

C O D E X

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newvision

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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.

DETACHMENT OVERVIEW

22 Detachments

Armoured Warhost

0 Stratagems · 2 Enhancements

Aspect Host

0 Stratagems · 4 Enhancements

Corsair Coterie

0 Stratagems · 4 Enhancements

Covenite Coterie

0 Stratagems · 4 Enhancements

Devoted of Ynnead

0 Stratagems · 4 Enhancements

Eldritch Raiders

0 Stratagems · 4 Enhancements

Exhibition of Slaughter

0 Stratagems · 2 Enhancements

Fateful Performance

0 Stratagems · 2 Enhancements

Ghosts of the Webway

0 Stratagems · 4 Enhancements

Guardian Battlehost

0 Stratagems · 4 Enhancements

Kabalite Agonyists

0 Stratagems · 2 Enhancements

Kabalite Cartel

0 Stratagems · 4 Enhancements

Path of the Outcast

0 Stratagems · 2 Enhancements

Realspace Raiders

0 Stratagems · 4 Enhancements

Reaper's Wager

0 Stratagems · 4 Enhancements

Seer Council

0 Stratagems · 4 Enhancements

Serpent's Brood

0 Stratagems · 4 Enhancements

Spirit Conclave

0 Stratagems · 4 Enhancements

Skysplinter Assault

0 Stratagems · 4 Enhancements

Warhost

0 Stratagems · 4 Enhancements

Spectacle of Spite

0 Stratagems · 4 Enhancements

Windrider Host

0 Stratagems · 4 Enhancements

ARMoured WARHOST

0 Stratagems · 2 Enhancements

ENHANCEMENTS (2)

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 RULE

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

ASPECT HOST

0 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

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.

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.

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.

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 RULE

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.

ENHANCEMENTS (4)

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).

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.

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.

Voidstone**15 pts**

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

DETACHMENT RULE

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.

ENHANCEMENTS (4)

Master Regenesist

25 pts

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

Master Nemesine

5 pts

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

Master Artisan

20 pts

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

Master Repugnomancer [Aura]

15 pts

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

DETACHMENT RULE

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

0 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

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 RULE

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

0 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

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 RULE

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

0 Stratagems · 2 Enhancements

ENHANCEMENTS (2)

Hyperstimm Trafficker

20 pts

SUCCUBUS model only. This unit has +1 T.

Periappt of Torments

20 pts

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

DETACHMENT RULE

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

0 Stratagems · 2 Enhancements

ENHANCEMENTS (2)

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 RULE

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

0 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

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).

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.

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.

Mistweave

15 pts

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

DETACHMENT RULE

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

GUARDIAN BATTLEHOST

0 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Craftworld's Champion

25 pts

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

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.

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.

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 RULE

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

0 Stratagems · 2 Enhancements

ENHANCEMENTS (2)

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 RULE

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.

ENHANCEMENTS (4)

Leechbite Plate

5 pts

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

Webway Awl

25 pts

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

Informant Network

30 pts

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

Towering Arrogance

20 pts

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

DETACHMENT RULE

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

0 Stratagems · 2 Enhancements

ENHANCEMENTS (2)

Camouflaged Snipers

10 pts

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

Assassin's Eye

15 pts

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

DETACHMENT RULE

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

0 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

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.

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.

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.

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 RULE

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

0 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

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.

Reaper's Cowl

25 pts

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

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.

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 RULE

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

0 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

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.

Stone of Eldritch Fury

15 pts

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

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.

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 RULE

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

0 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

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 RULE

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

0 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

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 RULE

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

0 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

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 RULE

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.

ENHANCEMENTS (4)

Light of Clarity30 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 Kurnous15 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 Mists10 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 Duty25 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 RULE

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.

ENHANCEMENTS (4)

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 OCP.

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 RULE

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.

ENHANCEMENTS (4)

Firstdrawn Blade

10 pts

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

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.

Mirage Field

25 pts

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

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 RULE

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 Asuyani 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]

75 PTS



M	T	SV	W	LD	OC	
7"	3	5+	3	6+	1	4+

RANGED WEAPONS

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

MELEE WEAPONS

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

AUFSTELLUNG

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

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).



ARCHON

80 PTS



M

7"

T

3

SV

4+

W

4

LD

6+

OC

1

2+*

RANGED WEAPONS

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

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
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

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.

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 RULES

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.

AELDARI - AELDARI LIBRARY

ARCHTORMENTOR

[CRUCIBLE]

60 PTS

M8

T3

SV6+

W4

LD7+

OC1

4+

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

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

ABILITIES

CORE - Leader, Leader, Leader, Leader, Leader

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

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 RULES

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.

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.

◆ 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.



ASURMEN

135 PTS



M	T	SV	W	LD	OC	
7"	3	2+	5	6+	1	4+

RANGED WEAPONS

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

MELEE WEAPONS

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

AUFSTELLUNG

1x Asurmen

Equipped with: The Bloody Twins, The Sword of Asur

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 RULES

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.



AUTARCH

75 PTS



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

RANGED WEAPONS

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

MELEE WEAPONS

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

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.

ABILITIES

CORE - Leader

Aspect Training

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

Path of Command

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

Superlative Strategist

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



Leader

This model can be attached to the following units:

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

WEAPON RULES

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

◆ 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).



AELDARI - AELDARI LIBRARY

AUTARCH SKYRUNNER

[LEGENDS]

90 PTS

M

14"

T

4

SV

3+

W

5

LD

6+

OC

2

4+

RANGED WEAPONS

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

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

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.

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 RULES

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.

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

70 PTS



M

14"

T

3

SV

3+

W

4

LD

6+

OC

1

4+

RANGED WEAPONS

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

MELEE WEAPONS

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

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.

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 RULES

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.

◆ 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

250 PTS



M10"

T11

SV2+

W14

LD6+

OC5

4+

RANGED WEAPONS

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

MELEE WEAPONS

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

AUFSTELLUNG

1x Avatar of Khaine

Equipped with: The Wailing Doom, ► The Wailing Doom - Strike, ► The Wailing Doom - Sweep

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 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).*

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").



BAHARROTH

125 PTS



M	T	SV	W	LD	OC	
14"	3	2+	5	6+	1	4+

RANGED WEAPONS

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

MELEE WEAPONS

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

AUFSTELLUNG

1x Baharroth

Equipped with: Fury of the Tempest, The Shining Blade

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 RULES

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.

◆ 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.



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BEASTMASTER

[LEGENDS]

135 PTS



M

12"

T

4

SV

6+

W

3

LD

7+

OC

1

6+

RANGED WEAPONS

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

MELEE WEAPONS

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

AUFSTELLUNG

1x Beastmaster

1x Clawed Fiend oder Khymerae oder Razorwing Flock

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

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 RULES

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]**.*

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.

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BONESINGER

[LEGENDS]

45 PTS



M

7"

T

3

SV

6+

W

3

LD

6+

OC

1

4+

⚔ MELEE WEAPONS

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

AUFSTELLUNG

1x Bonesinger [Legends]

Equipped with: Psytronomie Shaper

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.

Psytronomie 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 RULES

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

70 PTS

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

RANGED WEAPONS

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

MELEE WEAPONS

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

AUFSTELLUNG

1x Clanblade

Equipped with: Solar Carbine, Drakesteed Fangs and Talons, Moonblades

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 RULES

EXTRA ATTACKS

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

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

LETHAL HITS

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

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

RAPID FIRE

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

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

SUSTAINED HITS

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

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

TWIN-LINKED

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



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.



COBRA

[LEGENDS]

415 PTS

M14"112+246+85+

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

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

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 RULES

BLAST

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

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

DEVASTATING WOUNDS

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

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

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

SUSTAINED HITS

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

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

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").

CORSAIR CLOUD DANCER BAND

[LEGENDS]

125–245 PTS

CLOUD DANCER FELARCH

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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Brace of pistols 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
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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.

ABILITIES

- Reckless Abandon**
You can target this unit with the Heroic Intervention stratagem, regardless of any other uses of that stratagem this phase. If you do:
- That use is -1 CP.
 - That use does not prevent any uses of that stratagem on other units this phase.



WEAPON RULES

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

◆ 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]

125-275 PTS

REAVER FELARCH

M

16"

T

4

SV

4+

W

2

LD

6+

OC

2

6+

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
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



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.

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 RULES

ANTI

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

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

ASSAULT

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

BLAST

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

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

DEVASTATING WOUNDS

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

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

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

HEAVY

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

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

IGNORES COVER

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

LETHAL HITS

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

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



MELTA

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

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

PISTOL

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

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

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

SUSTAINED HITS

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

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

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).



CORSAIR SKYREAVERS

75–140 PTS



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

RANGED WEAPONS

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

MELEE WEAPONS

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

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 RULES

ANTI

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

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

ASSAULT

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

IGNORES COVER

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

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

65–110 PTS



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

RANGED WEAPONS

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

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.

ABILITIES

Mistshield

The bearer has a 4+ invulnerable save.

Reavers of the Void

Each time a model in this unit makes an attack, re-roll a Hit roll of 1. If the target of that attack is an enemy unit within range of an objective marker, you can re-roll the Hit roll instead.



WEAPON RULES

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

70–140 PTS



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

RANGED WEAPONS

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

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.

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 RULES

ANTI

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

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

ASSAULT

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

HEAVY

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

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

LETHAL HITS

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

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

MELTA

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

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

PISTOL

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

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

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

PRECISION

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



PSYCHIC

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

RAPID FIRE

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

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

TORRENT

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

TWIN-LINKED

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

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]

95 PTS

LHAMAEAN

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

Sslyth

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

Medusae

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

Ur-ghul

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

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

AUFSTELLUNG

- 1x Lhamaeen - 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

ABILITIES

CORE - Deadly Retinue (Pain)

Court of the Archon

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



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 Lhamaeen 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 RULES

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).

TORRENT

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

CRAFTWORLD WARLEADER

[CRUCIBLE]

75 PTS

M7"

T3

SV6+

W4

LD6+

OC1

4+

RANGED WEAPONS

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

► Missile Launcher - Sunburst BLAST	48"	D6	2+	4	-1	1
► Reaper Launcher - Starshot HEAVY IGNORES COVER	48"	1	3+	10	-2	3
► Reaper Launcher - Starswarm HEAVY IGNORES COVER	48"	2	3+	4	-2	1

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



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

ABILITIES

CORE - Leader, Leader, Leader, Leader, Leader

Cameloline 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.

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 RULES

ANTI

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

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

ASSAULT

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

BLAST

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

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

HEAVY

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

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

IGNORES COVER

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

LANCE

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

LETHAL HITS

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

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

MELTA

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

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

PISTOL

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

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

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

PRECISION

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

PSYCHIC

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

SUSTAINED HITS

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

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

TORRENT

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

TWIN-LINKED

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



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

160 PTS



M	T	SV	W	LD	OC	
-	8	3+	12	6+	-	5+

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

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.

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

55–100 PTS

CRONOS

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



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

AUFSTELLUNG

1-2x Cronos - Equipped with: Spirit Vortex, Spirit Syphon, Spirit-leech Tentacles

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 RULES

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

◆ **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").

◆ **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

110 PTS

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

RANGED WEAPONS

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

MELEE WEAPONS

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

AUFSTELLUNG

1x D-Cannon Platform

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

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 RULES

ASSAULT

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

BLAST

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

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

DEVASTATING WOUNDS

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

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

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

INDIRECT FIRE

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



DARK REAPERS

100–210 PTS

M6"

T3

SV3+

W1

LD6+

OC1

5+

RANGED WEAPONS

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

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.

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 RULES

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

70 PTS



M8"

T3

SV6+

W4

LD6+

OC1

4+

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

AUFSTELLUNG

1x Death Jester

Equipped with: Shrieker Cannon, Jester's Blade

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

75–150 PTS



M7"

T3

SV4+

W1

LD6+

OC1

5+

RANGED WEAPONS

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

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.

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 RULES

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

90–180 PTS

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

RANGED WEAPONS

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

MELEE WEAPONS

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

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).

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 RULES

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).*

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.

DRAZHAR

85 PTS



M	T	SV	W	LD	OC	
7"	3	2+	5	6+	1	4+

MELEE WEAPONS

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

AUFSTELLUNG

1x Drazhar
Equipped with: ► The Executioner's demiklaives - Dual Blades, ► The Executioner's demiklaives - Single Blade

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 RULES

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

130 PTS



M7"

T4

SV6+

W5

LD6+

OC1

4+

RANGED WEAPONS

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

MELEE WEAPONS

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

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

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 RULES

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

◆ Leader

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



FALCON

130 PTS



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

RANGED WEAPONS

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

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.

ABILITIES

Damaged: 1-4 Wounds Remaining

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

Fire Support

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

Transport (Transport)

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



WEAPON RULES

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]**.*

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").

◇ 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.

FARSEER

65 PTS



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

RANGED WEAPONS

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

AUFSTELLUNG

1x Farseer

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

Wargear Options:

- This model can replace its Witchblade with Singing Spear.

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 RULES

ANTI

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

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

ASSAULT

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

BLAST

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

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

PISTOL

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

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

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

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

60 PTS



M

14"

T

4

SV

6+

W

5

LD

6+

OC

2

4+

RANGED WEAPONS

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

TWIN LINKED

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

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.

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 RULES

ANTI

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

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

ASSAULT

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

BLAST

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

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

PISTOL

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

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

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

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

120–240 PTS



M

7"

T

3

SV

3+

W

1

LD

6+

OC

1

5+

RANGED WEAPONS

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

MELEE WEAPONS

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

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.

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 RULES

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.

TORRENT

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



FIRE PRISM

150 PTS



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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Shuriken Cannon LETHAL HITS	24"	3	3+	6	-1	2
Twin Shuriken Catapult ASSAULT	18"	2	3+	4	-1	1
TWIN LINKED						
► 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

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.

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 RULES

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

◆ **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").



FIRESTORM [LEGENDS]

115 PTS



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

RANGED WEAPONS

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

MELEE WEAPONS

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

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.

ABILITIES

Damaged: 1-4 Wounds Remaining

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

Skyfire

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

Transport (Transport)

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



WEAPON RULES

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

◇ 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").

FLESH CRAFTER

[CRUCIBLE]

60 PTS

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

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

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

ABILITIES

CORE - Leader, Leader, Leader, Leader, Leader

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 RULES

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.

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.

◆ 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.



FUEGAN

130 PTS



M	T	SV	W	LD	OC	
7"	3	2+	5	6+	1	4+

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

AUFSTELLUNG

1x Fuegan

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

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 RULES

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.



AELDARI - AELDARI LIBRARY

GHOST WARRIOR

[CRUCIBLE]

160 PTS

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

RANGED WEAPONS

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

► Missile Launcher - Sunburst BLAST	48"	D6	2+	4	-1	1
► Reaper Launcher - Starshot HEAVY IGNORES COVER	48"	1	3+	10	-2	3
► Reaper Launcher - Starswarm HEAVY IGNORES COVER	48"	2	3+	4	-2	1

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



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

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.

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 RULES

ANTI

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

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

ASSAULT

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

BLAST

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

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

HEAVY

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

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

IGNORES COVER

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

LANCE

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

LETHAL HITS

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

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

MELTA

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

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

PISTOL

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

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

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

PRECISION

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

PSYCHIC

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

SUSTAINED HITS

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

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

TORRENT

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

TWIN-LINKED

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



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").

◆ 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).



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GROTESQUES [LEGENDS]

80–170 PTS



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

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

AUFSTELLUNG

3-6x Grotesque w/ paired monstrous weapons oder Grotesque w/ Liquifier
Equipped with: Liquifier Gun, Monstrous Weapons, Paired monstrous Weapons

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 RULES

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

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

 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

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

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 RULES

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]**.*

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).



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HAEMONCULUS

50 PTS



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

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

AUFSTELLUNG

1x Haemonculus

Equipped with: Stinger Pistol, Haemonculus tools and scissorhands

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 RULES

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

◆ **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.



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HAND OF THE ARCHON

115 PTS



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

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
Razorflail	Melee	4	3+	4	-2	1

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.



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-needle

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 RULES

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.

TWIN-LINKED

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



HELLIONS

90-180 PTS



M

14"

T

4

SV

4+

W

2

LD

7+

OC

1

6+

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	18"	2	3+	2	0	1
TWIN LINKED							
Splinter Pods	ANTI-INFANTRY 3+ ASSAULT	18"	2	3+	2	0	1
TWIN LINKED							

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

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.

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 RULES

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

155 PTS



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

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

AUFSTELLUNG

1x Hemlock Wraithfighter

Equipped with: Heavy D-Scythe, Wraithbone Hull

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 RULES

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).*



HORNET [LEGENDS]

100 PTS



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

RANGED WEAPONS

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

MELEE WEAPONS

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

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.

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 RULES

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

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").



HOWLING BANSHEES

85–165 PTS



M8"

T3

SV4+

W1

LD6+

OC1

★/5

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

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.

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 RULES

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).

AELDARI - AELDARI LIBRARY

ILLIC NIGHTSPEAR

[LEGENDS]

70 PTS



M

7"

T

3

SV

5+

W

3

LD

6+

OC

1

5+

RANGED WEAPONS

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

MELEE WEAPONS

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

AUFSTELLUNG

1x Illic Nightspear [Legends]

Equipped with: Shuriken Pistol, Voidbringer, Aeldari power sword

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 RULES

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.

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

90-180 PTS



M

7"

T

3

SV

3+

W

1

LD

6+

OC

1

5+

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

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.

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]

105 PTS



M

12"

T

3

SV

2+

W

5

LD

6+

OC

1

4+

RANGED WEAPONS

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

MELEE WEAPONS

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

AUFSTELLUNG

1x Irillyth [Legends]

Equipped with: Spear of Starlight

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).



JAIN ZAR

105 PTS



M	T	SV	W	LD	OC	
8"	3	2+	5	6+	1	4+

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

AUFSTELLUNG

1x Jain Zar

Equipped with: Silent Death, Blade of Destruction

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 RULES

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

110 PTS



M7"

T3

SV4+

W1

LD7+

OC2

6+

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

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.

ABILITIES

Cruel Enforcers

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

Kabalite Icon

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

Phantasm Grenade Launcher

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



Sadistic Raiders (Pain)

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

WEAPON RULES

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]

90 PTS



M

7"

T

3

SV

2+

W

5

LD

6+

OC

1

4+

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

AUFSTELLUNG

1x Karandras [Legends]

Equipped with: Arhra's Bane, Isirmathil

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 RULES

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.

◆ 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.



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KHARSETH

85 PTS



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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Dread of the Deep Void ANTI-INFANTRY 2+ BLAST	24"	D6+2	3+	3	-2	1
HAZARDOUS IGNORES COVER PSYCHIC						

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Waystave ANTI-INFANTRY 2+ PSYCHIC	Melee	3	2+	3	0	3

AUFSTELLUNG

1x Kharseth

Equipped with: Dread of the Deep Void, Waystave

ABILITIES

CORE - Leader

Aethersense (Psychic)

Enemy units that are set up on the battlefield from Reserves cannot be set up within 12" of this model.

Fury of the Void (Psychic)

In your Shooting phase, after this model's unit has shot, select one enemy unit hit by one or more attacks made with this model's Dread of the Deep Void. Until the end of the turn, that unit is riven. Each time an Aeldari model from your army makes an attack that targets a riven unit, add 1 to the Strength characteristic of that attack.

Leader

This model can be attached to the following units:

- CORSAIR REAVER BAND
- CORSAIR VOIDREAVERS
- CORSAIR VOIDSCARRED



WEAPON RULES

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

◆ 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.



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LADY MALYS

100 PTS



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

✂ MELEE WEAPONS

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

AUFSTELLUNG

1x Lady Malys

Equipped with: Lady's Blade, Razor fan

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 RULES

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

◆ 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

80 PTS



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

4+

✂ MELEE WEAPONS

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

AUFSTELLUNG

1x Lelith Hesperax

Equipped with: Lelith's blades

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 RULES

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.



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LEYSTALKER

80 PTS

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

 RANGED WEAPONS

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

 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

AUFSTELLUNG

1x Leystalker

Equipped with: Long Rifle, Drakesteed Fangs and Talons, Hunting Blades

ABILITIES

Drakolithe (Once per battle, per token)

When an enemy unit ends a move within 8" of this unit, if this unit is unengaged or if that enemy unit ended that move engaged with this unit, you can use this ability. If you do, roll one D6:

- On a 3+, that enemy unit suffers 1 mortal wound.

Place one Drakolithe token next to the unit for each Drakolithe the unit is equipped with, removing one each time this ability is used.

Panicked Quarry

In your Shooting phase, when this unit has shot, select one enemy unit (excluding MONSTER/VEHICLE units) hit by those attacks. That enemy unit makes a battle-shock roll, with -1 to that battle-shock roll.

WEAPON RULES

DEVASTATING WOUNDS

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

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

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

EXTRA ATTACKS

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

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

PRECISION

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



CORE RULES

◆ Lone Operative

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

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

◆ Scouts 9"

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

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

◆ Stealth

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

LHYKHIS

135 PTS



M	T	SV	W	LD	OC	
12"	3	2+	5	6+	1	4+

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

AUFSTELLUNG

1x Lhykhis

Equipped with: Brood Twain, Spider's Fangs, Weaverender

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 RULES

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.

◆ 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]

180 PTS



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

5+

RANGED WEAPONS

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

MELEE WEAPONS

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

AUFSTELLUNG

1x Lynx [Legends]

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

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 RULES

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

◆ **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").



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MANDRAKES

80–160 PTS



M	T	SV	W	LD	OC	5+
8"	3	7+	1	7+	1	

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

AUFSTELLUNG

4-9x Mandrake
1x Nightfiend

Equipped with: Baleblast, Glimmersteel Blade

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 RULES

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.

◆ **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).



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MAUGAN RA

100 PTS



M

7"

T

3

SV

2+

W

5

LD

6+

OC

1

4+

RANGED WEAPONS

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

MELEE WEAPONS

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

AUFSTELLUNG

1x Maugan Ra
Equipped with: Maugetar

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 RULES

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

170 PTS



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

RANGED WEAPONS

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

MELEE WEAPONS

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

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.

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 RULES

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

◆ **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").



NIGHTWING [LEGENDS]

150 PTS



M	T	SV	W	LD	OC	
-	8	3+	12	6+	-	5+



RANGED WEAPONS

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

MELEE WEAPONS

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

AUFSTELLUNG

1x Nightwing [Legends]

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

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 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).

TWIN-LINKED

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



PHANTOM TITAN

2100 PTS



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



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

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.

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.

Titantic Advance

Each time this model makes a Normal, Advance or Fall Back move, it can move over models (excluding Titantic 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 RULES

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").



PHOENIX [LEGENDS]

175 PTS



M	T	SV	W	LD	OC
-	9	3+	16	6+	-

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Phoenix missile array BLAST	48"	D6	3+	6	-1	2
Phoenix pulse laser	48"	4	3+	10	-2	D6
Twin shuriken cannon SUSTAINED HITS 1 TWIN-LINKED	24"	3	3+	6	-1	2

MELEE WEAPONS

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

AUFSTELLUNG

1x Phoenix [Legends]

Equipped with: Phoenix missile array, Phoenix pulse laser, Twin shuriken cannon, Wraithbone Hull

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 RULES

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").



PRINCE YRIEL

95 PTS



M

7"

T

3

SV

3+

W

5

LD

6+

OC

1

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Shuriken Pistol ASSAULT PISTOL	12"	1	2+	4	-1	1
The Eye of Wrath ASSAULT PISTOL	6"	3	2+	6	-2	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
The Spear of Twilight LANCE	Melee	5	2+	7	-3	3

AUFSTELLUNG

1x Prince Yriel

Equipped with: Shuriken Pistol, The Eye of Wrath, The Spear of Twilight

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 RULES

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.

◆ **Scouts 7"**

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

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



RAIDER

75 PTS



M	T	SV	W	LD	OC	
14"	8	4+	10	7+	2	6+

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

AUFSTELLUNG

1x Raider

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

Wargear Options:

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

ABILITIES

Aethersails

While one or more Drukharri 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.

Raider (Transport)

Capacity: This model has a transport capacity of 11 Drukharri Infantry models (excluding Jump Pack models).



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").

◆ **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.



RANGERS

60–110 PTS



RANGER

M	T	SV	W	LD	OC	
7"	3	5+	1	7+	1	5++



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

AUFSTELLUNG

5-10x Ranger - Equipped with: Close Combat Weapon, Shuriken Pistol, Long rifle

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 RULES

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.

◆ 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

110 PTS



M

14"

T

9

SV

4+

W

11

LD

7+

OC

3

6+

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

AUFSTELLUNG

- 1x Ravager
- Equipped with: Dark Lance, Disintegrator Cannon, Bladevanes
- Wargear Options:
- This model must be equipped with 3 of: Disintegrator Cannon, Dark Lance.

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").

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]

170 PTS



M	T	SV	W	LD	OC	
20+"	8	4+	10	7+	0	5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Dark lance	36"	1	3+	12	-3	D6+2
Splinterstorm cannon	36"	8	3+	3	-1	2

MELEE WEAPONS

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

AUFSTELLUNG

1x Raven Strike Fighter [Legends]

Equipped with: Dark lance, Splinterstorm cannon, Bladed wings

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 RULES

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").

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

170 PTS



M	T	SV	W	LD	OC	
-	8	4+	10	7+	-	6+

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

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.

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 RULES

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

◇ 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").

◇ 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]

115 PTS



M

14"

T

9

SV

4+

W

11

LD

7+

OC

3

6+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
► Storm vortex projector - beam	36"	3	3+	12	-3	D6
► Storm vortex projector - 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	Melee	1	4+	8	-2	2

AUFSTELLUNG

1x Reaper [Legends]

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

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 RULES

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).*

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").

◇ 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

75–150 PTS



M

16"

T

4

SV

4+

W

2

LD

7+

OC

2

6+

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

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.

ABILITIES

- Cluster Caltrops**
Each time you roll to inflict wounds using this unit's Eviscerating Fly-by ability, you can re-roll one D6 for each model in this unit equipped with cluster caltrops.
- Eviscerating Fly-by**
Each time this unit ends a Normal or Advance move, you can select one enemy unit (excluding Monster and Vehicle units) that it moved over during that move, then roll one D6 for each model in this unit: for each 4+, that enemy unit suffers 1 mortal wound.

- Grav Talon**
The bearer's melee weapons have an Armour Penetration characteristic of -2 and the **[Lethal Hits]** ability.
- Matchless 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 RULES

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

1100 PTS



M16"

T13

SV2+

W30

LD6+

OC16

4+*

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

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.

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 RULES

ANTI

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

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

ASSAULT

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

BLAST

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

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

TORRENT

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

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").



SCORPION [LEGENDS]

410 PTS



M14"112+246+85+

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

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

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 RULES

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 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").



SCOURGES WITH HEAVY WEAPONS

110 PTS



M14"

T3

SV4+

W1

LD7+

OC1

5+

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

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.

ABILITIES

Airborne Evasion

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

Winged Strike (Pain)

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



WEAPON RULES

ANTI

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

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

ASSAULT

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

DEVASTATING WOUNDS

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

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

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

HEAVY

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

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

MELTA

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

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

PISTOL

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

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

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

SUSTAINED HITS

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

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

TORRENT

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

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

75 PTS



M14"34+17+1

5+

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

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.

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

Swooping Descent (Pain)

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



WEAPON RULES

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]

115-230 PTS



SHADOW SPECTRE EXARCH

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



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

AUFSTELLUNG

1x Shadow Spectre Exarch - Equipped with: ► Prism Rifle - dispersed, ► Prism Rifle - focused, Close Combat Weapon
5-10x Shadow Spectre

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 RULES

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).



AELDARI - AELDARI LIBRARY

Shadow Weaver Platform

60 PTS

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

 RANGED WEAPONS

WEAPON		RANGE	A	BS	S	AP	D
Shadow weaver	BLAST INDIRECT FIRE	48"	D6+2	3+	6	-1	1
Shuriken Catapult	ASSAULT	18"	2	3+	4	-1	1

 MELEE WEAPONS

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

AUFSTELLUNG

1x Shadow Weaver Platform

Equipped with: Shadow weaver, Shuriken Catapult, Close Combat Weapon

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, it that unit contains one or more other models, until that attack is resolved, this model has a Toughness characteristic of 3.

WEAPON RULES

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).



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SHADOWSEER

50 PTS



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

RANGED WEAPONS

WEAPON		RANGE	A	BS	S	AP	D
Neuro Disruptor	ANTI-INFANTRY 2+ ASSAULT PISTOL	12"	1	2+	4	-2	1
Shuriken Pistol	ASSAULT PISTOL	12"	1	2+	4	-1	1

MELEE WEAPONS

WEAPON		RANGE	A	WS	S	AP	D
Miststave	PSYCHIC	Melee	4	2+	5	-1	D3

AUFSTELLUNG

- 1x Shadowseer
- Equipped with: Neuro Disruptor, Shuriken Pistol, Miststave
- Wargear Options:
 - This model can replace its Shuriken Pistol with Neuro Disruptor.

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 RULES

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

◆ 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

100–200 PTS



M14"43+26+25+

T43+26+25+

SV3+26+25+

W26+25+

LD6+25+

OC25+

5+

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

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.

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 RULES

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

90–175 PTS



SHROUD RUNNER

M	T	SV	W	LD	OC	
14"	4	5+	3	7+	2	5+*

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Long rifle PRECISION	36"	1	2+	4	-1	2
Scatter Laser SUSTAINED HITS 1	36"	6	3+	5	0	1
Shuriken Pistol ASSAULT PISTOL	12"	1	2+	4	-1	1

MELEE WEAPONS

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

AUFSTELLUNG

3-6x Shroud Runner - Equipped with: Close Combat Weapon, Shuriken Pistol, Long rifle, Scatter Laser

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 RULES

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

◆ Scouts 9"

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

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

◆ Stealth

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



SKATHACH WRAITHKNIGHT [LEGENDS]

490 PTS



M	T	SV	W	LD	OC
10"	12	2+	18	6+	10

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Inferno Lance MELTA 2	24"	4	3+	12	-4	D6
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	12"	3D6	3+	6	-1	1
DEVASTATING WOUNDS						
► Deathshroud Cannon - Dispersed BLAST	12"	3D6	3+	6	-1	1
DEVASTATING WOUNDS						
► Deathshroud Cannon - Focused BLAST	48"	D6	3+	10	-3	2
DEVASTATING WOUNDS						
► Deathshroud Cannon - Focused BLAST	48"	D6	3+	10	-3	2
DEVASTATING WOUNDS						

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Titanic Feet	Melee	5	3+	8	-1	2

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.

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 RULES

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").

◇ 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]

80 PTS

M14"46+56+24+

RANGED WEAPONS

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

► Missile Launcher - Sunburst BLAST	48"	D6	2+	4	-1	1
► Reaper Launcher - Starshot HEAVY IGNORES COVER	48"	1	3+	10	-2	3
► Reaper Launcher - Starswarm HEAVY IGNORES COVER	48"	2	3+	4	-2	1

MELEE WEAPONS

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



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

ABILITIES

CORE - Leader, Leader, Leader, Leader, Leader

Cameleoline Cloak

(INFANTRY only):

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

- Rangers

Corsair Raider

(INFANTRY only):

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

- Corsair Voidreavers
- Corsair Voidscarred

Doomseer

(PSYKER only):

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

Heavy Aspect Armour

(INFANTRY only):

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

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

Outcast

(INFANTRY and MOUNTED only):

This model has the Lone Operative ability.

Path of the Witch

The model gains the PSYKER keyword.

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 RULES

ANTI

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

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

ASSAULT

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

BLAST

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

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

HEAVY

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

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

IGNORES COVER

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

LANCE

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

LETHAL HITS

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

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

MELTA

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

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

PISTOL

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

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

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

PRECISION

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

PSYCHIC

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

SUSTAINED HITS

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

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

TORRENT

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

TWIN-LINKED

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



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).



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SKYWEAVERS

95-190 PTS



SKYWEAVER

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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Shuriken Cannon LETHAL HITS	24"	3	3+	6	-1	2
Skyweaver Haywire Cannon ANTI-VEHICLE 4+	24"	2	3+	3	-1	3
DEVASTATING WOUNDS						
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

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.

ABILITIES

Acrobatic Grace

- This unit has Stealth.
- Melee attacks that target this unit have -1 to hit rolls.

WEAPON RULES

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

- ◆ **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

115 PTS



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

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Solitaire Weapons PRECISION	Melee	9	2+	6	-2	2

AUFSTELLUNG

1x Solitaire

Equipped with: Solitaire Weapons

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 RULES

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

55 PTS



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



RANGED WEAPONS

WEAPON		RANGE	A	BS	S	AP	D
Shuriken Pistol	ASSAULT PISTOL	12"	1	2+	4	-1	1

MELEE WEAPONS

WEAPON		RANGE	A	WS	S	AP	D
Witch Staff	ANTI-INFANTRY 2+ PSYCHIC	Melee	2	2+	3	0	D3

AUFSTELLUNG

1x Spiritseer

Equipped with: Shuriken Pistol, Witch Staff

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 RULES

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).



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STARFANGS



STARFANG

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

RANGED WEAPONS

WEAPON		RANGE	A	BS	S	AP	D
Disintegrator Cannon	ASSAULT	36"	3	3+	6	-3	2
Starfang Grenade Launcher	ASSAULT BLAST	36"	D3	3+	6	-3	2

MELEE WEAPONS

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

AUFSTELLUNG

1-2x Starfang - Equipped with: Wraithbone Hull, Disintegrator Cannon, Starfang Grenade Launcher

ABILITIES

Hallucinogen Grenades

At the start of your opponent's Shooting phase, this unit can use this ability. If it does, select one Aeldari Infantry unit from your army visible to and within 36" of this unit: until the end of the phase, that unit has the Stealth ability.

WEAPON RULES

ASSAULT

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

BLAST

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

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

CORE RULES

Deadly Demise 1

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

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.



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STARWEAVER

70 PTS



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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Shuriken Cannon LETHAL HITS	24"	3	3+	6	-1	2

MELEE WEAPONS

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

AUFSTELLUNG

1x Starweaver

Equipped with: Shuriken Cannon, Close Combat Weapon

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.

Starweaver (Transport)

Capacity: This model has a transport capacity of 6 Harlequins Infantry models.

WEAPON RULES

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").

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.



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STONESINGER

60 PTS

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

 RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Solar Carbine RAPID FIRE 2	18"	2	3+	4	0	1
Song of Waning ANTI-MONSTER/VEHICLE 3+ PSYCHIC	24"	3	3+	4	-2	3
Venomcrest Spit ANTI-NON-MONSTER/VEHICLE 3+ BLAST 1	12"	3	6+	3	-2	2
TORRENT						

 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

AUFSTELLUNG

1x Stonesinger

Equipped with: Solar Carbine, Song of Waning, Venomcrest Spit, Drakesteed Fangs and Talons, Stone Stave

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 RULES

ANTI

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

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

BLAST

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

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

EXTRA ATTACKS

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

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

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

110 PTS



SERPENT'S SCALE PLATFORM

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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Flamer ASSAULT IGNORES COVER TORRENT	12"	D6	N/A	4	0	1
Fusion gun ASSAULT MELTA 2	12"	1	3+	8	-4	D6
Shuriken Pistol ASSAULT PISTOL	12"	1	3+	4	-1	1

MELEE WEAPONS

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

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

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 RULES

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.

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

75–145 PTS



M7"

T3

SV3+

W1

LD6+

OC1

5+

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

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.

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 RULES

ASSAULT

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

PISTOL

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

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

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

SUSTAINED HITS

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

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

TWIN-LINKED

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

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).

50 PTS



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

MELEE WEAPONS

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

AUFSTELLUNG

1x Succubus

Equipped with: Archite glaive and agoniser

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 RULES

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

95–190 PTS



M

14"

T

3

SV

4+

W

1

LD

6+

OC

1

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Exarch's Lasblaster ASSAULT LETHAL HITS	24"	4	3+	5	-1	1
Hawk's Talon LETHAL HITS	24"	2	3+	6	-2	2
Lasblaster ASSAULT LETHAL HITS	24"	4	3+	4	0	1
Scatter Laser SUSTAINED HITS 1	36"	6	3+	5	0	1
Sunpistol ASSAULT LETHAL HITS PISTOL	12"	2	3+	4	0	1

MELEE WEAPONS

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

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.

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 RULES

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.

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

75–150 PTS

TALOS

M

7"

T

7

SV

3+

W

7

LD

7+

OC

2

6+

RANGED WEAPONS

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

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	Melee	1	2+	8	-2	D6
EXTRA ATTACKS						

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.

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 RULES

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.*

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").

◆ 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]

230 PTS



M16"

T10

SV4+

W18

LD7+

OC5

5+

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

AUFSTELLUNG

1x Tantalus [Legends]
Equipped with: Pulse Disintegrators, Dire Scythe Blades

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.

Tantalus (Transport)

Capacity: 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.

WEAPON RULES

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").

◆ **Deep Strike**

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

◆ **Firing Deck 16**

This ability always takes the form Firing Deck X. In your Shooting phase, each time this TRANSPORT is selected to shoot, if one or more units are embarked within it, resolve the following sequence:

1. Select up to X models embarked within this TRANSPORT (excluding models whose units have already been selected to shoot this phase).
2. For each selected model, select one of its ranged weapons (excluding [ONE SHOT] weapons).
3. Until this TRANSPORT has resolved all of its attacks, it has all of those selected weapons in addition to its other weapons.
4. Until the end of the turn, units embarked within this TRANSPORT are not eligible to shoot.



THE VISARCH

90 PTS



M

8"

T

3

SV

2+

W

5

LD

6+

OC

1

4+

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

AUFSTELLUNG

1x The Visarch

Equipped with: ➤ Asu-var - duellist stance, ➤ Asu-var - mythic stance, ➤ Asu-var - quicksilver stance

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 RULES

ANTI

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

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

DEVASTATING WOUNDS

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

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

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

PRECISION

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

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

245 PTS



M

10"

T

10

SV

2+

W

12

LD

6+

OC

3

4+

RANGED WEAPONS

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

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

AUFSTELLUNG

1x The Yncarne
Equipped with: Swirling soul energy, ► Vilith-zhar - Strike, ► Vilith-zhar - Sweep

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 RULES

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").

◆ **Deep Strike**

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



TROUPE

85–205 PTS



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

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

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.

ABILITIES

Dance of Death

At the start of the Fight phase, select one of the following abilities for this unit to gain until the end of the phase:

- Hero's Prowess: Each time a model in this unit makes an attack, re-roll a Hit roll of 1.
- Villain's Doom: Each time a model in this unit makes an attack, add 1 to the Wound roll.
- Trickster's Grace: Each time an attack targets this unit, subtract 1 from the Hit roll.

Flip Belt

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



WEAPON RULES

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.

◆ 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

75 PTS



M8"

T3

SV6+

W4

LD6+

OC1

4+

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

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.

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 RULES

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

◆ 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]

80 PTS



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

RANGED WEAPONS

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

MELEE WEAPONS

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

AUFSTELLUNG

1x Urien Rakarth [Legends]

Equipped with: Casket of Flensing, Haemonculus tools and scissorhands

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 RULES

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.

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]

460 PTS



M	T	SV	W	LD	OC	
-	12	3+	30	6+	-	4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Scatter Laser	36"	6	3+	5	0	1
Twin Pulse Laser	48"	3	3+	9	-2	D6
Twin Vampire Pulsar	60"	3	3+	12	-3	4

MELEE WEAPONS

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

AUFSTELLUNG

1x Vampire Hunter [Legends]

Equipped with: Scatter Laser, Twin Pulse Laser, Twin Vampire Pulsar, Wraithbone Hull

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 RULES

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").



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VAMPIRE RAIDER

[LEGENDS]

430 PTS

M

T

SV

W

LD

OC

4+

-

12

3+

30

6+

-

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Scatter Laser	36"	6	3+	5	0	1
Twin Pulse Laser	48"	3	3+	9	-2	D6

MELEE WEAPONS

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

AUFSTELLUNG

1x Vampire Raider [Legends]

Equipped with: Scatter Laser, Twin Pulse Laser, Wraithbone Hull

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 RULES

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").
- Hover**
Each time this unit takes to the skies (21.03), do not subtract 2" from the maximum distance.

VENOM

65 PTS



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

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	24"	2	3+	2	0	1
RAPID FIRE 2 TWIN LINKED							

MELEE WEAPONS

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

AUFSTELLUNG

1x Venom

Equipped with: Splinter Cannon, Twin Splinter Rifle, Bladevanes

Wargear Options:

- This model can replace its Twin Splinter Rifle with Splinter Cannon.

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.

Venom (Transport)

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

Before the battle, at the start of the Declare Battle Formations step, you can select one KABALITE WARRIORS, HAND OF THE ARCHON or WYCHES unit from your army that has not already been split. If you do, that unit is split into two units, each containing as equal a number of models as possible (when splitting a unit in this way, make a note of which models form each of the two new units). One of these units must start the battle embarked within this model; the other can start the battle embarked within another TRANSPORT, or it can be deployed as a separate unit.



WEAPON RULES

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

◆ 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").

◆ 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).



VIBRO CANNON PLATFORM

60 PTS

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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Shuriken Catapult ASSAULT	18"	2	3+	4	-1	1
Vibro Cannon	48"	D6	3+	9	-1	2

MELEE WEAPONS

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

AUFSTELLUNG

1x Vibro Cannon Platform

Equipped with: Shuriken Catapult, Vibro Cannon, Close Combat Weapon

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, it that unit contains one or more other models, until that attack is resolved, this model has a Toughness characteristic of 3.

WEAPON RULES

ASSAULT

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



VOIDRAVEN BOMBER

245 PTS



M	T	SV	W	LD	OC	
-	9	4+	12	7+	-	6+

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	48"	D3	3+	9	-2	3
► Voidraven Missiles - Shatterfield Missiles	48"	D6	3+	7	-2	1

MELEE WEAPONS

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

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.

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 RULES

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").

◆ **Stealth**

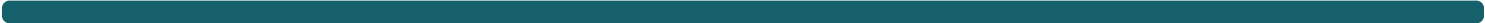
If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).



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VOIDWEAVER

115 PTS



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



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+	24"	3	3+	4	-1	3
DEVASTATING WOUNDS						
► 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

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.

ABILITIES

Polychromatic Camouflage

This unit can only be selected as the target of a ranged attack if the attacking model is within 18".

WEAPON RULES

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]**.*

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").

► 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).



VYPERS

75-140 PTS



VYPER

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

RANGED WEAPONS

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

MELEE WEAPONS

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

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.

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 RULES

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

◆ **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").



WAR WALKERS

85–160 PTS



WAR WALKER

M	T	SV	W	LD	OC	
10"	7	3+	6	7+	2	5+



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

AUFSTELLUNG

1-2x War Walker - Equipped with: Shuriken Cannon, ► Missile Launcher - Starshot, ► Missile Launcher - Sunburst, Bright Lance, Scatter Laser, Starcannon, War Walker feet

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 RULES

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

◆ Scouts 9"

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

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



WARLOCK

45 PTS



M	T	SV	W	LD	OC	
7"	3	6+	2	6+	1	4+

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

AUFSTELLUNG

1x Warlock

Equipped with: Destructor, Shuriken Pistol, Singing Spear, Witchblade

Wargear Options:

- This model can replace its Witchblade with Singing Spear.

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 RULES

ANTI

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

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

ASSAULT

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

PISTOL

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

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

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

PSYCHIC

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

TORRENT

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

CORE RULES

◇ Support

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

Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.



WARLOCK CONCLAVE

55-120 PTS



M7"

T3

SV6+

W2

LD6+

OC1

4+

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

AUFSTELLUNG

2-4x Warlock with Witchblade oder Warlock with Singing Spear
Equipped with: Destructor, Shuriken Pistol, Singing Spear, Witchblade

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 RULES

ANTI

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

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

ASSAULT

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

PISTOL

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

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

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

PSYCHIC

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

TORRENT

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

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

55-90 PTS



M14"46+36+24+

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

AUFSTELLUNG

1-2x Warlock Skyrunner with Witchblade oder Warlock Skyrunner with Singing Spear
Equipped with: Destructor, Shuriken Pistol, Singing Spear, Twin Shuriken Catapult, Witchblade

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 RULES

ANTI

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

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

ASSAULT

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

PISTOL

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

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

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

PSYCHIC

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

TORRENT

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

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]

145 PTS



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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Shuriken Cannon SUSTAINED HITS 1	24"	3	3+	6	-1	2
Twin Shuriken Catapult ASSAULT	18"	2	3+	4	-1	1
TWIN LINKED						
► 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

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.

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 RULES

ASSAULT

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

BLAST

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

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

DEVASTATING WOUNDS

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

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

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

SUSTAINED HITS

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

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

TORRENT

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

TWIN-LINKED

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

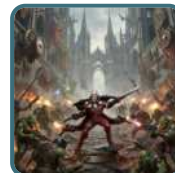
CORE RULES

◇ 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").

WARP SPIDERS

105–200 PTS



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



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

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.

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 RULES

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.

WASP ASSAULT WALKER

[LEGENDS]

95 PTS



M

10"

T

7

SV

3+

W

6

LD

6+

OC

2

4+

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	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	48"	D6	3+	4	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Wasp feet	Melee	3	3+	5	0	1

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

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 RULES

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

115 PTS



M14"93+137+2

5+

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

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.

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.
- Wave Serpent** (Transport)
Capacity: This model has a transport capacity of 12 ASURYANI INFANTRY models. Each WRAITH CONSTRUCT model takes the space of 2 models. It cannot transport JUMP PACK models or YNNARI models (excluding ASURYANI, YVRAINE and THE VISARCH models).



WEAPON RULES

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]**.*

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").

WEBWAY GATE [LEGENDS]

105 PTS

M	T	SV	W	LD	OC
-	12	3+	14	6+	0

AUFSTELLUNG
1x Webway Gate [Legends]

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").



WINDRIDERS

80–170 PTS



M

14"

T

4

SV

4+

W

2

LD

7+

OC

2

6+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Scatter laser SUSTAINED HITS 1	36"	6	3+	5	0	1
Shuriken cannon LETHAL HITS	24"	3	3+	6	-1	2
Twin shuriken catapult ASSAULT TWIN-LINKED	18"	2	3+	4	-1	1

MELEE WEAPONS

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

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

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 RULES

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.

◇ **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

60–120 PTS



M

7"

T

4

SV

5+

W

2

LD

7+

OC

2

6+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Hexriffl 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+	Melee	2	3+	4	-1	1

TWIN-LINKED

AUFSTELLUNG

4-9x Wrack oder Wrack with Hexriffl oder Wrack with Liquifier Gun oder Wrack with Ossefactor oder Wrack with Stinger Pistol
1x Acothyst

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

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 RULES

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.

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.



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WRAITHBLADES

140 PTS



WRAITHBLADE

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

⌘ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Ghostaxe	Melee	3	4+	7	-2	2
Ghostwords	Melee	5	4+	5	-2	2

AUFSTELLUNG

5x Wraithblade - Equipped with: Ghostwords, Ghostaxe

Wargear Options:

- This model can replace its Ghostwords with Ghostaxe and Forceshield.

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.



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WRAITHGUARD

145 PTS



WRAITHGUARD

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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
D-Scythe TORRENT	12"	D6	N/A	7	-3	1
Wraithcannon	18"	1	4+	14	-4	D6+1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close Combat Weapon	Melee	3	4+	5	0	1

AUFSTELLUNG

5x Wraithguard - Equipped with: Close Combat Weapon, Wraithcannon, D-Scythe

Wargear Options:

- This model can replace its Wraithcannon with D-Scythe.

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 RULES

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

385 PTS



M	T	SV	W	LD	OC
12"	12	2+	18	6+	10

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy Wraithcannon DEVASTATING WOUNDS	36"	D3	3+	20	-4	2D6
Scatter Laser SUSTAINED HITS 1	36"	6	3+	5	0	1
Shuriken Cannon LETHAL HITS	24"	3	3+	6	-1	2
Starcannon	36"	2	3+	8	-3	2
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

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.

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 RULES

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]**.*

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").



WRAITHKNIGHT WITH GHOSTGLAIVE

380 PTS



M	T	SV	W	LD	OC
12"	12	2+	18	6+	10

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy Wraithcannon DEVASTATING WOUNDS	36"	D3	3+	20	-4	2D6
Scatter Laser SUSTAINED HITS 1	36"	6	3+	5	0	1
Shuriken Cannon LETHAL HITS	24"	3	3+	6	-1	2
Starcannon	36"	2	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
► Titanic Ghostglaive - Strike	Melee	5	3+	16	-3	6
► Titanic Ghostglaive - Sweep	Melee	15	3+	8	-2	2

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.

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.

Titantic 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 RULES

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").



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WRAITHLORD

125 PTS



M	T	SV	W	LD	OC
8"	10	2+	10	8+	3

➤ RANGED WEAPONS

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

➤ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Wraithbone Fists	Melee	4	4+	7	-2	2
➤ Ghostglaive - Strike	Melee	4	4+	10	-3	D6+1
➤ Ghostglaive - Sweep	Melee	8	4+	7	-2	2

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.

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 RULES

ASSAULT

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

BLAST

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

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

IGNORES COVER

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

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").

◇ 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.



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WRAITHSEER [LEGENDS]

160 PTS



M	T	SV	W	LD	OC	5+
8"	11	2+	10	6+	3	

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	Melee	4	4+	10	-2	3
PSYCHIC						
➤ Ghostspear - Sweep ANTI-INFANTRY 2+ PSYCHIC	Melee	12	4+	7	-1	1

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.

ABILITIES

Horrrify (Psychic)

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



WEAPON RULES

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.

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").



WYCHES

90 PTS



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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Blast Pistol	6"	1	3+	8	-4	D3
Splinter Pistol	12"	1	3+	2	0	1
Splinter 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	Melee	5	3+	3	-2	1

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.

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 RULES

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).



YNNARI ARCHON

85 PTS



M	T	SV	W	LD	OC	
8"	3	4+	4	6+	1	2+*

RANGED WEAPONS

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

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Huskblade ANTI-INFANTRY 3+	Melee	5	2+	3	-2	2

AUFSTELLUNG

1x Ynnari Archon

Equipped with: Blast Pistol, Splinter Pistol, Huskblade

Wargear Options:

- This model can replace its Splinter Pistol with Blast Pistol.

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 RULES

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

◆ Leader

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



YNNARI INCUBI

80–160 PTS



M

7"

T

3

SV

3+

W

1

LD

6+

OC

1

5+

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	Melee	6	3+	4	-1	1
► Demiklaives - Single Blade	Melee	3	3+	4	-2	2

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.

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 RULES

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).



AELDARI - AELDARI LIBRARY

YNNARI KABALITE
WARRIORS

110 PTS



M

8"

T

3

SV

4+

W

1

LD

6+

OC

2

6+

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

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.

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 RULES

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

70 PTS



M	T	SV	W	LD	OC	
14"	8	4+	10	6+	2	6+



RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Dark Lance	36"	1	3+	12	-3	D6+2
Disintegrator Cannon	36"	3	3+	5	-2	2

MELEE WEAPONS

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

AUFSTELLUNG

1x Ynnari Raider

Equipped with: Dark Lance, Disintegrator Cannon, Bladevanes

Wargear Options:

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

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.

Raider (Transport)

Capacity: 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.

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").

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.



YNNARI REAVERS

65–120 PTS



M16"

T4

SV4+

W2

LD6+

OC2

6+

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

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.

ABILITIES

Cluster Caltrops

Each time you roll to inflict wounds using this unit's Eviscerating Fly-by ability, you can re-roll one D6 for each model in this unit equipped with cluster caltrops.

Eviscerating Fly-by

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

Grav Talon

The bearer's melee weapons have an Armour Penetration characteristic of -2 and the **Lethal Hits** ability.



WEAPON RULES

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

45 PTS



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

RANGED WEAPONS

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

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Succubus Weapons ANTI-INFANTRY 3+	Melee	6	2+	3	-2	1

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.

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 RULES

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

65 PTS



M	T	SV	W	LD	OC	
14"	6	4+	6	6+	1	6+



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	24"	2	3+	2	0	1
TWIN LINKED							

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Bladevanes	Melee	3	4+	5	0	1

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.

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.

Venom (Transport)

Capacity: This model has a transport capacity of 6 models from the following units: The Visarch, Ynnari Archon, Ynnari Incubi, Ynnari Kabalite Warriors, Ynnari Succubus, Ynnari Wyches, Yvraine.

Before the battle, at the start of the Declare Battle Formations step, you can select one YNNARI KABALITE WARRIORS or YNNARI WYCHES unit from your army that has not already been split. If you do, that unit is split into two units, each containing as equal a number of models as possible (when splitting a unit in this way, make a note of which models form each of the two new units). One of these units must start the battle embarked within this TRANSPORT; the other can start the battle embarked within another TRANSPORT, or it can be deployed as a separate unit.



WEAPON RULES

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

◆ 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").

◆ 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).



YNNARI WYCHES

90 PTS



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

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

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.

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 RULES

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).



YVRAINE

100 PTS



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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Storm of Whispers ANTI-INFANTRY 2+	12"	D6+3	2+	2	-2	1
DEVASTATING WOUNDS PSYCHIC						

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Kha-vir DEVASTATING WOUNDS	Melee	5	2+	4	-3	2

AUFSTELLUNG

1x Yvraine

Equipped with: Storm of Whispers, Kha-vir

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 RULES

ANTI

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

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

DEVASTATING WOUNDS

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

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

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

PSYCHIC

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

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

EINHEIT	PUNKTE
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

EINHEIT	PUNKTE
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
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

EINHEIT	PUNKTE
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
Leliith Hesperax	80 pts
Leystalker	80 pts
Lhykhis	135 pts
Lynx [Legends]	180 pts

EINHEIT	PUNKTE
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
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

EINHEIT	PUNKTE
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)

EINHEIT	PUNKTE
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

EINHEIT	PUNKTE
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
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

EINHEIT	PUNKTE
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

ENHANCEMENT	PUNKTE
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 Repugnomanter [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

ENHANCEMENT	PUNKTE
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
Mask of Secrets	15 pts

ENHANCEMENT	PUNKTE
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
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

ENHANCEMENT	PUNKTE
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
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

ENHANCEMENT	PUNKTE
Seersight Strike	15 pts
Echoes of Ulthanesh	20 pts