDARI LIBRARY

160 PTS

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

AUFSTELLUNG
1x Ghost Warrior [Crucible]
Equipped with: Bright Lance, Death Spinner, Destructor, Dragon Fusion Gun, Dragon Fusion Pistol, Eldritch Storm, Flamer, Long Rifle, Scatter Laser, Shuriken Cannon, Shuriken Catapult, Shuriken Pistol, Singing Spear, Star Lance, Starcannon, Twin Shuriken Catapult, ➤ Missile Launcher - Starshot, ➤ Missile Launcher - Sunburst, ➤ Reaper Launcher - Starshot, ➤ Reaper Launcher - Starswarm, Banshee Blade, Close Combat Weapon, Paragon Sabre, Scorpion Chainsword, Star Glaive, Witch Staff, Witchblade, Wraithbone Fists, ➤ Ghostglaive - Strike, ➤ Ghostglaive - Sweep

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

Blast
Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.
Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

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

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

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

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

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

Melta
This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.
Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.

Pistol
[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.
Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

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

Psychic
Each time an attack is made with a [PSYCHIC] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [PSYCHIC] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

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

GHOST WARRIOR [CRUCIBLE] - AELDARI -
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160 PTS

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

AUFSTELLUNG
1x Ghost Warrior [Crucible]
Equipped with: Bright Lance, Death Spinner, Destructor, Dragon Fusion Gun, Dragon Fusion Pistol, Eldritch Storm, Flamer, Long Rifle, Scatter Laser, Shuriken Cannon, Shuriken Catapult, Shuriken Pistol, Singing Spear, Star Lance, Starcannon, Twin Shuriken Catapult, ➤ Missile Launcher - Starshot, ➤ Missile Launcher - Sunburst, ➤ Reaper Launcher - Starshot, ➤ Reaper Launcher - Starswarm, Banshee Blade, Close Combat Weapon, Paragon Sabre, Scorpion Chainsword, Star Glaive, Witch Staff, Witchblade, Wraithbone Fists, ➤ Ghostglaive - Strike, ➤ Ghostglaive - Sweep

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

- 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

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

Deadly Demise 1
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").
Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

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.

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

Scouts 7"
This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:
- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.
- If that unit is wholly within your deployment zone, it can make a scout move.
- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

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

GROTESQUES [LEGENDS] - AELDARI -
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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.

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.

GUARDIAN DEFENDERS - AELDARI -
AELDARI LIBRARY

90 PTS

GUARDIAN DEFENDER

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

HEAVY WEAPON PLATFORM

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

AUFSTELLUNG

10x Guardian Defender - Equipped with: Close Combat Weapon, Shuriken Catapult
1x Heavy Weapon Platform - Equipped with: Shuriken Cannon, ► Missile Launcher - Starshot, ► Missile Launcher - Sunburst, Bright Lance, Scatter Laser, Starcannon, Close Combat Weapon

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

⦿ RANGED WEAPONS

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

⌘ MELEE WEAPONS

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

ABILITIES

Crewed Platform

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

Fleet of Foot

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

WEAPON ABILITIES

Assault

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

Blast

Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

GUARDIAN DEFENDERS - AELDARI -
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90 PTS

GUARDIAN DEFENDER

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

HEAVY WEAPON PLATFORM

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

AUFSTELLUNG

10x Guardian Defender - Equipped with: Close Combat Weapon, Shuriken Catapult
1x Heavy Weapon Platform - Equipped with: Shuriken Cannon, ► Missile Launcher - Starshot, ► Missile Launcher - Sunburst, Bright Lance, Scatter Laser, Starcannon, Close Combat Weapon

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

FACTION KEYWORDS: Asuryani

Lethal Hits

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

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

Sustained Hits

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

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

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.

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).

HAEMONCULUS - AELDARI - AELDARI

LIBRARY

50 PTS

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

INVULNERABLE
SAVE



AUFSTELLUNG
1x Haemonculus
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.

CORE RULES

HAEMONCULUS - AELDARI - AELDARI

LIBRARY

50 PTS

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

INVULNERABLE
SAVE



AUFSTELLUNG

1x Haemonculus

Equipped with: Stinger Pistol, Haemonculus tools and scissorhands

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

FACTION KEYWORDS: Drukhari

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 - AELDARI LIBRARY

115 PTS

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

INVULNERABLE
SAVE

6+

AUFSTELLUNG
1x Kabalite Archsybarite
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
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 Pistol ANTI-INFANTRY 3+, ASSAULT, PISTOL	12"	1	3+	2	0	1
Splinter Rifle ANTI-INFANTRY 3+, ASSAULT	24"	2	3+	2	0	1
Splinter Rifle ANTI-INFANTRY 3+, ASSAULT	24"	2	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
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

HAND OF THE ARCHON - AELDARI - AELDARI LIBRARY

115 PTS

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

INVULNERABLE
SAVE



AUFSTELLUNG

1x Kabalite Archsybarite
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

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

Razorflail	Melee	4	3+	4	-2	1
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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.

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.

HAND OF THE ARCHON - AELDARI - AELDARI LIBRARY

115 PTS

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

INVULNERABLE
SAVE



AUFSTELLUNG

1x Kabalite Archsybarite
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

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

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.

HELLIONS - AELDARI - AELDARI

LIBRARY

90–180 PTS

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

INVULNERABLE
SAVE

6+

AUFSTELLUNG
4-9x Hellion
1x Heliarch
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 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
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
Hellglaive LANCE, SUSTAINED HITS 1	Melee	3	3+	4	-1	2
Hellglaive LANCE, SUSTAINED HITS 1	Melee	3	3+	4	-1	2
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

HELLIONS - AELDARI - AELDARI

LIBRARY

90–180 PTS

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

INVULNERABLE
SAVE



AUFSTELLUNG

4-9x Hellion
1x Heliarch

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

- 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.
- 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.

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.

HEMLOCK WRAITHFIGHTER - AELDARI -
AELDARI LIBRARY

155 PTS

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

AUFSTELLUNG 1x Hemlock Wraithfighter Equipped with: Heavy D-Scythe, Wraithbone Hull	KEYWORDS: Hemlock Wraithfighter, Vehicle, Fly, Aircraft, Psyker, Wraith Construct, Aeldari, Ynnari FACTION KEYWORDS: Asuryani
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⦿ RANGED WEAPONS

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

⌘ MELEE WEAPONS

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

ABILITIES

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

WEAPON ABILITIES

Blast Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead. <i>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).</i>

HORNET [LEGENDS] - AELDARI - AELDARI
LIBRARY

100 PTS

M	T	Sv	W	LD	OC
14"	7	3+	8	6+	2

AUFSTELLUNG

1x Hornet [Legends]

Equipped with: Bright Lance, Hornet Pulse Laser, Scatter Laser, Shuriken Cannon, Starcannon, ► Aeldari Missile Launcher - Starshot, ► Aeldari Missile Launcher - Sunburst, Wraithbone Hull

Wargear Options:

■ This model must be equipped with 2 of: Aeldari Missile Launcher, Bright Lance, Scatter Laser, Shuriken Cannon, Starcannon, Hornet Pulse Laser.

KEYWORDS: Vehicle, Fly, Hornet, Aeldari, Frame

FACTION KEYWORDS: Asuryani

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bright Lance	36"	1	3+	12	-3	D6+2
Hornet Pulse Laser	36"	2	3+	9	-2	D3
Scatter Laser	36"	6	3+	5	0	1
Shuriken Cannon SUSTAINED HITS 1	24"	3	3+	6	-1	2
Starcannon	36"	2	3+	8	-3	2
► Aeldari Missile Launcher - Starshot	48"	1	3+	10	-2	D6
► Aeldari Missile Launcher - Sunburst BLAST	48"	D6	3+	4	-1	1

✂ MELEE WEAPONS

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

ABILITIES

Lightning Assault

Each time this model ends a Normal move, you can select one enemy unit (excluding Monster and Vehicle units) that it moved over during that move, then roll six D6: for each 4+, that enemy unit suffers 1 mortal wound.

WEAPON ABILITIES

Blast

Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.
*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

Sustained Hits

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

CORE RULES

HORNET [LEGENDS] - AELDARI - AELDARI
LIBRARY

100 PTS

M	T	Sv	W	LD	OC
14"	7	3+	8	6+	2

AUFSTELLUNG

1x Hornet [Legends]

Equipped with: Bright Lance, Hornet Pulse Laser, Scatter Laser, Shuriken Cannon, Starcannon, ➤ Aeldari Missile Launcher - Starshot, ➤ Aeldari Missile Launcher - Sunburst, Wraithbone Hull

Wargear Options:

- This model must be equipped with 2 of: Aeldari Missile Launcher, Bright Lance, Scatter Laser, Shuriken Cannon, Starcannon, Hornet Pulse Laser.

KEYWORDS: Vehicle, Fly, Hornet, Aeldari, Frame

FACTION KEYWORDS: Asuryani

Deadly Demise 1

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

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

HOWLING BANSHEES - AELDARI -
AELDARI LIBRARY

85–165 PTS

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

INVULNERABLE
SAVE



AUFSTELLUNG

4-9x Howling Banshee
1x Howling Banshee Exarch

Equipped with: Shuriken Pistol, Triskele, Banshee Blade, Executioner, Mirrorswords

Wargear Options:

- Each Howling Banshee Exarch can replace its Banshee Blade and Shuriken Pistol with Executioner and Shuriken Pistol, Triskele and Shuriken Pistol or Mirrorswords.

KEYWORDS: Howling Banshees, Infantry, Ynnari, Aspect Warrior

FACTION KEYWORDS: Asuryani

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Shuriken Pistol ASSAULT, PISTOL	12"	1	3+	4	-1	1
Shuriken Pistol ASSAULT, PISTOL	12"	1	3+	4	-1	1
Shuriken Pistol ASSAULT, PISTOL	12"	1	3+	4	-1	1
Shuriken Pistol ASSAULT, PISTOL	12"	1	3+	4	-1	1
Triskele ASSAULT, ANTI-INFANTRY 3+	12"	3	3+	3	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Banshee Blade ANTI-INFANTRY 3+	Melee	2	2+	4	-2	2
Banshee Blade ANTI-INFANTRY 3+	Melee	2	2+	4	-2	2
Executioner ANTI-INFANTRY 3+	Melee	3	2+	6	-3	3
Mirrorswords ANTI-INFANTRY 3+	Melee	4	2+	4	-2	2
Triskele ANTI-INFANTRY 3+	Melee	6	2+	3	-1	1

ABILITIES

Acrobatic

This unit is eligible to declare a charge in a turn in which it Advanced or Fell Back

Aspect Shrine Token

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

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

Invulnerable Save (4+*)

Models in this unit have a 4+ invulnerable save against melee attacks.

WEAPON ABILITIES

HOWLING BANSHEES - AELDARI -
AELDARI LIBRARY

85–165 PTS

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

INVULNERABLE
SAVE



AUFSTELLUNG

4-9x Howling Banshee
1x Howling Banshee Exarch

Equipped with: Shuriken Pistol, Triskele, Banshee Blade, Executioner, Mirrorswords

Wargear Options:

- Each Howling Banshee Exarch can replace its Banshee Blade and Shuriken Pistol with Executioner and Shuriken Pistol, Triskele and Shuriken Pistol or Mirrorswords.

KEYWORDS: Howling Banshees, Infantry, Ynnari, Aspect Warrior

FACTION KEYWORDS: Asuryani

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.

CORE RULES

Fights First

While every model in a unit has this ability, that unit is a Fights First unit.
See the Resolve Fights First Combats step in the Fight phase (12.04).

ILLIC NIGHTSPEAR [LEGENDS] - AELDARI -
AELDARI LIBRARY

70 PTS

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

INVULNERABLE
SAVE



AUFSTELLUNG

1x Illic Nightspear [Legends]

Equipped with: Shuriken Pistol, Voidbringer, Aeldari power sword

KEYWORDS: Infantry, Character, Epic Hero, Illic Nightspear, Aeldari, Leader

FACTION KEYWORDS: Asuryani

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Shuriken Pistol ASSAULT, PISTOL	12"	1	2+	4	-1	1
Voidbringer DEVASTATING WOUNDS, HEAVY, PRECISION	48"	1	2+	6	-3	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Aeldari power sword	Melee	4	2+	4	-2	1

ABILITIES

CORE - Leader

Bringer of the True Death

While this model is leading a unit, each time a model in that unit makes an attack, you can re-roll the Wound roll.

Hunter Unseen

This model's unit can only be selected as the target of a ranged attack if the attacking model is within 12".

Leader

This model can be attached to the following unit:

- Rangers

WEAPON ABILITIES

Assault

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

Devastating Wounds

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

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

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

Heavy

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

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

Pistol

[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

ILLIC NIGHTSPEAR [LEGENDS] - AELDARI -
AELDARI LIBRARY

70 PTS

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

INVULNERABLE
SAVE

5+

AUFSTELLUNG

1x Illic Nightspear [Legends]

Equipped with: Shuriken Pistol, Voidbringer, Aeldari power sword

KEYWORDS: Infantry, Character, Epic Hero, Illic Nightspear, Aeldari, Leader

FACTION KEYWORDS: Asuryani

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

- 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).

INCUBI - AELDARI - AELDARI LIBRARY

90–180 PTS

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

INVULNERABLE
SAVE

5+

AUFSTELLUNG
4-9x Incubi
1x Klaivex
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
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.

IRILLYTH [LEGENDS] - AELDARI - AELDARI

LIBRARY

105 PTS

M	T	Sv	W	LD	OC
12"	3	2+	5	6+	1

INVULNERABLE
SAVE



AUFSTELLUNG 1x Irillyth [Legends] Equipped with: Spear of Starlight	KEYWORDS: Epic Hero, Infantry, Character, Fly, Irillyth, Phoenix Lord, Aeldari, Jump Pack, Leader FACTION KEYWORDS: Asuryani
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RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Spear of Starlight	24"	3	3+	8	-2	4

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Spear of Starlight	Melee	4	3+	5	-2	1

ABILITIES

CORE - Leader

Reaper of Souls While this model is leading a unit, each time a model in that unit makes an attack, add 1 to the Hit roll
Shadow of Death (Aura) While an enemy unit is within 6" of this model, each time that unit takes a Battle-shock or Leadership test, subtract 1 from that test.
Leader This model can be attached to the following unit: Shadow Spectres

CORE RULES

Deep Strike Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.
Leader Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.
Stealth If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).

M	T	Sv	W	LD	OC
8"	3	2+	5	6+	1

INVULNERABLE
SAVE

4+

AUFSTELLUNG
1x Jain Zar
Equipped with: Silent Death, Blade of Destruction

KEYWORDS: Jain Zar, Phoenix Lord, Character, Epic Hero, Infantry, Aeldari, Aspect Warrior, Leader
FACTION KEYWORDS: Asuryani

 RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Silent Death ASSAULT	12"	6	2+	6	-2	1

 MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Blade of Destruction ANTI-INFANTRY 3+	Melee	8	2+	6	-3	2

ABILITIES

CORE - Leader

Storm of Silence
Each time this model makes an attack that targets a Character unit, you can re-roll the Wound roll.

Whirling Death
While this model is leading a unit, each time that unit Advances, do not make an Advance roll. Instead, until the end of the phase, add 6" to the Move characteristic of models in that unit and each time a model in that unit makes an Advance move, ignore any vertical distance when determining the total distance that model can be moved during that move.

Leader
This model can be attached to the following unit:

- Howling Banshees

WEAPON ABILITIES

Anti
This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.
Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

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

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.

KABALITE WARRIORS - AELDARI -
AELDARI LIBRARY

110 PTS

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

INVULNERABLE
SAVE



AUFSTELLUNG

9x Kabalite Warrior with Shredder oder Kabalite Warrior oder Kabalite Warrior with Blaster oder Kabalite Warrior with Splinter Cannon oder Kabalite Warrior with Dark Lance
1x Sybarite

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
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
Close Combat Weapon	Melee	2	3+	3	0	1
Close Combat Weapon	Melee	2	3+	3	0	1
Close Combat Weapon	Melee	2	3+	3	0	1
Close Combat Weapon	Melee	2	3+	3	0	1
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.

KABALITE WARRIORS - AELDARI -
AELDARI LIBRARY

110 PTS

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

INVULNERABLE
SAVE



AUFSTELLUNG

9x Kabalite Warrior with Shredder oder Kabalite Warrior oder Kabalite Warrior with Blaster oder Kabalite Warrior with Splinter Cannon oder Kabalite Warrior with Dark Lance
1x Sybarite

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

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.

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.

KARANDRAS [LEGENDS] - AELDARI -
AELDARI LIBRARY

90 PTS

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

INVULNERABLE
SAVE



AUFSTELLUNG

1x Karandras [Legends]

Equipped with: Arhra's Bane, Isirmathil

KEYWORDS: Epic Hero, Character, Infantry, Karandras, Phoenix Lord, Aeldari, Leader

FACTION KEYWORDS: Asuryani

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Arhra's Bane ASSAULT, PISTOL	12"	2	2+	5	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Arhra's Bane SUSTAINED HITS 1	Melee	5	2+	8	-3	2
Isirmathil SUSTAINED HITS 1	Melee	8	2+	6	-1	1

ABILITIES

CORE - Leader

Shadow Hunter

While this model is leading a unit, each time a model in that unit makes an attack, add 1 to the Hit roll.

Sustained Assault

Each time this model makes a melee attack, if it made a Charge move this turn, a successful unmodified Hit roll of 4+ scores a Critical Hit

The Scorpion's Bite

Melee weapons equipped by the bearer have the [DEVASTATING WOUNDS] ability when targeting units without the Titanic keyword.

Leader

This model can be attached to the following unit:

- Striking Scorpions

WEAPON ABILITIES

Assault

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

Pistol

[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

Sustained Hits

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

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

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.

KARANDRAS [LEGENDS] - AELDARI -
AELDARI LIBRARY

90 PTS

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

INVULNERABLE
SAVE



AUFSTELLUNG

1x Karandras [Legends]

Equipped with: Arhra's Bane, Isirmathil

KEYWORDS: Epic Hero, Character, Infantry, Karandras, Phoenix Lord, Aeldari, Leader

FACTION KEYWORDS: Asuryani

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

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

INVULNERABLE
SAVE

4+

AUFSTELLUNG

1x Kharseth

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 VOIDREIVERS

- 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).

CORE RULES

KHARSETH - AELDARI - AELDARI LIBRARY

85 PTS

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

INVULNERABLE
SAVE

4+

AUFSTELLUNG

1x Kharseth

Equipped with: Dread of the Deep Void, Waystave

KEYWORDS: Infantry, Aeldari, Character, Epic Hero, Psyker, Anhrathe, Kharseth, Leader

FACTION KEYWORDS: Asuryani

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 - AELDARI
LIBRARY

100 PTS

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

INVULNERABLE
SAVE

4+

AUFSTELLUNG

1x Lady Malys

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 EXTRAATTACKS	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.

CORE RULES

LADY MALYS - AELDARI - AELDARI
LIBRARY

100 PTS

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

INVULNERABLE
SAVE



AUFSTELLUNG

1x Lady Malys
Equipped with: Lady's Blade, Razor fan

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

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 - AELDARI

LIBRARY

80 PTS

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

INVULNERABLE
SAVE

4+

AUFSTELLUNG
1x Lelith Hesperax
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).

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.

LEYSTALKER - AELDARI - AELDARI

LIBRARY

80 PTS

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

AUFSTELLUNG 1x Leystalker Equipped with: Long Rifle, Drakesteed Fangs and Talons, Hunting Blades	KEYWORDS: Character, Aeldari, Mounted, Exodite, Mobile, Leystalker FACTION KEYWORDS: Asuryani
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RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Long Rifle DEVASTATING WOUNDS: NON-MONSTER/VEHICLE, PRECISION	36"	2	2+	6	-2	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Drakesteed Fangs and Talons EXTRA ATTACKS	Melee	3	3+	5	-1	1
Hunting Blades	Melee	2	3+	3	-1	1

ABILITIES

Drakolithe (Once per battle, per token) When an enemy unit ends a move within 8" of this unit, if this unit is unengaged or if that enemy unit ended that move engaged with this unit, you can use this ability. If you do, roll one D6: - On a 3+, that enemy unit suffers 1 mortal wound. <i>Place one Drakolithe token next to the unit for each Drakolithe the unit is equipped with, removing one each time this ability is used.</i>
Panicked Quarry In your Shooting phase, when this unit has shot, select one enemy unit (excluding MONSTER/VEHICLE units) hit by those attacks. That enemy unit makes a battle-shock roll, with -1 to that battle-shock roll.

WEAPON ABILITIES

Devastating Wounds Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks. Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost. <i>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.</i>
Extra Attacks Each time a unit containing one or more models with an [EXTRA ATTACKS] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select: - All of that model's [EXTRA ATTACKS] weapons. - One of that model's other melee weapons, if possible.
Precision While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

CORE RULES

LEYSTALKER - AELDARI - AELDARI

LIBRARY

80 PTS

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

AUFSTELLUNG 1x Leystalker Equipped with: Long Rifle, Drakesteed Fangs and Talons, Hunting Blades	KEYWORDS: Character, Aeldari, Mounted, Exodite, Mobile, Leystalker FACTION KEYWORDS: Asuryani
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Lone Operative

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

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

Scouts 9"

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

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

Stealth

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

M	T	Sv	W	LD	OC
12"	3	2+	5	6+	1

INVULNERABLE
SAVE

4+

AUFSTELLUNG
1x Lhykhis
Equipped with: Brood Twain, Spider's Fangs, Weaverender

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

 RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Brood Twain Ignores Cover, Torrent, Twin-linked	12"	D6+3	N/A	6	-2	1

 MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Spider's Fangs Extra Attacks, Lethal Hits	Melee	5	2+	4	-2	1
Weaverender Lethal Hits	Melee	5	2+	6	-2	2

ABILITIES

CORE - Leader

Empyric Ambush
While this model is leading a unit, that unit is eligible to declare a charge in a turn in which it used its Flickerjump ability.

Whispering Web
In your Shooting phase, after this model has shot, select one enemy unit hit by one or more of those attacks. Until the end of the turn, each time a friendly Aeldari model makes an attack that targets that unit, an unmodified Hit roll of 5+ scores a Critical Hit.

Leader
This model can be attached to the following unit:

- Warp Spiders

WEAPON ABILITIES

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

- All of that model's [EXTRA ATTACKS] weapons.
- One of that model's other melee weapons, if possible.

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

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

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

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

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.

M	T	Sv	W	LD	OC
12"	3	2+	5	6+	1

INVULNERABLE
SAVE

4+

AUFSTELLUNG
1x Lhykhis
Equipped with: Brood Twain, Spider's Fangs, Weaverender

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

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.

LYNX [LEGENDS] - AELDARI - AELDARI

LIBRARY

180 PTS

M	T	Sv	W	LD	OC
14"	9	3+	16	6+	4

INVULNERABLE
SAVE

5+

AUFSTELLUNG

1x Lynx [Legends]

Equipped with: Bright Lance, Lynx Pulsar, Scatter Laser, Shuriken Cannon, Starcannon, ➤ Aeldari missile launcher - starshot, ➤ Aeldari missile launcher - sunburst, Wraithbone Hull

KEYWORDS:

Vehicle, Fly, Lynx, Aeldari, Frame

FACTION KEYWORDS:

Asuryani

🎯 RANGED WEAPONS

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

⚔ MELEE WEAPONS

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

ABILITIES

Damaged: 1-5 Wounds Remaining

While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Speed of Vault

Each time this model Advances, do not make an Advance roll for it. Instead, until the end of the phase, add 9" to the Move characteristic of this model

WEAPON ABILITIES

Assault

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

Blast

Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

Sustained Hits

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

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

CORE RULES

LYNX [LEGENDS] - AELDARI - AELDARI

LIBRARY

180 PTS

M	T	Sv	W	LD	OC
14"	9	3+	16	6+	4

INVULNERABLE
SAVE



AUFSTELLUNG

1x Lynx [Legends]

Equipped with: Bright Lance, Lynx Pulsar, Scatter Laser, Shuriken Cannon, Starcannon, ➤ Aeldari missile launcher - starshot, ➤ Aeldari missile launcher - sunburst, Wraithbone Hull

KEYWORDS: Vehicle, Fly, Lynx, Aeldari, Frame

FACTION KEYWORDS: Asuryani

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.

MANDRAKES - AELDARI - AELDARI

LIBRARY

80–160 PTS

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

INVULNERABLE
SAVE

5+

AUFSTELLUNG

4-9x Mandrake
1x Nightfiend
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
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
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).

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.

MANDRAKES - AELDARI - AELDARI

LIBRARY

80–160 PTS

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

INVULNERABLE
SAVE



AUFSTELLUNG

4-9x Mandrake
1x Nightfiend
Equipped with: Baleblast, Glimmersteel Blade

KEYWORDS: Mandrakes, Aeldari, Infantry, Blades for Hire
FACTION KEYWORDS: Drukhari

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).

MAUGAN RA - AELDARI - AELDARI

LIBRARY

100 PTS

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

INVULNERABLE
SAVE

4+

AUFSTELLUNG

1x Maugan Ra

Equipped with: Maugetar

KEYWORDS:

Phoenix Lord, Maugan Ra, Infantry, Epic Hero, Character, Aeldari, Aspect Warrior, Leader

FACTION KEYWORDS:

Asuryani

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Maugetar DEVASTATING WOUNDS, IGNORES COVER	36"	6	2+	7	-2	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Maugetar	Melee	5	2+	6	-2	2

ABILITIES

CORE - Leader

Face of Death

In your Shooting phase, after this model has shot, select one enemy unit hit by one or more of those attacks. That enemy unit must take a Battle-shock test, subtracting 1 from the result.

Harvester of Souls

While this model is leading a unit, in your Shooting phase, after selecting targets for that unit's attacks, if every attack targets the same unit, roll one D6 for the target unit and one D6 for every other enemy unit within 3" of the target unit. On a 5+, the unit being rolled for is struck by explosive debris; after resolving all of that unit's attacks against the target unit, each unit struck by explosive debris suffers D3 mortal wounds.

Leader

This model can be attached to the following unit:

- Dark Reapers

WEAPON ABILITIES

Devastating Wounds

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

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

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

Ignores Cover

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

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.

NIGHT SPINNER - AELDARI - AELDARI
LIBRARY

170 PTS

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

AUFSTELLUNG
1x Night Spinner
Equipped with: Doomweaver, Shuriken Cannon, Twin Shuriken Catapult, Wraithbone Hull
Wargear Options:
■ This model can replace its Twin Shuriken Catapult with Shuriken Cannon.

KEYWORDS: Fly, Vehicle, Night Spinner, Aeldari, Frame
FACTION KEYWORDS: Asuryani

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Doomweaver BLAST, INDIRECT FIRE, TWIN LINKED	48"	D6+3	3+	7	-1	2
Shuriken Cannon LETHAL HITS	24"	3	3+	6	-1	2
Twin Shuriken Catapult ASSAULT, TWIN LINKED	18"	2	3+	4	-1	1

✂ MELEE WEAPONS

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

ABILITIES

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

Monofilament Web
In your Shooting phase, after this model has shot, if one or more of those attacks made with its doomweaver scored a hit against an enemy unit, until the start of your next turn, that enemy unit is pinned. While a unit is pinned, subtract 2 from that unit's Move characteristic and subtract 2 from Charge rolls made for it.

WEAPON ABILITIES

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

Blast
Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.
*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

Indirect Fire
Units containing one or more models with an **[INDIRECT FIRE]** weapon can shoot using indirect shooting (10.07).

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

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

CORE RULES

NIGHT SPINNER - AELDARI - AELDARI
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170 PTS

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

AUFSTELLUNG

1x Night Spinner

Equipped with: Doomweaver, Shuriken Cannon, Twin Shuriken Catapult, Wraithbone Hull

Wargear Options:

- This model can replace its Twin Shuriken Catapult with Shuriken Cannon.

KEYWORDS: Fly, Vehicle, Night Spinner, Aeldari, Frame

FACTION KEYWORDS: Asuryani

Deadly Demise D3

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

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

NIGHTWING [LEGENDS] - AELDARI -
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150 PTS

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

INVULNERABLE
SAVE



AUFSTELLUNG

1x Nightwing [Legends]

Equipped with: Twin Bright Lance, Twin Shuriken Cannon, Wraithbone Hull

KEYWORDS: Vehicle, Fly, Aircraft, Nightwing, Aeldari, Frame

FACTION KEYWORDS: Asuryani

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Twin Bright Lance TWIN-LINKED	36"	1	3+	12	-3	D6+2
Twin Shuriken Cannon SUSTAINED HITS 1, TWIN-LINKED	24"	3	3+	6	-1	2

MELEE WEAPONS

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

ABILITIES

Damaged: 1-4 Wounds Remaining

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

Interceptor

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

WEAPON ABILITIES

Sustained Hits

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

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

Twin-linked

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

PHANTOM TITAN - AELDARI - AELDARI

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2100 PTS

M	T	Sv	W	LD	OC
14"	14	2+	55	6+	20

INVULNERABLE
SAVE

4+*

AUFSTELLUNG
1x Phantom Titan
Equipped with: D-bombard, Phantom pulsar, Phantom starcannon, Pulse laser, Voidstorm missile launcher, Phantom feet, ➤ Wraith glaive - strike, ➤ Wraith glaive - sweep
Wargear Options:

- This model can replace its D-bombard with 1 Phantom pulsar, 2 Phantom starcannons & 1 wraith glaive, 2 pulse lasers & 1 wraith glaive or 1 Phantom starcannon, 1 pulse laser & 1 wraith glaive.
- This model can replace its Phantom pulsar with D-bombard, 2 Phantom starcannons & 1 wraith glaive, 2 pulse lasers & 1 wraith glaive or 1 Phantom starcannon, 1 pulse laser & 1 wraith glaive.
- This model can replace its Phantom starcannon with Pulse laser.

KEYWORDS: Phantom Titan, Titanic, Towering, Walker, Monster, Aeldari, Wraith Construct, Frame
FACTION KEYWORDS: Asuryani

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
D-bombard BLAST, DEVASTATING WOUNDS	72"	D6	3+	20	-4	2D6
D-bombard BLAST, DEVASTATING WOUNDS	72"	D6	3+	20	-4	2D6
Phantom pulsar	120"	8	3+	18	-4	6
Phantom pulsar	120"	8	3+	18	-4	6
Phantom starcannon	36"	4	3+	8	-3	2
Pulse laser	48"	3	3+	9	-2	D6
Voidstorm missile launcher	48"	2D6	3+	8	-3	2

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Phantom feet	Melee	4	3+	12	-2	4
➤ Wraith glaive - strike	Melee	6	3+	18	-4	12
➤ Wraith glaive - sweep	Melee	12	3+	8	-3	4

ABILITIES

Damaged: 1-16 Wounds Remaining
While this model has 1-16 wounds remaining, subtract 10 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

Flawless Poise
This model is eligible to shoot and declare a charge in a turn in which it Fell Back.

Invulnerable Save (4+*)
This model has a 4+ invulnerable save against ranged attacks.

Titanic Advance
Each time this model makes a Normal, Advance or Fall Back move, it can move over models (excluding Titanic models) and terrain features that are 4" or less in height as if they were not there.

Towering Wraith Construct
Each time you target this model with a Stratagem, you must spend three times that Stratagem's stated CP cost to do so.

WEAPON ABILITIES

PHANTOM TITAN - AELDARI - AELDARI

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M	T	Sv	W	LD	OC
14"	14	2+	55	6+	20

INVULNERABLE
SAVE

4+*

AUFSTELLUNG
1x Phantom Titan
Equipped with: D-bombard, Phantom pulsar, Phantom starcannon, Pulse laser, Voidstorm missile launcher, Phantom feet, ➤ Wraith glaive - strike, ➤ Wraith glaive - sweep
Wargear Options:

- This model can replace its D-bombard with 1 Phantom pulsar, 2 Phantom starcannons & 1 wraith glaive, 2 pulse lasers & 1 wraith glaive or 1 Phantom starcannon, 1 pulse laser & 1 wraith glaive.
- This model can replace its Phantom pulsar with D-bombard, 2 Phantom starcannons & 1 wraith glaive, 2 pulse lasers & 1 wraith glaive or 1 Phantom starcannon, 1 pulse laser & 1 wraith glaive.
- This model can replace its Phantom starcannon with Pulse laser.

KEYWORDS: Phantom Titan, Titanic, Towering, Walker, Monster, Aeldari, Wraith Construct, Frame
FACTION KEYWORDS: Asuryani

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.*

CORE RULES

Deadly Demise D6+6
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").
Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

PHOENIX [LEGENDS] - AELDARI - AELDARI

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175 PTS

M	T	Sv	W	LD	OC
-	9	3+	16	6+	-

AUFSTELLUNG

1x Phoenix [Legends]

Equipped with: Phoenix missile array, Phoenix pulse laser, Twin shuriken cannon, Wraithbone Hull

KEYWORDS:

Vehicle, Aeldari, Aircraft, Fly, Phoenix, Frame

FACTION KEYWORDS:

Asuryani

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Phoenix missile array BLAST	48"	D6	3+	6	-1	2
Phoenix pulse laser	48"	4	3+	10	-2	D6
Twin shuriken cannon SUSTAINED HITS 1, TWIN-LINKED	24"	3	3+	6	-1	2

MELEE WEAPONS

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

ABILITIES

- Damaged: 1-5 wounds remaining

While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.
- Strafing Run

Each time this model makes a ranged attack that targets a unit that cannot FLY, add 1 to the Hit roll.

WEAPON ABILITIES

- Blast

Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.
Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).
- Sustained Hits

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

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

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.

PRINCE YRIEL - AELDARI - AELDARI

LIBRARY

95 PTS

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

INVULNERABLE
SAVE



AUFSTELLUNG
1x Prince Yriel
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 - AELDARI

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95 PTS

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

INVULNERABLE
SAVE

4+

AUFSTELLUNG

1x Prince Yriel

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.

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

INVULNERABLE
SAVE

6+

AUFSTELLUNG

1x Raider

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

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.

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 (see left) for this model. Until the start of your next Command phase, this model has that ability.

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.

CORE RULES

Deadly Demise D3

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

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

Deep Strike

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

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

INVULNERABLE
SAVE

6+

AUFSTELLUNG
1x Raider
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

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.

TRANSPORT

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

RANGERS - AELDARI - AELDARI LIBRARY60–110 PTS

RANGER

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

INVULNERABLE
SAVE

5+*

AUFSTELLUNG 5-10x Ranger - Equipped with: Close Combat Weapon, Shuriken Pistol, Long rifle	KEYWORDS: Rangers, Infantry, Aeldari, Ynnari FACTION KEYWORDS: Asuryani
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RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Long rifle HEAVY, PRECISION	36"	1	3+	4	-1	2
Shuriken Pistol ASSAULT, PISTOL	12"	1	2+	4	-1	1

MELEE WEAPONS

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

ABILITIES

Invulnerable Save (5+*) Models in this unit have a 5+ invulnerable save against ranged attacks.
Path of the Outcast In your opponent's Movement phase, if an enemy unit ends a move within 8" of this unit, if this unit is not within Engagement Range of one or more enemy units, this unit can make a Normal move of up to D6".

WEAPON ABILITIES

Assault Units containing one or more models with an [ASSAULT] weapon can shoot using assault shooting (10.05).
Heavy In your Shooting phase, each time an attack is made with a [HEAVY] weapon, add 1 to the hit roll if all of the following apply to the attacking unit: - That unit is unengaged. - That unit was not set up on the battlefield this turn. - No model in that unit has moved more than 3" this turn.
Pistol [PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes. Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with: - One or more of its [CLOSE-QUARTERS] weapons. - One or more of its other ranged weapons.
Precision While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

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.

RANGERS - AELDARI - AELDARI LIBRARY60–110 PTS

RANGER

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

INVULNERABLE
SAVE

5+*

AUFSTELLUNG

5-10x Ranger - Equipped with: Close Combat Weapon, Shuriken Pistol, Long rifle

KEYWORDS: Rangers, Infantry, Aeldari, Ynnari

FACTION KEYWORDS: Asuryani

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).

RAVAGER - AELDARI - AELDARI LIBRARY

110 PTS

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

INVULNERABLE
SAVE

6+

AUFSTELLUNG
1x Ravager
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.

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.

RAVEN STRIKE FIGHTER [LEGENDS] -
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170 PTS

M	T	Sv	W	LD	OC
20+''	8	4+	10	7+	0

INVULNERABLE
SAVE



AUFSTELLUNG

1x Raven Strike Fighter [Legends]
Equipped with: Dark lance, Splinterstorm cannon, Bladed wings

KEYWORDS: Vehicle, Fly, Aircraft, Aeldari, Raven Strike Fighter, Frame
FACTION KEYWORDS: Drukhari

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
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).

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 -
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170 PTS

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

INVULNERABLE
SAVE



AUFSTELLUNG

1x Razorwing Jetfighter

Equipped with: Dark Lance, 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
Dark Lance	36"	1	3+	12	-3	D6+2
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 -
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170 PTS

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

INVULNERABLE
SAVE



AUFSTELLUNG

1x Razorwing Jetfighter

Equipped with: Dark Lance, 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.

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 - AELDARI

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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, Frame

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 - AELDARI

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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, Frame

FACTION KEYWORDS:

Drukhari

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 - AELDARI LIBRARY

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
1x Arena Champion
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
Blaster ASSAULT	18"	1	3+	8	-4	D6+1
Heat Lance ASSAULT, MELTA 3	18"	1	3+	14	-4	D6
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 Pistol ANTI-INFANTRY 3+, ASSAULT, PISTOL	12"	1	3+	2	0	1
Splinter Pistol ANTI-INFANTRY 3+, ASSAULT, PISTOL	12"	1	3+	2	0	1
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
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
Bladevanes LANCE	Melee	4	3+	4	-1	1
Bladevanes LANCE	Melee	4	3+	4	-1	1
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.

REAVERS - AELDARI - AELDARI LIBRARY

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
1x Arena Champion
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

Grav Talon
The bearer's melee weapons have an Armour Penetration characteristic of -2 and the **Lethal Hits** ability.

Matchless Swiftess (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.

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.

REVENANT TITAN - AELDARI - AELDARI

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1100 PTS

M	T	Sv	W	LD	OC
16"	13	2+	30	6+	16

INVULNERABLE
SAVE

4+*

AUFSTELLUNG

1x Revenant Titan

Equipped with: Cloudburst missile launcher, Revenant Pulsar, Sonic Lance, Revenant feet

Wargear Options:

This model can replace its Revenant Pulsar with Sonic Lance.

This model can replace its Sonic Lance with Revenant Pulsar.

KEYWORDS:

Revenant Titan, Walker, Towering, Titanic, Monster, Fly, Wraith Construct, Aeldari, Frame

FACTION KEYWORDS:

Asuryani

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Cloudburst missile launcher BLAST	36"	2D6	3+	8	-2	2
Revenant Pulsar ASSAULT	60"	6	3+	14	-3	4
Revenant Pulsar ASSAULT	60"	6	3+	14	-3	4
Sonic Lance ANTI-MONSTER 4+, ANTI-VEHICLE 4+, ASSAULT, TORRENT	18"	D6+6	N/A	8	-3	2
Sonic Lance ANTI-MONSTER 4+, ANTI-VEHICLE 4+, ASSAULT, TORRENT	18"	D6+6	N/A	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Revenant feet	Melee	8	3+	10	-1	3

ABILITIES

Damaged: 1-10 Wounds Remaining

While this model has 1-10 wounds remaining, subtract 8 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

Invulnerable Save (4+*)

This model has a 4+ invulnerable save against ranged attacks.

Revenant Jet Pack

Each time this model Advances, do not make an Advance roll for it. Instead, until the end of the phase, add 8" to the Move characteristic of this model.

Titanic Advance

Each time this model makes a Normal, Advance or Fall Back move, it can move over models (excluding Titanic models) and terrain features that are 4" or less in height as if they were not there.

Towering Wraith Construct

Each time you target this model with a Stratagem, you must spend twice that Stratagem's stated CP cost to do so.

WEAPON ABILITIES

Anti

This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

Assault

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

REVENANT TITAN - AELDARI - AELDARI

LIBRARY

1100 PTS

M	T	Sv	W	LD	OC
16"	13	2+	30	6+	16

INVULNERABLE
SAVE

4+*

AUFSTELLUNG

1x Revenant Titan

Equipped with: Cloudburst missile launcher, Revenant Pulsar, Sonic Lance, Revenant feet

Wargear Options:

■ This model can replace its Revenant Pulsar with Sonic Lance.

■ This model can replace its Sonic Lance with Revenant Pulsar.

KEYWORDS:

Revenant Titan, Walker, Towering, Titanic, Monster, Fly, Wraith Construct, Aeldari, Frame

FACTION KEYWORDS:

Asuryani

Blast

Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

Torrent

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

CORE RULES

Deadly Demise 2D6

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

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

SCORPION [LEGENDS] - AELDARI -
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410 PTS

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

INVULNERABLE
SAVE

5+

AUFSTELLUNG

1x Scorpion [Legends]

Equipped with: Bright Lance, Scatter Laser, Shuriken Cannon, Starcannon, Twin Scorpion Pulsar, ➤ Aeldari missile launcher - starshot, ➤ Aeldari missile launcher - sunburst, Wraithbone Hull

KEYWORDS: Scorpion, Vehicle, Fly, Titanic, Aeldari, Frame

FACTION KEYWORDS: Asuryani

🎯 RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bright Lance	36"	1	3+	12	-3	D6+2
Scatter Laser	36"	6	3+	5	0	1
Shuriken Cannon SUSTAINED HITS 1	24"	3	3+	6	-1	2
Starcannon	36"	2	3+	8	-3	2
Twin Scorpion Pulsar TWIN-LINKED	60"	6	3+	18	-3	5
➤ Aeldari missile launcher - starshot	48"	1	3+	10	-2	D6
➤ Aeldari missile launcher - sunburst BLAST	48"	D6	3+	4	-1	1

⚔ MELEE WEAPONS

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

ABILITIES

Damaged: 1-8 Wounds Remaining

While this model has 1-8 wounds remaining, subtract 4 from its Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll

Lanced Obliteration

Each time an attack made with this model's twin Scorpion pulsar destroys an enemy model that has the Deadly Demise ability, that model's Deadly Demise ability inflicts mortal wounds on a D6 roll of 4+ instead of on a 6.

WEAPON ABILITIES

Blast

Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

Sustained Hits

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

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

Twin-linked

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

SCORPION [LEGENDS] - AELDARI -
AELDARI LIBRARY

410 PTS

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

INVULNERABLE
SAVE

5+

AUFSTELLUNG
1x Scorpion [Legends]
Equipped with: Bright Lance, Scatter Laser, Shuriken Cannon, Starcannon, Twin Scorpion Pulsar, ➤
Aeldari missile launcher - starshot, ➤ Aeldari missile launcher - sunburst, Wraithbone Hull

KEYWORDS: Scorpion, Vehicle, Fly, Titanic, Aeldari, Frame
FACTION KEYWORDS: Asuryani

CORE RULES

Deadly Demise D6+2
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").
Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

SCOURGES WITH HEAVY WEAPONS -
AELDARI - AELDARI LIBRARY

110 PTS

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

INVULNERABLE
SAVE



AUFSTELLUNG

4x Scourge with Heavy Weapon
1x Solarite

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
Close combat weapon	Melee	2	3+	3	0	1
Power Weapon ANTI-INFANTRY 3+	Melee	3	3+	3	-2	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.

SCOURGES WITH HEAVY WEAPONS -
AELDARI - AELDARI LIBRARY

110 PTS

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

INVULNERABLE
SAVE



AUFSTELLUNG

4x Scourge with Heavy Weapon
1x Solarite

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

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.

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.

SCOURGES WITH HEAVY WEAPONS -
AELDARI - AELDARI LIBRARY

110 PTS

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

INVULNERABLE
SAVE

5+

AUFSTELLUNG
4x Scourge with Heavy Weapon
1x Solarite
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

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

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

CORE RULES

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 - AELDARI LIBRARY

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
1x Solarite

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
Shardcarbine ANTI-INFANTRY 3+, ASSAULT	18"	3	3+	2	0	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
Close combat weapon	Melee	2	3+	3	0	1
Close combat weapon	Melee	2	3+	3	0	1
Power Weapon ANTI-INFANTRY 3+	Melee	3	3+	3	-2	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.

SCOURGES WITH SHARDCARBINES -
AELDARI - AELDARI LIBRARY

75 PTS

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

INVULNERABLE
SAVE



AUFSTELLUNG

4x Scourge with Special Weapon oder Scourge
1x Solarite

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

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.

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.

SHADOW SPECTRES [LEGENDS] -
AELDARI - AELDARI LIBRARY

115–230 PTS

SHADOW SPECTRE EXARCH

M	T	Sv	W	LD	OC
12"	3	3+	2	6+	1

INVULNERABLE
SAVE

5+

AUFSTELLUNG

1x Shadow Spectre Exarch - Equipped with: ▶ Prism Rifle - dispersed, ▶ Prism Rifle - focused, Close Combat Weapon
5-10x Shadow Spectre

KEYWORDS: Infantry, Fly, Shadow Spectres, Jump Pack, Aeldari
FACTION KEYWORDS: Asuryani

⚙ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
▶ Prism Rifle - dispersed BLAST	18"	D6	3+	4	-1	1
▶ Prism Rifle - dispersed BLAST	18"	D6	3+	4	-1	1
▶ Prism Rifle - focused	24"	1	3+	6	-2	3
▶ Prism Rifle - focused	24"	1	3+	6	-2	3

⚔ MELEE WEAPONS

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

ABILITIES

Shade of Twilight

In your Shooting phase, after this unit has shot, if it is not within Engagement Range of one or more enemy units, it can make a Normal move of up to D6". If it does, until the end of the turn, this unit is not eligible to declare a charge.

WEAPON ABILITIES

Blast

Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

CORE RULES

Deep Strike

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

Stealth

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

SHADOW WEAVER PLATFORM - AELDARI -
AELDARI LIBRARY

60 PTS

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

AUFSTELLUNG 1x Shadow Weaver Platform Equipped with: Shadow weaver, Shuriken Catapult, Close Combat Weapon	KEYWORDS: Support Weapon, Aeldari, Infantry, Shadow Weaver Platform, Ynnari, Frame FACTION KEYWORDS: Asuryani
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⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Shadow weaver BLAST, INDIRECT FIRE	48"	D6+2	3+	6	-1	1
Shuriken Catapult ASSAULT	18"	2	3+	4	-1	1

⚔ MELEE WEAPONS

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

ABILITIES

Monofilament Snare In your Shooting phase, after this model has shot, select one enemy unit hit by one or more of those attacks made with its Shadow Weaver. Until the start of your next turn, that enemy unit is snared. While a unit is snared, each time that unit makes a Normal, Advance or Fall Back move, roll one D6 for each model in that unit: for each 1, that unit suffers 1 mortal wound.
Support Artillery At the start of the Declare Battle Formations step, this model can join one Guardian Defenders unit from your army (a unit cannot have more than one Support Weapon model joined to it). This model then counts as part of that Guardians unit for the rest of the battle, and that unit's Starting Strength is increased accordingly. This model, and any unit it is joined to, cannot embark within a Transport.
Support Weapon Each time an attack targets this model's unit, if that unit contains one or more other models, until that attack is resolved, this model has a Toughness characteristic of 3.

WEAPON ABILITIES

Assault Units containing one or more models with an [ASSAULT] weapon can shoot using assault shooting (10.05).
Blast Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead. <i>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).</i>
Indirect Fire Units containing one or more models with an [INDIRECT FIRE] weapon can shoot using indirect shooting (10.07).

SHADOWSEER - AELDARI - AELDARI

LIBRARY

50 PTS

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

INVULNERABLE
SAVE



AUFSTELLUNG

1x Shadowseer

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.

SHADOWSEER - AELDARI - AELDARI

LIBRARY

50 PTS

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

INVULNERABLE
SAVE



AUFSTELLUNG

1x Shadowseer

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

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).

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).

SHINING SPEARS - AELDARI - AELDARI

LIBRARY

100–200 PTS

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

INVULNERABLE
SAVE



AUFSTELLUNG

2-5x Shining Spear
1x Shining Spear Exarch

Equipped with: Laser Lance, Shuriken Cannon, Star Lance, Twin Shuriken Catapult, Paragon Sabre

Wargear Options:

- Each Shining Spear Exarch can be equipped with 1x Shimmershield.
- Each Shining Spear Exarch can replace its Laser Lance with Paragon Sabre or Star Lance.
- Each Shining Spear Exarch can replace its Twin Shuriken Catapult with Shuriken Cannon.

KEYWORDS: Shining Spears, Mounted, Fly, Aeldari, Aspect Warrior, Ynnari

FACTION KEYWORDS: Asuryani

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Laser Lance ASSAULT	6"	1	3+	6	-2	3
Laser Lance ASSAULT	6"	1	3+	6	-2	3
Shuriken Cannon LETHAL HITS	24"	3	3+	6	-1	2
Star Lance ASSAULT	6"	1	3+	9	-3	3
Twin Shuriken Catapult ASSAULT, TWIN LINKED	18"	2	3+	4	-1	1
Twin Shuriken Catapult ASSAULT, TWIN LINKED	18"	2	3+	4	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Laser Lance ANTI-MONSTER 3+, ANTI-VEHICLE 3+, LANCE	Melee	3	3+	5	-2	3
Laser Lance ANTI-MONSTER 3+, ANTI-VEHICLE 3+, LANCE	Melee	3	3+	5	-2	3
Paragon Sabre	Melee	6	3+	5	-2	2
Star Lance ANTI-MONSTER 3+, ANTI-VEHICLE 3+, LANCE	Melee	4	3+	5	-3	3

ABILITIES

Extreme Mobility

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

Shimmershield

The bearer has a 4+ invulnerable save.

WEAPON ABILITIES

SHINING SPEARS - AELDARI - AELDARI

LIBRARY

100–200 PTS

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

INVULNERABLE
SAVE

5+

AUFSTELLUNG
2-5x Shining Spear
1x Shining Spear Exarch
Equipped with: Laser Lance, Shuriken Cannon, Star Lance, Twin Shuriken Catapult, Paragon Sabre
Wargear Options:

- Each Shining Spear Exarch can be equipped with 1x Shimmershield.
- Each Shining Spear Exarch can replace its Laser Lance with Paragon Sabre or Star Lance.
- Each Shining Spear Exarch can replace its Twin Shuriken Catapult with Shuriken Cannon.

KEYWORDS: Shining Spears, Mounted, Fly, Aeldari, Aspect Warrior, Ynnari
FACTION KEYWORDS: Asuryani

Anti
This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.
Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

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

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

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

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

SHROUD RUNNERS - AELDARI - AELDARI

LIBRARY

90–175 PTS

SHROUD RUNNER

M	T	Sv	W	LD	OC
14"	4	5+	3	7+	2

INVULNERABLE
SAVE

5+*

AUFSTELLUNG

3-6x Shroud Runner - Equipped with: Close Combat Weapon, Shuriken Pistol, Long rifle, Scatter Laser

KEYWORDS: Shroud Runners, Fly, Mounted, Aeldari, Ynnari

FACTION KEYWORDS: Asuryani

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Long rifle PRECISION	36"	1	2+	4	-1	2
Scatter Laser SUSTAINED HITS 1	36"	6	3+	5	0	1
Shuriken Pistol ASSAULT, PISTOL	12"	1	2+	4	-1	1

MELEE WEAPONS

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

ABILITIES

Invulnerable Save (5+*)

Models in this unit have a 5+ invulnerable save against ranged attacks.

Target Acquisition

In your Shooting phase, after this unit has shot, select one enemy unit hit by one or more of those attacks made with a long rifle. Until the end of the phase, that enemy unit cannot have the Benefit of Cover.

WEAPON ABILITIES

Assault

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

Pistol

PISTOL and **CLOSE-QUARTERS** are identical for all rules purposes.

Units containing one or more models with a **CLOSE-QUARTERS** weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding **MONSTER/VEHICLE** models), you can only select one of the following to make attacks with:

- One or more of its **CLOSE-QUARTERS** weapons.
- One or more of its other ranged weapons.

Precision

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

Sustained Hits

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

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

CORE RULES

SHROUD RUNNERS - AELDARI - AELDARI

LIBRARY

90–175 PTS

SHROUD RUNNER

M	T	Sv	W	LD	OC
14"	4	5+	3	7+	2

INVULNERABLE
SAVE

5+*

AUFSTELLUNG

3-6x Shroud Runner - Equipped with: Close Combat Weapon, Shuriken Pistol, Long rifle, Scatter Laser

KEYWORDS: Shroud Runners, Fly, Mounted, Aeldari, Ynnari

FACTION KEYWORDS: Asuryani

Scouts 9"

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

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

Stealth

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

SKATHACH WRAITHKNIGHT [LEGENDS] -
AELDARI - AELDARI LIBRARY

490 PTS

M	T	Sv	W	LD	OC
10"	12	2+	18	6+	10

AUFSTELLUNG
1x Skathach Wraithknight [Legends]
Equipped with: Inferno Lance, Scatter Laser, Shuriken Cannon, Starcannon, ► Deathshroud Cannon - Dispersed, ► Deathshroud Cannon - Focused, Titanic Feet
Wargear Options:

- This model can replace its Scattershield with Deathshroud Cannon or Inferno Lance.
- This model can replace its Inferno Lance with Deathshroud Cannon.
- This model can be equipped with up to 2 of: Scatter Laser, Shuriken Cannon, Starcannon.

KEYWORDS: Skathach Wraithknight, Wraith Construct, Towering, Titanic, Walker, Monster, Aeldari
FACTION KEYWORDS: Asuryani

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Inferno Lance MELTA 2	24"	4	3+	12	-4	D6
Inferno Lance MELTA 2	24"	4	3+	12	-4	D6
Scatter Laser	36"	6	3+	5	0	1
Shuriken Cannon SUSTAINED HITS 1	24"	3	3+	6	-1	2
Starcannon	36"	2	3+	8	-3	2
► Deathshroud Cannon - Dispersed BLAST, DEVASTATING WOUNDS	12"	3D6	3+	6	-1	1
► Deathshroud Cannon - Dispersed BLAST, DEVASTATING WOUNDS	12"	3D6	3+	6	-1	1
► Deathshroud Cannon - Focused BLAST, DEVASTATING WOUNDS	48"	D6	3+	10	-3	2
► Deathshroud Cannon - Focused BLAST, DEVASTATING WOUNDS	48"	D6	3+	10	-3	2

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Titanic Feet	Melee	5	3+	8	-1	2

ABILITIES

- Agile**
Each time this model makes a Normal, Advance or Fall Back move, it can move over other models (excluding Titanic models) and terrain features that are 4" or less in height as if they were not there.
- Damaged: 1-6 Wounds Remaining**
While this model has 1-6 wounds remaining, subtract 5 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.
- Scattershield**
The bearer has a 4+ invulnerable save.
- Webway Shunt Generator**
Once per battle, at the end of your opponent's turn, if this model is not within Engagement Range of one or more enemy units, you can remove this model from the battlefield and place it into Strategic Reserves.

WEAPON ABILITIES

SKATHACH WRAITHKNIGHT [LEGENDS] -
AELDARI - AELDARI LIBRARY

490 PTS

M	T	Sv	W	LD	OC
10"	12	2+	18	6+	10

AUFSTELLUNG

1x Skathach Wraithknight [Legends]

Equipped with: Inferno Lance, Scatter Laser, Shuriken Cannon, Starcannon, ► Deathshroud Cannon - Dispersed, ► Deathshroud Cannon - Focused, Titanic Feet

Wargear Options:

- This model can replace its Scattershield with Deathshroud Cannon or Inferno Lance.
- This model can replace its Inferno Lance with Deathshroud Cannon.
- This model can be equipped with up to 2 of: Scatter Laser, Shuriken Cannon, Starcannon.

KEYWORDS: Skathach Wraithknight, Wraith Construct, Towering, Titanic, Walker, Monster, Aeldari

FACTION KEYWORDS: Asuryani

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.

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).

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.

SKYRUNNER [CRUCIBLE] - AELDARI -
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80 PTS

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

INVULNERABLE
SAVE

4+

AUFSTELLUNG

1x Skyrunner [Crucible]

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

KEYWORDS:

Character, Aeldari, Crucible, Mounted, Skyrunner, Fly

FACTION

KEYWORDS: Asuryani

🎯 RANGED WEAPONS

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

SKYRUNNER [CRUCIBLE] - AELDARI -
AELDARI LIBRARY

80 PTS

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

INVULNERABLE
SAVE



AUFSTELLUNG

1x Skyrunner [Crucible]

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

KEYWORDS:
Character, Aeldari, Crucible, Mounted, Skyrunner, Fly
FACTION
KEYWORDS: Asuryani

✂ MELEE WEAPONS

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

ABILITIES

CORE - Leader, Leader, Leader, Leader, Leader

Cameleoline Cloak
(INFANTRY only):

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

- Rangers

Corsair Raider
(INFANTRY only):

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

- Corsair Voidreavers
- Corsair Voidscarred

Doomseer
(PSYKER only):

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

SKYRUNNER [CRUCIBLE] - AELDARI -
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80 PTS

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

INVULNERABLE
SAVE



AUFSTELLUNG

1x Skyrunner [Crucible]

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

KEYWORDS:
Character, Aeldari, Crucible, Mounted, Skyrunner, Fly

FACTION
KEYWORDS: Asuryani

Heavy Aspect Armour

(INFANTRY only):

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

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

Outcast

(INFANTRY and MOUNTED only):

This model has the Lone Operative ability.

Path of the Witch

The model gains the PSYKER keyword.

Skyrunner's Heavy Aspect armour

(MOUNTED only):

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

- Shining Spears

Superlative Strategist

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

Warden of Fate

(PSYKER only):

Each time a ranged attack targets this unit, models in that unit have the Benefit of Cover.

Wayleaper's Heavy Aspect Armour

(INFANTRY only):

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

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

- Swooping Hawks
- Warp Spiders

Winds of War

This model's unit is eligible to declare a charge in a turn in which it Advanced.

Leader

This model can be attached to the following units:

- Swooping Hawks
- Warp Spiders

WEAPON ABILITIES

Anti

This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

SKYRUNNER [CRUCIBLE] - AELDARI -
AELDARI LIBRARY

80 PTS

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

INVULNERABLE
SAVE



AUFSTELLUNG

1x Skyrunner [Crucible]

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

KEYWORDS:
Character, Aeldari, Crucible, Mounted, Skyrunner, Fly

FACTION
KEYWORDS: Asuryani

Assault

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

Blast

Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

Heavy

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

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

Ignores Cover

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

Lance

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

Lethal Hits

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

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

Melta

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

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

Pistol

[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

Precision

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

Psychic

Each time an attack is made with a [PSYCHIC] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [PSYCHIC] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

SKYRUNNER [CRUCIBLE] - AELDARI -
AELDARI LIBRARY

80 PTS

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

INVULNERABLE
SAVE



AUFSTELLUNG

1x Skyrunner [Crucible]

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

KEYWORDS:
Character, Aeldari, Crucible, Mounted, Skyrunner, Fly
FACTION
KEYWORDS: Asuryani

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.

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.

Infiltrators

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

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

Lone Operative

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

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

Scouts 7"

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

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

Stealth

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

SKYWEAVERS - AELDARI - AELDARI

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95–190 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

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].

CORE RULES

SKYWEAVERS - AELDARI - AELDARI

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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

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

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 - AELDARI LIBRARY115 PTS

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

INVULNERABLE
SAVE

4+

AUFSTELLUNG

1x Solitaire

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).

SPIRITSEER - AELDARI - AELDARI LIBRARY55 PTS

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

INVULNERABLE
SAVE

4+

AUFSTELLUNG

1x Spiritseer

Equipped with: Shuriken Pistol, Witch Staff

KEYWORDS: Spiritseer, Character, Infantry, Psyker, Aeldari, Ynnari

FACTION KEYWORDS: Asuryani

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Shuriken Pistol ASSAULT, PISTOL	12"	1	2+	4	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Witch Staff ANTI-INFANTRY 2+, PSYCHIC	Melee	2	2+	3	0	D3

ABILITIES

Spirit Mark (Psychic)

Once per turn, in your Movement phase, when this model starts or ends a move, select one friendly Wraith Construct unit within 6" of this model (excluding Titanic units) and one enemy unit visible to this model. Until the start of your next Movement phase, weapons equipped by models in that friendly unit have the [Sustained Hits 1] ability while targeting that enemy unit.

Spiritseer

While this model is within 3" of one or more friendly Wraith Construct units, this model has the Lone Operative ability.

Tears of Isha (Psychic)

In your Command phase, select one friendly Wraith Construct unit within 6" of this model. If one or more models in that unit are destroyed, you can return one destroyed model to that unit. Otherwise, one model in that unit regains up to D3 lost wounds. Each unit can only be selected for this ability once per turn.

WEAPON ABILITIES

Anti

This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.
Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

Assault

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

Pistol

[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.
Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:
- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

Psychic

Each time an attack is made with a [PSYCHIC] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [PSYCHIC] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

CORE RULES

Stealth

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

STARFANGS - AELDARI - AELDARI LIBRARY

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	KEYWORDS: Vehicle, Aeldari, Fly, Ynnari, Starfangs, Anhrathe, Grenades, Smoke FACTION KEYWORDS: Asuryani
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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.
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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. <i>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).</i>

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"). <i>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.</i>
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 - AELDARI

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

INVULNERABLE
SAVE



AUFSTELLUNG

1x Starweaver
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.

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:

- Select up to X models embarked within this TRANSPORT (excluding models whose units have already been selected to shoot this phase).
- For each selected model, select one of its ranged weapons (excluding [ONE SHOT] weapons).
- Until this TRANSPORT has resolved all of its attacks, it has all of those selected weapons in addition to its other weapons.
- Until the end of the turn, units embarked within this TRANSPORT are not eligible to shoot.

TRANSPORT

Starweaver

This model has a transport capacity of 6 Harlequins Infantry models.

STONESINGER - AELDARI - AELDARI

LIBRARY

60 PTS

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

AUFSTELLUNG

1x Stonesinger

Equipped with: Solar Carbine, Song of Waning, Venomcrest Spit, Drakesteed Fangs and Talons, Stone Stave

KEYWORDS:

Character, Aeldari, Mounted, Exodite, Mobile, Psyker, Support, Stonesinger

FACTION KEYWORDS:

Asuryani

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Solar Carbine RAPID FIRE 2	18"	2	3+	4	0	1
Song of Waning ANTI-MONSTER/VEHICLE 3+, PSYCHIC	24"	3	3+	4	-2	3
Venomcrest Spit ANTI-NON-MONSTER/VEHICLE 3+, BLAST 1, TORRENT	12"	3	6+	3	-2	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Drakesteed Fangs and Talons EXTRA ATTACKS	Melee	3	3+	5	-1	1
Stone Stave ANTI-NON-MONSTER/VEHICLE 2+, PSYCHIC	Melee	3	3+	3	-1	2

ABILITIES

CORE - Support

Elemental Ensnarement

At the end of your Fight phase, if this unit is not battle-shocked, you can use this ability. If you do, roll one D6:

- On a 1, this unit is battle-shocked.

- Select one visible enemy MONSTER/VEHICLE unit (excluding TITANIC units) within 18" of this unit. That enemy unit is ensnared until the start of your next turn:

- While a unit is ensnared, that unit has -2" M and cannot be pinned.

Leader

This model can be attached to the following unit:

- DRAGON KNIGHTS

WEAPON ABILITIES

Anti

This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

Blast

Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

STONESINGER - AELDARI - AELDARI

LIBRARY

60 PTS

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

AUFSTELLUNG

1x Stonesinger

Equipped with: Solar Carbine, Song of Waning, Venomcrest Spit, Drakesteed Fangs and Talons, Stone Stave

KEYWORDS:

Character, Aeldari, Mounted, Exodite, Mobile, Psyker, Support, Stonesinger

FACTION KEYWORDS:

Asuryani

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.

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.

CORE RULES

Support

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it.

Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

STORM GUARDIANS - AELDARI - AELDARI

LIBRARY

110 PTS

SERPENT'S SCALE PLATFORM

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

AUFSTELLUNG

1x Serpent's Scale Platform - Equipped with: Close Combat Weapon
10x Storm Guardian oder Storm Guardian with Flamer oder Storm Guardian with Fusion Gun oder Storm Guardian with Power Sword oder Storm Guardian with Flamer & Power Sword oder Storm Guardian with Fusion Gun & Power Sword

KEYWORDS: Storm Guardians, Battleline, Infantry, Grenades, Guardians, Aeldari, Ynnari

FACTION KEYWORDS: Asuryani

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Flamer ASSAULT, IGNORES COVER, TORRENT	12"	D6	N/A	4	0	1
Fusion gun ASSAULT, MELTA 2	12"	1	3+	8	-4	D6
Shuriken Pistol ASSAULT, PISTOL	12"	1	3+	4	-1	1

MELEE WEAPONS

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

ABILITIES

Crewed Platform

When the last Storm Guardian model in this unit is destroyed, any remaining Serpent's Scale Platform models in this unit are also destroyed.

Serpent Shield

Models in the bearer's unit have a 5+ invulnerable save.

Stormblades

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

WEAPON ABILITIES

Assault

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

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.

STORM GUARDIANS - AELDARI - AELDARI

LIBRARY

110 PTS

Serpent's Scale Platform

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

AUFSTELLUNG

1x Serpent's Scale Platform - Equipped with: Close Combat Weapon
10x Storm Guardian oder Storm Guardian with Flamer oder Storm Guardian with Fusion Gun oder Storm Guardian with Power Sword oder Storm Guardian with Flamer & Power Sword oder Storm Guardian with Fusion Gun & Power Sword

KEYWORDS: Storm Guardians, Battleline, Infantry, Grenades, Guardians, Aeldari, Ynnari
FACTION KEYWORDS: Asuryani

Torrent

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

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.

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).

STRIKING SCORPIONS - AELDARI -
AELDARI LIBRARY

75–145 PTS

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

INVULNERABLE
SAVE

5+

AUFSTELLUNG

4-9x Striking Scorpion
1x Striking Scorpion Exarch

Equipped with: Chainsabres, Shuriken pistol, Biting blade, Scorpion chainsword, Scorpion's claw

Wargear Options:

- Each Striking Scorpion Exarch can replace its Shuriken Pistol, Scorpion Chainsword & Scorpion's claw with Chainsabres or Biting blade & Shuriken Pistol.

KEYWORDS: Striking Scorpions, Infantry, Aeldari, Aspect Warrior, Ynnari

FACTION KEYWORDS: Asuryani

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Chainsabres ASSAULT, PISTOL, TWIN-LINKED	12"	1	3+	4	-1	1
Shuriken pistol ASSAULT, PISTOL	12"	1	3+	4	-1	1
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
Biting blade SUSTAINED HITS 1	Melee	4	3+	6	-3	1
Chainsabres SUSTAINED HITS 1, TWIN-LINKED	Melee	5	3+	4	-1	1
Scorpion chainsword SUSTAINED HITS 1	Melee	4	3+	4	-1	1
Scorpion chainsword SUSTAINED HITS 1	Melee	4	3+	4	-1	1
Scorpion's claw	Melee	3	3+	8	-2	2

ABILITIES

Aspect Shrine Token

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

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

Mandiblasters

Each time a model in this unit makes a melee attack, if it made a Charge move this turn, an unmodified Hit roll of 5+ scores a Critical Hit.

WEAPON ABILITIES

Assault

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

STRIKING SCORPIONS - AELDARI -
AELDARI LIBRARY

75–145 PTS

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

INVULNERABLE
SAVE

5+

AUFSTELLUNG
4-9x Striking Scorpion
1x Striking Scorpion Exarch
Equipped with: Chainsabres, Shuriken pistol, Biting blade, Scorpion chainsword, Scorpion's claw
Wargear Options:
■ Each Striking Scorpion Exarch can replace its Shuriken Pistol, Scorpion Chainsword & Scorpion's claw with Chainsabres or Biting blade & Shuriken Pistol.

KEYWORDS: Striking Scorpions, Infantry, Aeldari, Aspect Warrior, Ynnari
FACTION KEYWORDS: Asuryani

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

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

Scouts 7"
This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:
- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.
- If that unit is wholly within your deployment zone, it can make a scout move.
- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

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

SUCCUBUS - AELDARI - AELDARI LIBRARY50 PTS

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

INVULNERABLE
SAVE

4+

AUFSTELLUNG

1x Succubus

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.

SWOOPING HAWKS - AELDARI - AELDARI

LIBRARY

95–190 PTS

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

INVULNERABLE
SAVE



AUFSTELLUNG

4-9x Swooping Hawk
1x Swooping Hawk Exarch

Equipped with: Exarch's Lasblaster, Hawk's Talon, Lasblaster, Scatter Laser, Sunpistol, Close Combat Weapon, Power Sword

Wargear Options:

- Each Swooping Hawk Exarch can replace its Hawk's Talon with Exarch's Lasblaster, Scatter Laser or Sunpistol & Power Sword.

KEYWORDS: Swooping Hawks, Infantry, Fly, Grenades, Aeldari, Jump Pack, Aspect Warrior, Ynnari

FACTION KEYWORDS: Asuryani

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Exarch's Lasblaster ASSAULT, LETHAL HITS	24"	4	3+	5	-1	1
Hawk's Talon LETHAL HITS	24"	2	3+	6	-2	2
Lasblaster ASSAULT, LETHAL HITS	24"	4	3+	4	0	1
Scatter Laser SUSTAINED HITS 1	36"	6	3+	5	0	1
Sunpistol ASSAULT, LETHAL HITS, PISTOL	12"	2	3+	4	0	1

MELEE WEAPONS

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

ABILITIES

Aspect Shrine Token

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

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

Grenade Pack Flyover

Once per turn, in your Movement phase, when this unit is set-up on the battlefield or ends a Normal, Advance or Fall Back move, it can use this ability. If it does, select one enemy unit within 8" of and visible to this unit and roll one D6 for each Swooping Hawks model in this unit. For each 4+, that enemy unit suffers 1 mortal wound (to a maximum of 6 mortal wounds). Each time this unit uses this ability , until the end of the turn, you cannot target this unit with the Grenades Stratagem.

WEAPON ABILITIES

Assault

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

Lethal Hits

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

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

SWOOPING HAWKS - AELDARI - AELDARI

LIBRARY

95–190 PTS

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

INVULNERABLE
SAVE

5+

AUFSTELLUNG
4-9x Swooping Hawk
1x Swooping Hawk Exarch
Equipped with: Exarch's Lasblaster, Hawk's Talon, Lasblaster, Scatter Laser, Sunpistol, Close Combat Weapon, Power Sword
Wargear Options:
■ Each Swooping Hawk Exarch can replace its Hawk's Talon with Exarch's Lasblaster, Scatter Laser or Sunpistol & Power Sword.

KEYWORDS: Swooping Hawks, Infantry, Fly, Grenades, Aeldari, Jump Pack, Aspect Warrior, Ynnari
FACTION KEYWORDS: Asuryani

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).

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.

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

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
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

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

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.

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 -
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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, Frame

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	Melee	6	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.

WEAPON ABILITIES

Assault

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

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:

- Select up to X models embarked within this TRANSPORT (excluding models whose units have already been selected to shoot this phase).
- For each selected model, select one of its ranged weapons (excluding [ONE SHOT] weapons).
- Until this TRANSPORT has resolved all of its attacks, it has all of those selected weapons in addition to its other weapons.
- Until the end of the turn, units embarked within this TRANSPORT are not eligible to shoot.

TANTALUS [LEGENDS] - AELDARI -
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230 PTS

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

INVULNERABLE
SAVE



AUFSTELLUNG

1x Tantalus [Legends]

Equipped with: Pulse Disintegrators, Dire Scythe Blades

KEYWORDS: Vehicle, Transport, Fly, Aeldari, Frame

FACTION KEYWORDS: Drukhari

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.

THE VISARCH - AELDARI - AELDARI

LIBRARY

90 PTS

M	T	Sv	W	LD	OC
8"	3	2+	5	6+	1

INVULNERABLE
SAVE



AUFSTELLUNG

1x The Visarch

Equipped with: ➤ Asu-var - duellist stance, ➤ Asu-var - mythic stance, ➤ Asu-var - quicksilver stance

KEYWORDS: The Visarch, Infantry, Epic Hero, Character, Aeldari, Leader

FACTION KEYWORDS: Ynnari

⌘ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
➤ Asu-var - duellist stance DEVASTATING WOUNDS, PRECISION	Melee	6	2+	5	-2	2
➤ Asu-var - mythic stance ANTI-EPIC HERO 2+, PRECISION	Melee	4	2+	3	-4	3
➤ Asu-var - quicksilver stance SUSTAINED HITS 2	Melee	8	2+	4	-1	1

ABILITIES

CORE - Leader

Servant of the Whispering God

If your army includes The Visarch, it cannot include any Epic Hero units (excluding Ynnari units). If your army includes any Epic Hero units (excluding Ynnari units), it cannot include The Visarch.

Way of the Blade

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

Yvraine's Champion

While this model is leading a unit, other Character models attached to that unit have the Feel No Pain 4+ ability.

Leader

This model can be attached to the following units:

- CORSAIR REAVER BAND
- CORSAIR VOIDREAVERS
- CORSAIR VOIDSCARRED
- GUARDIAN DEFENDERS
- STORM GUARDIANS
- YNNARI INCUBI
- YNNARI KABALITE WARRIORS
- YNNARI WYCHES

You can attach this unit to one of the above units, even if Yvraine has already been attached to it. If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.

WEAPON ABILITIES

Anti

This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

Devastating Wounds

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

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

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

THE VISARCH - AELDARI - AELDARI
LIBRARY

90 PTS

M	T	Sv	W	LD	OC
8"	3	2+	5	6+	1

INVULNERABLE
SAVE



AUFSTELLUNG

1x The Visarch

Equipped with: ➤ Asu-var - duellist stance, ➤ Asu-var - mythic stance, ➤ Asu-var - quicksilver stance

KEYWORDS: The Visarch, Infantry, Epic Hero, Character, Aeldari, Leader

FACTION KEYWORDS: Ynnari

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).

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.

THE YNCARNE - AELDARI - AELDARI
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245 PTS

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

INVULNERABLE
SAVE



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

RANGED WEAPONS

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

MELEE WEAPONS

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

ABILITIES

Avatar of the Whispering God

If your army includes The Yncarne, it cannot include any Epic Hero units (excluding Ynnari units). If your army includes any Epic Hero units (excluding Ynnari units), it cannot include The Yncarne.

Ethereal Form

Each time this model destroys an enemy unit it regains up to D3 lost wounds.

Inevitable Death

Once in each of your opponent's turns, if this model is on the battlefield when another friendly Aeldari unit is destroyed, just after removing the last model in that unit, you can remove this model from the battlefield and set it up as close as possible to where that destroyed model was destroyed and not within Engagement Range of one or more enemy units. Doing so does not prevent this model from being eligible to move.

WEAPON ABILITIES

Ignores Cover

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

Psychic

Each time an attack is made with a **PSYCHIC** weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with **PSYCHIC** weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

Torrent

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

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.

THE YNCARNE - AELDARI - AELDARI

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245 PTS

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

INVULNERABLE
SAVE

4+

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

Deep Strike

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

TROUPE - AELDARI - AELDARI LIBRARY

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
1x Lead Player
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
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
Harlequin's Blade DEVASTATING WOUNDS	Melee	5	3+	3	-1	1
Harlequin's Special Weapon DEVASTATING WOUNDS	Melee	4	3+	4	-1	1
Harlequin's Special Weapon DEVASTATING WOUNDS	Melee	4	3+	4	-1	1
Harlequin's Special Weapon DEVASTATING WOUNDS	Melee	4	3+	4	-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.

TROUPE - AELDARI - AELDARI LIBRARY

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
1x Lead Player

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

Flip Belt

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

WEAPON ABILITIES

Anti

This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

Assault

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

Devastating Wounds

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

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

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

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

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).

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.

TROUPE - AELDARI - AELDARI LIBRARY

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
1x Lead Player

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

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 - AELDARI

LIBRARY

75 PTS

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

INVULNERABLE
SAVE



AUFSTELLUNG

1x Troupe Master

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 - AELDARI

LIBRARY

75 PTS

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

INVULNERABLE
SAVE



AUFSTELLUNG

1x Troupe Master

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 -
AELDARI LIBRARY

80 PTS

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

INVULNERABLE
SAVE



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 -
AELDARI LIBRARY

80 PTS

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

INVULNERABLE
SAVE



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.

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.

VAMPIRE HUNTER [LEGENDS] - AELDARI -
AELDARI LIBRARY

460 PTS

M	T	Sv	W	LD	OC
-	12	3+	30	6+	-

INVULNERABLE
SAVE



AUFSTELLUNG

1x Vampire Hunter [Legends]

Equipped with: Scatter Laser, Twin Pulse Laser, Twin Vampire Pulsar, Wraithbone Hull

KEYWORDS: Vehicle, Fly, Aircraft, Titanic, Vampire Hunter, Aeldari, Frame

FACTION KEYWORDS: Asuryani

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Scatter Laser	36"	6	3+	5	0	1
Twin Pulse Laser TWIN-LINKED	48"	3	3+	9	-2	D6
Twin Vampire Pulsar TWIN-LINKED	60"	3	3+	12	-3	4

MELEE WEAPONS

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

ABILITIES

Damaged: 1-10 Wounds Remaining

While this model has 1-10 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Titan Hunter

Each time a ranged attack made by this model is allocated to a Monster or Vehicle model, re-roll a Damage roll of 1.

WEAPON ABILITIES

Twin-linked

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

CORE RULES

Deadly Demise D6+2

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

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

VAMPIRE RAIDER [LEGENDS] - AELDARI -
AELDARI LIBRARY

430 PTS

M	T	Sv	W	LD	OC
-	12	3+	30	6+	-

INVULNERABLE
SAVE

4+

AUFSTELLUNG

1x Vampire Raider [Legends]

Equipped with: Scatter Laser, Twin Pulse Laser, Wraithbone Hull

KEYWORDS: Vehicle, Fly, Titanic, Transport, Vampire Raider, Aeldari, Frame

FACTION KEYWORDS: Asuryani

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Scatter Laser	36"	6	3+	5	0	1
Twin Pulse Laser TWIN-LINKED	48"	3	3+	9	-2	D6

MELEE WEAPONS

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

ABILITIES

Damaged: 1-10 Wounds Remaining

While this model has 1-10 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Into the Foe

If a unit disembarks from this Transport before it moves, until the end of the turn, that unit is eligible to charge in a turn in which it Advanced.

Transport

This model has a transport capacity of 30 Aeldari Infantry models. Each Wraith Construct model takes the space of 2 models. It cannot transport Jump Pack models or Ynnari models (excluding Yvraine and The Visarch).

WEAPON ABILITIES

Twin-linked

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

CORE RULES

Deadly Demise D6+2

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

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

Hover

Each time this unit takes to the skies (21.03), do not subtract 2" from the maximum distance.

VENOM - AELDARI - AELDARI LIBRARY

65 PTS

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

INVULNERABLE
SAVE



AUFSTELLUNG

1x Venom

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
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 this 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.

WEAPON ABILITIES

Anti

This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

Assault

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

Sustained Hits

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

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

Twin-linked

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

CORE RULES

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

INVULNERABLE
SAVE

6+

AUFSTELLUNG
1x Venom
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

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).

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.

VIBRO CANNON PLATFORM - AELDARI -
AELDARI LIBRARY

60 PTS

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

AUFSTELLUNG 1x Vibro Cannon Platform Equipped with: Shuriken Catapult, Vibro Cannon, Close Combat Weapon	KEYWORDS: Support Weapon, Infantry, Aeldari, Vibro Cannon Platform, Ynnari, Frame FACTION KEYWORDS: Asuryani
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⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Shuriken Catapult ASSAULT	18"	2	3+	4	-1	1
Vibro Cannon	48"	D6	3+	9	-1	2

⌘ MELEE WEAPONS

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

ABILITIES

Sonic Destruction In your Shooting phase, each time this model makes an attack with its Vibro Cannon that targets an enemy unit, improve the Strength, Armour Penetration and Damage characteristics of that attack by 1 for each other friendly Vibro Cannon Platform model that made one or more attacks with its Vibro Cannon that also targeted that enemy unit this phase.
Support Artillery At the start of the Declare Battle Formations step, this model can join one Guardian Defenders unit from your army (a unit cannot have more than one Support Weapon model joined to it). This model then counts as part of that Guardians unit for the rest of the battle, and that unit's Starting Strength is increased accordingly. This model, and any unit it is joined to, cannot embark within a Transport.
Support Weapon Each time an attack targets this model's unit, if that unit contains one or more other models, until that attack is resolved, this model has a Toughness characteristic of 3.

WEAPON ABILITIES

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

VOIDRAVEN BOMBER - AELDARI - AELDARI

LIBRARY

245 PTS

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

INVULNERABLE
SAVE



AUFSTELLUNG

1x Voidraven Bomber

Equipped with: Dark Scythe, 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
Dark Scythe	24"	6	3+	8	-4	2
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).*

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.

VOIDRAVEN BOMBER - AELDARI - AELDARI

LIBRARY

245 PTS

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

INVULNERABLE
SAVE



AUFSTELLUNG
1x Voidraven Bomber
Equipped with: Dark Scythe, 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

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 - AELDARI

LIBRARY

115 PTS

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

INVULNERABLE
SAVE

4+

AUFSTELLUNG
1x Voidweaver
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 Camouflage
This unit can only be selected as the target of a ranged attack if the attacking model is within 18".

WEAPON ABILITIES

Anti
This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.
Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

Blast
Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.
Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

Devastating Wounds
Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.
Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.
Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

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

VOIDWEAVER - AELDARI - AELDARI

LIBRARY

115 PTS

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

INVULNERABLE
SAVE



AUFSTELLUNG

1x Voidweaver

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).

VYPER

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

AUFSTELLUNG 1-2x Vyper - Equipped with: Wraithbone Hull, Bright Lance, Scatter Laser, Starcannon, Shuriken Cannon, ➤ Missile Launcher - Starshot, ➤ Missile Launcher - Sunburst Wargear Options: ■ This model can replace its Bright Lance with Scatter Laser or Starcannon. ■ This model can replace its Shuriken Cannon with Missile Launcher.	KEYWORDS: Vehicle, Aeldari, Fly, Vypers, Ynnari FACTION KEYWORDS: Asuryani
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🎯 RANGED WEAPONS

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

🗡 MELEE WEAPONS

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

ABILITIES

Harassment Fire In your Shooting phase, after this unit has shot, select one enemy unit hit by one or more of those attacks. Until the start of your next turn, that enemy unit is suppressed. While a unit is suppressed, each time a model in that unit makes an attack, subtract 1 from the Hit roll.

WEAPON ABILITIES

Blast Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead. <i>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).</i>
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. <i>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].</i>
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. <i>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).</i>

CORE RULES

VYPER

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

AUFSTELLUNG

1-2x Vyper - Equipped with: Wraithbone Hull, Bright Lance, Scatter Laser, Starcannon, Shuriken Cannon,
➤ Missile Launcher - Starshot, ➤ Missile Launcher - Sunburst

Wargear Options:

- This model can replace its Bright Lance with Scatter Laser or Starcannon.
- This model can replace its Shuriken Cannon with Missile Launcher.

KEYWORDS: Vehicle, Aeldari, Fly, Vypers, Ynnari

FACTION KEYWORDS: Asuryani

Deadly Demise 1

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

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

WAR WALKERS - AELDARI - AELDARI

LIBRARY

85–160 PTS

WAR WALKER

M	T	Sv	W	LD	OC
10"	7	3+	6	7+	2

INVULNERABLE
SAVE

5+

AUFSTELLUNG

1-2x War Walker - Equipped with: Shuriken Cannon, ► Missile Launcher - Starshot, ► Missile Launcher - Sunburst, Bright Lance, Scatter Laser, Starcannon, War Walker feet

KEYWORDS: Vehicle, Aeldari, Walker, War Walkers, Ynnari

FACTION KEYWORDS: Asuryani

⚙ RANGED WEAPONS

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

⚔ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
War Walker feet	Melee	3	3+	5	0	1

ABILITIES

Crystalline Targeting

In your Shooting phase, after this unit has shot, select one enemy unit hit by one or more of those attacks. Until the end of the phase, each time a friendly Aeldari unit makes an attack that targets that enemy unit, improve the Armour Penetration characteristic of that attack by 1. Each unit can only be selected for that ability once per turn.

WEAPON ABILITIES

Blast

Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

Lethal Hits

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

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

Sustained Hits

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

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

CORE RULES

WAR WALKERS - AELDARI - AELDARI

LIBRARY

85–160 PTS

WAR WALKER

M	T	Sv	W	LD	OC
10"	7	3+	6	7+	2

INVULNERABLE
SAVE

5+

AUFSTELLUNG

1-2x War Walker - Equipped with: Shuriken Cannon, ➤ Missile Launcher - Starshot, ➤ Missile Launcher - Sunburst, Bright Lance, Scatter Laser, Starcannon, War Walker feet

KEYWORDS: Vehicle, Aeldari, Walker, War Walkers, Ynnari

FACTION KEYWORDS: Asuryani

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.

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

INVULNERABLE
SAVE

4+

AUFSTELLUNG

1x Warlock

Equipped with: Destructor, Shuriken Pistol, Singing Spear, Witchblade

Wargear Options:

- This model can replace its Witchblade with Singing Spear.

KEYWORDS: Character, Infantry, Psyker, Warlock, Aeldari, Ynnari, Support

FACTION KEYWORDS: Asuryani

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Destructor PSYCHIC, TORRENT	12"	D6	N/A	5	-1	1
Shuriken Pistol ASSAULT, PISTOL	12"	1	3+	4	-1	1
Singing Spear ASSAULT, PSYCHIC	12"	1	3+	9	0	3

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Singing Spear PSYCHIC	Melee	2	3+	3	0	3
Witchblade ANTI-INFANTRY 2+, PSYCHIC	Melee	2	3+	3	0	2

ABILITIES

CORE - Leader

Psychic Communion (Psychic)

Each time this model is selected to shoot, until the end of the phase, add 1 to the Attacks and Strength characteristics of its Destructor weapon for each other friendly Aeldari Psyker model within 6" of this model (to a maximum of +2).

Runes of Fortune (Psychic)

Each time an enemy unit declares a charge, if one or more units with this ability are selected as a target of that charge, subtract 2 from the Charge roll.

Leader

This model can be attached to the following units:

- Guardian Defenders
- Storm Guardians

You can attach this model to a unit, even if one Autarch or Farseer model has already been attached to it. If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.

WEAPON ABILITIES

Anti

This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

Assault

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

Pistol

[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

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

INVULNERABLE
SAVE

4+

AUFSTELLUNG
1x Warlock
Equipped with: Destructor, Shuriken Pistol, Singing Spear, Witchblade
Wargear Options:
■ This model can replace its Witchblade with Singing Spear.

KEYWORDS: Character, Infantry, Psyker, Warlock, Aeldari, Ynnari, Support
FACTION KEYWORDS: Asuryani

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

Support
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it.
Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

WARLOCK CONCLAVE - AELDARI -
AELDARI LIBRARY

55–120 PTS

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

INVULNERABLE
SAVE



AUFSTELLUNG

2-4x Warlock with Witchblade oder Warlock with Singing Spear
Equipped with: Destructor, Shuriken Pistol, Singing Spear, Witchblade

KEYWORDS: Warlock Conclave, Psyker, Infantry, Aeldari, Warlock, Ynnari, Leader
FACTION KEYWORDS: Asuryani

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Destructor PSYCHIC, TORRENT	12"	D6	N/A	5	-1	1
Shuriken Pistol ASSAULT, PISTOL	12"	1	3+	4	-1	1
Singing Spear ASSAULT, PSYCHIC	12"	1	3+	9	0	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Singing Spear PSYCHIC	Melee	2	3+	3	0	3
Witchblade ANTI-INFANTRY 2+, PSYCHIC	Melee	2	3+	3	0	2

ABILITIES

CORE - Leader

Protect (Psychic)

While a Farseer model is leading this unit, each time an attack targets this unit, subtract 1 from the Wound roll.

Psychic Communion (Psychic)

Each time this unit is selected to shoot, for each Warlock model in this unit, until the end of the phase, add 1 to the Attacks and Strength characteristics of that model's Destructor weapon for each other friendly Aeldari Psyker model within 6" of this model (to a maximum of +2).

Leader

At the start of the Declare Battle Formations step, if this unit is not an Attached unit, this unit can join one GUARDIAN DEFENDERS or STORM GUARDIANS unit from your army (a unit cannot have more than one WARLOCK CONCLAVE unit joined to it). If it does, until the end of the battle, every model in this unit counts as being part of that Bodyguard unit, and that Bodyguard unit's Starting Strength is increased accordingly.

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).

WARLOCK CONCLAVE - AELDARI -
AELDARI LIBRARY

55–120 PTS

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

INVULNERABLE
SAVE



AUFSTELLUNG

2-4x Warlock with Witchblade oder Warlock with Singing Spear

Equipped with: Destructor, Shuriken Pistol, Singing Spear, Witchblade

KEYWORDS: Warlock Conclave, Psyker, Infantry, Aeldari, Warlock, Ynnari, Leader

FACTION KEYWORDS: Asuryani

Torrent

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

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.

WARLOCK SKYRUNNERS - AELDARI -
AELDARI LIBRARY

55–90 PTS

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

INVULNERABLE
SAVE



AUFSTELLUNG

1-2x Warlock Skyrunner with Witchblade oder Warlock Skyrunner with Singing Spear
Equipped with: Destructor, Shuriken Pistol, Singing Spear, Twin Shuriken Catapult, Witchblade

KEYWORDS: Psyker, Mounted, Warlock Skyrunners, Warlock, Aeldari, Fly, Ynnari, Leader
FACTION KEYWORDS: Asuryani

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Destructor PSYCHIC, TORRENT	12"	D6	N/A	5	-1	1
Destructor PSYCHIC, TORRENT	12"	D6	N/A	5	-1	1
Shuriken Pistol ASSAULT, PISTOL	12"	1	3+	4	-1	1
Shuriken Pistol ASSAULT, PISTOL	12"	1	3+	4	-1	1
Singing Spear ASSAULT, PSYCHIC	12"	1	3+	9	0	3
Twin Shuriken Catapult ASSAULT, TWIN LINKED	18"	2	3+	4	-1	1
Twin Shuriken Catapult ASSAULT, TWIN LINKED	18"	2	3+	4	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Singing Spear PSYCHIC	Melee	2	3+	3	0	3
Witchblade ANTI-INFANTRY 2+, PSYCHIC	Melee	2	3+	3	0	2

ABILITIES

CORE - Leader

Psychic Communion (Psychic)

Each time this unit is selected to shoot, for each Warlock model in this unit, until the end of the phase, add 1 to the Attacks and Strength characteristics of that model's Destructor weapon for each other friendly Aeldari Psyker model within 6" of this model (to a maximum of +2).

Runes of Battle (Psychic)

Weapons equipped by models in this unit have the [IGNORES COVER] ability.

Leader

At the start of the Declare Battle Formations step, if this unit is not an Attached unit, this unit can join one WINDRIDERS unit from your army (a unit cannot have more than one WARLOCK SKYRUNNERS unit joined to it). If it does, until the end of the battle, every model in this unit counts as being part of that Bodyguard unit, and that Bodyguard unit's Starting Strength is increased accordingly.

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).

WARLOCK SKYRUNNERS - AELDARI -
AELDARI LIBRARY

55–90 PTS

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

INVULNERABLE
SAVE



AUFSTELLUNG

1-2x Warlock Skyrunner with Witchblade oder Warlock Skyrunner with Singing Spear
Equipped with: Destructor, Shuriken Pistol, Singing Spear, Twin Shuriken Catapult, Witchblade

KEYWORDS: Psyker, Mounted, Warlock Skyrunners, Warlock, Aeldari, Fly, Ynnari, Leader
FACTION KEYWORDS: Asuryani

Pistol

[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

Psychic

Each time an attack is made with a [PSYCHIC] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [PSYCHIC] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

Torrent

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

Twin-linked

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

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.

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.

WARP HUNTER [LEGENDS] - AELDARI -
AELDARI LIBRARY

145 PTS

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

AUFSTELLUNG
1x Warp Hunter [Legends]
Equipped with: Shuriken Cannon, Twin Shuriken Catapult, ➤ D-Flail - blast, ➤ D-Flail - rift, Wraithbone Hull
Wargear Options:
■ This model can replace its Twin Shuriken Catapult with Shuriken Cannon.

KEYWORDS: Vehicle, Fly, Warp Hunter, Aeldari, Frame
FACTION KEYWORDS: Asuryani

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Shuriken Cannon SUSTAINED HITS 1	24"	3	3+	6	-1	2
Twin Shuriken Catapult ASSAULT, TWIN LINKED	18"	2	3+	4	-1	1
➤ D-Flail - blast BLAST, DEVASTATING WOUNDS	24"	D3	3+	12	-4	3
➤ D-Flail - rift DEVASTATING WOUNDS, TORRENT	12"	D3	N/A	12	-4	3

✂ MELEE WEAPONS

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

ABILITIES

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

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

WEAPON ABILITIES

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

Blast
Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.
Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

Devastating Wounds
Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.
Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.
Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

WARP HUNTER [LEGENDS] - AELDARI -
AELDARI LIBRARY

145 PTS

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

AUFSTELLUNG

1x Warp Hunter [Legends]

Equipped with: Shuriken Cannon, Twin Shuriken Catapult, ➤ D-Flail - blast, ➤ D-Flail - rift, Wraithbone Hull

Wargear Options:

- This model can replace its Twin Shuriken Catapult with Shuriken Cannon.

KEYWORDS: Vehicle, Fly, Warp Hunter, Aeldari, Frame

FACTION KEYWORDS: Asuryani

- 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.

CORE RULES

- Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").
Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

WARP SPIDERS - 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**.

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

- 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.

WASP ASSAULT WALKER [LEGENDS] -
AELDARI - AELDARI LIBRARY

95 PTS

M	T	Sv	W	LD	OC
10"	7	3+	6	6+	2

INVULNERABLE
SAVE

4+

AUFSTELLUNG
1x Wasp Assault Walker [Legends]
Equipped with: Bright Lance, Scatter Laser, Shuriken Cannon, Starcannon, ► Aeldari missile launcher - starshot, ► Aeldari missile launcher - sunburst, Wasp feet

KEYWORDS: Vehicle, Fly, Walker, Wasp Assault Walker, Aeldari
FACTION KEYWORDS: Asuryani

🎯 RANGED WEAPONS

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

⚔ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Wasp feet	Melee	3	3+	5	0	1

ABILITIES

Cloudbreakers
Each time this model Advances, do not make an Advance roll for it. Instead, until the end of the phase, add 6" to the Move characteristic of this model.

WEAPON ABILITIES

Blast
Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.
*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

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

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.

WAVE SERPENT - AELDARI - AELDARI

LIBRARY

115 PTS

M	T	Sv	W	LD	OC
14"	9	3+	13	7+	2

INVULNERABLE
SAVE



AUFSTELLUNG

1x Wave Serpent

Equipped with: Shuriken Cannon, Twin Bright Lance, Twin Scatter Laser, Twin Shuriken Cannon, Twin Shuriken Catapult, Twin Starcannon, ► Twin Aeldari Missile Launcher - Starshot, ► Twin Aeldari Missile Launcher - Sunburst, Wraithbone Hull

Wargear Options:

- This model can replace its Twin Shuriken Catapult with Shuriken Cannon.
- This model can replace its Twin Shuriken Cannon with Twin Aeldari Missile Launcher, Twin Bright Lance, Twin Scatter Laser or Twin Starcannon.

KEYWORDS: Wave Serpent, Fly, Dedicated Transport, Vehicle, Transport, Aeldari, Ynnari, Frame

FACTION KEYWORDS: Asuryani

RANGED WEAPONS

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

MELEE WEAPONS

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

ABILITIES

Damaged: 1-4 Wounds Remaining

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

Wave Serpent Shield

Each time a ranged attack targets this model, if the Strength characteristic of that attack is greater than the Toughness characteristic of this model, subtract 1 from the Wound roll.

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).

WAVE SERPENT - AELDARI - AELDARI

LIBRARY

115 PTS

M	T	Sv	W	LD	OC
14"	9	3+	13	7+	2

INVULNERABLE
SAVE



AUFSTELLUNG

1x Wave Serpent

Equipped with: Shuriken Cannon, Twin Bright Lance, Twin Scatter Laser, Twin Shuriken Cannon, Twin Shuriken Catapult, Twin Starcannon, ➤ Twin Aeldari Missile Launcher - Starshot, ➤ Twin Aeldari Missile Launcher - Sunburst, Wraithbone Hull

Wargear Options:

- This model can replace its Twin Shuriken Catapult with Shuriken Cannon.
- This model can replace its Twin Shuriken Cannon with Twin Aeldari Missile Launcher, Twin Bright Lance, Twin Scatter Laser or Twin Starcannon.

KEYWORDS: Wave Serpent, Fly, Dedicated Transport, Vehicle, Transport, Aeldari, Ynnari, Frame

FACTION KEYWORDS: Asuryani

Lethal Hits

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

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

Sustained Hits

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

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

Twin-linked

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

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.

TRANSPORT

Wave Serpent

This model has a transport capacity of 12 ASURYANI INFANTRY models. Each WRAITH CONSTRUCT model takes the space of 2 models. It cannot transport JUMP PACK models or YNNARI models (excluding ASURYANI, YVRAINE and THE VISARCH models).

WEBWAY GATE [LEGENDS] - AELDARI -
AELDARI LIBRARY

105 PTS

M	T	Sv	W	LD	OC
-	12	3+	14	6+	0

AUFSTELLUNG

1x Webway Gate [Legends]

KEYWORDS:

Webway Gate, Fortification, Aeldari, Frame

FACTION KEYWORDS:

Asuryani

ABILITIES

- Arcane Cover

Each time a ranged attack is allocated to a model, if that model is not fully visible to every model in the attacking unit because of this Fortification, that model has the Benefit of Cover against that attack.
- Deployment

Both Wraithbone Arches of this Fortification must be set up with their upper points no more than 1" apart and with both statues facing in fully opposite directions so that an arch is formed, as shown on the right. Both arches are then treated as a single model for all rules purposes.
- Fortification

While an enemy unit is only within Engagement Range of one or more Fortifications from your army:

- That unit can still be selected as the target of ranged attacks, but each time such an attack is made, unless it is made with a Pistol, subtract 1 from the Hit roll.

- Models in that unit do not need to take Desperate Escape tests due to Falling Back while Battle-shocked, except for those that will move over enemy models when doing so.
- Webway Strike

Each time a friendly AELDARI unit arrives from Strategic Reserves, you can choose to set it up anywhere on the battlefield that is wholly within 6" of this FORTIFICATION. If you do, that AELDARI unit can be set up within 9" of enemy models, and can be set up within Engagement Range of enemy models. If an AELDARI unit is set up within Engagement Range of any enemy models in this way, it counts as having made a Charge move this turn and is eligible to fight this turn.

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.

WINDRIDERS - AELDARI - AELDARI

LIBRARY

80–170 PTS

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

AUFSTELLUNG
3-6x Windrider with Twin Shuriken Catapult oder Windrider with Scatter Laser oder Windrider with Shuriken Cannon
Equipped with: Scatter laser, Shuriken cannon, Twin shuriken catapult, Close combat weapon

KEYWORDS: Mounted, Fly, Windriders, Aeldari, Ynnari
FACTION KEYWORDS: Asuryani

 RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Scatter laser SUSTAINED HITS 1	36"	6	3+	5	0	1
Shuriken cannon LETHAL HITS	24"	3	3+	6	-1	2
Twin shuriken catapult ASSAULT, TWIN-LINKED	18"	2	3+	4	-1	1

 MELEE WEAPONS

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

ABILITIES

Swift Demise
Each time a model in this unit makes a ranged attack, re-roll a Hit roll of 1. If the target of that attack is the closest eligible target, you can re-roll the Hit roll instead.

WEAPON ABILITIES

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

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

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

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

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.

WINDRIDERS - AELDARI - AELDARI

LIBRARY

80–170 PTS

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

INVULNERABLE
SAVE

6+

AUFSTELLUNG
3-6x Windrider with Twin Shuriken Catapult oder Windrider with Scatter Laser oder Windrider with Shuriken Cannon
Equipped with: Scatter laser, Shuriken cannon, Twin shuriken catapult, Close combat weapon

KEYWORDS: Mounted, Fly, Windriders, Aeldari, Ynnari
FACTION KEYWORDS: Asuryani

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.

WRACKS - AELDARI - AELDARI LIBRARY

60–120 PTS

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

INVULNERABLE
SAVE

6+

AUFSTELLUNG
4-9x Wrack oder Wrack with Hexriffler oder Wrack with Liquifier Gun oder Wrack with Ossefactor oder Wrack with Stinger Pistol
1x Acothyst
Equipped with: Hexriffler, 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, Hexriffler, 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
Hexriffler 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 - AELDARI LIBRARY

60–120 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
1x Acothyst
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.

WRAITHBLADES - AELDARI - AELDARI
LIBRARY

140 PTS

WRAITHBLADE

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

AUFSTELLUNG

5x Wraithblade - Equipped with: Ghostswords, Ghostaxe

Wargear Options:

- This model can replace its Ghostswords with Ghostaxe and Forceshield.

KEYWORDS: Wraithblades, Infantry, Wraith Construct, Aeldari, Ynnari

FACTION KEYWORDS: Asuryani

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Ghostaxe	Melee	3	4+	7	-2	2
Ghostswords	Melee	5	4+	5	-2	2

ABILITIES

Forceshield

The bearer has a 4+ invulnerable save.

Malevolent Souls

Each time a model in this unit is destroyed by a melee attack, if that model has not fought this phase, roll one D6. On a 3+, do not remove it from play; that destroyed model can fight after the attacking model's unit has finished making its attacks, and is then removed from play.

Psychic Guidance

While this unit is within 12" of one or more friendly Aeldari Psyker models, models in this unit have a Leadership characteristic of 6+ and each time a model in this unit makes an attack, add 1 to the Hit roll.

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.

WRAITHGUARD - AELDARI - AELDARI

LIBRARY

145 PTS

WRAITHGUARD

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

AUFSTELLUNG

5x Wraithguard - Equipped with: Close Combat Weapon, Wraithcannon, D-Scythe

Wargear Options:

- This model can replace its Wraithcannon with D-Scythe.

KEYWORDS: Infantry, Wraithguard, Wraith Construct, Aeldari, Ynnari

FACTION KEYWORDS: Asuryani

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
D-Scythe TORRENT	12"	D6	N/A	7	-3	1
Wraithcannon	18"	1	4+	14	-4	D6+1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close Combat Weapon	Melee	3	4+	5	0	1

ABILITIES

Psychic Guidance

While this unit is within 12" of one or more friendly Aeldari Psyker models, models in this unit have a Leadership characteristic of 6+ and each time a model in this unit makes an attack, add 1 to the Hit roll.

War Construct

This unit is eligible to shoot in a turn in which it Fell Back.

WEAPON ABILITIES

Torrent

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

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.

WRAITHKNIGHT - AELDARI - AELDARI

LIBRARY

385 PTS

M	T	Sv	W	LD	OC
12"	12	2+	18	6+	10

AUFSTELLUNG 1x Wraithknight Equipped with: Heavy Wraithcannon, Scatter Laser, Shuriken Cannon, Starcannon, Suncannon, Titanic Feet Wargear Options: ■ This model can replace its Scattershield with Heavy Wraithcannon. ■ This model can replace its Suncannon with Heavy Wraithcannon. ■ This model can be equipped with up to 2 of: Scatter Laser, Shuriken Cannon, Starcannon.	KEYWORDS: Wraithknight, Wraith Construct, Monster, Titanic, Towering, Walker, Aeldari, Ynnari FACTION KEYWORDS: Asuryani
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⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy Wraithcannon DEVASTATING WOUNDS	36"	D3	3+	20	-4	2D6
Scatter Laser SUSTAINED HITS 1	36"	6	3+	5	0	1
Shuriken Cannon LETHAL HITS	24"	3	3+	6	-1	2
Starcannon	36"	2	3+	8	-3	2
Suncannon BLAST	48"	D6+4	3+	10	-3	3

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Titanic Feet	Melee	5	3+	8	-1	2

ABILITIES

Damaged: 1-6 Wounds Remaining While this model has 1-6 wounds remaining, subtract 5 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.
Point-blank Devastation Each time this model's Heavy Wraithcannon or Suncannon targets a unit within half range, you can re-roll the dice to determine the number of attacks made.
Scattershield The bearer has a 4+ invulnerable save and each time an attack is allocated to the bearer, subtract 1 from the Damage characteristic of that attack.
Titanic Strides Each time this model makes a Normal, Advance or Fall Back move, it can move through models (excluding Titanic models) and sections of terrain features that are 4" or less in height. When doing so: It can move within Engagement Range of enemy models, but cannot end that move within Engagement Range of them. It can also move through sections of terrain features that are more than 4" in height, but if it does, after it has moved, roll one D6: on a 1, this model is battle-shocked.

WEAPON ABILITIES

Blast Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X] , each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead. <i>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).</i>

WRAITHKNIGHT - AELDARI - AELDARI

LIBRARY

385 PTS

M	T	Sv	W	LD	OC
12"	12	2+	18	6+	10

AUFSTELLUNG

1x Wraithknight

Equipped with: Heavy Wraithcannon, Scatter Laser, Shuriken Cannon, Starcannon, Suncannon, Titanic Feet

Wargear Options:

This model can replace its Scattershield with Heavy Wraithcannon.

This model can replace its Suncannon with Heavy Wraithcannon.

This model can be equipped with up to 2 of: Scatter Laser, Shuriken Cannon, Starcannon.

KEYWORDS: Wraithknight, Wraith Construct, Monster, Titanic, Towering, Walker, Aeldari, Ynnari

FACTION KEYWORDS: Asuryani

Devastating Wounds

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

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

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

Lethal Hits

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

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

Sustained Hits

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

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

CORE RULES

Deadly Demise D6

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

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

WRAITHKNIGHT WITH GHOSTGLAIVE -
AELDARI - AELDARI LIBRARY

380 PTS

M	T	Sv	W	LD	OC
12"	12	2+	18	6+	10

AUFSTELLUNG
1x Wraithknight with Ghostglaive
Equipped with: Heavy Wraithcannon, Scatter Laser, Shuriken Cannon, Starcannon, ► Titanic Ghostglaive - Strike, ► Titanic Ghostglaive - Sweep
Wargear Options:
■ This model can replace its Heavy Wraithcannon with Scattershield.
■ This model can be equipped with up to 2 of: Scatter Laser, Shuriken Cannon, Starcannon.

KEYWORDS: Wraith Construct, Monster, Titanic, Towering, Walker, Aeldari, Wraithknight with Ghostglaive, Ynnari
FACTION KEYWORDS: Asuryani

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy Wraithcannon DEVASTATING WOUNDS	36"	D3	3+	20	-4	2D6
Scatter Laser SUSTAINED HITS 1	36"	6	3+	5	0	1
Shuriken Cannon LETHAL HITS	24"	3	3+	6	-1	2
Starcannon	36"	2	3+	8	-3	2

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
► Titanic Ghostglaive - Strike	Melee	5	3+	16	-3	6
► Titanic Ghostglaive - Sweep	Melee	15	3+	8	-2	2

ABILITIES

Damaged: 1-6 Wounds Remaining
While this model has 1-6 wounds remaining, subtract 5 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

Scattershield
The bearer has a 4+ invulnerable save and each time an attack is allocated to the bearer, subtract 1 from the Damage characteristic of that attack.

Titanic Agility
Each time this model makes a Normal, Advance or Fall Back move, it can move through models and terrain features. When doing so, it can move within Engagement Range of enemy models, but cannot end that move within Engagement Range of them.

WEAPON ABILITIES

Devastating Wounds
Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.
Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.
Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

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

WRAITHKNIGHT WITH GHOSTGLAIVE -
AELDARI - AELDARI LIBRARY

380 PTS

M	T	Sv	W	LD	OC
12"	12	2+	18	6+	10

AUFSTELLUNG

1x Wraithknight with Ghostglaive

Equipped with: Heavy Wraithcannon, Scatter Laser, Shuriken Cannon, Starcannon, ► Titanic Ghostglaive - Strike, ► Titanic Ghostglaive - Sweep

Wargear Options:

■ This model can replace its Heavy Wraithcannon with Scattershield.

■ This model can be equipped with up to 2 of: Scatter Laser, Shuriken Cannon, Starcannon.

KEYWORDS: Wraith Construct, Monster, Titanic, Towering, Walker, Aeldari, Wraithknight with Ghostglaive, Ynnari

FACTION KEYWORDS: Asuryani

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).

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.

WRAITHLORD - AELDARI - AELDARI

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125 PTS

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

AUFSTELLUNG

1x Wraithlord

Equipped with: Bright Lance, Flamer, Scatter Laser, Shuriken Cannon, Shuriken Catapult, Starcannon, ➤ Aeldari Missile Launcher - Starshot, ➤ Aeldari Missile Launcher - Sunburst, Wraithbone Fists, ➤ Ghostglaive - Strike, ➤ Ghostglaive - Sweep

Wargear Options:

This model must be equipped with 2 of: Shuriken Catapult, Flamer.

This model can be equipped with up to 2 of: Aeldari Missile Launcher, Bright Lance, Scatter Laser, Shuriken Cannon, Starcannon.

KEYWORDS: Wraithlord, Wraith Construct, Monster, Walker, Aeldari, Ynnari

FACTION KEYWORDS: Asuryani

⦿ RANGED WEAPONS

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

⚔ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Wraithbone Fists	Melee	4	4+	7	-2	2
➤ Ghostglaive - Strike	Melee	4	4+	10	-3	D6+1
➤ Ghostglaive - Sweep	Melee	8	4+	7	-2	2

ABILITIES

Fated Hero

At the start of the battle, select one of the following keywords: Infantry, Monster, Mounted, Vehicle. Each time this model makes an attack that targets a unit with the selected keyword, re-roll a Hit roll of 1 and re-roll a Wound roll of 1.

Psychic Guidance

While this model is within 12" of one or more friendly Aeldari Psyker models, improve the Ballistic Skill and Weapon Skill characteristics of weapons equipped by this model by 1 and it has a Leadership characteristic of 6+.

WEAPON ABILITIES

Assault

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

WRAITHLORD - AELDARI - AELDARI

LIBRARY

125 PTS

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

AUFSTELLUNG

1x Wraithlord

Equipped with: Bright Lance, Flamer, Scatter Laser, Shuriken Cannon, Shuriken Catapult, Starcannon, ➤ Aeldari Missile Launcher - Starshot, ➤ Aeldari Missile Launcher - Sunburst, Wraithbone Fists, ➤ Ghostglaive - Strike, ➤ Ghostglaive - Sweep

Wargear Options:

This model must be equipped with 2 of: Shuriken Catapult, Flamer.

This model can be equipped with up to 2 of: Aeldari Missile Launcher, Bright Lance, Scatter Laser, Shuriken Cannon, Starcannon.

KEYWORDS: Wraithlord, Wraith Construct, Monster, Walker, Aeldari, Ynnari

FACTION KEYWORDS: Asuryani

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).

Lethal Hits

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

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

Sustained Hits

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

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

Torrent

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

CORE RULES

Deadly Demise 1

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

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

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.

WRAITHSEER [LEGENDS] - AELDARI -
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160 PTS

M	T	Sv	W	LD	OC
8"	11	2+	10	6+	3

INVULNERABLE
SAVE



AUFSTELLUNG

1x Wraithseer [Legends]

Equipped with: Bright Lance, Destructor, Scatter Laser, Shuriken Cannon, Starcannon, Wraithseer D-Cannon, ➤ Aeldari Missile Launcher - Starshot, ➤ Aeldari Missile Launcher - Sunburst, ➤ Ghostspear - Strike, ➤ Ghostspear - Sweep

Wargear Options:

- This model can replace its Wraithseer D-Cannon with Aeldari Missile Launcher, Bright Lance, Scatter Laser, Shuriken Cannon or Starcannon.

KEYWORDS: Walker, Monster, Wraith Construct, Wraithseer, Psyker, Aeldari
FACTION KEYWORDS: Asuryani

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bright Lance	36"	1	4+	12	-3	D6+2
Destructor PSYCHIC, TORRENT	12"	D6	N/A	5	-1	1
Scatter Laser	36"	6	4+	5	0	1
Shuriken Cannon SUSTAINED HITS 1	24"	3	4+	6	-1	2
Starcannon	36"	2	4+	8	-3	2
Wraithseer D-Cannon DEVASTATING WOUNDS	24"	1	4+	14	-4	D6
➤ Aeldari Missile Launcher - Starshot	48"	1	4+	10	-2	D6
➤ Aeldari Missile Launcher - Sunburst BLAST	48"	D6	4+	4	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
➤ Ghostspear - Strike ANTI-INFANTRY 2+, PRECISION, PSYCHIC	Melee	4	4+	10	-2	3
➤ Ghostspear - Sweep ANTI-INFANTRY 2+, PSYCHIC	Melee	12	4+	7	-1	1

ABILITIES

Horrify (Psychic)

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

WEAPON ABILITIES

Anti

This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

Blast

Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

WRAITHSEER [LEGENDS] - AELDARI -
AELDARI LIBRARY

160 PTS

M	T	Sv	W	LD	OC
8"	11	2+	10	6+	3

INVULNERABLE
SAVE



AUFSTELLUNG

1x Wraithseer [Legends]

Equipped with: Bright Lance, Destructor, Scatter Laser, Shuriken Cannon, Starcannon, Wraithseer D-Cannon, ➤ Aeldari Missile Launcher - Starshot, ➤ Aeldari Missile Launcher - Sunburst, ➤ Ghostspear - Strike, ➤ Ghostspear - Sweep

Wargear Options:

- This model can replace its Wraithseer D-Cannon with Aeldari Missile Launcher, Bright Lance, Scatter Laser, Shuriken Cannon or Starcannon.

KEYWORDS: Walker, Monster, Wraith Construct, Wraithseer, Psyker, Aeldari
FACTION KEYWORDS: Asuryani

Devastating Wounds

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

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

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

Precision

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

Psychic

Each time an attack is made with a [PSYCHIC] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [PSYCHIC] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

Sustained Hits

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

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

Torrent

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

CORE RULES

Deadly Demise 1

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

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

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

INVULNERABLE
SAVE

4+ / 6

AUFSTELLUNG

9x Wych oder Wych w/ Gladiatorial weapons
1x Hekatrix

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
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
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).

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

INVULNERABLE
SAVE

+

*

/

6

AUFSTELLUNG
9x Wych oder Wych w/ Gladiatorial weapons
1x Hekatrix
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

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

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).

YNNARI ARCHON - AELDARI - AELDARI

LIBRARY

85 PTS

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

INVULNERABLE
SAVE



AUFSTELLUNG

1x Ynnari Archon

Equipped with: Blast Pistol, Splinter Pistol, Huskblade

Wargear Options:

- This model can replace its Splinter Pistol with Blast Pistol.

KEYWORDS: Character, Infantry, Aeldari, Archon

FACTION KEYWORDS: Ynnari

RANGED WEAPONS

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

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Huskblade ANTI-INFANTRY 3+	Melee	5	2+	3	-2	2

ABILITIES

CORE - Leader

Overlord

While this model is leading a unit, each time a model in that unit makes an attack, re-roll a Wound roll of 1. While that unit is below its Starting Strength, each time a model in that unit makes an attack, you can re-roll the Wound roll instead.

Reborn Mastermind

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

Shadow Field

You cannot re-roll invulnerable saving throws made for the bearer. The first time an invulnerable saving throw made for the bearer is failed, until the end of the battle, the bearer has no invulnerable saving throw.

Leader

This model can be attached to the following units:

- Ynnari Incubi
- Ynnari Kabalite Warriors

WEAPON ABILITIES

Anti

This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

Assault

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

Pistol

[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

YNNARI ARCHON - AELDARI - AELDARI

LIBRARY

85 PTS

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

INVULNERABLE
SAVE



AUFSTELLUNG

1x Ynnari Archon

Equipped with: Blast Pistol, Splinter Pistol, Huskblade

Wargear Options:

- This model can replace its Splinter Pistol with Blast Pistol.

KEYWORDS: Character, Infantry, Aeldari, Archon

FACTION KEYWORDS: Ynnari

CORE RULES

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

YNNARI INCUBI - AELDARI - AELDARI

LIBRARY

80–160 PTS

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

INVULNERABLE
SAVE



AUFSTELLUNG

4-9x Incubi
1x Klaivex
Equipped with: Klaive, ▶ Demiklaives - Dual Blades, ▶ Demiklaives - Single Blade
Wargear Options:
■ Each Klaivex can replace its Klaive with Demiklaives.

KEYWORDS: Incubi, Aeldari, Infantry
FACTION KEYWORDS: Ynnari

✂ MELEE WEAPONS

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

ABILITIES

Tormentors
At the start of the Fight phase, each enemy unit within Engagement Range of one or more units with this ability must take a Battle-shock test.

WEAPON ABILITIES

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

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).

YNNARI KABALITE WARRIORS - AELDARI -
AELDARI LIBRARY

110 PTS

M	T	Sv	W	LD	OC
8"	3	4+	1	6+	2

INVULNERABLE
SAVE



AUFSTELLUNG

9x Kabalite Warrior with Shredder oder Kabalite Warrior oder Kabalite Warrior with Blaster oder Kabalite Warrior with Splinter Cannon oder Kabalite Warrior with Dark Lance
1x Sybarite

Equipped with: Blast Pistol, Blaster, Dark Lance, Shredder, Splinter Cannon, Splinter Pistol, Splinter Rifle, Close Combat Weapon, Sybarite Weapon

Wargear Options:

- Each Sybarite can replace its Splinter Rifle with Blast Pistol or Splinter Pistol.
- Each Sybarite can replace its Close Combat Weapon with Sybarite Weapon.

KEYWORDS: Kabalite Warriors, Aeldari, Battleline, Infantry
FACTION KEYWORDS: Ynnari

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Blast Pistol PISTOL	6"	1	3+	8	-3	D3
Blaster ASSAULT	18"	1	3+	8	-4	D6+1
Dark Lance HEAVY	36"	1	4+	12	-3	D6+2
Shredder ASSAULT, TORRENT	18"	D6	N/A	6	0	1
Splinter Cannon ANTI-INFANTRY 3+, HEAVY, SUSTAINED HITS 1	36"	3	4+	3	-1	2
Splinter Pistol ANTI-INFANTRY 3+, ASSAULT, PISTOL	12"	1	2+	2	0	1
Splinter Rifle ANTI-INFANTRY 3+, ASSAULT	24"	2	3+	2	0	1
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
Close Combat Weapon	Melee	2	3+	3	0	1
Sybarite Weapon ANTI-INFANTRY 3+	Melee	3	3+	3	-1	1

ABILITIES

Phantasm Grenade Launcher

The bearer's unit has the Grenades keyword.

Sadistic Raiders

At the end of your Command phase, if you control an objective marker that this unit (or a Transport it is embarked within) is within range of, that objective marker remains under your control until your opponent's Level of Control over that objective marker is greater than yours at the end of any phase.

WEAPON ABILITIES

YNNARI KABALITE WARRIORS - AELDARI -
AELDARI LIBRARY

110 PTS

M	T	Sv	W	LD	OC
8"	3	4+	1	6+	2

INVULNERABLE
SAVE



AUFSTELLUNG

9x Kabalite Warrior with Shredder oder Kabalite Warrior oder Kabalite Warrior with Blaster oder Kabalite Warrior with Splinter Cannon oder Kabalite Warrior with Dark Lance
1x Sybarite

Equipped with: Blast Pistol, Blaster, Dark Lance, Shredder, Splinter Cannon, Splinter Pistol, Splinter Rifle, Close Combat Weapon, Sybarite Weapon

Wargear Options:

- Each Sybarite can replace its Splinter Rifle with Blast Pistol or Splinter Pistol.
- Each Sybarite can replace its Close Combat Weapon with Sybarite Weapon.

KEYWORDS: Kabalite Warriors, Aeldari, Battleline, Infantry
FACTION KEYWORDS: Ynnari

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.

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).

YNNARI RAIDER - AELDARI - AELDARI LIBRARY

70 PTS

M	T	Sv	W	LD	OC
14"	8	4+	10	6+	2

INVULNERABLE
SAVE



AUFSTELLUNG

1x Ynnari Raider

Equipped with: Dark Lance, Disintegrator Cannon, Bladevanes

Wargear Options:

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

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

FACTION KEYWORDS: Ynnari

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Dark Lance	36"	1	3+	12	-3	D6+2
Disintegrator Cannon	36"	3	3+	5	-2	2

MELEE WEAPONS

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

ABILITIES

Aethersails

Each time this model Advances, do not make an Advance roll for it. Instead, until the end of the phase, add 6" to the Move characteristic of this model.

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.

TRANSPORT

Raider

This model has a transport capacity of 11 models from the following units: The Visarch, Ynnari Archon, Ynnari Incubi, Ynnari Kabalite Warriors, Ynnari Succubus, Ynnari Wyches, Yvraine.

YNNARI REAVERS - AELDARI - AELDARI

LIBRARY

65–120 PTS

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

INVULNERABLE
SAVE

6+

AUFSTELLUNG
2-5x Reaver oder Reaver with Blaster oder Reaver with Heat Lance
1x Arena Champion
Equipped with: Blaster, Heat Lance, Splinter Pistol, Splinter Rifle, Agonizer, Bladevanes
Wargear Options:

- Each Reaver can be equipped with 1x Reaver Wargear.
- Each Reaver with Blaster can be equipped with 1x Reaver Wargear.
- Each Reaver with Heat Lance can be equipped with 1x Reaver Wargear.
- Each Arena Champion can be equipped with 1x Reaver Wargear.
- Each Arena Champion can replace its Splinter Rifle with Blaster or Heat Lance.

KEYWORDS: Reavers, Aeldari, Fly, Mounted
FACTION KEYWORDS: Ynnari

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Blaster ASSAULT	18"	1	3+	8	-4	D6+1
Blaster ASSAULT	18"	1	3+	8	-4	D6+1
Heat Lance ASSAULT, MELTA 3	18"	1	3+	14	-4	D6
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 Pistol ANTI-INFANTRY 3+, ASSAULT, PISTOL	12"	1	3+	2	0	1
Splinter Pistol ANTI-INFANTRY 3+, ASSAULT, PISTOL	12"	1	3+	2	0	1
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
Splinter Rifle ANTI-INFANTRY 3+, ASSAULT	24"	2	3+	2	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Agonizer ANTI-INFANTRY 3+	Melee	4	3+	3	-1	1
Bladevanes	Melee	3	3+	4	0	1
Bladevanes	Melee	3	3+	4	0	1
Bladevanes	Melee	3	3+	4	0	1
Bladevanes	Melee	3	3+	4	0	1

ABILITIES

Cluster Caltrops
Each time you roll to inflict wounds using this unit's Eviscerating Fly-by ability, you can re-roll one D6 for each model in this unit equipped with cluster caltrops.

YNNARI REAVERS - AELDARI - AELDARI

LIBRARY

65–120 PTS

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

INVULNERABLE
SAVE



AUFSTELLUNG

2-5x Reaver oder Reaver with Blaster oder Reaver with Heat Lance
1x Arena Champion
Equipped with: Blaster, Heat Lance, Splinter Pistol, Splinter Rifle, Agonizer, Bladevanes

Wargear Options:

- Each Reaver can be equipped with 1x Reaver Wargear.
- Each Reaver with Blaster can be equipped with 1x Reaver Wargear.
- Each Reaver with Heat Lance can be equipped with 1x Reaver Wargear.
- Each Arena Champion can be equipped with 1x Reaver Wargear.
- Each Arena Champion can replace its Splinter Rifle with Blaster or Heat Lance.

KEYWORDS: Reavers, Aeldari, Fly, Mounted
FACTION KEYWORDS: Ynnari

Eviscerating Fly-by

Each time this unit ends a Normal move, you can select one enemy unit (excluding Monster and Vehicle units) that it moved over during that move. If you do, roll one D6 for each model in this unit: for each 4+, that enemy unit suffers 1 mortal wound.

Grav Talon

The bearer's melee weapons have an Armour Penetration characteristic of -2 and the **Lethal Hits** ability.

WEAPON ABILITIES

Anti

This ability always takes the form **[ANTI-X Y+]**. Each time an attack is made with an **[ANTI]** weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an **[ANTI-VEHICLE 4+]** weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an **[ANTI-PSYKER 2+]** weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

Assault

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

Lethal Hits

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

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

Melta

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

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

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.

YNNARI SUCCUBUS - AELDARI - AELDARI

LIBRARY

45 PTS

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

INVULNERABLE
SAVE



AUFSTELLUNG

1x Ynnari Succubus

Equipped with: Blast Pistol, Splinter Pistol, Succubus Weapons

Wargear Options:

- This model can be equipped with one of: Splinter Pistol, Blast Pistol.

KEYWORDS: Succubus, Aeldari, Character, Infantry, Leader

FACTION KEYWORDS: Ynnari

RANGED WEAPONS

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

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Succubus Weapons ANTI-INFANTRY 3+	Melee	6	2+	3	-2	1

ABILITIES

CORE - Leader

Empowered by Death

At the start of the Fight phase, if this model's unit is below its Starting Strength, models in that unit have the Fights First ability.

Storm of Blades

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

Leader

This model can be attached to the following unit:

- Ynnari Wyches

WEAPON ABILITIES

Anti

This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

Assault

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

Pistol

[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

YNNARI VENOM - AELDARI - AELDARI

LIBRARY

65 PTS

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

INVULNERABLE
SAVE

6+

AUFSTELLUNG

1x Ynnari Venom

Equipped with: Splinter Cannon, Twin Splinter Rifle, Bladevanes

Wargear Options:

This model can replace its Twin Splinter Rifle with Splinter Cannon.

KEYWORDS:

Venom, Aeldari, Fly, Dedicated Transport, Transport, Vehicle, Frame

FACTION KEYWORDS:

Ynnari

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Splinter Cannon ANTI-INFANTRY 3+, SUSTAINED HITS 1	36"	3	3+	3	-1	2
Splinter Cannon ANTI-INFANTRY 3+, SUSTAINED HITS 1	36"	3	3+	3	-1	2
Twin Splinter Rifle ANTI-INFANTRY 3+, ASSAULT, RAPID FIRE 1, TWIN LINKED	24"	2	3+	2	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Bladevanes	Melee	3	4+	5	0	1

ABILITIES

Lithe Embarkation

At the end of the Fight phase, if there are no models currently embarked within this Transport, you can select one friendly Ynnari Infantry unit that only includes models from the units listed in this unit's Transport section, that has 6 or fewer models and that is wholly within 6" of this Transport. Unless that unit is within Engagement Range of one or more enemy units, it can embark within this Transport. That unit can embark within this TRANSPORT in a turn it disembarked from this TRANSPORT.

WEAPON ABILITIES

Anti

This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.
Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

Assault

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

Rapid Fire

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

Sustained Hits

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

Twin-linked

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

CORE RULES

YNNARI VENOM - AELDARI - AELDARI

LIBRARY

65 PTS

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

INVULNERABLE
SAVE



AUFSTELLUNG

1x Ynnari Venom

Equipped with: Splinter Cannon, Twin Splinter Rifle, Bladevanes

Wargear Options:

- This model can replace its Twin Splinter Rifle with Splinter Cannon.

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

FACTION KEYWORDS: Ynnari

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).

TRANSPORT

Venom

This model has a transport capacity of 6 models from the following units: The Visarch, Ynnari Archon, Ynnari Incubi, Ynnari Kabalite Warriors, Ynnari Succubus, Ynnari Wyches, Yvraine.

Before the battle, at the start of the Declare Battle Formations step, you can select one YNNARI KABALITE WARRIORS or YNNARI WYCHES unit from your army that has not already been split. If you do, that unit is split into two units, each containing as equal a number of models as possible (when splitting a unit in this way, make a note of which models form each of the two new units). One of these units must start the battle embarked within this TRANSPORT; the other can start the battle embarked within another TRANSPORT, or it can be deployed as a separate unit.

YNNARI WYCHES - AELDARI - AELDARI

LIBRARY

90 PTS

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

INVULNERABLE
SAVE



AUFSTELLUNG

9x Wych

1x Hekatrix

Equipped with: Blast Pistol, Splinter Pistol, Hekatarii Blade

Wargear Options:

- Each Hekatrix can be equipped with one of: Splinter Pistol, Blast Pistol.

KEYWORDS: Wyches, Aeldari, Battleline, Infantry, Grenades

FACTION KEYWORDS: Ynnari

RANGED WEAPONS

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

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Hekatarii Blade	Melee	3	3+	3	-1	1
Hekatarii Blade	Melee	3	3+	3	-1	1

ABILITIES

Invulnerable Save (4+*)

Models in this unit have a 4+ invulnerable save against melee attacks.

No Escape

Each time an enemy unit (excluding Monsters and Vehicles) within Engagement Range of one or more units from your army with this ability is selected to Fall Back, all models in that enemy unit must take a Desperate Escape test. When doing so, if that enemy unit is Battle-shocked, subtract 1 from each of those tests.

WEAPON ABILITIES

Anti

This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

Assault

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

Pistol

[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

CORE RULES

YNNARI WYCHES - AELDARI - AELDARI

LIBRARY

90 PTS

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

INVULNERABLE
SAVE



AUFSTELLUNG

9x Wych

1x Hekatrix

Equipped with: Blast Pistol, Splinter Pistol, Hekatarii Blade

Wargear Options:

- Each Hekatrix can be equipped with one of: Splinter Pistol, Blast Pistol.

KEYWORDS: Wyches, Aeldari, Battleline, Infantry, Grenades

FACTION KEYWORDS: Ynnari

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).

M	T	Sv	W	LD	OC
8"	3	6+	4	6+	1

INVULNERABLE
SAVE

4+

AUFSTELLUNG
1x Yvraine
Equipped with: Storm of Whispers, Kha-vir

KEYWORDS: Yvraine, Infantry, Character, Epic Hero, Psyker, Aeldari, Leader
FACTION KEYWORDS: Ynnari

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Storm of Whispers ANTI-INFANTRY 2+, DEVASTATING WOUNDS, PSYCHIC	12"	D6+3	2+	2	-2	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Kha-vir DEVASTATING WOUNDS	Melee	5	2+	4	-3	2

ABILITIES

CORE - Leader

Herald of Ynnead
At the start of the Fight phase, select one enemy unit within Engagement Range of this model. Until the end of the phase, each time a friendly AELDARI model makes an attack that targets that unit, you can re-roll a Wound roll of 1.

Servant of the Whispering God
If your army includes Yvraine, it cannot include any Epic Hero units (excluding Ynnari units). If your army includes any Epic Hero units (excluding Ynnari units), it cannot include Yvraine.

Word of the Phoenix (Psychic)
While this model is leading a unit, in your Command phase, roll one D6: on a 2+, D3+1 destroyed Bodyguard models (excluding Support Weapon models) are returned to that unit with their full wounds remaining.

Leader
This model can be attached to the following units:

- CORSAIR REAVER BAND
- CORSAIR VOIDREAVERS
- CORSAIR VOIDSCARRED
- GUARDIAN DEFENDERS
- STORM GUARDIANS
- YNNARI INCUBI
- YNNARI KABALITE WARRIORS
- YNNARI WYCHES

WEAPON ABILITIES

Anti
This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.
Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

Devastating Wounds
Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.
Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

M	T	Sv	W	LD	OC
8"	3	6+	4	6+	1

INVULNERABLE
SAVE

4+

AUFSTELLUNG

1x Yvraine

Equipped with: Storm of Whispers, Kha-vir

KEYWORDS: Yvraine, Infantry, Character, Epic Hero, Psyker, Aeldari, Leader

FACTION KEYWORDS: Ynnari

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).

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.

PUNKTELISTE

EINHEIT	PUNKTE
Amallyn Shadowguide [Legends]	75 pts
Archon	80 pts
Archtormentor [Crucible]	60 pts · +5 pts (Sonderbedingung) · +5 pts (Sonderbedingung) · +5 pts (Sonderbedingung)
Asurmen	135 pts
Autarch	75 pts
Autarch Skyrunner [Legends]	90 pts
Autarch Wayleaper	70 pts
Avatar of Khaine	250 pts
Baharroth	125 pts
Beastmaster [Legends]	135 pts
Bonesinger [Legends]	45 pts
Clanblade	70 pts
Cobra [Legends]	415 pts
Corsair Cloud Dancer Band [Legends]	125 pts (bis 3 Modelle) · 150 pts (4 Modelle) · 210 pts (5–6 Modelle) · 245 pts (ab 7 Modellen)
Corsair Reaver Band [Legends]	125 pts (bis 5 Modelle) · 150 pts (6 Modelle) · 250 pts (7–10 Modelle) · 275 pts (ab 11 Modellen)
Corsair Skyreavers	75 pts (bis 5 Modelle) · 140 pts (ab 6 Modellen)
Corsair Voidreavers	65 pts (bis 5 Modelle) · 110 pts (ab 6 Modellen)
Corsair Voidscarred	70 pts (bis 5 Modelle) · 140 pts (ab 6 Modellen)
Court of the Archon [Legends]	95 pts
Craftworld Warleader [Crucible]	75 pts · +5 pts (Sonderbedingung) · +5 pts (Sonderbedingung) · +5 pts (Sonderbedingung)
Crimson Hunter	160 pts
Cronos	55 pts (bis 1 Modell) · 100 pts (ab 2 Modellen)
D-Cannon Platform	110 pts · ab der 2. gleichnamigen Einheit im Heer: +15 pts
Dark Reapers	100 pts (bis 5 Modelle) · 210 pts (ab 6 Modellen)
Death Jester	70 pts
Dire Avengers	75 pts (bis 5 Modelle) · 150 pts (ab 6 Modellen)
Dragon Knights	90 pts (bis 3 Modelle) · 180 pts (ab 4 Modellen)
Drazhar	85 pts
Eldrad Ulthran	130 pts
Falcon	130 pts
Farseer	65 pts
Farseer Skyrunner	60 pts
Fire Dragons	120 pts (bis 5 Modelle) · 240 pts (ab 6 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Fire Prism	150 pts

EINHEIT	PUNKTE
Firestorm [Legends]	115 pts
Flesh Crafter [Crucible]	60 pts · +5 pts (Sonderbedingung) · +5 pts (Sonderbedingung) · +5 pts (Sonderbedingung)
Fuegan	130 pts
Ghost Warrior [Crucible]	160 pts · +5 pts (Sonderbedingung) · +5 pts (Sonderbedingung) · +5 pts (Sonderbedingung)
Grotesques [Legends]	80 pts (bis 3 Modelle) · 170 pts (ab 4 Modellen)
Guardian Defenders	90 pts
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
Hemlock Wraithfighter	155 pts
Hornet [Legends]	100 pts
Howling Banshees	85 pts (bis 5 Modelle) · 165 pts (ab 6 Modellen)
Illic Nightspear [Legends]	70 pts
Incubi	90 pts (bis 5 Modelle) · 180 pts (ab 6 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Irillyth [Legends]	105 pts
Jain Zar	105 pts
Kabalite Warriors	110 pts
Karandras [Legends]	90 pts
Kharseth	85 pts
Lady Malys	100 pts
Lelith Hesperax	80 pts
Leystalker	80 pts
Lhykhis	135 pts
Lynx [Legends]	180 pts
Mandrakes	80 pts (bis 5 Modelle) · 160 pts (ab 6 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Maugan Ra	100 pts
Night Spinner	170 pts · ab der 2. gleichnamigen Einheit im Heer: +20 pts
Nightwing [Legends]	150 pts
Phantom Titan	2100 pts
Phoenix [Legends]	175 pts
Prince Yriel	95 pts
Raider	75 pts · ab der 4. gleichnamigen Einheit im Heer: +10 pts
Rangers	60 pts (bis 5 Modelle) · 110 pts (ab 6 Modellen)
Ravager	110 pts
Raven Strike Fighter [Legends]	170 pts
Razorwing Jetfighter	170 pts
Reaper [Legends]	115 pts

EINHEIT	PUNKTE
Reavers	75 pts (bis 3 Modelle) · 150 pts (ab 4 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Revenant Titan	1100 pts
Scorpion [Legends]	410 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
Shadow Spectres [Legends]	115 pts (bis 5 Modelle) · 230 pts (ab 6 Modellen)
Shadow Weaver Platform	60 pts
Shadowseer	50 pts
Shining Spears	100 pts (bis 3 Modelle) · 200 pts (ab 4 Modellen)
Shroud Runners	90 pts (bis 3 Modelle) · 175 pts (ab 4 Modellen)
Skathach Wraithknight [Legends]	490 pts
Skyrunner [Crucible]	80 pts · +5 pts (Sonderbedingung) · +5 pts (Sonderbedingung) · +5 pts (Sonderbedingung)
Skyweavers	95 pts (bis 2 Modelle) · 190 pts (ab 3 Modellen)
Solitaire	115 pts
Spiritseer	55 pts
Starweaver	70 pts · ab der 4. gleichnamigen Einheit im Heer: +10 pts
Stonesinger	60 pts
Storm Guardians	110 pts
Striking Scorpions	75 pts (bis 5 Modelle) · 145 pts (ab 6 Modellen)
Succubus	50 pts
Swooping Hawks	95 pts (bis 5 Modelle) · 190 pts (ab 6 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +15 pts
Talos	75 pts (bis 1 Modell) · 150 pts (ab 2 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Tantalus [Legends]	230 pts
The Visarch	90 pts
The Yncarne	245 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
Vampire Hunter [Legends]	460 pts
Vampire Raider [Legends]	430 pts
Venom	65 pts · ab der 4. gleichnamigen Einheit im Heer: +10 pts
Vibro Cannon Platform	60 pts
Voidraven Bomber	245 pts
Voidweaver	115 pts
Vypers	75 pts (bis 1 Modell) · 140 pts (ab 2 Modellen)
War Walkers	85 pts (bis 1 Modell) · 160 pts (ab 2 Modellen)
Warlock	45 pts

EINHEIT	PUNKTE
Warlock Conclave	55 pts (bis 2 Modelle) · 120 pts (ab 3 Modellen)
Warlock Skyrunners	55 pts (bis 1 Modell) · 90 pts (ab 2 Modellen)
Warp Hunter [Legends]	145 pts
Warp Spiders	105 pts (bis 5 Modelle) · 200 pts (ab 6 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +20 pts
Wasp Assault Walker [Legends]	95 pts
Wave Serpent	115 pts · ab der 4. gleichnamigen Einheit im Heer: +10 pts
Webway Gate [Legends]	105 pts
Windriders	80 pts (bis 3 Modelle) · 170 pts (ab 4 Modellen)
Wracks	60 pts (bis 5 Modelle) · 100 pts (6–8 Modelle) · 120 pts (ab 9 Modellen)
Wraithblades	140 pts
Wraithguard	145 pts
Wraithknight	385 pts · ab der 2. gleichnamigen Einheit im Heer: +20 pts
Wraithknight with Ghostglaive	380 pts · ab der 2. gleichnamigen Einheit im Heer: +20 pts
Wraithlord	125 pts
Wraithseer [Legends]	160 pts
Wyches	90 pts
Ynnari Archon	85 pts
Ynnari Incubi	80 pts (bis 5 Modelle) · 160 pts (ab 6 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Ynnari Kabalite Warriors	110 pts
Ynnari Raider	70 pts · ab der 4. gleichnamigen Einheit im Heer: +10 pts
Ynnari Reavers	65 pts (bis 3 Modelle) · 120 pts (ab 4 Modellen)
Ynnari Succubus	45 pts
Ynnari Venom	65 pts · ab der 4. gleichnamigen Einheit im Heer: +10 pts
Ynnari Wyches	90 pts
Yvraine	100 pts

ENHANCEMENTS — ARMoured WARHOST

ENHANCEMENT	PUNKTE
Guiding Presence	25 pts
Spirit Stone of Raelyth	20 pts

ENHANCEMENTS — ASPECT HOST

ENHANCEMENT	PUNKTE
Aspect of Murder	15 pts
Mantle of Wisdom	20 pts
Shimmerstone	10 pts
Strategic Savant	10 pts

ENHANCEMENTS — CORSAIR COTERIE

ENHANCEMENT	PUNKTE
Infamy (Aura)	25 pts
Webway Pathstone	25 pts
Archraider	35 pts
Voidstone	15 pts

ENHANCEMENTS — COVENITE COTERIE

ENHANCEMENT	PUNKTE
Master Regenesist	25 pts
Master Nemesine	5 pts
Master Artisan	20 pts
Master Repugnomancer [Aura]	15 pts

ENHANCEMENTS — DEVOTED OF YNNEAD

ENHANCEMENT	PUNKTE
Gaze of Ynnead	15 pts
Storm of Whispers	10 pts
Borrowed Vigour	10 pts
Morbid Might	15 pts

ENHANCEMENTS — ELDRITCH RAIDERS

ENHANCEMENT	PUNKTE
Pirate Prince	15 pts
Alacritous Assault	20 pts
Exotic Munitions	15 pts
Adrenal Infusions	20 pts

ENHANCEMENTS — EXHIBITION OF SLAUGHTER

ENHANCEMENT	PUNKTE
Hyperstimm Trafficker	20 pts
Periapt of Torments	20 pts

ENHANCEMENTS — FATEFUL PERFORMANCE

ENHANCEMENT	PUNKTE
A Foot in the Future	15 pts
Mistweave	20 pts

ENHANCEMENTS — GHOSTS OF THE WEBWAY

ENHANCEMENT	PUNKTE
Cegorach's Coil	25 pts

ENHANCEMENT	PUNKTE
Mask of Secrets	15 pts
Murder's Jest	20 pts
Mistweave	15 pts

ENHANCEMENTS — GUARDIAN BATTLEHOST

ENHANCEMENT	PUNKTE
Craftworld's Champion	25 pts
Ethereal Pathway	30 pts
Protector of the Paths	20 pts
Breath of Vault	10 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 — PATH OF THE OUTCAST

ENHANCEMENT	PUNKTE
Camouflaged Snipers	10 pts
Assassin's Eye	15 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

ENHANCEMENT	PUNKTE
Conductor of Torment	20 pts

ENHANCEMENTS — SEER COUNCIL

ENHANCEMENT	PUNKTE
Lucid Eye	30 pts
Runes of Warding	25 pts
Stone of Eldritch Fury	15 pts
Torc of Morai-Heg	20 pts

ENHANCEMENTS — SERPENT'S BROOD

ENHANCEMENT	PUNKTE
Key of Ghosts	20 pts
Fanged Leer	10 pts
Shedskin Raiment	25 pts
Weavers' Wail	20 pts

ENHANCEMENTS — 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 — SPIRIT CONCLAVE

ENHANCEMENT	PUNKTE
Light of Clarity	30 pts
Stave of Kurnous	15 pts
Rune of Mists	10 pts
Higher Duty	25 pts

ENHANCEMENTS — WARHOST

ENHANCEMENT	PUNKTE
Psychic Destroyer	30 pts

ENHANCEMENT	PUNKTE
Phoenix Gem	35 pts
Gift of Foresight	15 pts
Timeless Strategist	15 pts

ENHANCEMENTS — WINDRIDER HOST

ENHANCEMENT	PUNKTE
Firstdrawn Blade	10 pts
Mirage Field	25 pts
Seersight Strike	15 pts
Echoes of Ulthanesh	20 pts