

C O D E X

AELDARI - CRAFTWORLDS

newvision

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FRAKTIONSKRAM

CORSAIR SKYREAPER BAND

UNIT

\$text: 14"

name: M

typeld: e703-ecb6-5ce7-aec1

TWIN TORTURER'S TOOLS

MELEE WEAPONS

\$text: Melee

name: Range

typeld: 914c-b413-91e3-a132

KABALITE AGENTS

UNIT

name: M

typeld: e703-ecb6-5ce7-aec1

\$text: 7"

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.

KABALITE WARRIORS

UNIT

name: M

typeld: e703-ecb6-5ce7-aec1

\$text: 7"

WYCHES

UNIT

name: M

typeld: e703-ecb6-5ce7-aec1

\$text: 8"

REAVERS

UNIT

name: M

typeld: e703-ecb6-5ce7-aec1

\$text: 16"

HELLIONS

UNIT

name: M

typeld: e703-ecb6-5ce7-aec1

\$text: 14"

WRACKS

UNIT

name: M

typeld: e703-ecb6-5ce7-aec1

\$text: 7"

MANDRAKE

UNIT

name: M

typeld: e703-ecb6-5ce7-aec1

\$text: 8"

SCOURGES

UNIT

name: M

typeld: e703-ecb6-5ce7-aec1

\$text: 14"

COURT OF THE ARCHON

UNIT

name: M

typeld: e703-ecb6-5ce7-aec1

\$text: 7"

GROTESQUE

UNIT

name: M

typeld: e703-ecb6-5ce7-aec1

\$text: 7"

DETACHMENT OVERVIEW

22 Detachments

Armoured Warhost

6 Stratagems · 2 Enhancements

Aspect Host

6 Stratagems · 4 Enhancements

Corsair Coterie

12 Stratagems · 4 Enhancements

Covenite Coterie

0 Stratagems · 4 Enhancements

Devoted of Ynnead

6 Stratagems · 4 Enhancements

Eldritch Raiders

12 Stratagems · 4 Enhancements

Exhibition of Slaughter

0 Stratagems · 2 Enhancements

Fateful Performance

6 Stratagems · 2 Enhancements

Ghosts of the Webway

6 Stratagems · 4 Enhancements

Guardian Battlehost

6 Stratagems · 4 Enhancements

Kabalite Agonyists

0 Stratagems · 2 Enhancements

Kabalite Cartel

0 Stratagems · 4 Enhancements

Path of the Outcast

6 Stratagems · 2 Enhancements

Realspace Raiders

0 Stratagems · 4 Enhancements

Reaper's Wager

0 Stratagems · 4 Enhancements

Seer Council

6 Stratagems · 4 Enhancements

Serpent's Brood

12 Stratagems · 4 Enhancements

Skysplinter Assault

0 Stratagems · 4 Enhancements

Spectacle of Spite

0 Stratagems · 4 Enhancements

Spirit Conclave

6 Stratagems · 4 Enhancements

Warhost

6 Stratagems · 4 Enhancements

Windrider Host

6 Stratagems · 4 Enhancements

ARMoured WARHOST

6 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].

STRATAGEMS (6/6)

1 CP ARMoured WARHOST STRATAGEM **MOVEMENT**

The result of exquisite and ingenious Aeldari engineering,

When: Your Movement phase, when a friendly AELDARI VEHICLE unit

Target: That AELDARI VEHICLE unit.

Effect: That move does not prevent your unit from being eligible

1 CP ARMoured WARHOST STRATAGEM **SHOOTING**

Spirit stones containing the souls of gifted seers have been

When: Your Shooting phase, when a friendly AELDARI VEHICLE unit

Target: That AELDARI VEHICLE unit.

Effect: Your unit's attacks can re-roll:

1 CP ARMoured WARHOST STRATAGEM **MOVEMENT**

The result of exquisite and ingenious Aeldari engineering,

When: Your Movement phase, when a friendly AELDARI VEHICLE unit

Target: That AELDARI VEHICLE unit.

Effect: That move does not prevent your unit from being eligible

1 CP ARMoured WARHOST STRATAGEM **SHOOTING**

Spirit stones containing the souls of gifted seers have been

When: Your Shooting phase, when a friendly AELDARI VEHICLE unit

Target: That AELDARI VEHICLE unit.

Effect: Your unit's attacks can re-roll:

1 CP ARMoured Warhost Stratagem **ANY**

The wraithbone superstructure of this vehicle has been

When: Any phase, when a friendly AELDARI VEHICLE unit suffers a

Target: That AELDARI VEHICLE unit.

Effect: Your unit has Feel No Pain 5+ against mortal wounds.

1 CP ARMoured Warhost Stratagem **ANY**

The wraithbone superstructure of this vehicle has been

When: Any phase, when a friendly AELDARI VEHICLE unit suffers a

Target: That AELDARI VEHICLE unit.

Effect: Your unit has Feel No Pain 5+ against mortal wounds.

ASPECT HOST

6 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.

Mantle of Wisdom

20 pts

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

Shimmerstone

10 pts

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

Strategic Savant

10 pts

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

DETACHMENT 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.

STRATAGEMS (6/6)

1 CP ASPECT HOST – STRATEGIC PLOY STRATAGEM **MOVEMENT**

KHAINE'S VENGEANCE

When: Your opponent's Movement phase, just after an enemy unit (excluding MONSTERS and VEHICLES) is selected to Fall Back.

Target: One Aspect Warriors or Avatar of Khaine unit from your army that is within Engagement Range of that enemy unit.

Effect: 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.

1 CP ASPECT HOST – BATTLE TACTIC STRATAGEM **SHOOTING**

DOOM INESCAPABLE

When: Your Shooting phase.

Target: One Avatar of Khaine model from your army that has not been selected to shoot this phase.

Effect: Until the end of the phase, your model's Wailing Doom ranged weapon has a Range characteristic of 18" and a Damage characteristic of 8.

1 CP ASPECT HOST – BATTLE TACTIC STRATAGEM **SHOOTING**

PRETERNATURAL PRECISION

When: Your Shooting phase.

Target: One Aspect Warriors unit from your army that has not been selected to shoot this phase.

Effect: Each time you use this Stratagem, you can remove one Aspect Shrine token your unit has (see datasheets). Then, select one of the following abilities, or select two of the following abilities if you removed an Aspect Shrine token during this usage of this Stratagem: [IGNORES COVER], [LETHAL HITS], [SUSTAINED HITS 1]. Until the end of the phase, ranged weapons equipped by models in your unit have the selected abilities.

1 CP ASPECT HOST – BATTLE TACTIC STRATAGEM **SHOOTING**

WARRIOR FOCUS

When: Your Shooting phase or the Fight phase.

Target: One Aspect Warriors or Avatar of Khaine unit from your army that has not been selected to shoot or fight this phase.

Effect: Until the end of the phase, each time a model in your unit makes an attack, you can ignore any or all modifiers to that attack's Ballistic Skill, Weapon skill, Strength, Armour Penetration and Damage characteristics and/or any or all modifiers to the Hit roll.

1 CP ASPECT HOST – STRATEGIC PLOY STRATAGEM **FIGHT**

SKYBORNE SANCTUARY

When: End of the Fight phase.

Target: One Asuryani unit from your army that was eligible to fight this phase and one friendly Transport it is able to embark within.

Effect: If your ASURYANI unit is not within Engagement Range of one or more enemy units and is wholly within 6" of that TRANSPORT, it can embark within it.

1 CP ASPECT HOST – STRATEGIC PLOY STRATAGEM **FIGHT**

TO THEIR FINAL BREATH

When: Fight phase, just after an enemy unit has selected its targets.

Target: One Aspect Warriors or Avatar of Khaine unit from your army that was selected as the target of one or more of the attacking unit's attacks.

Effect: Each time you use this Stratagem, you can remove one Aspect Shrine token your unit has (see datasheets). Then, until the end of the phase, each time a model in your unit is destroyed, if that model has not fought this phase, roll one D6, adding 1 to the result if you removed an Aspect Shrine token during this usage of this Stratagem. On a 4+, do not remove the destroyed model from play; it can fight after the attacking unit has finished making its attacks, and is then removed from play.

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.

STRATAGEMS (12/12)

1 CP CORSAIR COTERIE – STRATEGIC PLOY STRATAGEM MOVEMENT

With a final flurry of gunshots, blade strikes and

When: Your Movement phase, just after an Aeldari

Target: That Aeldari unit.

Effect: Until the end of the turn, your unit is eligible

1 CP CORSAIR COTERIE – STRATEGIC PLOY STRATAGEM MOVEMENT

With a final flurry of gunshots, blade strikes and

When: Your Movement phase, just after an Aeldari

Target: That Aeldari unit.

Effect: Until the end of the turn, your unit is eligible

1 CP CORSAIR COTERIE – STRATEGIC PLOY STRATAGEM SHOOTING

Anhrathe raiders often find common ground with

When: Your Shooting phase.

Target: One Rangers or Shroud Runners unit

Effect: Until the end of the phase, ranged

1 CP CORSAIR COTERIE – STRATEGIC PLOY STRATAGEM SHOOTING

Anhrathe raiders often find common ground with

When: Your Shooting phase.

Target: One Rangers or Shroud Runners unit

Effect: Until the end of the phase, ranged

1 CP CORSAIR COTERIE – STRATEGIC PLOY STRATAGEM SHOOTING

Anhrathe share bonds forged in battle. The loss of an

When: Your opponent's Shooting phase, just after an

Target: One ASURYANI MOUNTED unit from your army that destroyed

Effect: Your unit can make a Normal move of up to 7".'

1 CP CORSAIR COTERIE – STRATEGIC PLOY STRATAGEM SHOOTING

Anhrathe share bonds forged in battle. The loss of an

When: Your opponent's Shooting phase, just after an

Target: One ASURYANI MOUNTED unit from your army that destroyed

Effect: Your unit can make a Normal move of up to 7".'

1 CP CORSAIR COTERIE – STRATEGIC PLOY STRATAGEM SHOOTING

Corsair raiders are swift to exploit gaps in the enemy

When: Your Shooting phase, just after an Anhrathe

Target: That Anhrathe unit.

Effect: After your unit has resolved all of its

1 CP CORSAIR COTERIE – STRATEGIC PLOY STRATAGEM SHOOTING

Corsair raiders are swift to exploit gaps in the enemy

When: Your Shooting phase, just after an Anhrathe

Target: That Anhrathe unit.

Effect: After your unit has resolved all of its

1 CP CORSAIR COTERIE – STRATEGIC PLOY STRATAGEM SHOOTING

Having secured their prize, the Anhrathe melt into the

When: Your opponent's Shooting phase, just after an

Target: One Aeldari Infantry unit from your army

Effect: Until the end of the phase, models in your

1 CP CORSAIR COTERIE – STRATEGIC PLOY STRATAGEM SHOOTING

Having secured their prize, the Anhrathe melt into the

When: Your opponent's Shooting phase, just after an

Target: One Aeldari Infantry unit from your army

Effect: Until the end of the phase, models in your

1 CP CORSAIR COTERIE – BATTLE TACTIC STRATAGEM **FIGHT**

In their pursuit of riches, Anhrathe warriors will fight

When: The Fight phase.

Target: One Aeldari unit from your army that has

Effect: Until the end of the phase, each time a

1 CP CORSAIR COTERIE – BATTLE TACTIC STRATAGEM **FIGHT**

In their pursuit of riches, Anhrathe warriors will fight

When: The Fight phase.

Target: One Aeldari unit from your army that has

Effect: Until the end of the phase, each time a

ENHANCEMENTS (4)

Master Regenesist25 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 Artisan20 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 Nemesine5 pts

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

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

6 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.

STRATAGEMS (6/6)

1 CP DEVOTED OF YNNEAD – STRATEGIC PLOY STRATAGEM

SHOOTING

DEATH ANSWERS DEATH

When: End of your opponent's Shooting phase.

Target: One Ynnari unit from your army (excluding Wraith Construct units), if one or more models in that unit were destroyed this phase.

Effect: Your unit can shoot as if it were your Shooting phase.

1 CP DEVOTED OF YNNEAD – BATTLE TACTIC STRATAGEM

SHOOTING

MACABRE RESILIENCE

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

Target: One Ynnari Infantry or Ynnari Mounted unit from your army (excluding Wraith Construct units) that was selected as the target of one or more of the attacking unit's attacks.

Effect: Until the end of the phase, each time an attack targets your unit, subtract 1 from the Wound roll.

1 CP DEVOTED OF YNNEAD – BATTLE TACTIC STRATAGEM

SHOOTING

SOULSIGHT

When: Your Shooting phase.

Target: One Ynnari unit from your army that has not been selected to shoot this phase.

Effect: Until the end of the phase, ranged weapons equipped by models in your unit have the [LETHAL HITS] and [IGNORES COVER] abilities.

1 CP DEVOTED OF YNNEAD – BATTLE TACTIC STRATAGEM

FIGHT

EMISSARIES OF YNNEAD

When: Fight phase, just after a Ynnari Infantry unit from your army has selected its targets.

Target: That YNNARI INFANTRY unit.

Effect: Until the end of the phase, each time a model in your unit makes an attack, re-roll a Hit roll of 1. If your unit is below its Starting Strength, you can re-roll the Hit roll instead.

2 CP DEVOTED OF YNNEAD – STRATEGIC PLOY STRATAGEM

FIGHT

PARTING THE VEIL

When: Fight phase, just after an enemy unit has selected its targets.

Target: One Ynnari unit from your army that was selected as the target of one or more of the attacking unit's attacks.

Effect: Until the end of the phase, each time a model in your unit is destroyed, if that model has not fought this phase, do not remove it from play. The destroyed model can fight after the attacking unit has finished making its attacks, and is then removed from play.

1 CP DEVOTED OF YNNEAD – STRATEGIC PLOY STRATAGEM

ANY

PALL OF DREAD

When: Any phase.

Target: One Ynnari unit from your army that was just destroyed while it was within range of one or more objective markers you controlled at the end of the previous phase. You can use this Stratagem on that unit even though it was just destroyed.

Effect: Select one of those objective markers. 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.

ELDRITCH RAIDERS

12 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.

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.

Alacritous Assault

20 pts

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

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.

STRATAGEMS (12/12)

1 CP ELDRITCH RAIDERS – STRATEGIC PLOY STRATAGEM

COMMAND

Even as battle rages around them, the Eldritch

When: Command phase.

Target: One Anhrathe unit from your army

Effect: Until the start of the next Command phase,

1 CP ELDRITCH RAIDERS – STRATEGIC PLOY STRATAGEM

COMMAND

Even as battle rages around them, the Eldritch

When: Command phase.

Target: One Anhrathe unit from your army

Effect: Until the start of the next Command phase,

1 CP ELDRITCH RAIDERS – BATTLE TACTIC STRATAGEM SHOOTING

By accurately targeting weak points in anatomies

When: Your Shooting phase.

Target: One Anhrathe, Rangers or Shroud

Effect: Until the end of the phase, each time a

1 CP ELDRITCH RAIDERS – BATTLE TACTIC STRATAGEM SHOOTING

By accurately targeting weak points in anatomies

When: Your Shooting phase.

Target: One Anhrathe, Rangers or Shroud

Effect: Until the end of the phase, each time a

1 CP ELDRITCH RAIDERS – STRATEGIC PLOY STRATAGEM SHOOTING

These are Yriel's chosen killers, and there is no

When: Your Shooting phase or the Fight phase.

Target: One Corsair Voidscarred unit from your

Effect: Until the end of the phase, each time a

1 CP ELDRITCH RAIDERS – STRATEGIC PLOY STRATAGEM SHOOTING

These are Yriel's chosen killers, and there is no

When: Your Shooting phase or the Fight phase.

Target: One Corsair Voidscarred unit from your

Effect: Until the end of the phase, each time a

1 CP ELDRITCH RAIDERS – WARGEAR STRATAGEM CHARGE

As the foes attempt to close in, Yriel's cunning

When: Start of your opponent's Charge phase.

Target: One Rangers, Shroud Runners or

Effect: Select one enemy unit (excluding Titanic)

1 CP ELDRITCH RAIDERS – WARGEAR STRATAGEM CHARGE

As the foes attempt to close in, Yriel's cunning

When: Start of your opponent's Charge phase.

Target: One Rangers, Shroud Runners or

Effect: Select one enemy unit (excluding Titanic)

1 CP ELDRITCH RAIDERS – EPIC DEED STRATAGEM FIGHT

Inspired by their prince, who has felt Ynnead's touch,

When: Fight phase, just after an enemy unit has

Target: One Aeldari Infantry unit from your army

Effect: Until the end of the phase, models in your

1 CP ELDRITCH RAIDERS – EPIC DEED STRATAGEM FIGHT

Inspired by their prince, who has felt Ynnead's touch,

When: Fight phase, just after an enemy unit has

Target: One Aeldari Infantry unit from your army

Effect: Until the end of the phase, models in your

1 CP ELDRITCH RAIDERS – STRATEGIC PLOY STRATAGEM FIGHT

Prince Yriel commands resources beyond the

When: End of your opponent's Fight phase.

Target: One Anhrathe unit from your army that

Effect: Remove your unit from the battlefield and

1 CP ELDRITCH RAIDERS – STRATEGIC PLOY STRATAGEM FIGHT

Prince Yriel commands resources beyond the

When: End of your opponent's Fight phase.

Target: One Anhrathe unit from your army that

Effect: Remove your unit from the battlefield and

EXHIBITION OF SLAUGHTER

0 Stratagems · 2 Enhancements

ENHANCEMENTS (2)

Hyperstimm Trafficker

20 pts

SUCCUBUS model only. This unit has +1 T.

Periapt of Torments

20 pts

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

DETACHMENT 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

6 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.

STRATAGEMS (6/6)

1 CP FATEFUL PERFORMANCE STRATAGEM

MOVEMENT

Advancing foes assured of cutting the Harlequins down are often

When: Your opponent's Movement phase, when an enemy unit ends

Target: That HARLEQUINS INFANTRY unit.

Effect: Your unit can make a normal move of up to D3+3".

1 CP FATEFUL PERFORMANCE STRATAGEM

MOVEMENT

Advancing foes assured of cutting the Harlequins down are often

When: Your opponent's Movement phase, when an enemy unit ends

Target: That HARLEQUINS INFANTRY unit.

Effect: Your unit can make a normal move of up to D3+3".

1 CP FATEFUL PERFORMANCE STRATAGEM

FIGHT

Players know when to fade back from the stage of war, ready to

When: End of your opponent's Fight phase.

Target: One friendly unengaged HARLEQUINS unit.

Effect: Place your unit in strategic reserves.

1 CP FATEFUL PERFORMANCE STRATAGEM

FIGHT

Players know when to fade back from the stage of war, ready to

When: End of your opponent's Fight phase.

Target: One friendly unengaged HARLEQUINS unit.

Effect: Place your unit in strategic reserves.

1 CP FATEFUL PERFORMANCE STRATAGEM

FIGHT

Though they may be slain, this step of the saedath calls on the

When: Fight phase, when an enemy unit targets a friendly

Target: That HARLEQUINS unit.

Effect: When a model in your unit is destroyed, if your unit has not

1 CP FATEFUL PERFORMANCE STRATAGEM

FIGHT

Though they may be slain, this step of the saedath calls on the

When: Fight phase, when an enemy unit targets a friendly

Target: That HARLEQUINS unit.

Effect: When a model in your unit is destroyed, if your unit has not

GHOSTS OF THE WEBWAY

6 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.

STRATAGEMS (6/6)

1 CP

GHOSTS OF THE WEBWAY – STRATEGIC PLOY
STRATAGEM

MOVEMENT

MOCKING FLIGHT

When: Your Movement phase, just after a Harlequins unit from your army Falls Back.

Target: That HARLEQUINS unit.

Effect: Until the end of the turn, your unit is eligible to shoot and declare a charge in a turn in which it Fell Back.

1 CP

GHOSTS OF THE WEBWAY – STRATEGIC PLOY
STRATAGEM

MOVEMENT

TRICKSTERS' RETORT

When: Your opponent's Movement phase, just after an enemy unit ends a Normal, Advance or Fall Back move.

Target: One Troupe unit from your army that is within 9" of that enemy unit.

Effect: Your unit can make a Normal move of up to 6".

1 CPGHOSTS OF THE WEBWAY – STRATEGIC PLOY
STRATAGEM**CHARGE**

BLOODY DANCE

When: End of your opponent's Charge phase.

Target: One Harlequins Infantry or Harlequins Mounted unit from your army that is within 6" of one or more enemy units and would be eligible to declare a charge against one or more of those enemy units if it were your Charge phase.

Effect: Your unit now declares a charge that only targets one or more of those enemy units, and you resolve that charge.

Restriction: Note that even if this charge is successful, your unit does not receive any Charge bonus this turn.

1 CPGHOSTS OF THE WEBWAY – STRATEGIC PLOY
STRATAGEM**FIGHT**

EXIT THE STAGE

When: End of your opponent's Fight phase.

Target: One Harlequins unit from your army that is not within Engagement Range of one or more enemy units.

Effect: Remove your unit from the battlefield and place it into Strategic Reserves.

1 CPGHOSTS OF THE WEBWAY – STRATEGIC PLOY
STRATAGEM**FIGHT**

HEROES' FALL

When: Fight phase, just after an enemy unit has selected its targets.

Target: One Harlequins unit from your army that was selected as the target of one or more of the attacking unit's attacks.

Effect: Until the end of the phase, each time a model in your unit is destroyed, if that model has not fought this phase, roll one D6. On a 4+, do not remove the destroyed model from play; it can fight after the attacking unit has finished making its attacks, and is then removed from play.

1 CP

GHOSTS OF THE WEBWAY – STRATEGIC PLOY STRATAGEM

ANY

STAGED DEATH

When: Any phase.

Target: One Harlequins Character model from your army that was just destroyed. You can use this Stratagem on that model even though it was just destroyed.

Effect: At the end of the phase, set your 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 half of its starting number of wounds remaining.

Restriction: Each model can only be targeted with this Stratagem once per battle.

GUARDIAN BATTLEHOST

6 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Craftworld's Champion

25 pts

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

Ethereal Pathway

30 pts

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

Protector of the Paths

20 pts

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

Breath of Vault

10 pts

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

DETACHMENT 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.

STRATAGEMS (6/6)

1 CPGUARDIAN BATTLEHOST – STRATEGIC PLOY
STRATAGEM**MOVEMENT**

TIME TO STRIKE

When: Your Movement phase.**Target:** One Storm Guardians unit from your army that has not been selected to move this phase.**Effect:** Until the end of the phase, each time your unit Advances, do not make an Advance roll. Instead, until the end of the phase, add 6" to the Move characteristic of models in your unit. Until the end of the turn, your unit is eligible to shoot and declare a charge in a turn in which it Advanced.**1 CP**GUARDIAN BATTLEHOST – BATTLE TACTIC
STRATAGEM**SHOOTING**

BLADES OF ASURYAN

When: Your Shooting phase.**Target:** One Dire Avengers or Guardians unit from your army that has not been selected to shoot this phase.**Effect:** Until the end of the phase, ranged weapons equipped by models in your unit have the [PISTOL] ability.**1 CP**GUARDIAN BATTLEHOST – BATTLE TACTIC
STRATAGEM**SHOOTING**

SHIELD NODES

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.**Target:** One Dire Avengers or Guardians unit from your army that was selected as the target of one or more of the attacking unit's attacks.**Effect:** If your unit is within range of one or more objective markers, until the end of the phase, each time an attack targets your unit, subtract 1 from the Wound roll.**1 CP**GUARDIAN BATTLEHOST – BATTLE TACTIC
STRATAGEM**SHOOTING**

VAUL'S VENGEANCE

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit destroys a Dire Avengers or Guardians unit from your army.**Target:** One War Walkers unit from your army.**Effect:** After that enemy unit has finished making its attacks, your unit can shoot as if it were your Shooting phase, but when resolving those attacks, it can only target that enemy unit (and only if it is an eligible target).**Restriction:** You can only use this Stratagem once per battle round.**1 CP**GUARDIAN BATTLEHOST – BATTLE TACTIC
STRATAGEM**SHOOTING**

WARDING SALVOES

When: Your Shooting phase or the Fight phase.**Target:** One Dire Avengers or Guardians unit from your army that has not been selected to shoot or fight this phase.**Effect:** Until the end of the phase, each time a model in your unit makes an attack that targets an enemy unit within range of one or more objective markers, you can re-roll the Wound roll.**1 CP**GUARDIAN BATTLEHOST – STRATEGIC PLOY
STRATAGEM**FIGHT**

COST OF VICTORY

When: End of your opponent's Fight phase.**Target:** One Guardians unit from your army.**Effect:** If your unit is not within Engagement Range of one or more enemy units, remove it from the battlefield and place it into Strategic Reserves. When doing so, return every destroyed GUARDIANS model to your unit.

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.

KABALITE CARTEL

0 Stratagems · 4 Enhancements

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.

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.

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.

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

6 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.

STRATAGEMS (6/6)

1 CP PATH OF THE OUTCAST STRATAGEM SHOOTING

Once these snipers have found their range to a shrouded foe with

When: Your Shooting phase, when a friendly RANGERS/SHROUD

Target: That RANGERS/SHROUD RUNNERS unit.

Effect: Select one enemy unit hit by those ranged attacks. That

1 CP PATH OF THE OUTCAST STRATAGEM SHOOTING

Struck by a sudden volley of precision shots when no foe can be

When: Your Shooting phase, when a friendly RANGERS/SHROUD

Target: That RANGERS/SHROUD RUNNERS unit.

Effect: Select one enemy unit hit by those ranged attacks. That

1 CP PATH OF THE OUTCAST STRATAGEM SHOOTING

Once these snipers have found their range to a shrouded foe with

When: Your Shooting phase, when a friendly RANGERS/SHROUD

Target: That RANGERS/SHROUD RUNNERS unit.

Effect: Select one enemy unit hit by those ranged attacks. That

1 CP PATH OF THE OUTCAST STRATAGEM SHOOTING

Struck by a sudden volley of precision shots when no foe can be

When: Your Shooting phase, when a friendly RANGERS/SHROUD

Target: That RANGERS/SHROUD RUNNERS unit.

Effect: Select one enemy unit hit by those ranged attacks. That

1 CP PATH OF THE OUTCAST STRATAGEM

SHOOTING

The unconstrained nomadism of a craftworld's outcasts extends to

When: Your Shooting phase, when a friendly RANGERS/SHROUD

Target: That RANGERS/SHROUD RUNNERS unit.

1 CP PATH OF THE OUTCAST STRATAGEM

SHOOTING

The unconstrained nomadism of a craftworld's outcasts extends to

When: Your Shooting phase, when a friendly RANGERS/SHROUD

Target: That RANGERS/SHROUD RUNNERS unit.

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.

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

STRATAGEMS (6/6)

1 CP SEER COUNCIL – STRATEGIC PLOY STRATAGEM **COMMAND**

PRESENTIMENT OF DREAD

When: Command phase.

Target: One Asuryani Psyker model from your army.

Effect: Select one enemy unit within 18" of and visible to your model. That enemy unit must take a Battle-shock test, subtracting 1 from that test.

1 CP SEER COUNCIL – EPIC DEED STRATAGEM **MOVEMENT**

ISHA'S FURY

When: Your opponent's Movement phase, just after an enemy unit ends a Normal, Advance or Fall Back move.

Target: One Asuryani Psyker model from your army within 9" of that enemy unit.

Effect: Roll six D6: for each 3+, that enemy unit suffers 1 mortal wound.

1 CP SEER COUNCIL – STRATEGIC PLOY STRATAGEM **MOVEMENT**

UNSHROUDED TRUTH

When: Your Movement phase.

Target: One Asuryani Infantry unit from your army (excluding Wraith Construct units) that has not been selected to move this phase, was not set up on the battlefield this phase, and is within 9" of one or more friendly Asuryani Psyker models.

Effect: Remove your unit from the battlefield and set it up again anywhere on the battlefield that is more than 9" horizontally away from all enemy models.

Restriction: Until the end of the phase, your unit is not eligible to be selected to move.

1 CP SEER COUNCIL – BATTLE TACTIC STRATAGEM SHOOTING

FATE INESCAPABLE

When: Your Shooting phase.

Target: One Asuryani Infantry unit from your army (excluding Wraith Construct units) that has not been selected to shoot this phase and is within 9" of one or more friendly Asuryani Psyker models.

Effect: Until the end of the phase, ranged weapons equipped by models in your unit have the [IGNORES COVER] ability and each time a model in your unit makes an attack, on a Critical Wound, improve the Armour Penetration characteristic of that attack by 1.

1 CP SEER COUNCIL – STRATEGIC PLOY STRATAGEM SHOOTING

PSYCHIC SHIELD

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

Target: One Asuryani Infantry unit from your army (excluding Wraith Construct units) that was selected as the target of one or more of the attacking unit's attacks and is within 9" of one or more friendly Asuryani Psyker models.

Effect: Until the end of the phase, your unit can only be selected as the target of a ranged attack if the attacking model is within 18".

1 CP SEER COUNCIL – STRATEGIC PLOY STRATAGEM FIGHT

FOREWARNED

When: Fight phase, just after an enemy unit has selected its targets.

Target: One Asuryani Infantry unit from your army (excluding Wraith Construct units) that was selected as the target of one or more of the attacking unit's attacks and is within 9" of one or more friendly Asuryani Psyker models.

Effect: Until the end of the phase, each time an attack targets your unit, subtract 1 from the Hit roll and subtract 1 from the Wound roll.

AELDARI - CRAFTWORLDS

SERPENT'S BROOD

12 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.

STRATAGEMS (12/12)

1 CP

SERPENT'S BROOD – STRATAGEM

MOVEMENT

Maintaining their blistering pace, these warriors

When: Your opponent's Movement phase, just

Target: One Harlequins Infantry unit from your

Effect: Your unit can make a Normal move of up

1 CP

SERPENT'S BROOD – STRATAGEM

MOVEMENT

Maintaining their blistering pace, these warriors

When: Your opponent's Movement phase, just

Target: One Harlequins Infantry unit from your

Effect: Your unit can make a Normal move of up

1 CP SERPENT'S BROOD – STRATAGEM SHOOTING

Embodying the serpent that strikes with blinding

When: Your Shooting phase.

Target: One Harlequins Vehicle unit from your

Effect: After your unit has shot, if it is not within

1 CP SERPENT'S BROOD – STRATAGEM SHOOTING

Embodying the serpent that strikes with blinding

When: Your Shooting phase.

Target: One Harlequins Vehicle unit from your

Effect: After your unit has shot, if it is not within

1 CP SERPENT'S BROOD – STRATAGEM CHARGE

Springing between pillars and rubble, bounding

When: Your Charge phase.

Target: One Harlequins unit from your army.

Effect: Until the end of the phase, your unit is

1 CP SERPENT'S BROOD – STRATAGEM CHARGE

Springing between pillars and rubble, bounding

When: Your Charge phase.

Target: One Harlequins unit from your army.

Effect: Until the end of the phase, your unit is

1 CP SERPENT'S BROOD – STRATAGEM FIGHT

Inescapable yet impossible to catch, this unit

When: End of your Fight phase.

Target: One Harlequins Mounted unit from your

Effect: If your unit is not within Engagement Range

1 CP SERPENT'S BROOD – STRATAGEM FIGHT

Inescapable yet impossible to catch, this unit

When: End of your Fight phase.

Target: One Harlequins Mounted unit from your

Effect: If your unit is not within Engagement Range

1 CP SERPENT'S BROOD – STRATAGEM FIGHT

Like a serpent rearing back to strike at its prey anew,

When: End of your opponent's Fight phase.

Target: One Harlequins Vehicle or Harlequins

Effect: If your unit is not within Engagement Range

1 CP SERPENT'S BROOD – STRATAGEM FIGHT

Like a serpent rearing back to strike at its prey anew,

When: End of your opponent's Fight phase.

Target: One Harlequins Vehicle or Harlequins

Effect: If your unit is not within Engagement Range

1 CP SERPENT'S BROOD – STRATAGEM FIGHT

Many are the heads of the brood, and many their

When: Start of the Fight phase.

Target: One Troupe unit from your army.

Effect: Until the end of the phase, when using your

1 CP SERPENT'S BROOD – STRATAGEM FIGHT

Many are the heads of the brood, and many their

When: Start of the Fight phase.

Target: One Troupe unit from your army.

Effect: Until the end of the phase, when using your

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.

SPIRIT CONCLAVE

6 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Light of Clarity

30 pts

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

Stave of Kurnous

15 pts

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

Rune of Mists

10 pts

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

Higher Duty

25 pts

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

DETACHMENT 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.

STRATAGEMS (6/6)

1 CP SPIRIT CONCLAVE – STRATEGIC PLOY STRAGEM **COMMAND**

SOUL BRIDGE

When: Your Command phase.

Target: One Wraithblades, Wraithguard or Wraithlord unit from your army and one Asuryani Psyker model from your army.

Effect: Until the start of your next Command phase, your WRAITHBLADES, WRAITHGUARD or WRAITHLORD unit is considered to be within 12" of your PSYKER model for the purposes of the Psychic Guidance and Spirit Guides abilities.

1 CP SPIRIT CONCLAVE – STRATEGIC PLOY STRAGEM **MOVEMENT**

SPIRIT TOKEN

When: Start of your Movement phase.

Target: One Wraithblades or Wraithguard unit from your army.

Effect: Select one objective marker you control that your unit 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 a phase.

1 CP SPIRIT CONCLAVE – BATTLE TACTIC STRAGEM **SHOOTING**

SEER'S EYE

When: Your Shooting phase or the Fight phase.

Target: One Aeldari Psyker model from your army and one friendly Wraith Construct unit within 12" of it that has not been selected to shoot or fight this phase.

Effect: Select one enemy unit visible to your PSYKER model. Until the end of the phase, each time a model in your WRAITH CONSTRUCT unit makes an attack that targets that enemy unit, you can ignore any or all modifiers to the Armour Penetration and/or Damage characteristics of that attack.

1 CP SPIRIT CONCLAVE – BATTLE TACTIC STRAGEM **SHOOTING**

WRAITHBONE ARMOUR

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

Target: One Wraith Construct unit from your army (excluding TiTANic units) that was selected as the target of one or more of the attacking unit's attacks.

Effect: Until the end of the phase, each time an attack is allocated to a model in your unit, subtract 1 from the Damage characteristic of that attack.

1 CP SPIRIT CONCLAVE – BATTLE TACTIC STRAGEM **CHARGE**

CRUSHING STRIDES

When: Your Charge phase, just after a Wraithblades, Wraithlord or Wraithknight unit from your army ends a Charge move.

Target: That WRAITHBLADES, WRAITHLORD or WRAITHKNIGHT unit.

Effect: Select one enemy unit within Engagement Range of your unit and roll one D6 for each WRAITHBLADES model in your unit, or roll four D6 if your unit has the WRAITHLORD keyword, or roll six D6 if your unit has the WRAITHKNIGHT keyword: for each 3+, that enemy unit suffers 1 mortal wound.

1 CP SPIRIT CONCLAVE – BATTLE TACTIC STRAGEM **FIGHT**

BLADES FROM BEYOND

When: Fight phase.

Target: One Wraithblades, Wraithlord or Wraithknight unit from your army that has not been selected to fight this phase.

Effect: Until the end of the phase, melee weapons equipped by models in your unit have the [DEVASTATING WOUNDS] ability.

ENHANCEMENTS (4)

Psychic Destroyer30 pts

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

Phoenix Gem35 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 Foresight15 pts

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

Timeless Strategist15 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.

STRATAGEMS (6/6)

1 CP WARHOST – STRATEGIC PLOY STRATAGEM MOVEMENT

FEIGNED RETREAT

When: Your Movement phase, just after an Asuryani unit from your army Falls Back.

Target: That ASURYANI unit.

Effect: Until the end of the turn, your unit is eligible to shoot and declare a charge in a turn in which it Fell Back.

1 CP WARHOST – BATTLE TACTIC STRATAGEM SHOOTING

BLITZING FIREPOWER

When: Your Shooting phase.

Target: One Asuryani unit from your army that has not been selected to shoot this phase.

Effect: Until the end of the phase, ranged weapons equipped by models in your unit have the [SUSTAINED HITS 1] ability while targeting an enemy unit within 12". If such a weapon already has that ability, until the end of the phase, each time an attack is made with that weapon, an unmodified Hit roll of 5+ scores a Critical Hit.

1 CP WARHOST – STRATEGIC PLOY STRATAGEM SHOOTING

FIRE AND FADE

When: Your Shooting phase, just after an Asuryani Infantry unit from your army (excluding Aircraft, Asurmen and Wraith Construct units) has shot.

Target: That ASURYANI unit.

Effect: Your unit can make a Normal move of up to D6+1".

Restriction: Until the end of the turn, your unit is not eligible to declare a charge or embark within a Transport.

1 CP WARHOST – BATTLE TACTIC STRATAGEM SHOOTING

LIGHTNING-FAST REACTIONS

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

Target: One Asuryani unit from your army (excluding Wraith Construct units) that was selected as the target of one or more of the attacking unit's attacks.

Effect: Until the end of the phase, each time an attack targets your unit, subtract 1 from the Hit roll.

1 CP WARHOST – STRATEGIC PLOY STRATAGEM FIGHT

SKYBORNE SANCTUARY

When: End of the Fight phase.

Target: One Asuryani unit from your army that was eligible to fight this phase and one friendly Transport it is able to embark within.

Effect: If your ASURYANI unit is not within Engagement Range of one or more enemy units and is wholly within 6" of that TRANSPORT, it can embark within it.

1 CP WARHOST – STRATEGIC PLOY STRATAGEM FIGHT

WEBWAY TUNNEL

When: End of your opponent's Fight phase.

Target: One Asuryani Infantry unit from your army that is wholly within 9" of one or more battlefield edges.

Effect: If your unit is not within Engagement Range of one or more enemy units, remove it from the battlefield and place it into Strategic Reserves.

WINDRIDER HOST

6 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Firstdrawn Blade

10 pts

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

Mirage Field

25 pts

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

Seersight Strike

15 pts

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

Echoes of Ulthanesh

20 pts

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

DETACHMENT 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 Asuryani Mounted or Vyper units from your army on the battlefield, treat the current battle round number as being one higher than it actually is.

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

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

Windriders units from your army gain the Battleline keyword.

STRATAGEMS (6/6)

1 CP WINDRIDER HOST – STRATEGIC PLOY STRATAGEM MOVEMENT

DARING RIDERS

When: The Reinforcements step of your Movement phase.

Target: One Asuryani Mounted or VYPER unit from your army in Reserves.

Effect: Until the end of the phase, when setting up your unit on the battlefield from Reserves, it can be set up anywhere on the battlefield that is more than 6" horizontally away from all enemy units. When doing so, if your unit is set up within 9" horizontally of one or more enemy units, until the end of the turn, it is not eligible to declare a charge.

1 CP WINDRIDER HOST – STRATEGIC PLOY STRATAGEM MOVEMENT

WIND OF BLADES

When: Your Movement phase.

Target: One Asuryani Mounted or Vyper unit from your army that has not been selected to move this phase.

Effect: Until the end of the turn, your unit is eligible to shoot and declare a charge in a turn in which it Advanced or Fell Back.

1 CP WINDRIDER HOST – BATTLE TACTIC STRATAGEM SHOOTING

DEATH FROM ON HIGH

When: Your Shooting phase or the Fight phase.

Target: One Asuryani Mounted or VYPER unit from your army that was set upon the battlefield from Reserves this turn and has not been selected to shoot or fight this phase.

Effect: Until the end of the phase, each time a model in your unit makes an attack, you can re-roll the Wound roll.

1 CP WINDRIDER HOST – BATTLE TACTIC STRATAGEM SHOOTING

FOCUSED FIREPOWER

When: Your Shooting phase.

Target: One Asuryani Mounted or VYPER unit from your army that has not been selected to shoot this phase.

Effect: Until the end of the phase, each time a model in your unit makes an attack, improve the Armour Penetration characteristic of that attack by 1.

1 CP WINDRIDER HOST – STRATEGIC PLOY STRATAGEM SHOOTING

OVERFLIGHT

When: End of your Shooting phase or the end of the Fight phase.

Target: One Asuryani Mounted unit from your army that destroyed one or more enemy units this phase.

Effect: Your unit can make a Normal move of up to 7".

1 CP WINDRIDER HOST – BATTLE TACTIC STRATAGEM SHOOTING

SPIRALLING EVASION

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

Target: One Asuryani Mounted or VYPER unit from your army that was selected as the target of one or more of the attacking unit's attacks.

Effect: Until the end of the phase, models in your unit have a 4+ invulnerable save.

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).



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 - CRAFTWORLDS

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



M14"33+46+14+

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



M

10"

T

11

SV

2+

W

14

LD

6+

OC

5

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").



AELDARI - CRAFTWORLDS

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.



AELDARI - CRAFTWORLDS

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.



AELDARI - CRAFTWORLDS

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	T	SV	W	LD	OC	
16"	4	4+	2	6+	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.



CRAFTWORLD WARLEADER

[CRUCIBLE]

75 PTS

M

7"

T

3

SV

6+

W

4

LD

6+

OC

1

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.



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



M

8"

T

3

SV

6+

W

4

LD

6+

OC

1

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.

Eldrad Ulthran

130 PTS



M

7"

T

4

SV

6+

W

5

LD

6+

OC

1

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

7"

T

3

SV

6+

W

4

LD

6+

OC

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



M14"

T4

SV6+

W5

LD6+

OC2

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



M7"

T3

SV3+

W1

LD6+

OC1

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").



AELDARI - CRAFTWORLDS

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").

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 - CRAFTWORLDS

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).



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).



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).

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).



IRILLYTH [LEGENDS]

105 PTS



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



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.



AELDARI - CRAFTWORLDS

KARANDRAS [LEGENDS]

90 PTS



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



AELDARI - CRAFTWORLDS

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 VOIDREIVERS
 - 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.



AELDARI - CRAFTWORLDS

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



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").



MAUGAN RA

100 PTS



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



AELDARI - CRAFTWORLDS

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



M14"14"2+556+204+*

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.



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).



REVENANT TITAN

1100 PTS



M	T	SV	W	LD	OC
16"	13	2+	30	6+	16



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



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



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").



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).



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, 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).*

INDIRECT FIRE

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



AELDARI - CRAFTWORLDS

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.



AELDARI - CRAFTWORLDS

SKYRUNNER

[CRUCIBLE]

80 PTS

M

14"

T

4

SV

6+

W

5

LD

6+

OC

2

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 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).



AELDARI - CRAFTWORLDS

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

12"

T

3

SV

6+

W

4

LD

6+

OC

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).



AELDARI - CRAFTWORLDS

SPRITSEER

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).



AELDARI - CRAFTWORLDS

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.



AELDARI - CRAFTWORLDS

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	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.



AELDARI - CRAFTWORLDS

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 TORRENT	12"	3	6+	3	-2	2

 MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Drakesteed Fangs and Talons EXTRA ATTACKS	Melee	3	3+	5	-1	1
Stone Stave ANTI-NON-MONSTER/VEHICLE 2+ PSYCHIC	Melee	3	3+	3	-1	2

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).

SWOOPING HAWKS

95–190 PTS



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



THE VISARCH

90 PTS



M	T	SV	W	LD	OC	
8"	3	2+	5	6+	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").

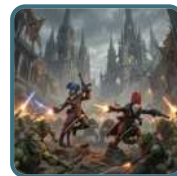
◆ **Deep Strike**

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



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



M

8"

T

3

SV

6+

W

4

LD

6+

OC

1

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.



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").



AELDARI - CRAFTWORLDS

VAMPIRE RAIDER

[LEGENDS]

430 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

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.



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

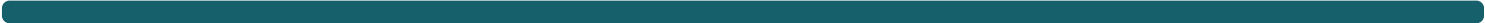
Units containing one or more models with an **ASSAULT** weapon can shoot using **assault** shooting (10.05).



AELDARI - CRAFTWORLDS

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	36"	6	3+	5	0	1
Shuriken Cannon	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	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

7"

T

3

SV

6+

W

2

LD

6+

OC

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	18"	2	3+	4	-1	1
TWIN LINKED						
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	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	T	SV	W	LD	OC	
10"	7	3+	6	6+	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 SUSTAINED HITS 1	24"	3	3+	6	-1	2
Starcannon	36"	2	3+	8	-3	2
► Aeldari missile launcher - starshot	48"	1	3+	10	-2	D6
► Aeldari missile launcher - sunburst BLAST	48"	D6	3+	4	-1	1

MELEE WEAPONS

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

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").



AELDARI - CRAFTWORLDS

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.



AELDARI - CRAFTWORLDS

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.



AELDARI - CRAFTWORLDS

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").



AELDARI - CRAFTWORLDS

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.



AELDARI - CRAFTWORLDS

WRAITHSEER

[LEGENDS]

160 PTS



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

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").



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).



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



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



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
Asurmen	135 pts
Autarch	75 pts
Autarch Skyrunner [Legends]	90 pts
Autarch Wayleaper	70 pts
Avatar of Khaine	250 pts
Baharroth	125 pts
Bonesinger [Legends]	45 pts
Clanblade	70 pts
Cobra [Legends]	415 pts
Corsair Cloud Dancer Band [Legends]	125 pts (bis 3 Modelle) · 150 pts (4 Modelle) · 210 pts (5–6 Modelle) · 245 pts (ab 7 Modellen)
Corsair Reaver Band [Legends]	125 pts (bis 5 Modelle) · 150 pts (6 Modelle) · 250 pts (7–10 Modelle) · 275 pts (ab 11 Modellen)
Corsair Skyreavers	75 pts (bis 5 Modelle) · 140 pts (ab 6 Modellen)

EINHEIT	PUNKTE
Corsair Voidreavers	65 pts (bis 5 Modelle) · 110 pts (ab 6 Modellen)
Corsair Voidscarred	70 pts (bis 5 Modelle) · 140 pts (ab 6 Modellen)
Craftworld Warleader [Crucible]	75 pts · +5 pts (Sonderbedingung) · +5 pts (Sonderbedingung) · +5 pts (Sonderbedingung)
Crimson Hunter	160 pts
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)
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

EINHEIT	PUNKTE
Fuegan	130 pts
Ghost Warrior [Crucible]	160 pts · +5 pts (Sonderbedingung) · +5 pts (Sonderbedingung) · +5 pts (Sonderbedingung)
Guardian Defenders	90 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
Irillyth [Legends]	105 pts
Jain Zar	105 pts
Karandras [Legends]	90 pts
Kharseth	85 pts
Leystalker	80 pts
Lhykhis	135 pts
Lynx [Legends]	180 pts
Maugan Ra	100 pts
Night Spinner	170 pts · ab der 2. gleichnamigen Einheit im Heer: +20 pts

EINHEIT	PUNKTE
Nightwing [Legends]	150 pts
Phantom Titan	2100 pts
Phoenix [Legends]	175 pts
Prince Yriel	95 pts
Rangers	60 pts (bis 5 Modelle) · 110 pts (ab 6 Modellen)
Revenant Titan	1100 pts
Scorpion [Legends]	410 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

EINHEIT	PUNKTE
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)
Swooping Hawks	95 pts (bis 5 Modelle) · 190 pts (ab 6 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +15 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
Vampire Hunter [Legends]	460 pts
Vampire Raider [Legends]	430 pts
Vibro Cannon Platform	60 pts
Voidweaver	115 pts
Vypers	75 pts (bis 1 Modell) · 140 pts (ab 2 Modellen)
War Walkers	85 pts (bis 1 Modell) · 160 pts (ab 2 Modellen)

EINHEIT	PUNKTE
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)
Wraithblades	140 pts
Wraithguard	145 pts
Wraithknight	385 pts · ab der 2. gleichnamigen Einheit im Heer: +20 pts
Wraithknight with Ghostglaive	380 pts · ab der 2. gleichnamigen Einheit im Heer: +20 pts
Wraithlord	125 pts
Wraithseer [Legends]	160 pts
Ynnari Archon	85 pts

EINHEIT	PUNKTE
Ynnari Incubi	80 pts (bis 5 Modelle) · 160 pts (ab 6 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Ynnari Kabalite Warriors	110 pts
Ynnari Raider	70 pts · ab der 4. gleichnamigen Einheit im Heer: +10 pts
Ynnari Reavers	65 pts (bis 3 Modelle) · 120 pts (ab 4 Modellen)
Ynnari Succubus	45 pts
Ynnari Venom	65 pts · ab der 4. gleichnamigen Einheit im Heer: +10 pts
Ynnari Wyches	90 pts
Yvraine	100 pts

ENHANCEMENTS — ARMoured WARHOST

ENHANCEMENT	PUNKTE
Guiding Presence	25 pts
Spirit Stone of Raelyth	20 pts

ENHANCEMENTS — ASPECT HOST

ENHANCEMENT	PUNKTE
Aspect of Murder	15 pts
Mantle of Wisdom	20 pts
Shimmerstone	10 pts
Strategic Savant	10 pts

ENHANCEMENTS — CORSAIR COTERIE

ENHANCEMENT	PUNKTE
Infamy (Aura)	25 pts
Webway Pathstone	25 pts
Archraider	35 pts
Voidstone	15 pts

ENHANCEMENTS — COVENITE COTERIE

ENHANCEMENT	PUNKTE
Master Regenesist	25 pts
Master Nemesine	5 pts

ENHANCEMENT	PUNKTE
Master Artisan	20 pts
Master Repugnancer [Aura]	15 pts

ENHANCEMENTS — DEVOTED OF YNNEAD

ENHANCEMENT	PUNKTE
Gaze of Ynnead	15 pts
Storm of Whispers	10 pts
Borrowed Vigour	10 pts
Morbid Might	15 pts

ENHANCEMENTS — ELDRITCH RAIDERS

ENHANCEMENT	PUNKTE
Pirate Prince	15 pts
Alacritous Assault	20 pts
Exotic Munitions	15 pts
Adrenal Infusions	20 pts

ENHANCEMENTS — EXHIBITION OF SLAUGHTER

ENHANCEMENT	PUNKTE
Hyperstimm Trafficker	20 pts
Periap 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
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
Shedskin Raiment	25 pts
Weavers' Wail	20 pts

ENHANCEMENTS — SKYSPLINTER ASSAULT

ENHANCEMENT	PUNKTE
Phantasmal Smoke	15 pts
Sadistic Fulcrum	15 pts

ENHANCEMENT	PUNKTE
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
Seersight Strike	15 pts
Echoes of Ulthanesh	20 pts

