WARHAMMER
40,000
CODEX
AELDARI

Aeldari

HOSTS OF A FALLEN EMPIRE

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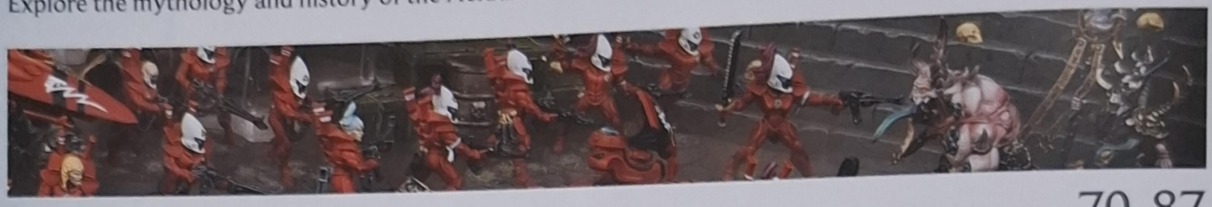

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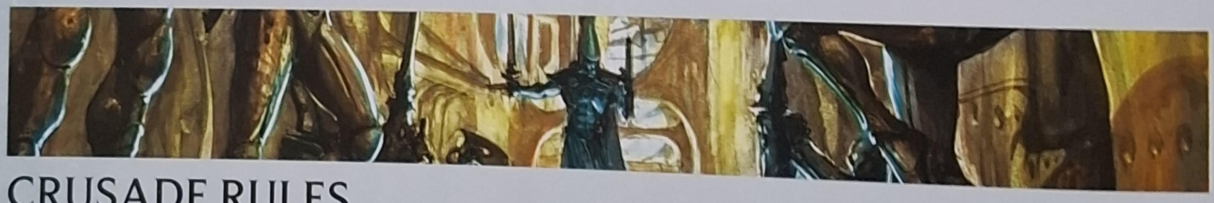

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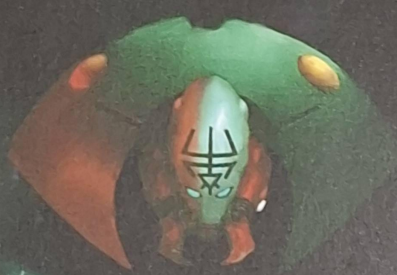

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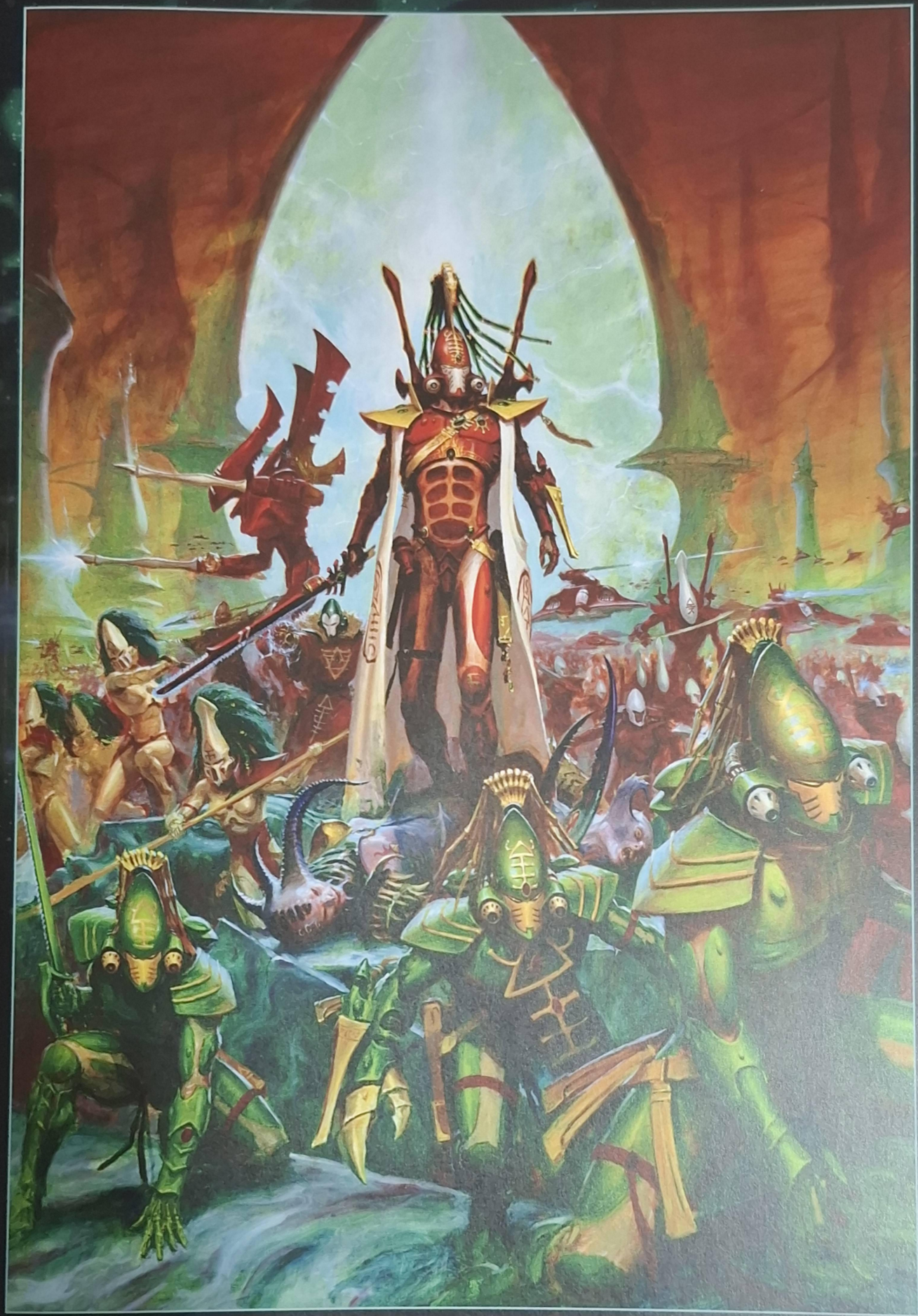
The Ancient and the Eldritch

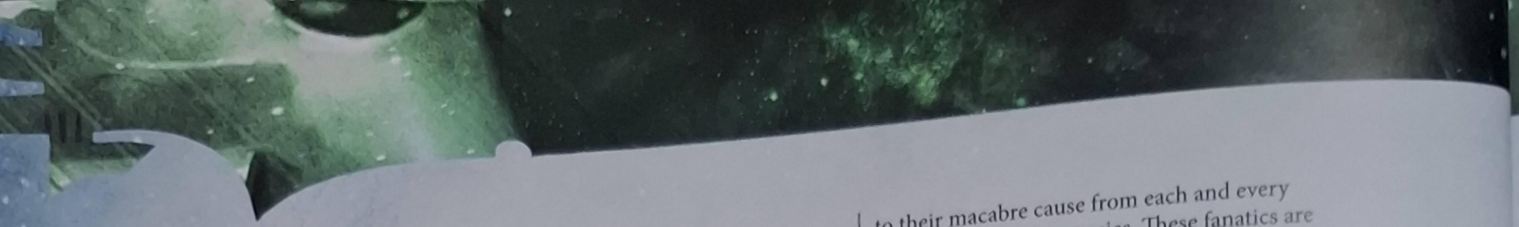
ONCE THE AELDARI RULED THE STARS. THEY ACHIEVED MASTERY OF TIME, SPACE AND EVERY OTHER DIMENSION. NOW, THEY ARE A FRACTURED PEOPLE, BROUGHT LOW BY THEIR OWN HUBRIS.

THOSE THAT REMAIN ARE SCATTERED: THE ASURYANI OF THE CRAFTWORLDS, THE HARLEQUINS WHO DWELL WITHIN THE LABYRINTHINE WEBWAY AND THE PIRATES AND RAIDERS WHO FOLLOW THE PATH OF THE OUTCAST.

YET DESPITE THEIR DECLINE, THE AELDARI RAIL AGAINST THEIR CERTAIN FATE. WITH GREAT FEROCITY, SKILL AND FORESIGHT, HAUNTED BY SORROW, THEY BATTLE TIRELESSLY TO PRESERVE THAT WHICH REMAINS AND TO RESTORE THAT WHICH ONCE WAS.

AS THE FIRES OF OBLIVION REACH OUT FROM THE GREAT RIFT TO ENGULF THE GALAXY, THE DWINDLING AND SORROWFUL AELDARI KNOW IN THEIR HEARTS THAT THE RHANA DANDRA APPROACHES AND THAT EACH AND EVERY ONE OF THEM MUST ANSWER THE CALL TO WAR.





THE AELDARI

They are a dwindling species whose history is marked by sorrow and loss. Once, the Aeldari ruled the galaxy, and their history stretches back long before even that glorious era. Those that survive are but a tiny fragment of that stellar empire, striving to preserve what remains of their broken civilisation in an age of endless warfare.

Many millennia ago, at the height of its power, the Aeldari empire was a string of glimmering jewels strung across the galaxy, and its worlds were idyllic paradises. The Aeldari grasp of technology and mastery of the psychic enabled them to wield godlike power and raise grand and mighty armies that would taste defeat so scarcely as to soon forget its cruel sting. Such was their dominance over the galaxy's other species that the majority of the Aeldari fell into the trap of hubris; this arrogance blossomed into widespread cruelty, depravity and excess that would have horrifying repercussions for the entire galaxy. Only those few Aeldari who possessed the twin gifts of humility and foresight had the prescience to read in the twisted strands of fate the inevitable doom of their people.

Of the fractured and scattered remnants of the Aeldari, the most numerous are the Asuryani. These are those Aeldari who dwell aboard colossal voidfaring vessels known as craftworlds. Most of the Asuryani have long since cast aside any hope of restoring their species to galactic dominance. Instead, guided by their seers, they seek only to ensure the continued survival of their species in a galaxy riven by apocalyptic warfare. The Asuryani live ascetic, disciplined lives in an attempt to prevent themselves from succumbing to the same depravities that doomed their forebears.

The Asuryani were not alone in fleeing the apocalypse. The Harlequins are the followers of Cegorach, the Laughing God. They escaped the fall of the Aeldari empire alongside their patron deity, taking refuge within the Webway – a network of winding pathways that exists in an interstice between the Warp and the material realm. The Harlequins keep the myths of the Aeldari alive, travelling far and wide to reenact these events in dance and song. Thus, all Aeldari learn well the pitfalls of arrogance and pride. They are fierce, unpredictable and often duplicitous warriors, whose motivations are often impenetrable even to the most gifted psykers of the Asuryani.

Then there are the Ynnari, a fringe element of the Aeldari who have drawn adherents to their macabre cause from each and every faction of the wider species. These fanatics are worshippers of Ynnead, the Aeldari god of the dead. Their every action is bent towards raising their deity to life, and by doing so restoring their dwindling species to its former glory. The resurrection of Ynnead is a task to which the Ynnari are utterly committed, and that they will make terrible sacrifices to see done. As the galaxy slides further into strife, so do the goals and methods of this increasingly zealous splinter faction become ever more extreme.

CHILDREN OF THE STARS

Physically, Aeldari superficially resemble Humans, but this comparison is one-dimensional to the point of uselessness. In their physiology, psyches and souls, they are utterly alien. Most Aeldari are taller than the average Human; their limbs are longer, and their frames are slighter. Yet despite their apparent fragility, they possess a surprisingly supple strength. Their facial features are striking and well-defined, and their skin is often pale. Their keen ears are pointed, and their eyes possess a piercing quality that is more reminiscent of a hunting feline than a Human. Their senses are finely honed, allowing them to experience heightened ecstasy through music, food, perfumes, physical beauty and touch that no Human could hope to understand. Conversely, they can feel revulsion in their experiences beyond most other species.

All Aeldari are graceful and elegant, their every movement laden with subtle intent. Indeed, gestures are as significant in Aeldari communication and etiquette as the spoken word. In battle, the Aeldari handle their weapons with phenomenal grace, balance and skill.

The metabolism of an Aeldari is fast and efficient. Their hearts beat swiftly, and their keen minds can process thoughts, possibilities and emotions so quickly and intensely that even the dullest of their kind would be considered a once-in-a-century genius by lesser species. Their internal organs and immune systems function with far greater efficiency, and they are largely unaffected by ageing, their bodies and minds remaining strong despite the passage of centuries. Provided they are not struck down in battle, Aeldari can live for millennia and – thanks to their hyperactive physiology and neurology – enjoy lives rich in sensation and wonder without the threat of illness or disease.

In addition to their physical attributes, all Aeldari are psychic to an extent. It is said amongst the Asuryani that, at the height of their species' power, the ancient Aeldari

could read thoughts with a glance and that those training for battle could disarm a foe or crush an opponent's weapon with a narrowing of the eyes. Even now, the Aeldari retain great psychic potency; consequently, much of their technology is still based on psychic engineering. Their weapons and technology are grown from psychoactive wraithbone and other psychoresponsive materials into the required form using mental energies alone and are activated by the psychic signature of their intended operator rather than through physical manipulation.

These advantages are not without cost. The exhilaration of battle, the intellectual rewards of study and the rush of physical exertion may each induce a transcendental bliss for the Aeldari. Conversely, failure in an endeavour may lead them to experience a soul-crushing sorrow, self-doubt and abject despair that would shatter the mind of a Human. Such intensity of feeling enables the Aeldari to produce wondrous works of art, music, theatre and literature that are at once spellbinding in their beauty and terrifying in their darkness. Every Aeldari carries this darkness within their soul, and all know that it has the power to consume them should it flourish. The scale of the pleasure that the Aeldari can feel in myriad ways is a temptation they must strive to resist. To give in to this gnawing desire is to invite the same destruction that brought low the works of their ancestors.

THE WEBWAY

The Webway is a labyrinthine realm that exists between reality and the Warp. Created through technologies once taught to the Aeldari by the ancient species known as the Old Ones, its pathways lead to the craftworlds, verdant Exodite worlds and thousands of other locations throughout the galaxy. Though the Webway still connects many Aeldari planets and craftworlds, the baleful energies of the Fall ruptured some of its hyperspatial pathways, and the opening of the Great Rift further damaged its integrity. Large regions of the Webway have now been infringed upon by the servants of Chaos. Although it poses great dangers to the Asuryani, the Webway is also an essential resource; fearful of using the Warp to traverse great distances like other species, the Webway's arterial passageways allow the craftworlders to cross the length of the galaxy.

It is said that Eldanesh was the first of our people, fathered by Kurnous, the Hunter, and birthed by Isha, the Mother. At first, he lived alone upon the barren face of our ancient home. The world upon which he lived was empty, and as he gazed upon its barren expanse, his forlorn heart ached. So Isha, in her motherly love, wept a single tear of sorrow for her mortal son. Where her tear fell burst forth the first life. Sunlit skies, verdant forests and deep oceans sprang into existence, and with them all the creatures of land, air and sea. And Eldanesh rejoiced in her love, feeling only boundless gratitude towards Isha. It is this love that the mother goddess gifted to our people.

In those first days, Eldanesh and the first of the Aeldari communed freely with the gods, and, from them, they were granted the gifts of insight and emotion that would drive our people to greatness and yet doom them also. In harmony did gods and mortals thrive. Yet all would soon come to ruin, for even the gods themselves were slaves to their own desires.

Long before the birth of Eldanesh, Kurnous and Lileath were bound in courtship. Khaine, Lord of Murder, looked upon the betrothed with furious envy, for he had long borne an unrequited love for the Maiden. By every method he could conceive did he seek her hand, and yet at every attempt, he was denied. So did jealousy smoulder and burn within the god's bitter heart.

Much time passed until Kurnous' boundless desire saw him spurn Lileath in favour of Isha. By their union was born Eldanesh. Lileath hid her jealousy beneath a facade of smiles and laughter, her envy curdling to resentment. One night, she saw a vision of Khaine being torn apart by an army of mortal warriors. A plot of vengeance began to form within her mind.

In secret, Lileath did whisper into the ear of Khaine, describing unto him the horrors she had witnessed in her mind's eye. The Lord of Murder perceived her words as prophecy and took up his blade. Just as Lileath had planned, Khaine's fury had been awakened. The war god resolved to slaughter every mortal Aeldari. Lileath smiled broadly, for Kurnous and Isha would soon know true grief.

So did Khaine stride into the mortal realm and vent his seething anger upon Isha's children. When the Mother learned of his murderous onslaught and of the suffering he had wrought upon those she loved, she wept uncontrollably. Her keening wails of grief rippled through heaven with such anguish that almighty Asuryan could not help but hear them. The Phoenix King soon learned of all that had transpired.

Asuryan, with the same wisdom he gifted to the Aeldari, forged an impenetrable barrier between heaven and the mortal realm. So was Khaine's murderous rampage halted. Yet Isha knew no end to her sorrow, for though her progeny were safe from the attentions of the Lord of Murder, she could no longer communicate with her beloved offspring.

How poor, sorrowful Isha wept for that which she had lost. She had been torn from her children by the Lord of Murder's jealous rage and her own father's pitiless justice. Kurnous, too, felt the pang of sorrow within his breast until he could stand no longer to gaze upon his beloved Isha's wretched misery.

To Vaul, the Master Smith, Isha and Kurnous pleaded for aid, knowing that only he could undo Asuryan's celestial artifice. Vaul, uncle of Kurnous and Isha, while reluctant to break his brother Asuryan's decree, could not bear to hear his niece's weeping. He sympathised with her plight and agreed to aid the parents' cause. From Isha's streaming tears, he forged waystones that sparkled like stars. Through these shimmering jewels, Isha could once more speak to her children, and so she did.

Isha and Kurnous taught much to the Aeldari, keeping their communication with their children secret from their fellow gods. Yet as time passed, the two became arrogant, certain that none would discover their transgressions. In one such careless moment, Khaine overheard them.

Bitter, jealous and desperate for vengeance, Khaine brought all he had heard to his brother. Disappointment and anger coursed through Asuryan in equal measure. He had been disobeyed because of parents' love for their children, but he had been disobeyed nonetheless.

Though it pained him greatly, Asuryan declared before his fellow gods that Isha and Kurnous were to be turned over to Khaine to do with as

he saw fit. The Mother and the Hunter were secured with bonds of flame and scorching iron and cast into a burning pit to endure the torments of the Lord of Murder, far from the sight of mortals and gods alike. For countless years, they suffered Khaine's torments, deprived of the light of the heavens and severed from the children they so loved.

Vaul begged Khaine to show mercy on his niece and nephew. Guilt racked his soul, for he had aided them in their scheme and longed to see them freed. After much bargaining, an accord was reached. The Master Smith would forge a hundred swords for the Lord of Murder, each mightier than the last. In return for Vaul's artifice, Khaine would free his prisoners. Khaine granted Vaul but a single year to complete this task.

Vaul laboured day and night, fashioning blades the like of which no mortal hand could strike. Each was a wondrous work of art, wrought in starmetal, sunbronze and the dust of shattered nebulae. Yet, as the year drew to a close, Vaul knew he had failed, for a single sword remained incomplete. To conceal this failing, which would have seen his agreement with Khaine voided, the Master Smith turned to trickery. Amongst the newly forged weapons, he hid a blade of mortal construction.

When Khaine discovered the deception, his rage was terrifying to behold. Branding Vaul a cheat and liar, he demanded vengeance. The War in Heaven had begun. This conflict cast the gods against one another, and the heavens shook with the thunder of battle. The Aeldari, too, were divided by conflict as the fighting bled into the mortal realm. Only great Asuryan, in his infinite wisdom, refused to align himself with any other. Thus, when the war ended, the Phoenix King remained lord of Vaul and Khaine both.

The final battle of this conflict saw Vaul and Khaine cross swords in single combat. Vaul wielded the blade *Anaris*, Light of Dawn, the hundredth blade he had promised to Khaine, now completed and imbued with all the art of his mastery. Despite the might of Anaris, however, Vaul could not match Khaine's martial prowess. The forge god was overpowered and cast out of heaven. Broken in mind and body, Khaine would later enslave Vaul, straping him to his anvil with iron chains of his own creation.

Khaine roared in his triumph and reached down to claim Anaris as his own. Yet at the moment of the Lord of Murder's victory, Faolchú the Falcon, consort of the Great Hawk, descended to pluck Anaris up in his giant talons. As Khaine cried out in impotent fury, Faolchú bore the glimmering weapon to the heavens.

Khaine's rage burned bright and hot once more. Still he sought vengeance upon those who had wronged him. Long ago, he had fought side-by-side with Eldanesh, the Lord of Murder granting his mortal student many victories upon the battlefield and promising him further power in return for his fealty. The upstart mortal had refused and instead taken the side of Isha and Kurnous. So did Khaine descend upon Eldanesh in a murderous rage. Faolchú, seeing the fight unfold, bore into the hands of Eldanesh the great sword Anaris, her hope that this blade may grant the mortal hero a slim chance of defeating Khaine in battle. However, even armed with Vaul's finest blade, Eldanesh was no match for the god of war. Before he could so much as land a blow upon the Khaine's towering form, the mortal champion was torn apart.

The War in Heaven had ended with Khaine its final victor. The Lord of Murder held Anaris aloft and let out a bellow of triumph. As he did so, Faolchú and the Great Hawk descended from the heavens and took in their talons the broken body of Eldanesh, bearing the dead warrior's corpse aloft and setting it in the firmament.

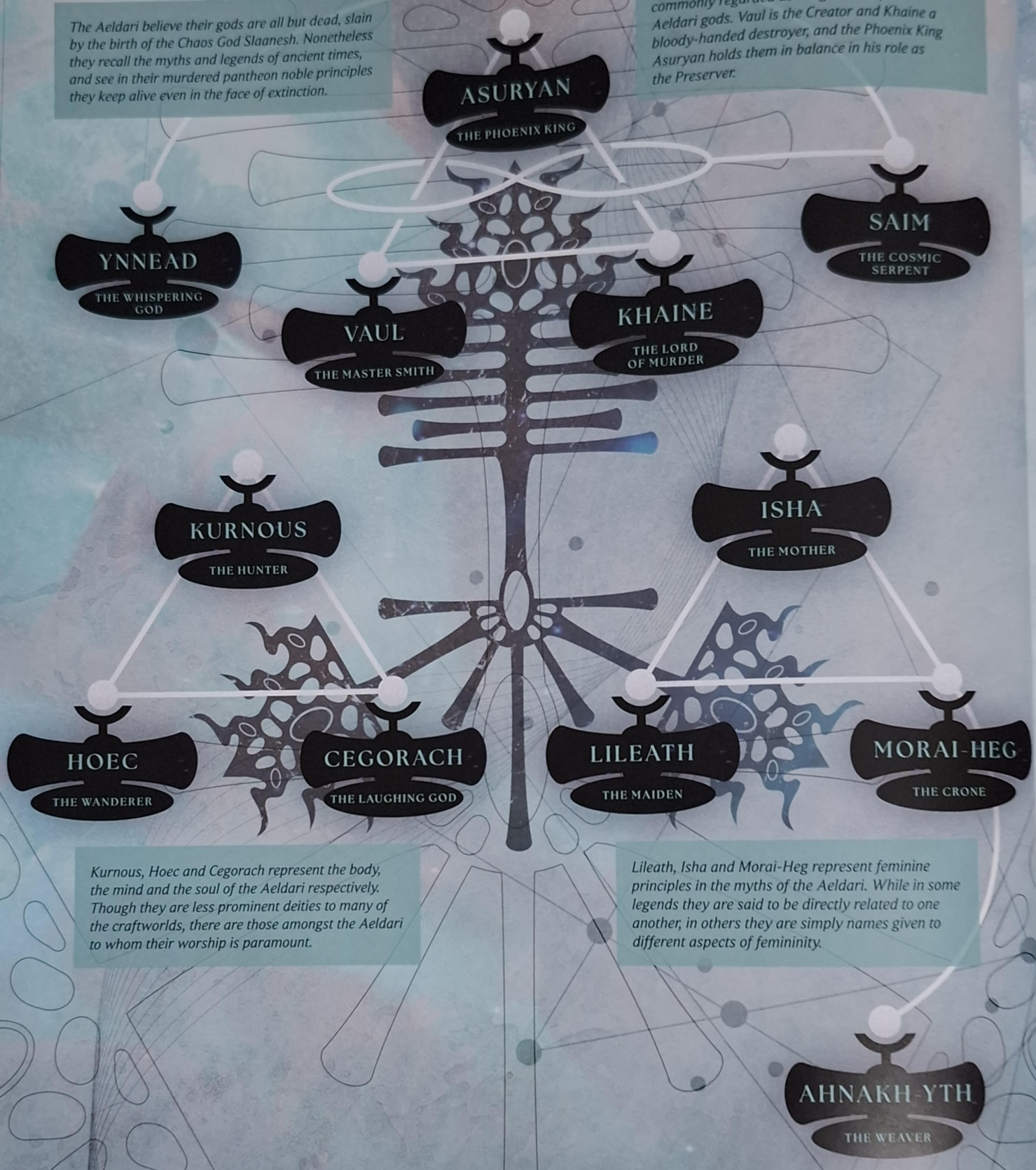
There, it became the Red Moon, which dominated the skies above the Aeldari home world for aeons as a constant reminder of the great champion's bloody demise. It remained there until our people descended into depravity, spawned that malefic being we know as She Who Thirsts, and saw the heart of their empire consumed by corruption and evil.

However, Khaine's slaughter of Eldanesh would not be the final act of the War in Heaven. That honour would fall to Asuryan. So appalled was the Phoenix King by the slaying of the first lord of the Aeldari that he laid upon Khaine a curse. Eldanesh's blood would forever drip from the Lord of Murder's hand, reminding all of what he had done. Thus, he has been known ever since as *Kaela Mensha Khaine* – Khaine the Bloody-Handed.

THE AELDARI PANTHEON

The Aeldari believe their gods are all but dead, slain by the birth of the Chaos God Slaanesh. Nonetheless they recall the myths and legends of ancient times, and see in their murdered pantheon noble principles they keep alive even in the face of extinction.

The brothers Asuryan, Khaine and Vaul are commonly regarded as the greatest of the Aeldari gods. Vaul is the Creator and Khaine a bloody-handed destroyer, and the Phoenix King Asuryan holds them in balance in his role as the Preserver.



Kurnous, Hoec and Cegorach represent the body, the mind and the soul of the Aeldari respectively. Though they are less prominent deities to many of the craftworlds, there are those amongst the Aeldari to whom their worship is paramount.

Lileath, Isha and Morai-Heg represent feminine principles in the myths of the Aeldari. While in some legends they are said to be directly related to one another, in others they are simply names given to different aspects of femininity.

Many were our gods before the Fall. The names of some have fallen into obscurity, whilst others still shape the lives of our people. They are honoured in many ways, and the tales of their deeds and lineage vary greatly between Asuryani and Exodite and even between the craftworlds themselves. Yet there are those gods whose resonance is still felt.

First of them all was **Asuryan, the Phoenix King**, once the greatest of our gods and the divine master to whose will all – even Khaine – bowed. Wisdom and introspection were his gifts to the mortal Aeldari. He is the Preserver, revered by seers of all kinds, and we Asuryani take from him our name as a sign of our respect.

Khaine, the Lord of Murder, from whom we Aeldari were granted anger and skill at arms. With these gifts, we defend what is ours and smite those who seek to spin our doom. Yet anger unbound is as much a curse as a boon; rage is embraced fully only by the reckless and brings naught but doom to those who fall into its fiery embrace. Though shattered in his duel with She Who Thirsts, fragments of Khaine remain lodged within each of our craftworlds, the last vestiges of his terrible might.

Isha, the Mother, god of the harvest, fertility and nature, and her lover, Kurnous, begat the first of the Aeldari, Eldanesh. From her tears, cried out of love for her mortal son, the first life blossomed, and we Aeldari were born. To the Mother, we owe thanks for the gift of love, without which our existence would be hollow.

Kurnous, the Hunter, father of Eldanesh, was the god of the hunt. He, just as Isha, bore great love for his mortal children. This love would be his doom, for, in their actions, Isha and Kurnous would break Asuryan's trust and, in doing so, spell the doom of his mortal son. From bold Kurnous, we gained desire, a gift that allowed the Aeldari to advance and prosper while cursing us with avarice. It was Faolchú, often seen with Kurnous, who bestowed upon us the gift of flight, harnessed now by the Swooping Hawks, among others.

Lileath, the Maiden, daughter of Isha, and god of dreams and fortune. She imparted to us joy, which is its own reward, and the impetuousness of youth, which must be tempered with experience and discipline. She is closely associated with the maiden worlds as they symbolise her purity and beauty.

Vaul, the Master Smith and the Creator, god of craft and industry and uncle of Kurnous and Isha. He gave us our inventiveness and, in doing so, encouraged us to expand our minds. The attributes granted to us by the Creator allow our artisans and Bonesingers to forge wondrous creations, from the glittering structures, imposing statues and sparkling forests that sprout from the craftworld's wraithbone core to fortress-shattering Engines of Vaul capable of obliterating our enemies.

Morai-Heg, the Crone, Mistress of Fate. She was the god of fate and mother of the banshees. She bestowed upon the Aeldari the gift and curse of foresight. Upon the death of the Aeldari empire, those worlds our people called home and that were consumed by the Eye of Terror became known as crone worlds, for they were lasting remnants of the greatest doom ever to have befallen the Aeldari.

Cegorach, the Laughing God. From this trickster deity, we were gifted irony, which allowed us to find humour in ourselves and, by doing so, avoid the trap of hubris. It is said that Cegorach still lives, having fled into the Webway upon the birth of She Who Thirsts. The Laughing God is the patron deity of the Harlequins and they continue to do his bidding, and to teach unto our people the lessons of the Fall.

Hoec, the Wanderer. He was the god of exploration and travellers and one with the Webway. The name of Hoec is still revered by the outcasts, particularly Pathfinders, who are forever lost upon their chosen Path.

Ahnakh-Yth, the Weaver, the mother of spiders, who once watched over us from her cosmic web. It was she who created the warp spiders who even now protect the Infinity Circuit from the intrusions of the Great Enemy.

Then there is **Ynnead, the Whispering God**. The unborn god of the dead who, it is prophesied, shall rise only when the last Aeldari is slain and spell doom for She Who Thirsts. He is the patron deity of the Ynnari, those who seek to bring about his resurrection.

FALL OF THE AELDARI EMPIRE

The doom of the Aeldari came not in one fell swoop but resulted from a long and insidious descent into pride. Millennia of galactic dominance had ushered in a widespread belief that nothing in the universe posed a threat to the existence of the Aeldari. It was this false confidence that paved the way for the empire's doom.

At the zenith of their power, no achievement was beyond the ability of the Aeldari. No form of exploration or experimentation was forbidden. Such was their conceit that they ceased questioning the morality of their actions. They pursued sensation and wonder without limit, devoting thousands of worlds to the pursuit of pleasure to its fullest extent. On these paradise planets, the Aeldari pursued their desires without restraint, indulging in their every whim, dream and curiosity. Their mastery of the Webway allowed them to reach almost every corner of the galaxy, and during these travels, they discovered much about the universe that has since been forgotten. Upon the end of their millennia-long lives, the spirits of the Aeldari were believed to fade softly back into the Immaterium to be reborn thanks to the care of their gods. The Warp had not yet acquired its hunger for their souls.

Conflict was not unheard of during this time. Many upstart species attempted to unseat the Aeldari as rulers of the galaxy, yet these vain efforts were soon crushed. These victories only further emboldened the Aeldari and reinforced their belief in their superiority. They knew they were the galaxy's foremost power, and nothing could topple their glorious empire.

The technologically advanced Aeldari had long ago developed the means to feed, clothe and supply their people without the need for toil. Freed from their labours, the citizenry could dedicate themselves utterly to pursuing their every whim. Many gave in to their most hedonistic impulses. Exotic cults dedicated to boundless sensual excess and forbidden, esoteric knowledge sprang up in every one of their domains. In their hubris, the ever-more debased Aeldari failed to see that it would be their collective psyche, not an alien invader, that would spell their doom.

No experience was enough. The Aeldari searched endlessly for new ways to explore the full range of their emotions and senses. Soon, the last remaining threads of the empire's moral fabric began to fray. The pleasure cults took hold over Aeldari society, the vile actions of their members betraying the depths of their addiction. Millions gave in to their darkest desires and passions. One by one, the worlds of the Aeldari empire descended into anarchy. At this time, the first of those known as Exodites saw what was unfolding and fled, settling on remote worlds far from the epicentre of depravity. There, they reverted to a more puritan existence to stave off the spiritual decline that had engulfed the rest of their species.

Over centuries, the indulgences of the Aeldari became so widespread and hideous that the streets were plagued by killers and degenerates who stalked the shadows, preying upon their own kind. Acts of torture and murder came to be viewed by some as artistic pursuits, and the screams of the dying echoed across once-idyllic cityscapes. The most debased of the Aeldari established macabre sub-realms within the depths of the Webway, where they could pursue sadistic excess of every imaginable kind. Fearing further escalation, more and more Aeldari sought to flee, many of them embarking upon gigantic world-vessels known as craftworlds. However, the Exodites and craftworlders were comparatively few and were scorned and derided by those who remained to continue their lives of excess. And so the decline of the Aeldari empire became terminal.

Unbeknownst to the Aeldari, their ceaseless pursuit of sensation and their resultant emotional highs and lows caused echoes of their agonies and pleasures to pulse through the parallel dimension known as the Warp. In that realm, the thoughts and emotions of living beings flow together to form conscious entities. The greater the intensity of feeling, the more powerful the formed entity. Thus, the corruption of the decadent Aeldari became manifest on a terrifying scale. Their raw emotions had coalesced into a nascent being of godlike power, one that continued to grow stronger with every passing moment. They had created within the Immaterium a foul shadow of what they had become – a manifestation of pride and nobility rendered repulsive by their perversity and shamelessness.

Oblivious to the looming threat, the Aeldari continued to indulge their violent impulses, burning worlds, slaying indiscriminately and feasting without restraint. The Great Enemy they had created continued to gorge on the corruption of their collective spirit and became the most perverse and twisted entity ever to exist: the Chaos God Slaanesh. Since its birth, the Aeldari have refused to speak this entity's name aloud, instead referring to it as *Sai'lanthresh*, or She Who Thirsts. This malevolent creation has haunted the entire Aeldari species ever since.

THE SUNDERING OF THE BLOODY-HANDED

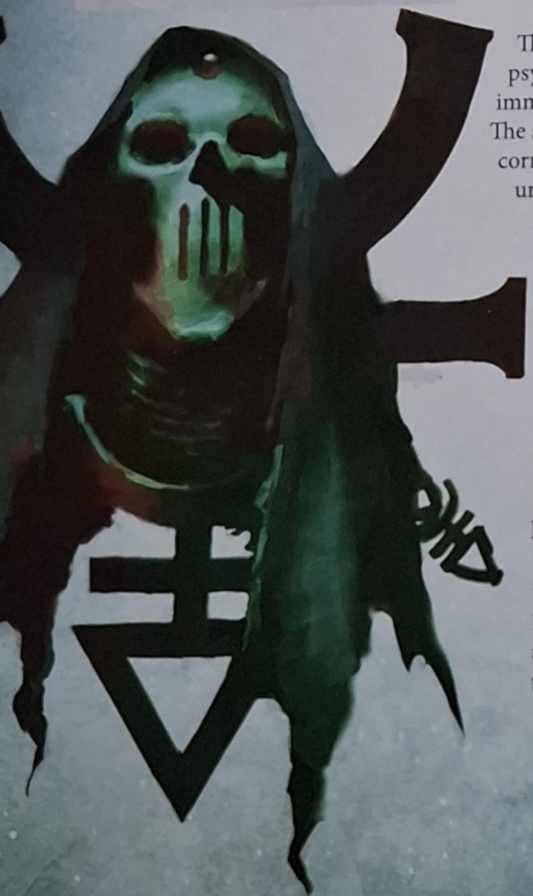
The Aeldari believe that the Fall brought about the death of the majority of their gods. Upon her birth, She Who Thirsts devoured all save for Khaine – who was shattered into pieces – and Cegorach – who fled into the Webway. Thus, since the Fall, the Aeldari have ceased worshipping their dead gods.

It is said that countless fragments of Khaine's shattered body were cast from heaven into the void and that each one of these shards came to rest within the wraithbone core of a craftworld. Each of these shards took root, growing into an Avatar of Khaine. These avatars of the Lord of Murder fight on still, rising at their craftworld's hour of need to inspire its citizens to fight with the same bloodthirsty rage as their fallen war god.

BONESINGERS

Bonesingers are artisans who walk the Path of the Seer, using their powers to manipulate the growth of wraithbone and other techno-organic psychoplastics. They can stimulate and shape the growth of these psychoactive materials, moulding them into various items, from day-to-day tools to living pieces of artwork and even weapons of war.

Bonesingers are also responsible for tending to the physical form of the craftworld itself. Should its wraithbone form be ruptured in battle or suffer damage, groups of Bonesingers may come together, pooling their powers to restore and regrow damaged superstructure sections. However, such a task is slow, complex and taxing upon the spirit. Bonesingers are in exceptionally high demand upon Biel-Tan, a craftworld shattered by daemonic invasion and Ynnari ritual. Their talents are required to preserve what remains of the splintered world-vessel. Its regeneration may be beyond the ability of even the greatest living practitioners of the art.



The moment of Slaanesh's apotheosis occurred with a howl of unbound power that every Aeldari felt like a jagged blade tearing at their soul. The god's birth caused a psychic implosion that ripped open the fabric of the universe. The jewel-encrusted heart of the Aeldari empire was wrenched out of existence, leaving a pulsing afterbirth of raw Chaos behind it. This gaping wound in realspace continued to expand until it encapsulated a massive swathe of the former Aeldari empire. This hideous scar upon the galaxy would come to be known as the Eye of Terror. Until the opening of the Great Rift – which extant Aeldari refer to as the *Dathedian* – the Eye of Terror was the largest area in the galaxy where realspace and the Warp overlapped.

Billions of Aeldari and countless other beings were slain in the immediate aftermath of this event, leaving lifeless bodies scattered across the surfaces of worlds thousands of light years distant from its epicentre. Some Exodites were not remote enough to escape its effects, and those craftworlds that had yet to travel far from their empire's heart were likewise consumed. Slaanesh glutted himself on the souls of dead Aeldari as they were torn from their physical forms and cast into the Warp. She Who Thirsts inhaled so many souls that she soon became intoxicated. Yet she was not sated by the feast. She wanted more. She wanted all of them. The Aeldari had created their nemesis, a Chaos God that had developed an insatiable hunger for their souls. Now, whenever an Aeldari died, their soul would face eternal torment, for Slaanesh drew sustenance from toying with his prey. The newly birthed Chaos God would not rest until he had satisfied his hunger and devoured every last Aeldari soul.

Those Aeldari that survived felt the psychic feedback of the disaster and knew immediately that their species was doomed. The survivors drifted apart, fleeing to various corners of the galaxy and fragmenting into untrusting factions. Now, their focus was survival in a galaxy where they had become the choice quarry of malevolent terrors or simply inconvenient obstacles in the path of other species' ascent to power. The galaxy now teems with other alien empires while the daemonic legions of the Dark Gods spill from the open wound that is the Great Rift. Even the Webway is no longer protected from intrusion, with many winding paths overrun by daemonic intruders or collapsed upon themselves by rampant empyric energies. Yet even in the face of these gathering threats, those that remain are determined never to bow before their enemies.

DECLINE AND DEFIANCE

In the endless void of space, within the winding tunnels of the Webway and on far-flung frontier worlds, those Aeldari fortunate enough to escape the Fall cling defiantly to what remains of their civilisation. They stay a prideful people, believing themselves to be the children of Asuryan and, therefore, descended from the gods themselves. The Asuryani, in particular, have striven to preserve their people's art, architecture and lore, passing the ancient history of their species on through theatrical displays, epic poems, dance and song.

The Exodites carved out their own niche as survivalist frontierspeople. They thrived on savage, primal worlds isolated from the attentions of the galaxy's other species. The harsh conditions faced by the Exodites hardened them into expert survivalists, and they maintained ascetic lifestyles, living in harmony with their chosen homes. So in tune with their worlds are the Exodites that the spirits of these planets are known to protect their souls, as do the Infinity Circuits on craftworlds. Isolationist by nature, the Exodites will fight aggressively to defend their homes and their way of life.

Whilst craftworlders and Exodites shunned depravity, others sought to continue their debauched existences. Within the Webway, those twisted survivors known as the Drukhari indulged their obscene desires from the tenuous safety of that twilight realm betwixt the Warp and realspace. Yet, though they would not admit it, these malign beings know in their black hearts that try as they might to stall their fate, Slaanesh will claim their souls in the end. As if the attentions of She Who Thirsts were not enough, the surviving Aeldari were forced to contend with a galaxy that no longer belonged to them. In the wake of the Fall, Mankind rose. The Imperium of Man expanded to control much of the galaxy, and the Aeldari could not compete with a species whose generations multiplied with verminous speed. In Humanity, the Aeldari saw the same failings that led to their downfall and came to fear that the Imperium's constant wars and hunger for power would bring ruin. These fears would prove to be well-founded.

Humanity's ceaseless wars also empowered other foes. Orks thrive on conflict, and with each battle, their numbers grow. The Necrons, ancient foes of the Aeldari from before the Fall, stirred to life once more, seeking vengeance upon their rivals. Then there were new foes to contend with: the T'au, whose appetite for expansion was great; the Tyranids, whose desire to feed saw them descend on verdant Exodite and maiden worlds; and the Kin, with their lust for natural resources of all kinds.

THE END APPROACHES

The greatest of the Aeldari epics, the Asuryata, ends with an apocalyptic battle known as the *Rhana Dandra*. In this climactic conflict, it is foretold that their greatest heroes, the mighty Phoenix Lords, shall lead the remaining Aeldari to war against the combined power of Chaos. The Asuryani believe this battle will result in the deaths of all remaining Aeldari and the destruction of reality and the Immaterium. It is an increasingly common belief amongst living Aeldari that the Rhana Dandra may fall within their lifetimes, a grim testament to the state of the galaxy.

As the seers of the Asuryani long ago predicted, Humanity's continual descent into the embrace of Chaos resulted in a disaster that approached the scale of the Fall. Eclipsing all other threats to the galaxy, the Great Rift represents clear evidence to the Aeldari of the accuracy of their doom-laden prophecies and visions. Warp storms dominate the galaxy, and the daemons and thralls of the Dark Gods spill out of these rifts in numbers never before seen. Not since the Fall have the Aeldari been so fragmented and threatened.

For the relatively few who remain, war is the only method of survival. While none of their enemies possess technology, wisdom or martial skills to match their own, the remaining Aeldari are largely outnumbered by those who seek their doom. However, they remain a proud species and are determined to ensure that the flame of their people will burn until the very end of existence.

Whilst the myths of the Rhana Dandra foretell doom, some Aeldari believe they hold the key to their salvation. A new faction, the Ynnari, has risen within the fragments of Aeldari society. They are led by Yvraine, a daughter of Craftworld Biel-Tan who has served as both Corsair captain and Commorrite gladiatrix. Claiming to be the chosen of Ynnead, the prophesied Aeldari god of the dead, Yvraine was responsible for saving Craftworld Biel-Tan from certain doom at the hands of the Masque of Slaanesh. However, in doing so, she also brought about the craftworld's fracture. Yvraine has rallied many Aeldari to her cause. The Ynnari believe that when every last Aeldari passes, they will awaken Ynnead. They believe that this newly birthed deity will bring about the demise of She Who Thirsts.

PSYCHIC RUNES

Asuryani seers control their powers using psychoactive wraithbone runes. These runes, hidden in pockets and pouches about the bearer's body, act as keys, unlocking the power of the seer's mind while protecting it from the dangers of the Warp. Utilising these powerful aids, a seer can read and manipulate fate's course. There are many different rune shapes, each representing a different psychic power, ability or state of mind. The more experienced a seer becomes, the greater the number of runes they can cast. The most ancient and powerful of seers may even create new runes. It is said that throughout his life, Eldrad Ulthran has fashioned over a dozen runes that he alone can master.

As the Ynnari pursue their spiritual quest, the Asuryani are embroiled in more conflicts than ever. Farseers draw upon the Immaterium to plot a safe course for their people through the maelstrom of Chaos and destruction thrown up by the Dathedian. Craftworld Iyanden finds itself once more under threat from the Tyranids and has deployed spirit hosts to the Bastior Sub-sector in the hope that the ghost warriors may disrupt and slow the inexorable progress of the Tyranid invasion. Those Aeldari of Biel-Tan who refuse Yvraine's call to arms continue to defend the maiden worlds upon the eastern border of the Segmentum Tempestus, many of which have been overrun by Orks or colonised by Human interlopers. Ulthwé maintains its vigil over the Eye of Terror, their self-chosen duty made more difficult by the increasing number of daemons and Chaos Space Marine warbands pouring out of the rift in the aftermath of Cadia's destruction. The malignant taint of Chaos swept across this region of the Segmentum Obscurus with unprecedented speed. In an attempt to halt its spread, the Asuryani of Ulthwé and Altansar have enacted targeted extermination against the corrupt leaders of Imperial worlds and annihilated entire populaces based upon the prognostications of their seers. On occasion, they have even resorted to fleeting alliances with Imperial forces, though always as a last resort.

Equally as disturbing to the Asuryani as the invading armies of Abaddon or the murderous Tyranids are those regions referred to by the Humans as the Pariah Nexuses. The Asuryani of Craftworld Alaitoc bear a particular hatred for those eldest of foes, the Necrons, and greatly fear the danger their blackstone pylons pose. Some of their number refer to the largest of these regions, the one located in the Nephilim Sector, as the Sea of Dead Stars, or the *Cair'uagh Mu'lach Fuairil*, which translates loosely as Oubliette of the Soulless. The Alaitoc Farseer

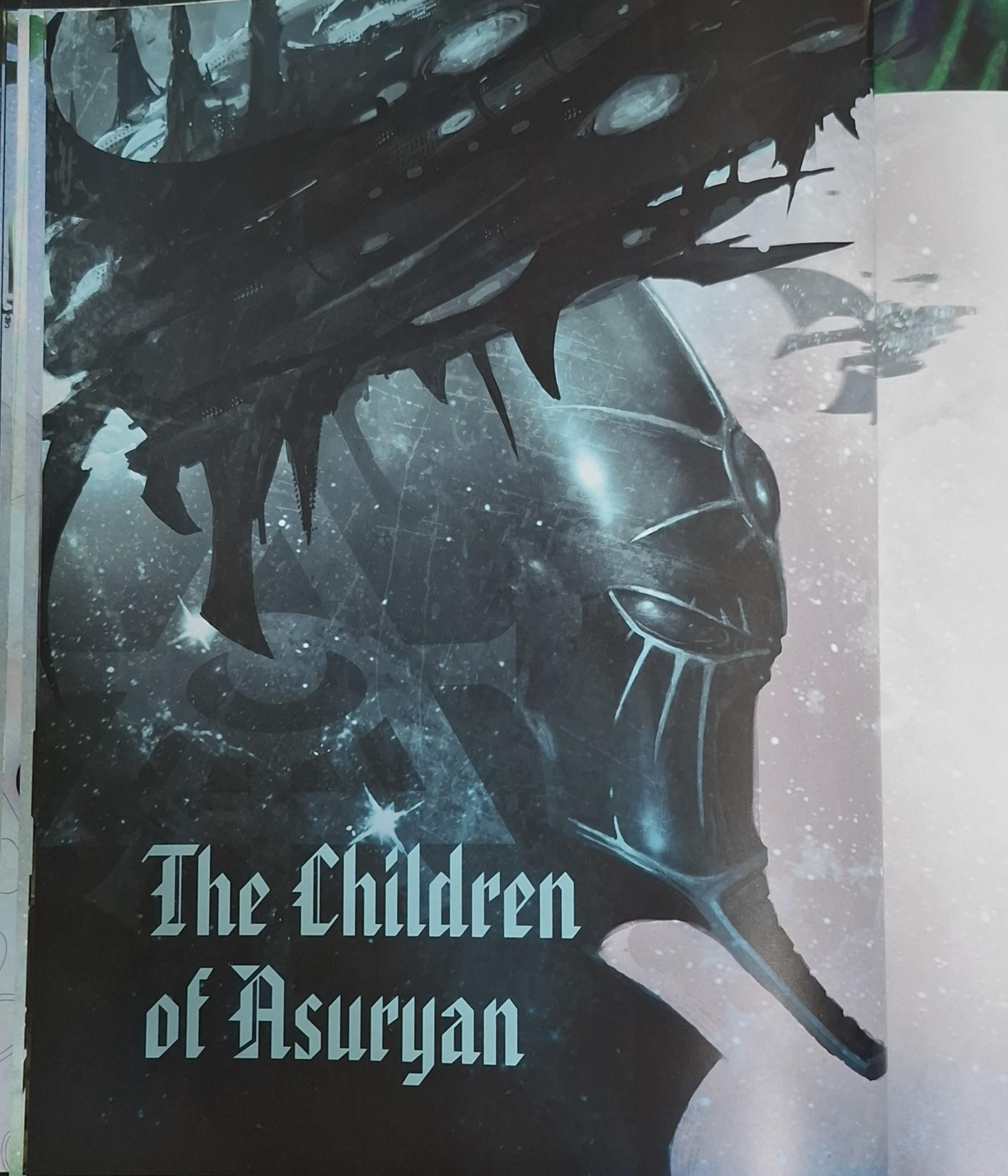
Ylocu Shaie was the first to foresee this threat and composed the Prophecy of Risen Doom to warn of its danger. Determined to act but unwilling to lose its valuable warriors to the effects of the Necron matrices, Alaitoc has adopted a policy of targeted intervention. The craftworld's agents have begun inciting internecine conflict between the Necrons of the Sautekh and Szarekhan dynasties. They seek to manipulate and intensify the war between Human and Necron with precision strikes and clandestine assassinations. While the Farseers of Alaitoc resent being forced to aid such a hated foe as Humanity, they know that a Necron victory may well spell doom for the Aeldari species.

The Ynnari, whose emergence sent a shock wave through Aeldari societies across the galaxy, have continued their determined quest to bring about Ynnead's birth, regardless of the cost. However, despite the strength of Yvraine's conviction and apparent mastery over life and death, many of those who initially pledged themselves to the cause have become disillusioned with her lack of progress. Some claim that she is willing to accelerate the doom of her entire species to bring about Ynnead's birth. Others are simply concerned that, in her zeal, she has become blind to galactic events and lacks the perspective required to achieve her goals. Amongst those to have drifted from her cause is Eldrad Ulthran, the once-exiled former High Farseer of Craftworld Ulthwé, who sees in his former ally an increasing desperation and willingness to sacrifice growing numbers of invaluable Aeldari lives in pursuit of her goal.

Thus, whilst the Ynnari have disproportionately impacted galactic events, they remain a fringe element in Aeldari society. For the most part, Yvraine and her kin are scorned by the majority of traditionalist Asuryani and self-centred Drukhari.

GHOST WARRIORS

These wraithbone constructs are inhabited by the souls of fallen Aeldari, drawn from the Infinity Circuit to fight once more in defence of their craftworld. The macabre process by which this is achieved is viewed by many amongst the Aeldari as akin to necromancy. The soul must be summoned from the Infinity Circuit and trapped within a spirit stone, which is placed within a construct's wraithbone shell. Should the ghost warrior be destroyed in battle, the Asuryani will fight desperately to recover this animating spirit stone and either place it within another shell or return it to the Infinity Circuit. Craftworld Iyanden, whose population has been ravaged by continual warfare, raise many of these constructs to bolster their dwindling armies.


The Children
of Asuryan

THE ASURYANI

Craftworlds are home to those Aeldari who call themselves the Asuryani. Each of these vessels is a colossal, continent-sized bastion, home to an entire civilisation of Aeldari. Within the hulls of these giant world-ships, the last echoes of the Aeldari empire's former greatness are preserved.

The Asuryani seek to cling to their past glories without falling victim to the obsession and depravity that saw the doom of their ancestors. They consider themselves the true children of Asuryan, the eldest and greatest of the ancient Aeldari gods. Their knowledge is passed down through the generations in song, dance and the recital of myths and parables. Thus, to outsiders, at least, the lines between Aeldari history and legend are often blurred and difficult to discern.

Though they share similar origins, each craftworld is self-sufficient, with its own distinct culture, history and traditions. Each plays host to Aspect Warrior shrines in which the most capable and lethal warriors of the Asuryani train to hone their skills further. They also harbour huge hangar bays filled with grav-craft, silent hosts of spirit-driven constructs and fleets of sleek warships. All stand ready for the moment the craftworld is roused to war. The Asuryani are few in number; thus, every citizen, regardless of status, must be prepared to down tools and go to battle. Every member of a craftworld's population is schooled in the arts of war and may be called upon to don armour and fight as Guardian infantry. These citizen soldiers are also responsible for piloting the grav-tanks, war walkers and jetbikes that accompany a craftworld's warhost to battle.

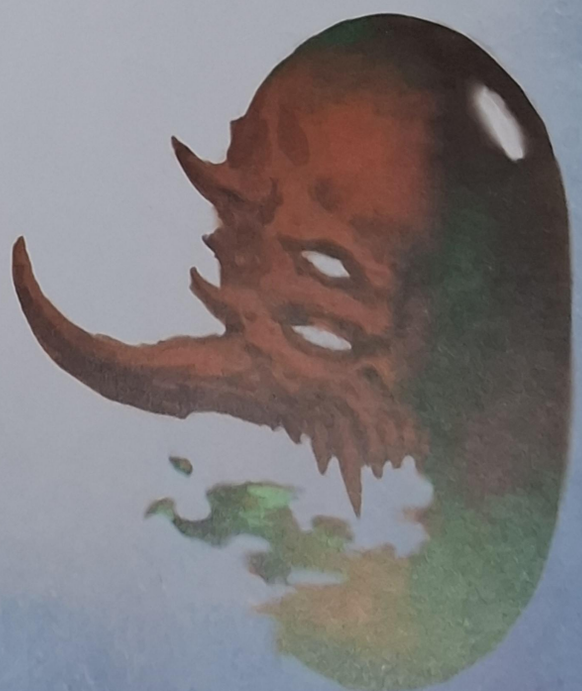
The craftworlds themselves are capable of void travel but are ponderously slow and incapable of outrunning their foes. Thus, their path generally takes them through deep space, far from any inhabited worlds and beyond the prying eyes of the galaxy's other species. Should a foe happen upon them or discern their location by other means, each craftworld is heavily defended, possessing an array of weapon batteries and energy shields. The Asuryani also maintain large fleets of voidships, sleek in form and powered by highly efficient solar sails. These ships range in size, but all are swift, well-armed and operated by crews and pilots of consummate skill. To attack a craftworld is akin to storming any of the Imperium's most heavily defended worlds. Only an opponent with incredible naval firepower and a near-limitless supply of ground troops has any hope of success.

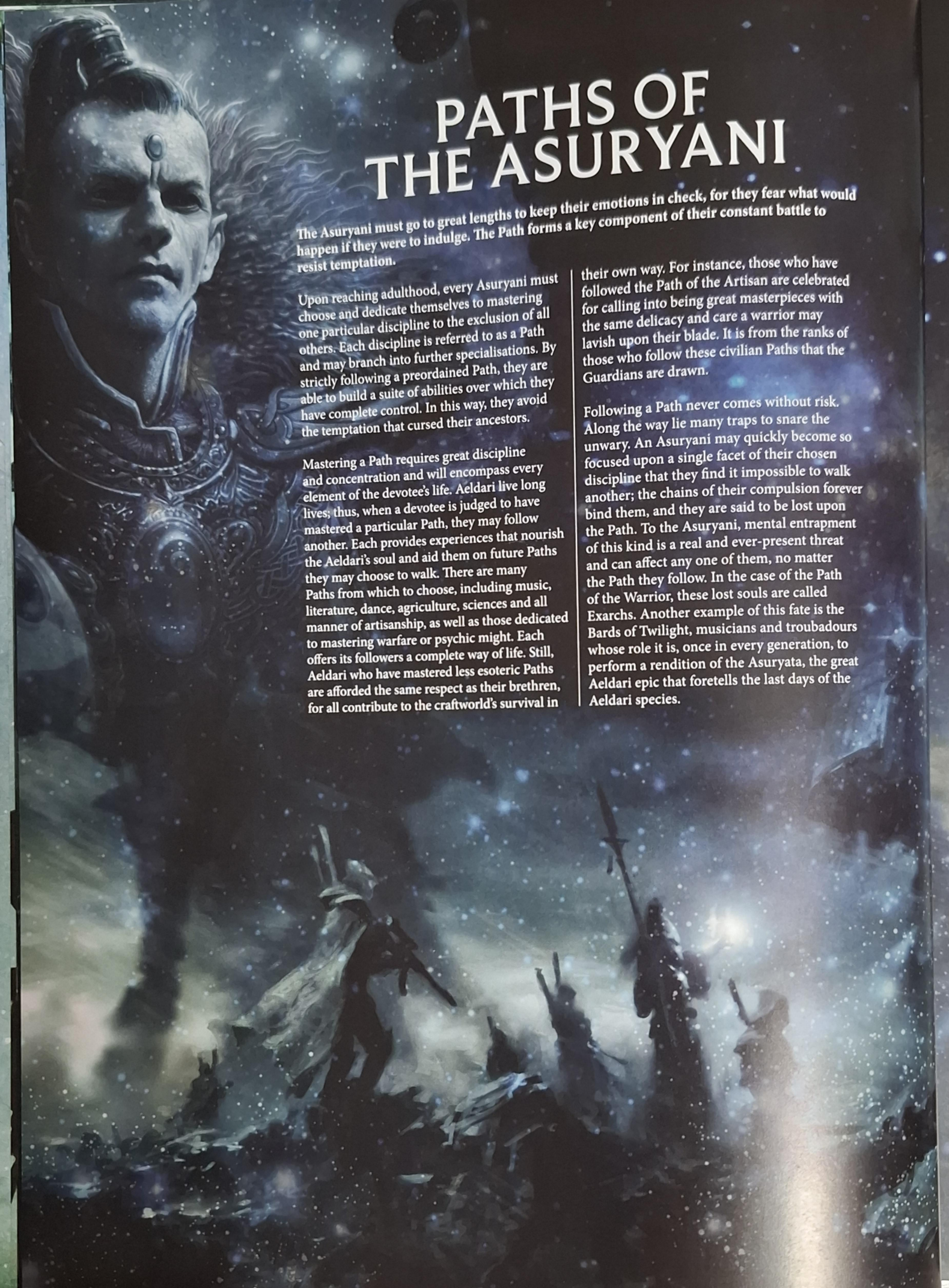
TRAVERSING THE GALAXY

The Asuryani avoid warp travel at almost all costs because of the dangers it presents to them. She Who Thirsts is forever hungry for their souls, and any journey through the Warp risks attracting the attention of her daemonic servants. Therefore, to circumvent the need to traverse the Immaterium, the Asuryani use portals known as Webway gates. Every craftworld possesses at least one such shimmering portal built into the fabric of their home. Each Webway gate connects to a network of interconnected portals scattered across the galaxy, allowing the Asuryani to deploy their forces across the galaxy whilst their craftworld remains in the relative safety of the deep void.

Webway gates may take many forms but are most commonly formed from psychically charged wraithbone arches that project between them a shimmering portal large enough for Aeldari warriors and war machines to pass through. Some, however, are far larger, hanging suspended in space and grand enough for entire fleets or even the titanic mass of a craftworld to enter and traverse the Webway beyond.

Unfortunately, the integrity of the Webway has been eroded over the passage of aeons, rendering many gates unusable and large sections of the Webway impassable. Whilst the Aeldari can still deploy their troops further and more swiftly than many other species, they must still utilise their fleets of voidships to reach places far from a Webway gate. Some factions of the Aeldari, notably the Harlequins, possess greater knowledge of the Webway's hidden routes and can traverse it with greater accuracy. The Asuryani of Alaitoc, too, are particularly well-versed in its navigation and have rediscovered many Webway nexuses and gates long forgotten or thought lost.





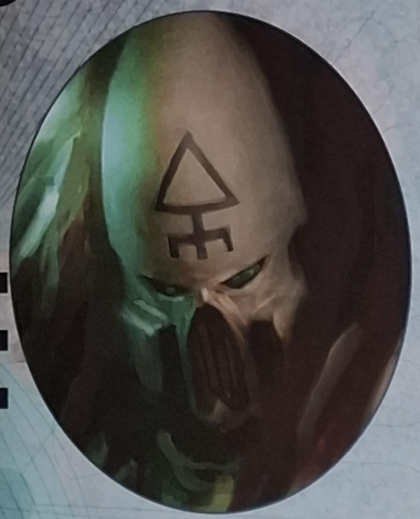
PATHS OF THE ASURYANI

The Asuryani must go to great lengths to keep their emotions in check, for they fear what would happen if they were to indulge. The Path forms a key component of their constant battle to resist temptation.

Upon reaching adulthood, every Asuryani must choose and dedicate themselves to mastering one particular discipline to the exclusion of all others. Each discipline is referred to as a Path and may branch into further specialisations. By strictly following a preordained Path, they are able to build a suite of abilities over which they have complete control. In this way, they avoid the temptation that cursed their ancestors.

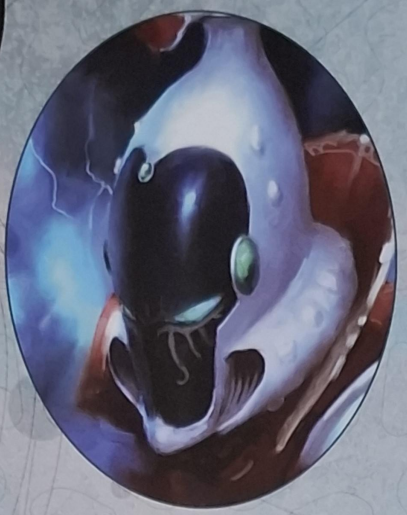
Mastering a Path requires great discipline and concentration and will encompass every element of the devotee's life. Aeldari live long lives; thus, when a devotee is judged to have mastered a particular Path, they may follow another. Each provides experiences that nourish the Aeldari's soul and aid them on future Paths they may choose to walk. There are many Paths from which to choose, including music, literature, dance, agriculture, sciences and all manner of artisanship, as well as those dedicated to mastering warfare or psychic might. Each offers its followers a complete way of life. Still, Aeldari who have mastered less esoteric Paths are afforded the same respect as their brethren, for all contribute to the craftworld's survival in their own way. For instance, those who have followed the Path of the Artisan are celebrated for calling into being great masterpieces with the same delicacy and care a warrior may lavish upon their blade. It is from the ranks of those who follow these civilian Paths that the Guardians are drawn.

Following a Path never comes without risk. Along the way lie many traps to snare the unwary. An Asuryani may quickly become so focused upon a single facet of their chosen discipline that they find it impossible to walk another; the chains of their compulsion forever bind them, and they are said to be lost upon the Path. To the Asuryani, mental entrapment of this kind is a real and ever-present threat and can affect any one of them, no matter the Path they follow. In the case of the Path of the Warrior, these lost souls are called Exarchs. Another example of this fate is the Bards of Twilight, musicians and troubadours whose role it is, once in every generation, to perform a rendition of the Asuryata, the great Aeldari epic that foretells the last days of the Aeldari species.



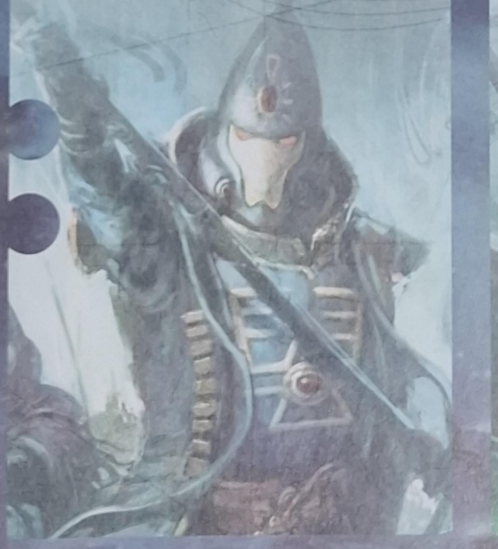
PATH OF THE WARRIOR

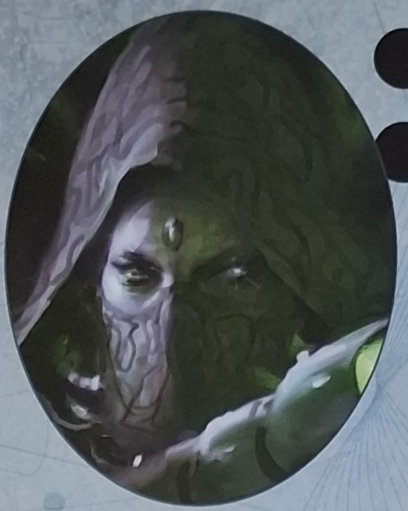
All Aeldari undergo rigorous combat training to serve their craftworld as Guardians. Those who follow the Path of the Warrior receive far more specialist instruction, for this Path has many divergent branches. Each branch is known as a Warrior Aspect, representing a different facet of Khaine. Each Aspect possesses unique fighting techniques, weapons, armour, iconography and specific battlefield roles. Whilst some shrines are specific to certain craftworlds, most Aspects are served by at least one shrine on each of the Asuryani's world-ships, though some may host dozens. Within these shrines, the Aspect Warriors hone their mental and physical talents to perfection and fight with virtuoso skill. In battle, different Aspects combine to form a symphony of destruction far greater and more deadly than the sum of its parts.



PATH OF THE SEER

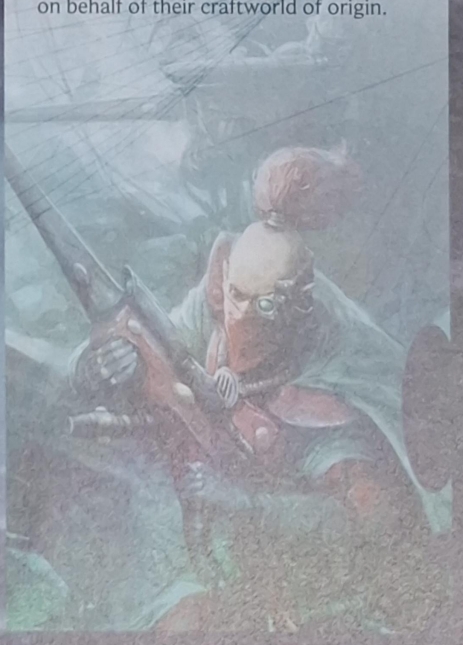
Known as the Witch Path, the Path of the Seer is by far the most dangerous and complex undertaking, for psykers are intimately connected to the Warp. Those prospective seers who journey too far along this winding Path become Farseers. The leadership of a craftworld falls to them, despite the Asuryani's fear of those trapped upon a Path. Farseers possess unparalleled might, wisdom and prescience, and it is with these gifts that they guide the fate of their people and their craftworld, a responsibility that weighs heavily upon the soul. One side effect of the Farseers' metaphysical obsessions is seeing their physical forms turn gradually into delicate psychocrystal. When this slow process nears its completion, Farseers journey to their craftworld's Dome of Crystal Seers to join their predecessors as statues linked to the Infinity Circuit forever.





PATH OF THE OUTCAST

So constrained is life upon a craftworld that some Asuryani seek to leave the Path entirely. Such a choice is perilous, for a lone Aeldari is incredibly vulnerable to the predatory daemons of Slaanesh. Despite the danger, any restless souls leave their craftworld to follow the Path of the Outcast. Of these bold few, most will eventually return to their craftworld at some point, bringing alien treasures and tales of distant planets. Some continue to serve their craftworld at a distance, operating as Rangers or Shroud Runners to investigate alien activity, search for long-lost Webway gates, explore new-found maiden worlds or eliminate enemies that would do their people harm. Some who follow this Path may even seek to recover lost artefacts or retrieve the spirit stones of fallen warriors on behalf of their craftworld of origin.



THE CRAFTWORLDS

Craftworlds are works of wonder and beauty, which no other species could hope to create. Colossal vessels formed of wraithbone shimmer like glittering jewels suspended in the inky void of space. Usually located far from the warmth of any star, their many domes look out into the darkness of space while their inner lights glow like phosphorus through semi-transparent surfaces.

The wraithbone substance from which each craftworld is wrought is a composite material formed from various compounds, ores and minerals; it is as much grown as it is forged. Specialist Aeldari psykers, known as Bonesingers, can subtly manipulate wraithbone, encouraging it to grow and expand into the shape they require. The craftworlds are the finest surviving examples of this wondrous craft.

Craftworlds may differ significantly in form, size and internal layout, but all possess several critical pieces of infrastructure. One such location is a craftworld's central Webway portal. The Webway portal's importance to a craftworld's continued existence means it is often housed deep within the superstructure, offering greater protection should the vessel be boarded.

However, the Webway portal is far from the only mystical site contained within the structure of a craftworld. In the great Halls of Forging, the Bonesingers use their psychic powers to grow and craft beautiful and deadly weapons of war. In the Dome of Crystal Seers, meanwhile, can be found an ever-growing forest of glittering figures, each of which was once a mighty Aeldari psyker in life, now become a crystalline statue in death. Aspect shrines may be located throughout the craftworld, each with its own training areas, barracks and armouries.

The most mystical and crucial element of a craftworld is its Infinity Circuit. This psychic power network runs through the vessel's wraithbone core; without it, none of the world-ship's systems could function. Upon the death of their physical body, Aeldari souls are vulnerable to the predations of She Who Thirsts. To prevent them from being devoured, the Asuryani make use of items known as spirit stones. These jewels begin as waystones – precious psychoactive crystals worn by living Asuryani – that capture their bearer's soul at the moment of their body's death. When filled with the soul of a fallen Aeldari, the waystone becomes a spirit stone and can be retrieved from its wearer's body so that the captive essence within may be returned to the Infinity Circuit. Souls that dwell within the Infinity Circuit may be engaged with by their living kin – ordinarily by specialist psykers known as Spiritseers – and persist as ghostly echoes of their former selves in a twilight existence that protects them from the horrors of the Warp and allows them to watch over their craftworld.

ULTHWÉ

THE DAMNED

One of the largest and most populous craftworlds to escape the Fall, Ulthwé is famed for the number and power of its psykers. For ten thousand years, they have been responsible for standing vigil over the Eye of Terror. Ulthwé remains close to this warp rift, constantly reminding them of their people's downfall and driving them to continue their endless fight against Chaos.

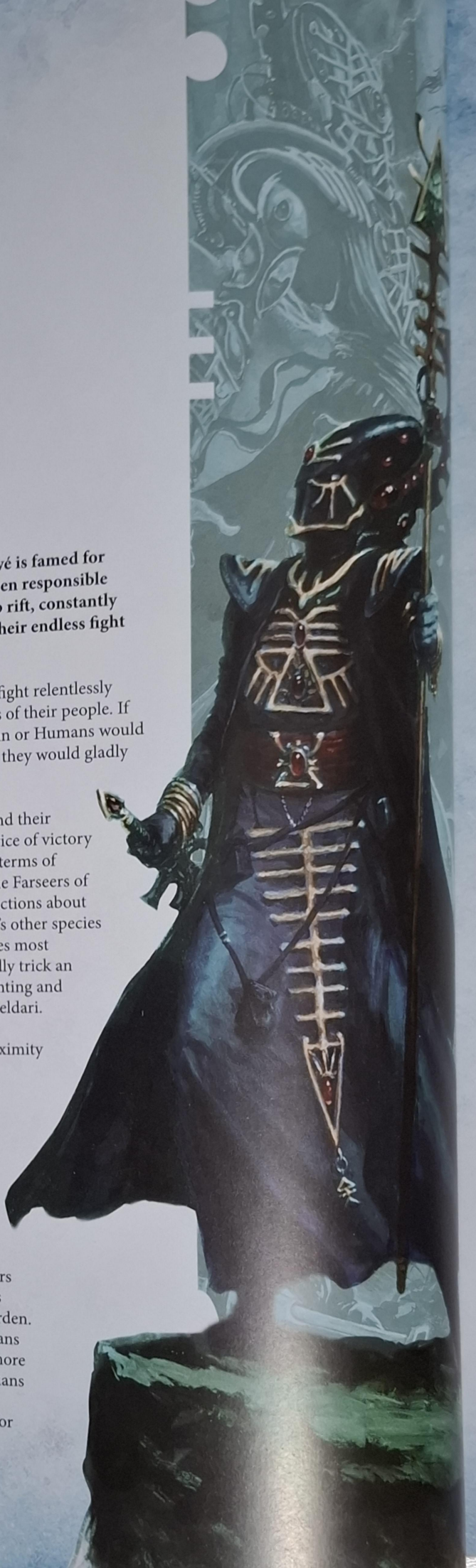
More of Ulthwé's citizens follow the Path of the Seer than those of any other craftworld. They find their latent psychic gifts easier to tap into than the Asuryani of other worlds, and those on the Witch Path also develop greater psychic abilities than their peers. Some amongst the Asuryani refer to the people of Ulthwé as the Damned, speculating that their psychic prowess can be traced to the craftworld's proximity to the Eye of Terror. However, the Asuryani of Ulthwé remain convinced that without the power of the Warp, their species would have suffered many more disastrous losses in the millennia since the Fall.

The Seer Council of Ulthwé is always active, seeking to manipulate the course of history in favour of the Aeldari. Its every action is carefully considered to ensure the most desirable outcome for the craftworld and to maximise the damage inflicted upon the enemy. Drawing upon the power of the Immaterium, the craftworld's Farseers cast their runes and peer into the future, foreseeing events with greater precision than others of their kind. Untangling the twisted skeins of fate, they gain insight enough to dictate exactly when and where to deploy the warriors of Ulthwé. At any one time, Ulthwé may have hundreds of combat formations in action, each one striking with quicksilver speed through hidden Webway portals. Most of the battles these forces fight may seem disconnected to their opponents or even be working against the craftworld's interests. Yet the seers of Ulthwé possess a long-term perspective upon galactic events that the military commanders of other species lack.

The Asuryani of Ulthwé fight relentlessly to preserve what remains of their people. If killing a million Orks, Kin or Humans would save a single Aeldari life, they would gladly order such a slaughter.

Should a foe prove beyond their ability to defeat or the price of victory be deemed too costly in terms of precious Aeldari lives, the Farseers of Ulthwé have no compunctions about manipulating the galaxy's other species to achieve their objectives most efficiently. They will gladly trick an apparent enemy into fighting and dying on behalf of the Aeldari.

Craftworld Ulthwé's proximity to the Eye of Terror and constant campaigning against the forces of Chaos means it must raise many warriors to wage its endless wars. With so many of its citizens following the Path of the Seer, Ulthwé's Aspect Warriors alone are not numerous enough to carry the burden. Thus, the Black Guardians of Ulthwé are trained more intensively than Guardians of any other craftworld and have a reputation for brutal efficiency.



ALAITOC

THE STARSTRIDERS

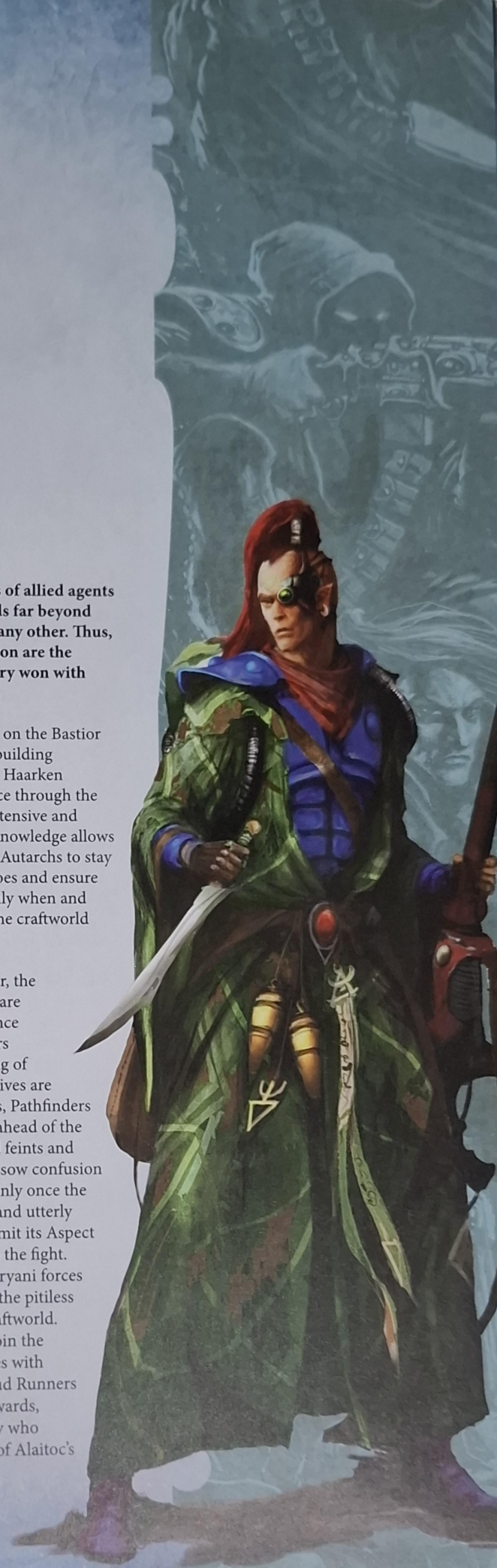
The Asuryani of Craftworld Alaitoc are renowned for their immense networks of allied agents and outcasts, who keep a watchful eye on distant events. Alaitoc's reach extends far beyond the craftworld, and its people have mapped more Webway gates than those of any other. Thus, Alaitoc's warriors can strike far afield from their home. Stealth and misdirection are the hallmarks of Alaitoc warfare, and their Autarchs hold to the belief that a victory won with guile is greater than one secured with mindless brutality.

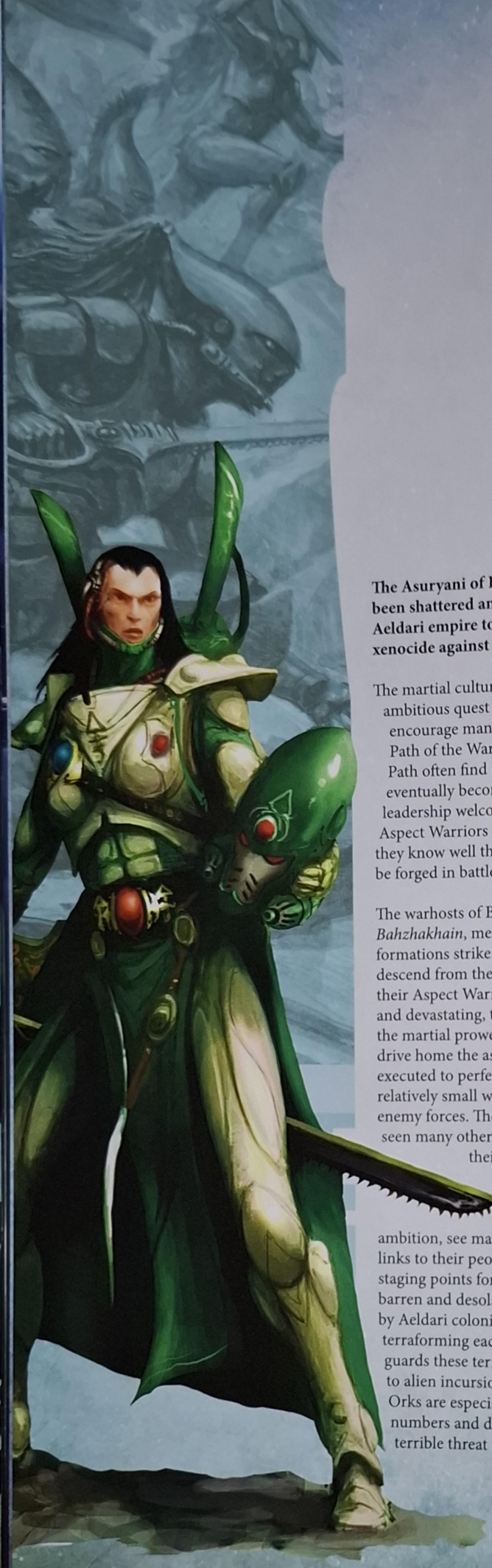
Of all the Asuryani, the people of Alaitoc are perhaps the most puritanical in their adherence to the Path. It is their belief that, through strict discipline, acute concentration and the shunning of any outside influence, an Aeldari may be shielded from their inherent weaknesses and from the predatory attentions of She Who Thirsts. Maintaining such rigid self-control is no easy task. Many of the Alaitoc adherents find themselves trapped upon their chosen Path. Others abandon the Path entirely, opting to indulge their repressed desires far from the domes and spires of Alaitoc.

The majority of outcasts remain loyal to their craftworld. Even those who find themselves unable or unwilling to meet the high standards of their home understand why there is such insistence on following the rigours of the Path. Alaitoc has agents within Commorragh – the Dark City of the Drukhari – aboard other craftworlds, in Human-held territories, in the crews of Rogue Traders and serving with Corsair princes throughout the galaxy. Some who choose the life of a Corsair become fleetmasters in their own right, and most of these pirate captains are more than willing to send their ships to Alaitoc's defence if required. The largest proportion of Alaitoc's outcast scions, however, become Rangers.

The scouting and infiltration undertaken by Alaitoc's Rangers and fed back by Corsair allies has allowed the craftworld to build a picture of galactic events that is astonishing in its detail and accuracy. They are well informed regarding Hive Fleet Leviathan's assault on the Bastior Sub-sector, the T'au Empire building in the Chalnath Expanse and Haarken Worldclaimer's steady advance through the Nachmund Gauntlet. This extensive and incredibly accurate bank of knowledge allows the craftworld's Farseers and Autarchs to stay several steps ahead of their foes and ensure Alaitoc commits its forces only when and where doing so will benefit the craftworld the most.

When the time comes for war, the insights of Alaitoc's Farseers are combined with this intelligence to provide Alaitoc war leaders with a detailed understanding of a war zone before Asuryani lives are committed to battle. Rangers, Pathfinders and Shroud Runners sweep ahead of the main force, making repeated feints and multi-directional assaults to sow confusion and pick off commanders. Only once the enemy is depleted, terrified and utterly exhausted does Alaitoc commit its Aspect Warriors and war engines to the fight. Together, the combined Asuryani forces press home the assault with the pitiless discipline typical of their craftworld. Meanwhile, the Rangers rejoin the battle, picking off fleeing foes with their long rifles whilst Shroud Runners pilot their swift jetbikes forwards, ruthlessly hunting down any who escape the blades and guns of Alaitoc's Aspect Warriors.





BIEL-TAN

THE SWORDWIND

The Asuryani of Biel-Tan are by far the most militant of their kind. Their craftworld may have been shattered and their numbers depleted by war, yet they remain determined to restore the Aeldari empire to its former glory. To achieve this lofty goal, they wage a campaign of ruthless xenocide against the galaxy's lesser species.

The martial culture of Biel-Tan and its ambitious quest to restore Aeldari power encourage many of its people to tread the Path of the Warrior. Those who follow this Path often find themselves trapped upon it, eventually becoming Exarchs. The craftworld's leadership welcomes the preponderance of Aspect Warriors amongst the Biel-Tani, for they know well that a new Aeldari empire may be forged in battle alone.

The warhosts of Biel-Tan are known as the *Bahzhakhain*, meaning the Swordwind. These formations strike swiftly; sleek grav-tanks descend from the clouds above to disgorge their Aspect Warriors into the fight. Sudden and devastating, the Swordwind relies upon the martial prowess of its Aspect Warriors to drive home the assault and win the day. When executed to perfection, such a strategy allows a relatively small warhost to overcome far larger enemy forces. The Swordwind's effectiveness has seen many other craftworlds adopt its tenets in their own battle plans.

The Asuryani of Biel-Tan, in their empire-building ambition, see maiden and Exodite worlds as links to their people's glorious past and potential staging points for future campaigns. Once barren and desolate, these worlds were seeded by Aeldari colonists many years before the Fall, terraforming each into a lush paradise. Biel-Tan guards these territories jealously, responding to alien incursions with great ferocity. The Orks are especially detested for their prolific numbers and destructive nature pose a terrible threat to these worlds. Countless explorers from the galaxy's other species have also happened upon these paradise planets, only to be slaughtered by their vengeful guardians within days or even hours of arriving.

While defending one such maiden world, Biel-Tan found itself on the brink of disaster. On Ursulia, the Swordwind was battling a Slaaneshi force led by the daemon known as the Masque. As the fighting raged, the cunning and deceitful daemon broke the wards on a sealed Webway gate and led its diabolical forces into the heart of Biel-Tan itself. The Masque eventually managed to breach and contaminate the craftworld's Infinity Circuit. The timely intervention of Yvraine and her Ynnari followers saw the daemonic host defeated, yet Biel-Tan's Infinity Circuit had already been doomed. Yvraine used its death to create the Yncarne – the avatar of Ynnead – sacrificing many Asuryani souls to raise this vengeful spectre to life. The birthing of this being caused a psychic shock wave that caused the wraithbone superstructure of Biel-Tan to fracture.

The Aeldari had won a victory, though Biel-Tan had been forever changed by the conflict. Entire segments of the craftworld were left blackened and scarred. Others broke free entirely, drifting away into the void. So severely damaged is Biel-Tan that the majority of its citizens are now forced to live upon the craftworld's ancient fleet of voidships. Meanwhile, upon Biel-Tan itself, Asuryani Bonesingers work tirelessly to preserve that which remains. Despite the efforts of these artisan-seers, even the most optimistic of Biel-Tani citizens know that their dying home will never again be restored to its former glory.

IYANDEN

THE GHOST WARRIORS

No craftworld encapsulates within its history the tragedy and brave resilience of the dwindling Aeldari better than Iyanden. Several times, its people have been brought to the brink of annihilation, yet the surviving Iyandeni refuse to give in to despair. Instead, they call ever more of their fallen back into the craftworld's fight for survival.

There was a time when the great wraithbone spires and domes of Iyanden were home to billions of Asuryani. For many millennia, its people enjoyed a fruitful alliance with Biel-Tan, their armies purging threats to the Aeldari from the eastern reaches of the galaxy while their cousins fought in the galactic west. The two craftworlds worked tirelessly towards their mutual goals: to end Chaos and raise a new Aeldari empire. Though disagreements between the craftworlds eventually saw the disintegration of this alliance, Iyanden remained a great power. Then came the Tyranids.

Craftworld Iyanden had prevailed over the Tyranids before – defeating a splinter of Hive Fleet Naga with relative ease – and thus, when the first tendrils of Hive Fleet Kraken trespassed upon their territory, the craftworlders underestimated the threat they posed. Their overconfidence was swiftly exposed as the barbed tendrils of Kraken swept through the Iyandeni fleet massed to defend the craftworld, and the invasion began. Wave after wave of Tyranid monstrosities swept down upon Iyanden, slowly but surely wearing down the craftworld's defenders with each fresh assault. Millions of Asuryani were slain during the fighting, and the survivors pressed back into the very core of their besieged home. Were it not for the timely arrival of the outcast Prince Yriel and his Eldritch Raider Corsairs, Iyanden would have been doomed to destruction. Yriel released the cursed Spear of Twilight from its stasis chamber upon the craftworld and, with this weapon, slew a mighty Hive Tyrant, shattering the momentum of the Tyranid assault. Though Yriel's intervention had saved Iyanden from a terrible fate, its population had been reduced to a tiny fraction of its former strength. In addition, the wraithbone core of the world-vessel was fractured and close to collapse, leaving Iyanden drifting listlessly upon solar tides.

In the wake of such loss, the Asuryani of Iyanden have been forced to take desperate measures to ensure their craftworld's survival. Their armies rely heavily upon wraithbone constructs; in most of Iyanden's armies, these outnumber the craftworld's living warriors. Referred to as ghost warriors, these creations are powered by the souls of the dead Aeldari, drawn from the Infinity Circuit to fight once more.

Thus, Iyanden's dead are no longer permitted the luxury of sleep. The wraith hosts must always be kept active to maintain their vigil over the living. The ghost warriors of Iyanden have proven to be much needed, for fate has conspired to unleash many more dangers upon Iyanden since Hive Fleet Kraken's invasion. Orks, daemons of Nurgle, and the followers of She Who Thirsts have all been repulsed by Iyanden's awakened dead.

SAIM-HANN

THE WILD RIDERS

Valorous and warlike, the Wild Riders of Saim-Hann ride to battle aboard swift jetbikes. Theirs is a proud warrior culture that values speed and aggression. Their war hosts strike with viper-like speed and aggression, inflicting devastating damage in a whirlwind of shuriken fire and engine flare and then withdrawing before the bewildered foe can raise a blade in defence.

The Asuryani of Craftworld Saim-Hann were amongst the first to flee beyond the bounds of the Aeldari empire. They soon established close relationships with Exodite Aeldari, assimilating many of their customs. Thus, the tribal culture developed on Saim-Hann is rooted in tradition and blood rituals. Saim-Hann's society is divided into hundreds of Wild Rider clans. Each of these clans is led by a Wild Rider chieftain, who takes the role of an Autarch and moulds their closest family and greatest warriors into a group known as the kinsmen. This close-knit group serves as a chieftain's advisors and counsellors. Before a battle, the kinsmen will streak their faces with warm blood, sealing their bond as brothers and sisters. The Asuryani who pilot their jetbike squadrons and vehicle formations are blood relatives and often carry banners emblazoned with their clan's unique rune and family history. The familial bonds are important to the people of Saim-Hann and are only cast aside when they serve as Aspect Warriors.

The warlike citizens of Saim-Hann are known to observe many dangerous rites. One such practice is *coltais*, a high-speed race between an aspiring Wind Rider and an experienced clan elder by which the less experienced warrior may earn the right to pilot a jetbike in battle. Saim-Hann craftworlders also prefer to settle disagreements with ritual combat rather than engage in the long debates undertaken by the Asuryani of other craftworlds. Ritualised duels result in decisions that all Saim-Hann Asuryani abide by, even those who fiercely oppose the outcome. Though many of the Asuryani may view these practices as barbaric, few doubt the honour of the Saim-Hanni people.

The Asuryani of Saim-Hann possess great pride in their ancient culture and warrior ability. This confidence often serves them well in battle but has also led them to engage in needless wars, even crossing blades with the Asuryani of other craftworlds. Each Wild Rider clan may make its own decision as to whether a particular cause warrants the waging of a war; this is in stark contrast to the majority of other craftworlds, where the seers and Autarchs ordinarily order any mass mobilisation and are obeyed almost without question. Indeed, on Saim-Hann, it is not unheard of for individual clans to go to war without assistance or even approval. However, due to their impetuous and aggressive nature, other clans will often follow when one commits to battle. When cooperating, separate clans may form a loose and temporary alliance under the banner of the Cosmic Serpent, the craftworld's symbol.

SURVIVORS OF THE FALL

Though the Aeldari are comparatively few in number, their craftworlds can be found in or upon the fringes of most regions of the galaxy. Each craftworld's distinct culture is informed by its interpretation of Aeldari myth and its experiences in the millennia since the Fall. These craftworlds may vary significantly in their appearance, attitudes and methods of waging war.

ALTANSAR

When Slaanesh burst into existence, Altansar found itself on the very cusp of the emergent Eye of Terror. Over five hundred years, its people battled valiantly against repeated daemonic invasions until the craftworld was eventually swallowed by the Warp. Only the Phoenix Lord, Maugan Ra, appeared to have escaped Altansar's doom. For millennia, the craftworld was considered lost. However, the opening of the Great Rift in the dying days of the 41st Millennium saw Maugan Ra undertake an incredible odyssey that resulted in the rescue of his people and the craftworld's return to realspace.

IYBRAESIL

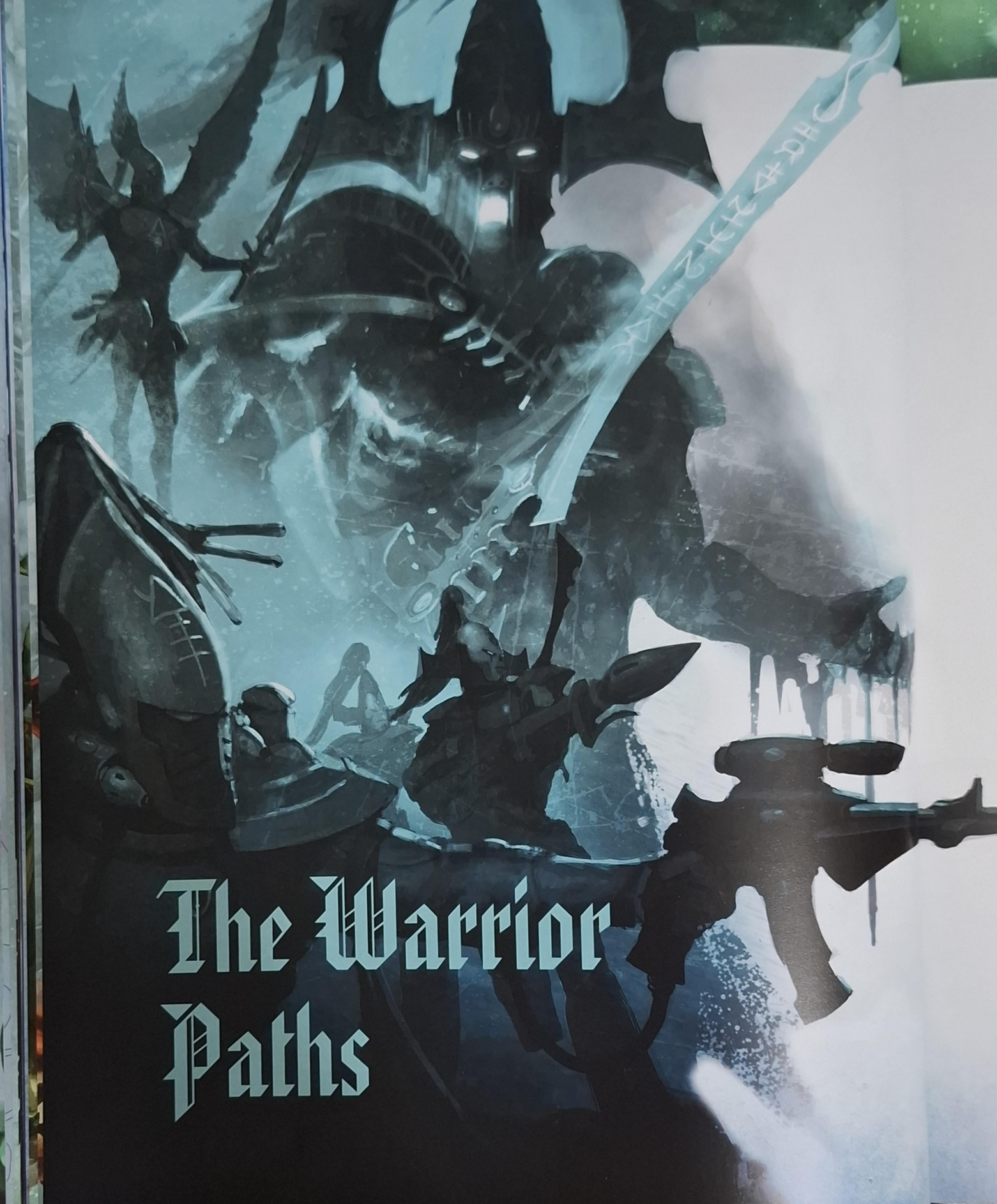
Craftworld Iybraesil's society is mainly matriarchal, and its ranks include more female warriors than any other craftworld. For as long as any of its citizens can remember, Howling Banshees have formed the vanguard of Iybraesil's armies, falling upon their foes in a screaming cacophony of paralysing war cries. Iybraesil's rune, Wisdom from Pain, represents the tale of the Crone, Morai-Heg, who convinced Khaine to sever her hand so that she might sup the wisdom in her blood. Such are the terrible sacrifices that must be made in order to achieve enlightenment.

LUGGANATH

The Asuryani of Lugganath enjoy close ties with the Harlequins and, like their allies, choose to dwell within the Webway. They enter realspace only to gather what they need, striking with a speed and suddenness that is impressive even for Aeldari. Lugganath enjoys alliances and trades with several Corsair fleets, most notably the Sunblitz Brotherhood, whose vessels often fight alongside the craftworld's navy during war. Despite the questionable company they keep, the Asuryani of Lugganath bear little love for their Drukhari cousins, and the two factions have clashed on many occasions.

YME-LOC

Yme-Loc's warsmiths are amongst the most skilled of their kind. These artisans toil endlessly to craft gigantic machines of destruction. Yme-Loc Guardians and Aspect Warriors are almost always delivered to battle aboard grav-tank transports, while Fire Prisms and Night Spinners provide supporting fire. Whispered tales amongst the Asuryani claim that the craftworld's warsmiths have created a devastating weapon powered by the souls of the dead. So potent is this device rumoured to be that Yme-Loc has never dared to unleash it, even upon their most deadly enemies.



The Warrior Paths

WARRIOR ASPECTS

In contrast to most other Paths, the Path of the Warrior is divided into many separate ways. Each is known as a Warrior Aspect and represents a different facet of the Aeldari war god Khaine.

Almost all Aeldari will be drawn to the Path of the Warrior at some point in their long lives. The reason so many gravitate towards the Warrior's Path is unknown. Many Asuryani believe it to be the acceptance of an innate destructive impulse that exists within all Aeldari and can only be suppressed or purged through ritual training and combat.

There are many Warrior Aspects. Some are unique to specific craftworlds, while others can be found on many of the Asuryani world ships. Each Warrior Aspect on a craftworld is represented by one or more shrines. Within these shrines, the Aspect Warriors are trained for battle. They hone their minds and bodies with endless exercise, meditation and ritual, both physical and spiritual, until they embody the Aspect of Khaine to which their shrine is dedicated.

Some Warrior Aspects, the feared Slicing Orbs of Zandros and the Shadow Spectres of Mymeara for instance, possess only a single shrine on a single craftworld and are therefore few in number. Others are far more common, their shrines found on many, if not all, craftworlds. The most widespread Warrior Aspects are Dire Avengers, Howling Banshees, Striking Scorpions, Fire Dragons, Swooping Hawks, Warp Spiders, Dark Reapers, Shining Spears and Crimson Hunters. Each of these Warrior Aspects has its own warrior uniform, unique rune and distinctive wargear carried by its warriors. While the colours borne by each Warrior Aspect are rooted in tradition, different shrines may display additional markings, icons or slight variations upon the traditional colours of their armour to mark them as distinct from those warriors of other shrines.

EXARCHS

When not training or at war, the Aspect Warriors may walk freely amongst their people. Only the Exarchs dwell within their chosen shrine. These warriors have become one with the Path of the Warrior and now find themselves unable to stray from it. Exarchs only leave their Aspect shrines at times of war or to attend battle conclaves. As high priests of the war god Khaine, Exarchs are responsible for keeping his shrines and teaching his creed to others. They are more skilled in the arts of war than even the most finely honed Aspect Warriors, and their lives are utterly dedicated to their Aspect's particular martial discipline. To ascend to the position of Exarch, the initiate must don a more elaborate version of Aspect Warrior armour, studded with spirit stones containing the souls of their shrine's previous Exarchs. The wearer assumes the sacred name associated with this particular suit of armour, and their spirit combines with those of the departed. So empowered, the Exarch can draw upon the wisdom and emotions of their predecessors. Any remaining sense of self is lost amidst the whisperings of the dead. It is a process that cannot be reversed, and all who undergo it are treated with fear and awe by their fellow Asuryani.

PHOENIX LORDS

The original Exarchs of their Aspect, Phoenix Lords are demigods of battle and living embodiments of the warrior. It was they who founded the original shrines of each Warrior Aspect, as the Aeldari now know them. At this time, the first of the Warrior Aspects were formalised, each based upon the skills and specialities of their founders. More shrines were founded on each craftworld as they fled the impending doom of their ancient empire, ensuring that the warrior spirit of the Asurya would persist even as the Asuryani began an eternity of exile.

Just as the Exarchs, the Phoenix Lords are immortal after a fashion. When one of their number falls in battle, another Aeldari – most often an Exarch of their Aspect – steps into their ancient armour and takes their place; this ensures that even when vanquished, the Phoenix Lords may be reborn into a fresh cycle of existence. Should an Aeldari don the empty armour of a Phoenix Lord, their mind, body and soul will be subsumed by the dominant personality of the first and greatest to wear the suit.

Whilst Exarchs are bound to their shrine, the Phoenix Lords travel freely across the galaxy. Many millennia ago, there was a time when they were worshipped as gods within their shrines. In time, the worlds upon which their shrines were founded were destroyed or overtaken by disaster. However, the Aspect Warriors still tell tales of the Phoenix Lords' great deeds, for they live in myth and reality. They are the greatest warriors amongst the surviving Aeldari and possess supernatural insight and skill at arms. With their gods long dead, it is the Phoenix Lords to whom the Asuryani look for salvation as the flames of war threaten to consume their dwindling civilisation. It is said in Aeldari legend that, in the Rhana Dandra – the final battle against Chaos – the Phoenix Lords will fight side-by-side in the conflict that will decide the fate of the galaxy.

THE RHANA DANDRA

The epic poem known as the Asuryata tells the story of the Phoenix Lords. It is recited only once in each generation by the Bards of Twilight, and each retelling is a momentous event. Comprised of parables demonstrating the virtues of these heroes and warning against the vices to which the ancestors succumbed, it culminates in the Rhana Dandra, the final battle between the Aeldari and the Dark Gods of Chaos. The Asuryata teaches that in this climactic conflict, the Phoenix Lords shall be rallied together by Fuegan, the Burning Lance, and shall fight one final battle together.

All of the Phoenix Lords are fated to die their final death in this almighty conflict. Fuegan shall be the last to fall, and realspace and the Immaterium will be destroyed after his demise. The fate of the Aeldari species in the wake of this event is the source of much conjecture. Some amongst the Harlequins believe that Cegorach shall play his final trick, fooling Slaanesh into expending her last energies to save the Aeldari people rather than destroy them. Meanwhile, the Ynnari believe that the rise of Ynnead can prevent the ultimate oblivion of the Aeldari. Most of the Asuryani, however, seek to do all they can to delay the Rhana Dandra as long as possible.

AVATAR OF KHAINE

EMBER OF THE BLOODY-HANDED GOD

An Avatar of Khaine represents a smouldering sliver of the Bloody-Handed God's murderous fury. Those Asuryani who follow this monstrous warrior to battle are emboldened and invigorated by his fearsome presence. Trepidation and fear are swept aside, replaced by an eagerness for battle and a savage murderlust. When the Avatar strides to battle at their side, the Asuryani fight with skill and pitiless determination that calls to mind the conquering armies of Aeldari yore.

Deep within each craftworld lies a wraithbone vault chamber, sealed behind towering bronze doors. Inside this chamber, seated silently upon a smouldering throne, rests the iron-wrought form of an Avatar of Khaine. His giant, muscular frame is pitted with age and the scars of war and encrusted with centuries of corrosion. His ornate armour is adorned with runes, gemstones and gilt finery, and from its tarnished metal form hang the emblems of many Aspect shrines. His lifeless eyes are void black.

The throne upon which the Avatar of Khaine sits in repose is woven into the wraithbone core of the craftworld. Thus, Avatar and world-vessel are fundamentally connected physically and psychically. Therefore, when the Asuryani muster for war, the Avatar's chamber thrums with their ever-increasing aggression and lust for battle. His cold, tarnished form begins to glow from within as molten iron flows from his thumping heart and courses through arteries and veins. His body crackles and hisses like a raging furnace, and fiery light returns to those dull, black eyes. Eventually, he shifts upon his throne, restless to spill the blood of the craftworld's enemies.

Just as the Avatar feels the battle hunger of the Asuryani, so do they sense his anger reverberating through the wraithbone core of their craftworld. The war-lust of Asuryani and Avatar feed one another until they reach a boiling crescendo. At this point, the Exarchs of the craftworld's various Aspect shrines don their ceremonial armour and gather at the doors to the Avatar's gilded sanctum. If they believe the battles to come warrant the Avatar's presence, the Exarchs begin the final step of his rousing. This Ritual of Awakening is heralded by a psychic roar that ripples through the fabric of the craftworld. At the sound of this great cry, the Exarchs bring forth the Young King, an Aspect Warrior selected by the Farseers for a glorious and fateful destiny.

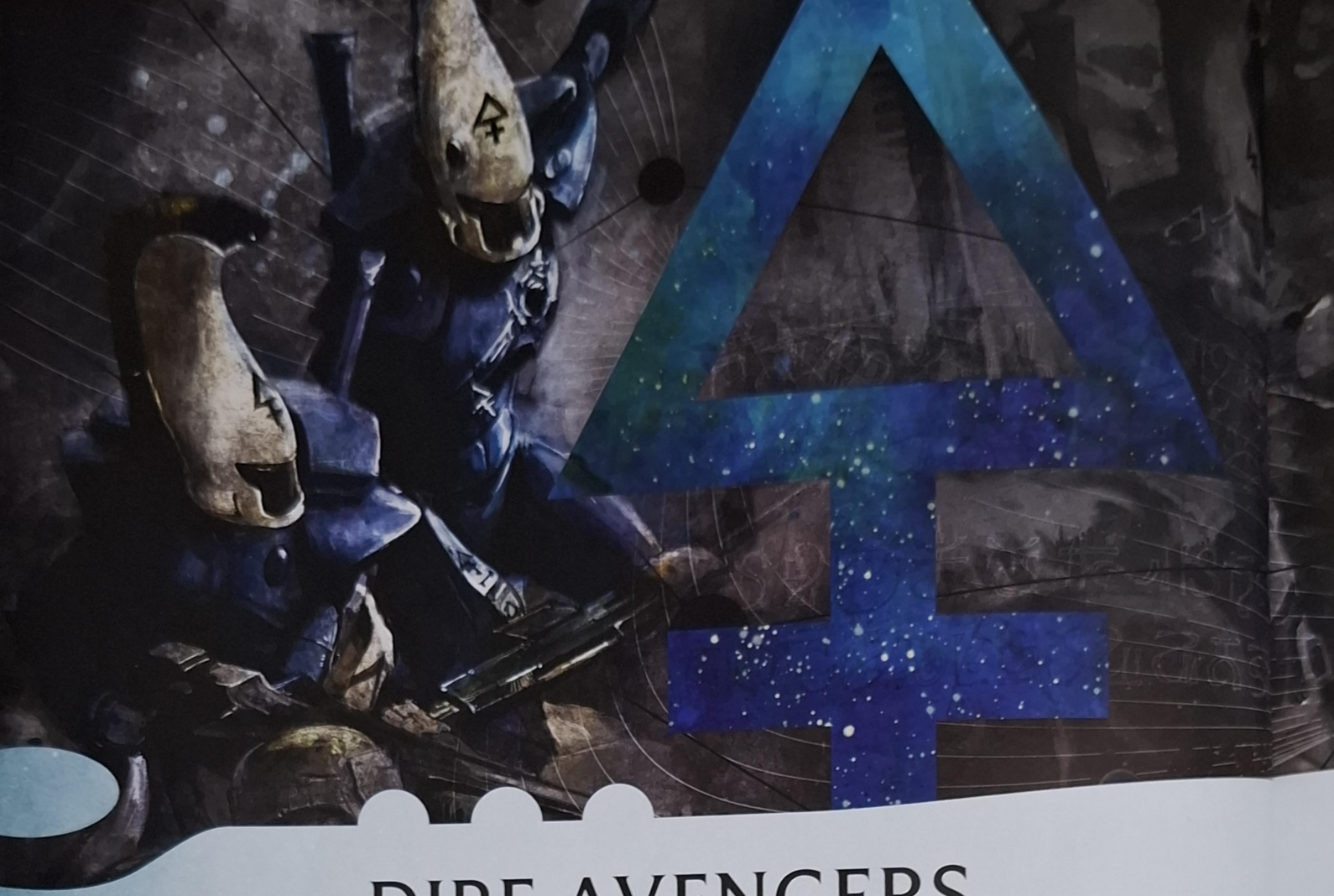
The doors to the Avatar's throne room swing open, revealing the chamber transformed into a blazing furnace, its light so bright as to burn the minds of those who gaze upon it and the sound of splintering metal deafening in its volume. The Young King, naked save for a wraithbone crown of thorns, strides into the chamber and the doors slam shut behind them. The fiery chamber rumbles and booms, drowning out all other noise from within. Finally, with a psychic scream, the brass doors swing open, and the Avatar of Khaine marches forth from its sanctum. Of the Young King, nothing remains. None, not even the craftworld's Farseers, will speak of their fate.

THE AVATAR AT WAR

When fully roused, the Avatar is a most terrifying sight to behold. His eyes blaze like burning coals, and flames lick beneath his iron skin. Tendrils of thick black smoke and clouds of sparks and cinders wreathe his smouldering form, and he gives off the stench of burning blood and sulphur. Just as the left hand of Khaine dripped with the blood of Eldanesh, so does crimson gore trail from the Avatar's clawed digits. Clasped in his right hand, he bears a representation of *Suin Daellae* – the Wailing Doom – the weapon of Kaela Mensha Khaine, which may take many forms, including axe, sword or spear.

With weapon in hand, the Avatar is a nigh-unstoppable killing machine, capable of splitting open armoured vehicles, slicing through entire ranks of soldiers or banishing greater daemons with a single thrust. Even those enemies who seek to flee are not safe, for the Avatar may project beams of searing energy from the tip of the Wailing Doom, liquefying anyone or anything caught in their path. In the company of the Avatar, the Asuryani fight harder and with greater commitment, rushing headlong towards the enemy in their eagerness to spill blood.

Unlike mortal beings, an Avatar of Khaine cannot be slain permanently. When its empyric form is destroyed, or its rage has burned through, its spirit returns to its furnace sanctum upon its craftworld of origin. There, it grows into a new form, ready to be called upon once more when the craftworld's need is greatest.



DIRE AVENGERS

The Dire Avengers were the first and remain the most numerous of the Aspect Warriors. They represent Khaine's unending thirst for vengeance upon his enemies. They are a tactically flexible band of warriors, as capable on the attack as they are in defence. It is rare for any craftworld to raise a warhost that does not include at least a handful of Dire Avengers.

It was Asurmen, first of the Phoenix Lords, who instructed the first Exarchs – his *Asurya* – in the arts of war. It was he, too, who established the Shrine of Asur, home to the first of the Dire Avengers. Countless more shrines have been founded since, and all seek to emulate the martial prowess of their Phoenix Lord. In the fungal forests of Scethila, warriors of this Aspect repelled wave after wave of Poxwalkers and their Death Guard shepherds. Outmanoeuvring the corrupted foes with their agility and sharp tactical acumen, they thinned the shambling hordes with scintillating shuriken fusillades. Their efforts bought enough time for the spirit stones of a decimated warhost to be recovered from the field. Beneath the flame-scarred spires of Thalianor, the Dire Avengers of the Cobalt Eye distinguished themselves in a cloudstrike assault upon Ork invaders, their Exarch felling the upstart Warboss with a single thrust from her diresword.

Thousands of such acts of heroism and bravery have existed from the earliest days of the Dire Avenger Aspect shrines and are still emulated by their modern counterparts.

The signature weapon of the Dire Avengers is an advanced version of the shuriken catapult wielded by Guardians that possesses a greater range and rate of fire. The shuriken fire unleashed by the Dire Avengers echoes the death of a thousand blades, the terrible punishment meted out by Khaine on traitors, cheats and others unworthy of an honourable death. Each volley is almost entirely silent and comprises hundreds of monomolecular discs that slice through armour, bone and flesh.

The Dire Avengers see the wielding of shuriken weaponry as an art form. Even in times of peace, when not armed and armoured for warfare, the robes they wear outside the shrine are lined with lethal discs; this ensures that even when seemingly unarmed, a Dire Avenger is still capable of slaying a distant target with a twirl of fabric and a swift chopping gesture. Being ever-ready for conflict is a hallmark of the Dire Avenger Aspect, a legacy of Asurmen's teaching and their duty to guard their craftworld and take the fight to the enemy at a moment's notice.

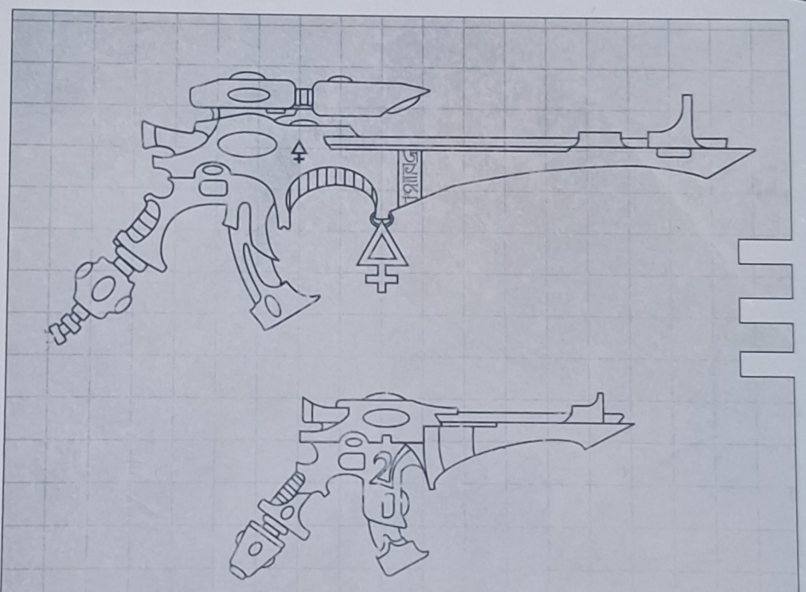
In battle, Dire Avengers unleash impenetrable blizzards of monomolecular blades through which even the most heavily armoured opponents fear to tread. Like their Phoenix Lord, the Dire Avengers have an uncanny knack for knowing when to follow such a devastating barrage with a swift assault or, if outmatched, deciphering the correct moment make a tactical withdrawal, leaving the enemy to the mercy of their more melee-focused kin.

ASURMEN

THE HAND OF ASURYAN

Asurmen is the first and eldest of the Phoenix Lords. A survivor of the Fall, he founded the first of the Aspect shrines upon the world that would later be named Asur by his followers as a mark of their respect. Asurmen devised the Path of the Warrior and personally trained the first Aspect Warriors. Thanks to his training, the Aeldari were strengthened in mind and body and prepared for the endless wars to come. Over the centuries following the Fall, Asurmen founded more shrines on more craftworlds than any other Phoenix Lord. Thus, Dire Avengers are the most numerous type of Aspect Warrior fielded by the warhosts of most craftworlds. Asurmen's combat skills represent the pinnacle of the Dire Avenger Aspect. He wields a pair of wrist-mounted shuriken catapults known as the Bloody Twins. He also bears to battle the ancient Sword of Asur, the first diresword ever forged. Within the spirit stone embedded in the hilt of this weapon rests the soul of Asurmen's brother, Tethesis, so that he too may continue the fight against the servants of the Great Enemy until the end of time.

Dire Avenger Exarchs are exemplars of their Aspect. They can read the flow of battle with uncanny prescience, using their insight to anticipate and avoid incoming strikes. Some Asuryani believe this ability results from countless years of strict discipline and combat training. Others claim it is bestowed upon the Exarch by the prowess of the many souls contained within their inherited armour's spirit stones. Whilst some Exarchs opt to wield a single shuriken catapult in the same manner as their warriors, others choose more esoteric or advanced weapons from their shrine's armoury. Such is the martial skill of an Exarch that they are more than capable of wielding two shuriken catapults at once. Other, more close-combat-minded Exarchs may decide to wield a diresword, each of which contains the bound soul of a former Dire Avenger and is capable of inflicting spiritual as well as physical wounds. Some choose to bear to battle a power glaive and shimmershield. The shimmershield is an advanced field generator that projects a glimmering protective barrier around the bearer. It enables them to parry and turn aside incoming fire and melee weapons with dexterity and grace.



SHURIKEN WEAPONS

The ammunition of a shuriken weapon is stored as a solid core of plasti-crystal material. A series of psychically induced high-energy impulses originate at the weapon's rear and fly through the barrel at terrific speed. Each impulse strips off a monomolecular slice of the ammunition and catapults it from the barrel at a supersonic speed that renders it lethal to most infantry targets.

HOWLING BANSHEES

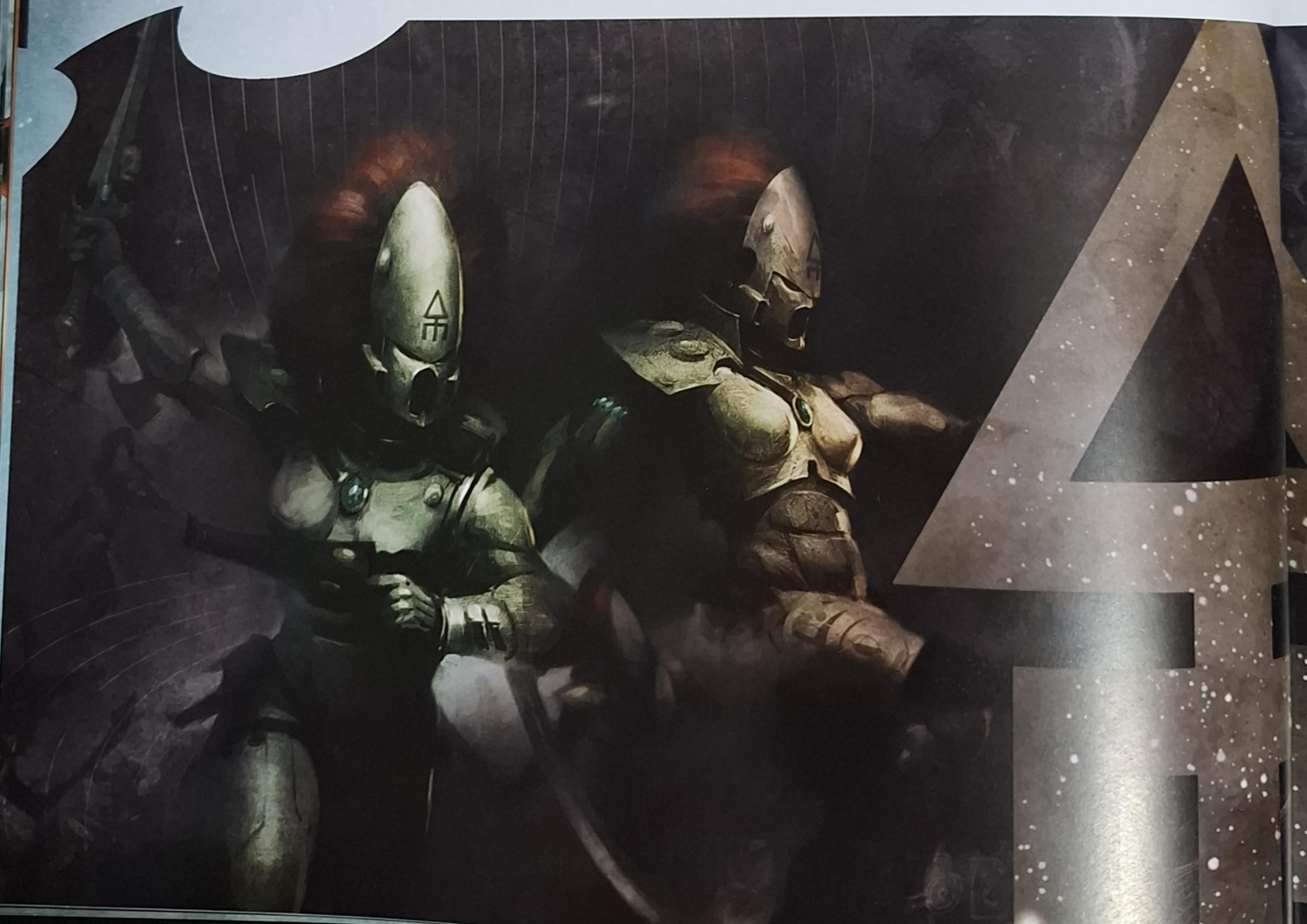
Howling Banshees are swift and athletic warriors famous for their deadly prowess at hand-to-hand fighting. Lightly armed and armoured, these fierce fighters move with quicksilver speed and wield their blades with exceptional precision and efficiency. They are renowned for their ability to strike down the foe before they can so much as raise a weapon in defence.

In Aeldari myth, the banshee is a harbinger of woe, whose cry is said to herald ill fate. It is fitting that the most widely feared of all the Aspect Warriors, the Howling Banshees, draw their inspiration from and base their methods of warfare upon this terrible creature. Tales of the Aeldari gods claim that the Crone, Morai-Heg, once sought to partake of the wisdom contained in her own divine blood. However, there existed only one being capable of harming a god, and so she sent her daughters to haunt their father, Khaine, with their piercing screams. The infernal din drove Khaine to the brink of insanity. Promising an end to his suffering, the Crone bade Khaine sever her hand, so that she might drink deeply from her own veins. And so Morai-Heg gained the knowledge of blood, and in return gifted the Aspect of the Banshee to the Lord of Murder.

The Howling Banshees represent this facet of Khaine, unleashing their piercing screams, amplified by their masks. This aural assault inflicts severe damage upon the central nervous system, inspiring a feeling of mortal terror and causing momentary paralysis. The Banshees exploit these effects to carve through stunned enemies with power swords or riddle them with shuriken pistol shots. The speed and ferocity of a Howling Banshee attack is impressive even by the standards of their fellow Aspect Warriors.

Howling Banshees do not utilise stealth or subtlety to close upon their foes. Instead, they rely upon their speed and agility or embark upon Wave Serpents or Falcon grav-tanks. Whichever method they choose to achieve their objectives, all combatants on the battlefield will know when the Howling Banshees arrive. Dire, blood-chilling screams herald their charge. Such bold aggression may seem unwise for warriors as lightly armed as they. The Howling Banshees care not, for the foe's fate was sealed the moment they set foot upon the battlefield.

As exemplars of their Aspect, Howling Banshee Exarchs have surpassed their comrades and are devoted to their chosen art of war. They are second only to Jain Zar. It is they that pass on the teachings of their Phoenix Lord, drilling their warriors in exquisitely elegant swordplay, quicksilver speed, and methods strengthening and focusing their vocal chords to hone their screeching cries. So piercing and shrill are the Exarchs' screams that their echoing reverberations haunt those who hear them long after the scream has died away, slowing their reactions and dulling their senses.

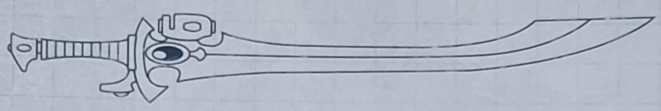


Some Exarchs exchange the power sword and shuriken pistol typical of their Aspect to wield an executioner, a two-handed power glaive with even greater killing power. Devotees of certain combat styles within the shrine may instead wield mirrorswords – paired blades that are light, well-balanced and capable of slashing or piercing all but the thickest hides or heaviest forms of body armour. Some may even bear to battle throwing weapons known as triskele. These tri-bladed devices are often hurled at the head of a charge, spinning through the enemy and dismembering and maiming the Exarch's targets before turning back into their hand to be wielded in the close-combat fighting that follows. Howling Banshee Exarchs are paragons of Aeldari speed and agility, weaving through battle with fluid grace and killing with frightening ease.

Whilst not as common as those of the Dire Avengers, Howling Banshee Aspect shrines are present on many craftworlds. Craftworld Iybraesil, whose ancestors are said to have long ago sworn a pact with Morai-Heg herself, hosts many Howling Banshee Aspect shrines.

BANSHEE MASKS

The signature equipment of a Howling Banshee is the Banshee mask. These helms contain psychosonic amplifiers that magnify the battle screams of the wearer into mind-destroying shock waves. A chorus of screams can stun opposing infantry, leaving them vulnerable to assault.



BANSHEE BLADES

Howling Banshees ordinarily wield a single curved power sword in conjunction with a shuriken pistol. These weapons are powerful and light, enabling the bearer to cut through simple armour with slashing strikes or find gaps in heavier plate with the point of their blade.

JAIN ZAR

THE STORM OF SILENCE

The Phoenix Lord of the Howling Banshees, Jain Zar was the first of Asurmen's pupils. Under his tutelage, she learned the arts of war, perfecting the scream that steals – the mind-shattering psychic cries emitted by the Howling Banshees – and going on to teach it to her students. Jain Zar's version of this psychosonic barrage, enhanced by her unique and ancient Banshee mask, is so powerful that it can liquefy the brains of her victims. Jain Zar has remained a devoted matriarch, visiting her shrines on the craftworlds and nurturing her spiritual descendants. Of all the Phoenix Lords, she has been the most active in the wars against the Great Enemy and, on many occasions, has led hundreds of Howling Banshees to battle. She was the first of the Phoenix Lords to align herself with the Ynnari and often came to the aid of Yvraine and the Visarch. However, Yvraine's attempts to fully awaken Ynnead have thus far met with frustration, causing the chosen of Ynnead to resort to ever more desperate methods to achieve her goals. The dogma of the Ynnari has become increasingly extreme, with Yvraine advocating the sacrifice of more and more Aeldari souls for little tangible gain. Thus, Jain Zar has distanced herself from the Ynnari and instead continues her own campaign against Chaos. She hopes that by doing so another method of preventing the doom of the Rhana Dandra may be revealed.

SWOOPING HAWKS

The Swooping Hawks are winged warriors who represent the vengeful side of the war god. They take their name from the tales of the ancient Aeldari, who believed that the spirits of those murdered would inhabit the form of a hawk and hover above their killer as a mark of guilt. The Swooping Hawks dispense vengeance and retribution with speed and aggression.

To enhance their natural finesse, the wargear of the Swooping Hawks is constructed from exceptionally light cellular materials delicately crafted to reduce their weight even further. Their wings are composed of vibrating feather plates and incorporate into their design small gravitic lifters that allow them to soar far above the battlefield with grace, speed and agility reminiscent of Faolchú, the Great Falcon.

Swooping Hawks can take flight in the blink of an eye before descending to strike their foes. They are cunning hunters, often using cloud cover and columns of smoke to mask their descent, appearing only to unleash a volley of las fire before taking wing once more. These harassing tactics wear down the foe and place their troops in a quandary: either turn their eyes skyward in search of the Swooping Hawks and give ground-based enemies a chance to advance, or disregard the aerial attackers altogether and instead risk being pounced upon repeatedly by winged assailants and struck with volleys of las fire and grenades.

As well as being trained to harry the enemy's flanks with precise lasblaster salvoes and to break up enemy formations with repeated aerial assaults, Swooping Hawks also carry back-mounted grenade packs loaded with anti-personnel and anti-armour grenades. They discharge these highly sophisticated explosive devices upon their foes from above with great precision. The resultant plasma detonations sow destruction, confusion and death amongst armoured columns and massed infantry alike, breaking open enemy formations for further assaults.

The Swooping Hawk Aspect's winged warrior rune symbolises a return to ascendancy and glory after a period of decline and darkness, and the Swooping Hawks themselves are believed to represent the heights of greatness to which all Aeldari aspire. The sight of a flock of Swooping Hawks wheeling and soaring above the battlefield boosts the morale of the Asuryani warriors below; this lifts their hearts and provides battle-weary bodies and minds with fresh impetus.

Leading the shrines of the Swooping Hawks are the Exarchs, the greatest of Baharroth's disciples. These airborne champions teach those upon the Path of the Warrior the intricacies of flight, including the art of performing daring sky-leaps amid battle, returning to the air to descend once more where they are most required. Many Swooping Hawk Exarchs bear advanced lasblasters known as Hawk's talons, which provide additional stopping power. Some also opt to carry to battle a power sword, enabling them to hold their own should they be caught in melee combat.

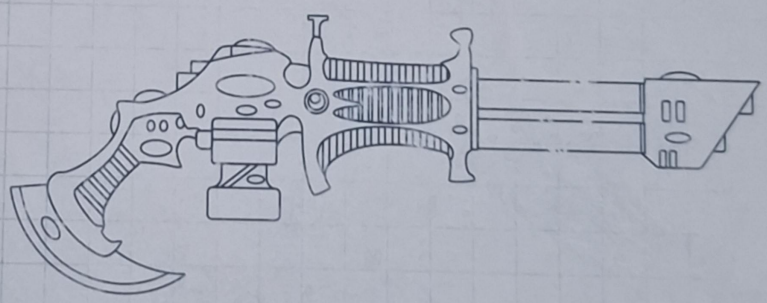
In the millennia since Baharroth established the first Swooping Hawks Aspect shrine, many others have earned

BAHARROTH

THE CRY OF THE WIND

Baharroth was the first of the Phoenix Lords to master the art of aerial combat. The founder of the Swooping Hawks shrines, he is the most youthful and vibrant of the Phoenix Lords, and has always revelled in the freedom of the skies and the sensation of sunlight upon his wings. The presence of Baharroth above the battlefield is believed by the Asuryani to be an omen of victory to come. He appears as a glorious hero of myth, his brilliant, shining form a source of inspiration to all. Swooping low to avoid clouds of flak fire, the Cry of the Wind unleashes raking volleys from his bespoke Hawk's talon, the Fury of the Tempest. He is equally as skilled in close-combat fighting. With his shimmering weapon, the Shining Blade, he has slain countless foes. It is said that this elegantly curved blade was forged by the daughters of Vaul in the last embers of a supernova. It is said that some of that long-dead star's power lives on in its blade, captured within its impossibly bright gleam. According to the Asuryata, Baharroth's final death will come with the dawning of the Rhana Dandra, an event that many of the Asuryani fear will arrive within their lifetime

their place in the tales of the Asuryani. The Sky Talon Shrine of Craftworld Biel-Tan was instrumental in the conquest of Illirisa. Its warriors timed their aerial assaults to coincide with those of their grounded kin. Clearing trench line after trench line of Human infantry with lasblaster and grenade salvoes, the Sky Talons contributed greatly to the Swordwind's victory. Meanwhile, the Swooping Hawks of the First Dawn Shrine remain celebrated for their role in the defence of the Exodites of Abreaneth from Drukhari raids. Above the wraithbone edifice of the planet's primary Webway gate, the First Dawn duelled flocks of Drukhari Scourges, preventing the Commorrite hunters from targeting the armoured formations of Craftworld Il-Kaithe. In the furious fighting that followed, las and splinter rounds sent dozens of winged warriors plummeting to their doom. Yet, peace was restored to Abreaneth, and the Drukhari have not darkened its surface in the centuries since.



LASBLASTERS

The las weapons wielded by the Aeldari are similar in function to those operated by the armies of Mankind. They are, however, far more refined, accurate and reliable. The Swooping Hawks' lasblasters are designed with mobility and rate of fire in mind. A band of Swooping Hawks can unleash a fusillade of searing las fire and then take wing before the enemy can retaliate.

FIRE DRAGONS

Inspired by the Dragon, that mythical fire-breathing creature of Aeldari myth, the Fire Dragons represent the facet of Khaine that is wanton destruction. Those who serve the Fire Dragon Aspect shrines are aggressive and warlike, seeking nothing less than the total and utter obliteration of those they call enemies.

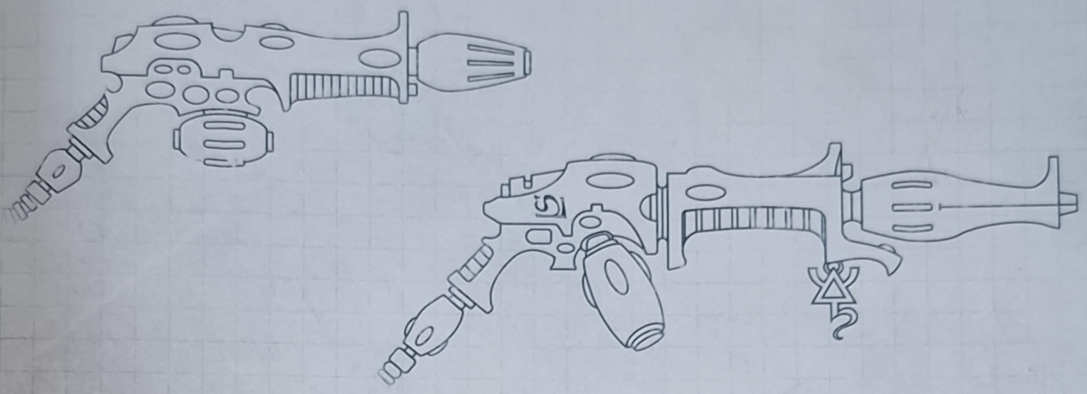
The complex trials and rituals prospective Fire Dragons perform ensure they are hardened in mind, body and soul. They are prepared for battle through meditative contemplation, strict training drills and the benefit of their Exarch's immense experience. An experienced Fire Dragon Aspect Warrior can face down the largest war machines, retaining their focus as they condemn their target to a fiery oblivion. Fire Dragon Exarchs embody the teachings of Fuegan. They possess centuries of inherited combat experience and are unwavering in pursuing their target. It is said that they know instinctively how to destroy any armoured behemoth with a single shot, even if they have never encountered that engine of war before.

The signature weapons of the Fire Dragons are their fusion guns. These possess a relatively short effective range but can reduce seemingly impenetrable armour to a steaming cloud of superheated vapour. Fire Dragons also carry disc-shaped fusion charges, which can be attached to lumbering war machines or tracked battle tanks and then detonated from range with a psychically delivered trigger impulse.

Fire Dragon Exarchs often supplement their squad's firepower by bearing to battle specialist weapons. The Dragon's breath flamer enables the Exarch to repel infantry, providing cover for their squad. Alternatively, they may trade their fusion gun for a firepike – a weapon with even greater stopping power and an extended range – or a power axe and fusion pistol.

Given the lack of range the Fire Dragons' weapons provide, they require a degree of protection to close with their targets. Thus, they often go to war aboard sleek Falcon grav-tanks. Fire Dragons also wear heavy Aspect armour, providing them with greater protection than the lighter armour worn by other Aspects.

The exploits of Fire Dragon shrines are recorded in the legend of most craftworlds. During Hive Fleet Kraken's invasion of Iyanden, the scarlet-helmed warriors of the Emberwyrm Shrine brought low an entire stampede of Carnifexes before the last of their number was torn apart. The Fire Dragons of the Shrine of the Living Flame, clad in coal black and fire bright, burned their way through the last of the Koath Dynasty's Lychguard elite and placed the fusion charges that ruined the phaeron's tomb. These are but two acts of destruction performed by the Fire Dragons.



FUSION GUNS

The fusion gun is a form of melta weapon developed by the Aeldari. Asuryani fusion weapons cause the molecules of the target to hyper-vibrate, generating enough heat to engulf the victim in flames before turning to molten liquid and evaporating.

FLAMERS

Flamers unleash a stream of highly refined and adhesive fuel, which ignites upon leaving the barrel of the weapon. The Dragon's breath flamer is a particularly devastating version wielded exclusively by Fire Dragon Exarchs and valued for its potency against infantry.

FUEGAN

THE BURNING LANCE

Fuegan is the Phoenix Lord of the Fire Dragons and the founder of their Aspect. It is his belief that precisely targeted destruction can be a force for bringing peace to his people. Thus, he trains his disciples to channel the Dragon's powers and immolate the Aeldari's enemies. To the Asuryani, Fuegan is a mighty hero of great physical strength, often depicted holding the cosmic serpents of wisdom and entropy in his fiery grasp.

For millennia, Fuegan has traversed that labyrinthine sub-realm that is the Webway, relentlessly pursuing the enemies of the Asuryani across the galaxy and emerging only to unleash fiery retribution upon them. The opening of the Dathedian has seen Fuegan take to the battlefields of reality with even greater frequency. In battle, he bears weapons as ancient and storied as he. In his left hand, he clasps the firepike known as Searsong, which burns hotter and brighter than any other weapon of its kind. In his right, he clutches the Fire Axe, forged during the Fall of his people. The heat of the forge has never left its blade. The prophetic Asuryata claims that the Burning Lance will be the last of the Phoenix Lords to fall in the final battle against Chaos and will meet his end atop a mountain of charred corpses and molten wreckage, defiant to the last.

WARP SPIDERS

The warriors of this Aspect shrine epitomise aggressive defence. They use their warp jump generators to attack the enemy before fading away in the blink of an eye. They are seen by their kin as amongst the boldest of all Asuryani, for they brave the lethal madness of the Warp in order to defend their people.

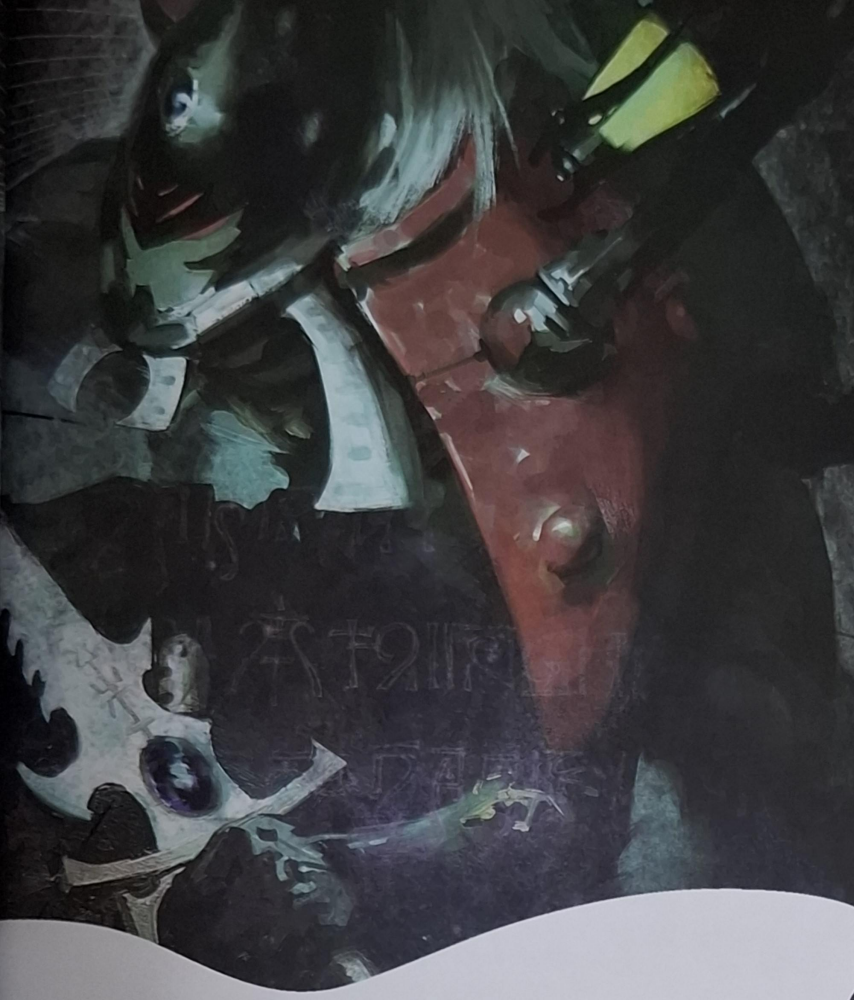
The Warp Spiders take their name from tiny arachnoids within every craftworld's superstructure. These minute, crystalline creatures defend the Infinity Circuit of their craftworld home from psychic intrusion. They can move throughout its wraithbone core, melting their sparkling bodies into its fabric before crystallising in a new location.

Warp Spider Aspect Warriors' wargear and battle armour reflect the tiny warp spiders to which they owe their name, each bearing a compact warp jump generator upon their backs. These arcane dimensional devices allow the warriors to make short warp jumps, disappearing in the blink of an eye only to reappear dozens of feet from their original position. This ability is used to make sudden, unexpected strikes upon their confused enemies. Armed with their signature death spinners, a unit of Warp Spiders can wreak havoc on the flanks of an opposing army, weakening the foe and priming them for destruction.

The Exarchs of Warp Spider shrines must teach their followers how to utilise their warp jump generators and traverse the nightmarish realm that is the Immaterium. Their minds and spirits must be steeled to withstand the horrors within this realm. Warp Spiders are greatly respected by their people, as they risk their lives and their eternal souls in the name of victory. Lhykhis, the Phoenix Lord of the Warp Spiders, embodies this bravery most wholly. Ever does she leap fearlessly into the fray, accompanied by warriors of her Aspect. It is said that, during the Rhana Dandra, Lhykhis shall be the first to hurl herself upon the Great Enemy, weaving a web of destruction, and that her final leap will see her consumed by the Warp.

When battle is joined, Warp Spider Exarchs demonstrate their superior skill with monofilament weaponry. Each torrent of biting wire from a Warp Spider Exarch's death spinner or longer-ranged and even more deadly spinneret rifle is lethally accurate, ensnaring their target and slicing them into a thousand slivers. Some Warp Spider Exarchs opt to enhance their Aspect armour with power blades or even trade all of their ranged weapons for two sets of these weapons, rendering them more lethal in close combat.

The Warp Spiders – just as Lhykhis, their Phoenix Lord – are closely associated with the spider god Ahnakh-Yth, and their Aspect shrines are often replete with idols and iconography of their deceased matron deity. Scarcely honoured outside Warp Spider shrines, the Mother of Spiders is said by the seers of Il-Kaithe to be the daughter of Vaul. Some Asuryani myths claim her to be an aspect of Morai-Heg, representing a stage of her existence long before she became the Crone. The Warp Spiders still revere her as the weaver of fate and giver of life. In her honour, they fight aggressively to defend what remains of the Aeldari, hoping it may be born again.



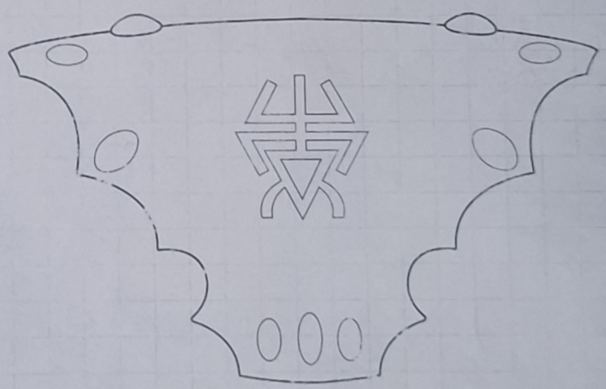
LHYKHIS

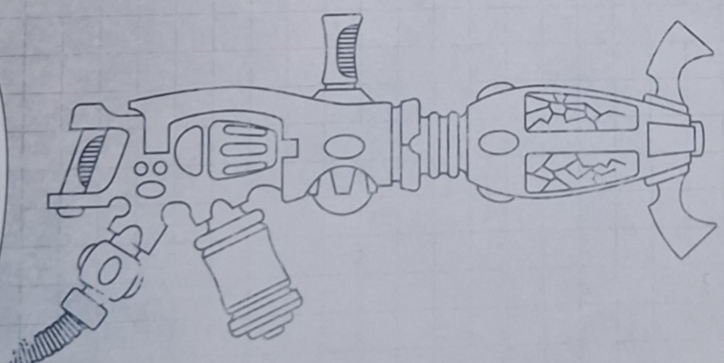
THE WHISPERING WEB

As Phoenix Lord of the Warp Spiders, Lhykhis embodies Khaine's willingness to risk all to defeat the foe. Where most of her people fear the Warp, Lhykhis braves that hellish realm with regularity and traverses its depths with a precision that even the eldest Exarchs of her shrine cannot match. She bears the sword *Vhattarkan*, the Weaverender. Some say that this weapon was once blessed by Ahnakh-Yth – the weaver goddess and first daughter of Morai-Heg – whose role was to measure life's thread. Weaverender crackles with barely contained forces of destruction, enabling its razor edge to slice through the very fabric of reality. Armour offers little protection against its savage bite. The Whispering Web also bears upon her ancient Aspect armour two pairs of carapace-mounted monofilament weapons, the death spinners known as the Brood Twain and the Spider's Fangs, twin monofilament injectors that are reminiscent in form and function of the Harlequin's kiss, a monofilament weapon favoured by the Harlequins. Lhykhis is amongst the most active of the Phoenix Lords, travelling far and wide in defence of the Asuryani and leading her Aspect into battle wherever the lives of her people are threatened. Always she appears swiftly and unbidden, braving long leaps through the Warp in order to protect the living, just as a craftworld's crystalline spiders materialise to defend the dead.

WARP JUMP GENERATORS

One of the few pieces of Aeldari technology to facilitate warp travel, warp jump generators permit the bearer to make short leaps – no more than a hundred yards – through the Empyrean and materialise in unexpected locations to ambush their enemies. Warp jump generators are the signature equipment of the Warp Spiders and are also commonly borne to battle by Autarchs who have served in Warp Spider shrines.





DEATH SPINNERS

These weapons project a long thread of monofilament wire. The gun uses a magnetic containment field to spool the wire and discharge it in an expanding, spiralling mass. Those caught within the cloud of razor thread are sliced apart as the wire's tension causes it to writhe and lash, cutting through armour and flesh and uncoiling within the body of the target, shredding their innards.

DARK REAPERS

The skull-helmed Dark Reapers are the grimmest and most macabre of the Warrior Aspects. To the enemies of the Aeldari, they appear as heralds of death, yet to the Asuryani, they embody Khaine as the Destroyer. Their reinforced heavy Aspect armour is sculpted and adorned to echo the battle plate of their founder, Maugan Ra.

The Dark Reapers are experts in the art of long-range warfare, destroying their victims with grace, efficiency and devastating explosive fury. In the armies of the Asuryani, the Dark Reapers fill a fire support role, bearing heavy weapons that require great strength and agility to operate. Built into their heavy Aspect armour are complex frameworks of interlocking plates and powered limb-supports that cushion and absorb the recoil of their Reaper launchers. Mounted on the sides of their helms are large sensor canes that enable them to track and lock on to fast-moving targets, making it almost impossible to evade the Dark Reapers' fire. It is said that wherever a Reaper's gaze falls, death will surely bloom.

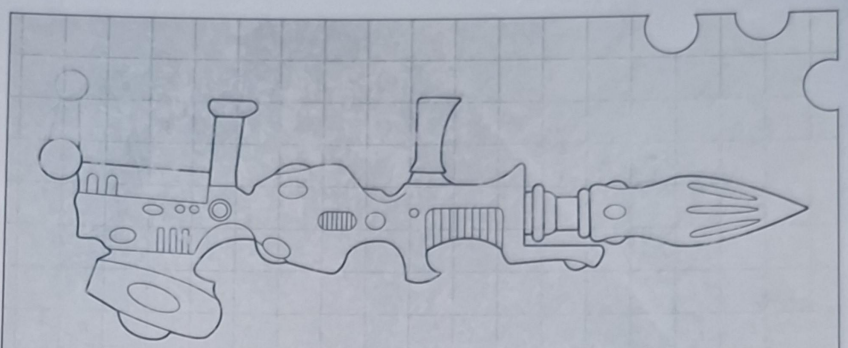
Dark Reapers are required to undergo training dedicated to making the perfect shot, regardless of the battlefield conditions they are confronted with. Thus, target practice is often undertaken on the mountain slopes of windswept tempest worlds, whilst mag-locked to the outer hull of a moving voidship or amid a blizzard of shuriken fire. Whilst they still serve their Aspect shrine, a Dark Reaper's training never ends, and they are expected to constantly develop and display incredible feats of endurance, coordination, focus and balance, resulting in an obsessive nature and a disdain for failure. The Dark Reapers feel deep shame whenever they fail to destroy an assigned target or otherwise falter in the face of the enemy. Upon returning to their shrine, they will take great pains to atone for their shortcomings.

The Exarchs of the Dark Reapers are crack shots who have spent centuries honing their skills on countless battlefields. Following the example set down by Maugan Ra, many have mastered the use of numerous ranged weapons; this enables them to switch out their Reaper launcher for various armaments, depending upon the situation at hand. Shuriken cannons are particularly useful on open battlefields and when faced with waves of infantry. Missile launchers are versatile instruments of destruction that provide tactical flexibility, allowing a Dark Reaper Exarch to destroy infantry and armoured vehicles from long range. The tempest launcher, meanwhile, is a specialised indirect fire weapon that projects clusters of small explosive warheads that rain down from above, seeding the target area with clouds of lethal shrapnel.

The majority of Dark Reapers, regardless of the shrine to which they belong, wear armour in black or shades of dark grey, green, blue or purple. These darker, foreboding colours reinforce their reputation as bringers of destruction and death. The rune of the Dark Reapers

Aspect is the Scythe that Harvests the Living. It includes the familiar triangular warrior rune borne by all Aspect Warriors but in an inverted form, symbolising the morbidity, unusual talents and ruthless attitude of the Dark Reapers Aspect Warriors. It is not uncommon for Dark Reaper shrines associated with a specific craftworld to incorporate the colours or world rune of their home.

The Dark Reaper Aspect is disproportionately represented amongst the populace of Craftworld Altansar. Maugan Ra has long been venerated upon this world-vessel, and many of those Altansari who follow the Path of the Warrior do so to walk in his footsteps. The Shrine of the Sundered Star, whose teal Reaper launchers were responsible for banishing thousands of daemons during Altansar's exile; the Crystal Grave, whose Exarch paralysed Warboss Magrokk's prize Gorkanaut with a single missile; the Shrine of the Slaying Eye, always clad in midnight purple, who shattered the Terminator elite of Marshal Mayer's crusade on Torthan XI; these shrines and more have continued Maugan Ra's legacy on the craftworld of his birth and ensure it is honoured still.



REAPER LAUNCHERS

This long-ranged weapon fires various small missiles from a pod mounted at the end of its barrel. A combination of different warheads can be loaded into a single pod, including armour-piercing anti-armour warheads and high-explosive anti-infantry munitions. Compared to the missile launchers wielded by Humanity and other species, Reaper launchers possess a rapid rate of fire and allow their bearers to lay down repeated and devastating barrages from a relatively safe distance.

MAUGAN RA

THE HARVESTER OF SOULS

Of all Asurmen's pupils, Maugan Ra was the most independent. He eschewed the vibrant colours, shimmering weaponry and acrobatic martial forms favoured by his fellow Phoenix Lords. Instead, he fashioned baroque occult weapons, preferring cruel instruments of destruction to slay his foes from afar. As he became more skilled in these arts, Maugan Ra found that even the outlandish weapons he had forged could be wielded with the same precision as any duelling blade. He mastered every element of ranged combat and, in doing so, established the disciplines in which his Dark Reaper Aspect would be trained. Maugan Ra hails from Craftworld Altansar, a world-vessel that, despite the defiant fighting spirit of its people, was dragged into the Eye of Terror in the centuries following the Fall. Only Maugan Ra escaped. Ten thousand years ago, he undertook a quest to rescue his lost people, the success of which is recounted in the macabre verses of the Aeldari tale known as the *Bás-Finscéali*. The Harvester of Souls has always borne a terrible hatred for the servants of the Dark Gods, and this has only been intensified by the suffering his people experienced during their millennia trapped within the Warp.

STRIKING SCORPIONS

The Striking Scorpions are the stealthiest of the Aspects. Each of these warriors has learned how to draw strength from the darkness and fury that once haunted their spirit and, in doing so, has made fear itself their ally. They are killers without mercy, revelling only in the hunt and the landing of the final bloody blow upon their unsuspecting victims.

Like their sinister Phoenix Lord, Karandras, the Striking Scorpions possess the uncanny ability to become one with the shadows. One of the most potent close-quarters Warrior Aspects, the Striking Scorpions advance silently upon their unsuspecting foes before launching into a furious assault. Their delicately balanced chainswords are capable of shredding their victims in a brief outburst of bloody violence. These Aspect Warriors balance the murderous bloodlust of their former lord, Arhra, with the hunter's patience instilled within their Exarchs by Karandras. The Striking Scorpions have been known to infiltrate the heart of an enemy formation, emerging from cover to wreak enough carnage to turn the tide of a battle in a few brief moments.

The signature attack of a Striking Scorpion is made with the twin pods mounted on either side of each warrior's helm. Known as mandiblasters, these devices deliver a wounding – and often killing – sting formed of superheated plasma. This agonising and disorienting opening attack enables the Striking Scorpions to land a flurry of chainsword blows and shuriken pistol shots before the overwhelmed prey can recover their senses and fight back. Striking Scorpions are particularly effective against massed infantry formations. The rapidity and ferocity of their ambushes disrupts the enemy line and enables other Aeldari forces to exploit the confusion.

The warriors of this Aspect bear the scorpion rune upon their armour. This symbol represents the slow, stalking killer and the sudden, lethal blow – the two facets of war embodied by the Striking Scorpions. The emblem has dark connotations in Aeldari myth and represents warfare devoid of honour or mercy. The Aspect Warriors wear it with pride nonetheless. The Aspect armour worn by the Striking Scorpions – particularly its helm – is reminiscent of the deadly creature after which their Warrior Aspect is named. It is generally green, accentuated with yellows, blacks and oranges. It is also heavier than the armour worn by the warriors of many other Aspects, providing greater protection but favouring those Aeldari who possess muscular physiques.

Striking Scorpion Exarchs are greatly feared and respected for their murderous expertise. These sinister figures possess even greater skill than the Aspect Warriors in their charge and carry more potent wargear with which to slay their foes. Two-handed chainswords known as biting blades enable an Exarch to bisect or decapitate an enemy with a single swing, whilst their powered Scorpion's claw can pierce, tear and crush reinforced armour with terrifying ease. Chainsabres, meanwhile, are paired weapons consisting of delicately balanced chainswords combined with wrist-mounted shuriken weapons, allowing the bearer to kill in a storm of shuriken fire and sword strikes.

KARANDRAS

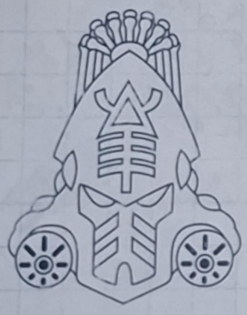
THE SHADOW HUNTER

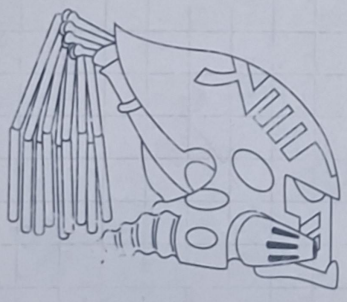
Unlike his fellow Phoenix Lords, Karandras is not the eldest Exarch of his Aspect. That honour instead belongs to Arhra, the Father of Scorpions, the Fallen Phoenix who betrayed his people. In the wake of Arhra's defection, Karandras rose to take his position. Rumours have long persisted that, after Arhra's treachery was revealed, he and Karandras duelled each other for weeks in the ruined remains of Zandros and the Shrine of the Slicing Orbs and that only one of them emerged from the battle with their soul intact. The fate of Arhra is unclear, though some who dwell within the Webway claim he lives still, teaching his murderous art in the darkest corners of Aeldari civilisation. Whilst Arhra left his mark upon the practices of the Striking Scorpions, the patience of the hunter that now pervades the Aspect's teachings comes from Karandras and Karandras alone.

Karandras is a master of close combat. His helm is fitted with a superior mandiblaster known as the Scorpion's Bite, the sting of which can kill a foe in an instant, or at least wound them badly enough for Karandras to spring forwards and rip them to shreds with his diamond-toothed chainsword and slicing power claw. As swiftly as Karandras strikes, he is gone again, melting into the shadows to begin his hunt anew.

MANDIBLASTERS

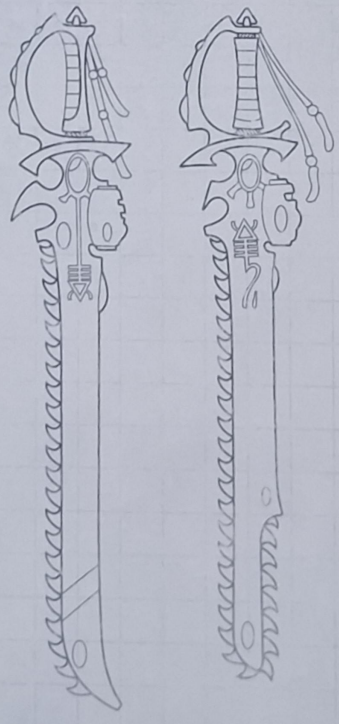
Mounted into the helmets of Striking Scorpions, mandiblasters are neurally activated projectile weapons that discharge a small hail of metallic shards at extremely close range. The initial shower of shards is not particularly lethal, but it is swiftly followed by a high-energy laser burst that transforms the metallic slivers into raw plasma, which causes severe injury and even death to those caught in its blast.





SCORPION CHAINSWORDS

Scorpion chainswords are expertly crafted and exceptionally well-balanced weapons designed to allow for swift strikes, which amplify the bearer's strength. These weapons are lethally effective against lightly armoured infantry, the prey that Striking Scorpions are most often tasked with hunting.



SHINING SPEARS

Reminiscent of the mounted heroes of Aeldari mythology, Shining Spears fight as the spear of Kaela Mensha Khaine. In battle, they strike with the force of a lightning bolt and aim to slay their enemies with a single blow. Peerless riders all, they weave through obstacles and hails of enemy fire at speeds that would result in an explosive death for pilots of lesser skill.

Shining Spears ride sleek, gleaming jetbikes to war. The anti-gravitic motors that power these vehicles allow them to traverse even the roughest terrain at breakneck speed. Each Aspect Warrior is so in tune with their jetbike that they can perform intricate high-speed aerial manoeuvres with only subtle movements of their fingers upon the control console.

The Aspect shrines of the Shining Spears are so large that crossing them on foot can take several days. It is said that, during their training, Shining Spears never leave the saddle of their jetbikes, even to meditate, and that they become so sensitive to the shifting vibrations and hums in their steed's anti-gravitic motors that they can sense the passage of the ground beneath them and steer confidently even in absolute darkness or the swirling smoke that shrouds many battlefields. This ability allows them to jink, weave and dodge in unpredictable patterns, preventing all but the most accurate enemy gunners from drawing a bead on them.

The warriors of this Aspect are known for their extreme daring and relentless persistence. After swooping in to shoot and strike the foe with their lethal laser lances, a band of Shining Spears will disengage, circling at nigh-impossible speed and striking again before the foe can reform to repel the next attack. The armour-piercing energy blasts that their fearsome weapons unleash reap a terrible tally upon the foe, whittling them away with each devastating charge.

The Exarchs of the Shining Spears Aspect possess centuries of combat experience, having wrought some of their shrine's most significant victories and safeguarded its honour even in the most terrible defeats. They have earned the right to bear sacred weapons. The star lance is a heavier version of the laser lance with greater stopping power. Paragon sabres, meanwhile, are power weapons from ancient days. Mind-forged by the Bonesingers of Ceith-Caillí – the creators of the legendary star dock in which all craftworlds were grown – these weapons are now beyond the expertise of even the most extraordinary Aeldari artisans to craft anew. Exarchs also often bear shimmershields, protective energy fields that shield them from incoming fire as they descend upon their foes.

CRIMSON HUNTERS

The ritual wargear of the Crimson Hunters is neither blade nor gun; instead, it is a sleek aerial fighter craft that demonstrates the pinnacle of Asuryani aeronautics. These vessels are known as Nightshade Interceptors, and their Crimson Hunter pilots utilise them with the same clinical precision as a Howling Banshee would wield their blade.

Crimson Hunters have always been few in number, and their shrines are less widespread. Their temples differ wildly from others, for they are not simply buildings or open landscapes but collections of linked transparent atriums. The Crimson Hunter shrines are usually located at the outer edges of their craftworlds, archipelagos upon the perimeter of the world-vessel's colossal, sprawling mass. Within these areas of captive sky, the Crimson Hunters engage in endless sky-duels, pursuing each other through the air at death-defying speeds. In these mock battles, the bright lances and pulse lasers of the Nightshade Interceptors are set to illuminate rather than obliterate. In actual battle, however, their lethality is demonstrated with consummate skill and precision.

By training endlessly against their own kind – perhaps the most skilled pilots in the galaxy – the Crimson Hunters harness their natural agility and speed of thought to unnatural levels. They hone their innate superiority by practising and repeating, readying themselves to engage and destroy the aircraft of the galaxy's other species. Even the feared Drukhari pilots of Commorragh struggle to match the prowess of the Crimson Hunters. Indeed, the denizens of the Dark City consider bringing down one of these Aspect Warriors to be a worthy kill to boast.

Nightshade Interceptors possess a pair of under-wing hard points upon which can be mounted paired starcannons or – should the pilot expect to face heavily armoured foes – bright lances. These potent weapons are supplemented by a pulse laser mounted in the fuselage.

The Crimson Hunters embody Khaine's ability to leave a more powerful foe reeling and ready for slaughter. Traversing the skies in a blur of vibrant red, they hunt down, outpace and obliterate the enemy's aircraft until the Asuryani possess aerial superiority. With the skies clear of foes, the Crimson Hunters may direct their attention to ground-based targets, obliterating armoured columns and static fortifications with precise fire from their weapons. So skilled are the Crimson Hunters and so swift their steeds that few flak batteries or missile arrays can target them effectively.

Warhosts of the Asuryani

WAR LEADERS

The Aeldari may be few compared to many of the galaxy's other species, but they are no less capable of making war on a grand scale. Guided by the military genius of their Autarchs, Asuryani warhosts are formed of a wide range of specialist infantry units supported by swift, surface-skimming battle tanks, walkers and other war machines. Grace and ruthless efficiency are the prized virtues of craftworld armies, and mercy is a pleasantry rarely afforded to any foe.

The armed forces of the Asuryani are rarely as rigid in their structure and formation as those of other species. Instead, when the time for war comes, the units suited to the task are mustered into forces of varying sizes, referred to as warhosts. Each warhost is placed under the command of an experienced Autarch, ably assisted by a Seer Council, a small cadre of psykers responsible for casting the runes of fate and providing the Autarch with insight that may turn the tide of a conflict in favour of the Asuryani.

AUTARCHS

It is the role of the Autarch to learn the arts of each Warrior Aspect and to use this accumulated knowledge to lead their craftworld's warhosts to battle. When most Aeldari leave an Aspect shrine, they dissociate themselves from it and begin an entirely different Path. Autarchs instead serve the shrines of multiple Warrior Aspects, absorbing the rituals and traditions of each. Only when a prospective Autarch has mastered the combat forms of a specific shrine do they leave it behind. The last rite they must perform before doing so is a ceremony known as the *Rhaan Lona,* or the Covenant of War Gift. At the culmination of this rite, a selection of weapons, armour and wargear of the shrine are laid out before the Autarch. From this equipment they must select a single item to take with them on the Path of Command. The Autarch retains this equipment throughout their life, using it and the knowledge they have gained for the good of their people.

Only the most capable can walk the Path of Command, for these individuals must bear the weight of ensuring their craftworld's survival. They must also temper their hunger for battle, for the greatest Autarchs soon realise that the key to victory lies not in the furious press of melee combat but in observing the unfolding conflict and directing the warhost along the most efficient path to victory.

However, this is not to say that an Autarch functions only as a remote commander. Some battles require these Asuryani war leaders to lead from the front. When needed to indulge their war-lust, an Autarch will call upon the skills they honed during their time amongst the Aspect shrines. They may opt to duel enemy leaders with starglaive or Scorpion chainsword, obliterate vehicles with a fusion gun, or pair a Dark Reaper's weaponry with the wings of a Swooping Hawk, all the better to rain fire down upon an unsuspecting enemy.

BATTLE SEERS

The majority of a craftworld's seers develop their abilities for non-military tasks, yet some hone them for war alone. These battle seers are an essential part of many Asuryani warhosts.

Farseers are the mightiest of a craftworld's psykers. They are visionaries who act as advisors to the Autarchs, casting their wraithbone runes into the air even amid battle and interpreting the best course of action from these glowing icons. By analysing the potential outcome of each course of action, they can better guide their people to victory.

Farseers are expected to lead their people in all things, battle included. The guidance they provide to their warriors is invaluable. A Farseer can predict the intent of a foe before a shot is fired, calculate the effects of their attack and guide them to their doom upon the blades of the Asuryani. Many warhosts include, at their core, a Seer Council formed of a Farseer and their disciples. Channelling their lethal psychic powers through witchblade and singing spear, these psykers excel in the arts of combat. The greatest weapon a Farseer possesses, however, is their mind, for they can project their spirit from their body to strike down a victim's soul or hurl a lumbering Dreadnought from its feet with but a gesture and a pulse of thought.

Those seers trained as Aspect Warriors find it far easier to develop destructive psychic powers. Many find the call to war impossible to deny and return to the shrines in which they once trained. There, they are presented with the mask they once wore as an Aspect Warrior. Known as Warlocks, these warrior-psykers fully marry their psychic talent with the martial prowess of an Aspect Warrior, to devastating effect.

Warlocks often band together in battle into small groups known as conclaves, pooling their considerable power and increasing their destructive potential or forming bodyguards for their craftworld's valuable Farseers. Whether fighting alone or as part of a unit, Warlocks wield their witchblades with the skill of warriors and cast the runes of battle to bolster their warhost and bring confusion and misery to their enemies.

ELDRAD ULTHRAN

Once the High Farseer of Craftworld Ulthwé, Eldrad Ulthran has, throughout his long life, involved himself in many of the galaxy's most pivotal events. It was he who first sought to fulfil the prophecies of Kysaduras the Anchorite and rouse Ynnead from his slumber. To facilitate the Whispering God's apotheosis, Eldrad and his Harlequin allies abducted the crystalline bodies of long-departed Farseers from the craftworlds. Upon the moon of Coheria, he sought to utilise their essences as foci in a grand ritual of awakening. This heinous act would see Eldrad banished from Ulthwé.

The ritual, interrupted by Deathwatch Space Marines, succeeded only in awakening a sliver of Ynnead's consciousness, and setting in motion the events that saw Yvraine become the Whispering God's high priestess. For a time, Eldrad allied himself to the Ynnari, only to become disillusioned by their nihilism and instead seek the forgiveness of his people. In war-riven times such as these, Ulthwé can ill afford to refuse his aid.

THE TEARS OF MORAI-HEG

According to ancient prophecy, these gemstone fragments contain powerful magic that may prove capable of completing the rebirth of Ynnead. Iyanna Arienal, the famed Spiritseer of Iyanden, has devoted many of her home's resources to their recovery. Reclaiming the stones, however, has proven exceptionally costly. Locating and seizing barely a dozen of them has resulted in the destruction of several worlds and the deaths of hundreds of Iyanden's warriors. Given that success may result in the salvation of the Aeldari, Iyanna considers these losses a price worth paying.

GUARDIANS

Every craftworld expects its citizens to take up arms to defend their home. Thus, even those who follow artistic and civic Paths may be called upon to don armour and fight for their craftworld, should it be threatened. All Asuryani are naturally intelligent and physically capable, and most, even those who have yet to walk the Path of the Warrior, undergo some combat training. Therefore, if called upon to serve as a Guardian, they are already well-versed in the potent weapons of their people. Guardians are as capable as most professional soldiers fielded by other species. While Guardians are usually only mustered at times of war, some of the more aggressively warlike craftworlds, or those in particularly dangerous regions of the galaxy, maintain a standing militia at all times, periodically rotating those on duty. On some craftworlds, notably Ulthwé, Guardians comfortably outnumber Aspect Warriors.

Most Guardians serve as infantry in one of two distinct roles. Guardian Defenders are equipped for ranged combat, bearing to battle shuriken catapults and operating hovering Vaul's Wrath weapons platforms. These anti-grav turrets can mount various esoteric guns which provide supporting fire to the squad. They anchor the Aeldari lines, firing devastating volleys of lethal monomolecular projectiles known to the Aeldari as blade storms. Storm Guardians, meanwhile, fight at close quarters and are armed with a variety of close-combat weapons and short-ranged firearms, such as shuriken pistols, fusion guns and flamers. Storm Guardians are accompanied to battle by Serpent's Scale Platforms that project a shimmering energy field capable of repelling enemy fire, offering them additional protection as they close in upon their foes.

WINDRIDERS AND VYPERS

The Guardians who pilot jetbikes are known as Windriders. The sleek anti-grav steeds upon which they go to battle are wrought with such precision, artistry and complexity of engineering that a pilot can traverse a battlefield in a few heartbeats before strafing their targets with underslung shuriken catapults and scatter lasers. Windriders are rightfully proud of their prowess and mastery of their vehicles. They are known to adorn the cowling of their steeds with the heraldry of their craftworld or the iconography of their squadron. Windriders hold a significant place within the armies of Saim-Hann and are deployed in far greater numbers by the warlike clans of this craftworld than by the warhosts of any other.

The Vyper jetbike is larger than the Windrider but retains the same speed and agility as its smaller cousin. Tracing its origins to Saim-Hann, the Vyper blends the rapidity of the jetbike with firepower approaching that of a grav-tank. These vehicles have a crew of two. One Guardian operates the controls, whilst the other sits atop a rear-mounted weapons platform. Whilst lightly armoured, the sheer speed and manoeuvrability of these jetbikes allows their skilled pilots to weave through incoming fire and emerge unscathed.

WAR WALKERS

These bipedal war engines sacrifice armour for speed and firepower. All War Walkers possess twin mounts for a variety of heavy weapons, including anti-infantry and anti-armour options that can be fitted in various combinations. Their primary role is that of reconnaissance. However, their ability to traverse rugged terrain at speed often results in them being utilised to outflank the enemy and pick off exposed targets.

Despite their relatively lightweight construction, War Walkers are well protected thanks to a formidable power field that blurs and distorts the vehicle's outline and shields its Guardian pilot from harm. Incoming shots that might

strike the canopy are turned aside by a crackling bubble of invisible energy, which renders the seemingly vulnerable pilot as safe as if they were operating a fully enclosed vehicle.

SUPPORT WEAPONS

Support weapons are hovering artillery platforms, known by the Aeldari as Vaul's Wrath, in honour of their smith god's deadly skills. Each is operated by a pair of Guardians and can be fitted with a variety of weapons.

Support platforms equipped with shadow weavers fire large nets of monofilament wire that drop down from above to trap their targets. These razored strands shred any foe caught in their web. Struggling against the constricting wire only guarantees a swifter death. This weapon is particularly effective against massed infantry, gouging bloody holes in the wild charges of Human zealots or slowing the momentum of Ork assaults. The vibro cannon emits sonic waves that, as they hit the resonant frequency of their target, do terrible damage. Tanks struck by these waves tremble violently before breaking apart. Infantry are thrown to the ground, where they cough up blood and ruptured innards. Successive shots capitalise on those before, each wave increasing in intensity and penetrative power. Support weapon platforms fitted with D-cannons possess a far shorter range than any others, but the dread nature of that gun more than compensates. A D-cannon blast causes physical matter to collapse, creating a small rift that drags surrounding reality into the Warp with horrific force. Targets are torn asunder before being sucked into the Immaterium. No amount of armour can withstand such forces.

WAVE SERPENTS

The Wave Serpent is the primary troop carrier in the armies of most craftworlds. Protected within its sleek hull, squads of infantry and their commanders can be transported in relative safety to any part of the battlefield. The Wave Serpent's energy field projectors generate a rippling wave of force at the front of the craft that turns aside incoming fire, protecting it as it reaches the front lines and settles low to disgorge its complement of warriors. This force field can also be discharged as a weapon, although doing so risks draining its crystalline batteries.

In addition to its Serpent shield, a Wave Serpent is offered protection by its speed and manoeuvrability, which, when combined with its impressive array of turret and hull-mounted weapons – including bright lances, scatter lasers, missile launchers or shuriken cannons – make it an effective instrument of war even after it has deployed its precious cargo.

GRAV-TANKS

Borne aloft by advanced anti-gravitic motors, Asuryani grav-tanks are not bound by the same laws that limit the vessels of the galaxy's other species. Their hulls are wrought from psychoplastic and can bear terrible stresses whilst protective holo-fields and auxiliary spirit stones lend them resilience. In addition, all Aeldari grav-tanks are capable of true flight, even if only briefly; this allows their pilots to descend swiftly, masking their approach before unleashing a blistering barrage of weapons fire into the flank of an unexpecting foe.

The Fire Prism carries a distinctive weapon, the bane of enemy heavy battle tanks. This turret-mounted device uses a two-stage firing process. A medium-magnitude laser is discharged into a massive crystal prism mounted in the vehicle's turret, greatly amplifying the shot's potency in a fraction of a second. This energy is then discharged in a focused beam capable of blasting straight

WRAITHSIGHT

The souls that pilot Asuryani wraith constructs exist simultaneously in the realm of the living and that of the dead. They experience reality as a dream, where their thoughts, feelings, and those of other Aeldari are as tangible as steel. Living Aeldari are visible as bright beacons of spiritual energy and serve as reference points amidst the ethereal perception of a ghost warrior. Wraith constructs can tell friend from foe but lack the focus and sensory understanding of their living kin. This flaw impacts their strikes' accuracy, if not the might.

A Spiritseer, a psyker capable of communing with the dead, is therefore often necessary for a wraith construct to operate at its full potential. The Spiritseer's mind acts as an anchoring point in reality, sharpening the senses and reactions of surrounding wraith constructs and providing them with additional vigour. In the presence of a Spiritseer, previously ponderous war constructs move and fight with a speed and skill approaching that possessed by their piloting spirit in life.

Craftworlds such as Iyanden that field spirit hosts – large formations of wraith constructs – include significant numbers of Spiritseers in their ranks, thereby rendering their wraith constructs far more lethal.

through a tank's hull or dispersed over a broader area to slay entire squads of enemy infantry. Should Fire Prisms be fielded together, their gunners can combine their firepower by targeting the focusing crystal of allied vehicles with their own laser weapon, thereby further increasing the output and killing power of the targeted Fire Prism.

The Falcon, meanwhile, is a dual-purpose vehicle that also serves as a transport. Capable of carrying up to six lightly armoured combatants, it is often favoured by elite units such as Aspect Warriors. The Falcon can be outfitted with more potent weapons than the Wave Serpent, providing disembarking Aspect Warrior squads with covering fire and heavy-weapon support as they advance towards their objectives.

Night Spinners, by comparison, fulfil the role of artillery vehicles, yet they do not fire crude explosive shells or high-powered laser blasts. Instead, their turrets are fitted with an esoteric weapon, the doomweaver. This monofilament projector functions similarly to the shadow weaver, launching webs of high-tensile wire that ensnare infantry and slice through armour and flesh, cutting entire units to bloody ribbons with but a single well-placed shot.

SPIRITSEERS

There are those upon the Witch Path who develop the power to commune with the dead. Even to the psychically gifted Aeldari, this ability is considered disturbing. Known as Spiritseers, these psykers walk with the souls of the departed in the spirit world of the Infinity Circuit, tending to them and seeking their wisdom to aid the craftworld. The art of the Spiritseer is seen by many of their fellow craftworlders as akin to necromancy, a necessary evil to be endured rather than celebrated. It is not without risk. As a Spiritseer's affinity for the dead grows, leaving the spirit realm becomes more difficult. Some find themselves unable to withdraw, opting to serve their craftworld from within the Infinity Circuit rather than returning to the world of the living.

Spiritseers are invaluable at times of war – particularly to those craftworlds that field large spirit hosts – for they can guide the craftworld's ghost warriors and provide them with the clarity and focus required to battle. Whilst combat is not their primary role, Spiritseers carry a shuriken pistol and witch staff, allowing them to defend themselves from the enemy should the situation demand. In common with other battle seers, Spiritseers also wear protective rune armour. These lightweight, psychically charged raiments project a field of empyric power capable of turning aside powerful energy blasts.

Spiritseers are particularly numerous upon Iyanden. The people of this craftworld have suffered innumerable tragedies and now rely significantly upon their spirit hosts to prosecute their wars. Thus, many Spiritseers are required to marshal these deathless warriors in the midst of battle.

WRAITHGUARD AND WRAITHBLADES

For the Aeldari, even death does not guarantee a respite from warfare. The ever-dwindling numbers of the Asuryani require them to turn to desperate means to ensure survival. With the guidance of a Spiritseer, an Aeldari soul can be summoned from the Infinity Circuit of its craftworld and sealed once more into a spirit stone. This stone can then be placed within a wraith construct, imbuing its artificial form with a living intellect. The Aeldari find this act abhorrent and undertake it only at times of desperate need. Yet, it is difficult to deny the effectiveness of these wraith constructs on the field of battle.

The most numerous of the wraith constructs are the Wraithguard. These towering warriors are shaped by Bonesingers from the immensely resilient substance known as wraithbone. They tower above the living Asuryani warriors at whose side they fight. Wraithguard lack the vitality and alacrity of their living counterparts but can withstand a great deal of enemy fire, for they are as tough as they are elegant of form. The terrifying arcane weapons they wield – distortion scythes and wraithcannons – open localised rifts between reality and the Warp that tear foes apart or pitch them screaming into that terrible realm.

Wraithblades may be similar in stature to the Wraithguard but fulfil an entirely different role in a craftworld's armies. These vengeful constructs are believed by the Asuryani to be afflicted by the unstoppable fury of Khaine. Tradition demands that they are kept separate from the craftworld's other ghost warriors so that the immortal anger that pervades their wraithbone forms does not taint them too. Few Asuryani dare to speak their true name – *Klaivaulch* – for fear of bringing the wrath of Khaine down upon themselves. In battle, the Wraithblades wield paired ghostswords, or ghostaxes and forceshields.

Such is the Wraithblades' desire to close with the enemy that Spiritseers deployed at their side face a constant battle to rein in their constructs' destructive urges and prevent them from losing themselves in their quest for vengeance. However, when harnessed correctly, these macabre constructs are effective weapons that the declining Aeldari cannot afford to overlook.

WRAITHLORDS

These statuesque ghost warriors are taller still than the imposing Wraithguard. Wraithlord forms are inhabited only by the spirits of great Asuryani heroes, for these dead warriors alone possess the mental strength to operate such a large host vessel. The lingering memories of these wraith pilots ensure that they fight in much the same way as they did in life; thus, a Wraithlord frame can be fitted with various weapons. Those spirits who once excelled in ranged combat may opt to bear bright lances and starcannons, whilst those who in life favoured close combat may prefer the comforting weight and razor edge of a sentient scimitar known as a ghostglaive. Regardless of the weapons they wield, Wraithlords are potent instruments of destruction.

WRAITHKNIGHTS

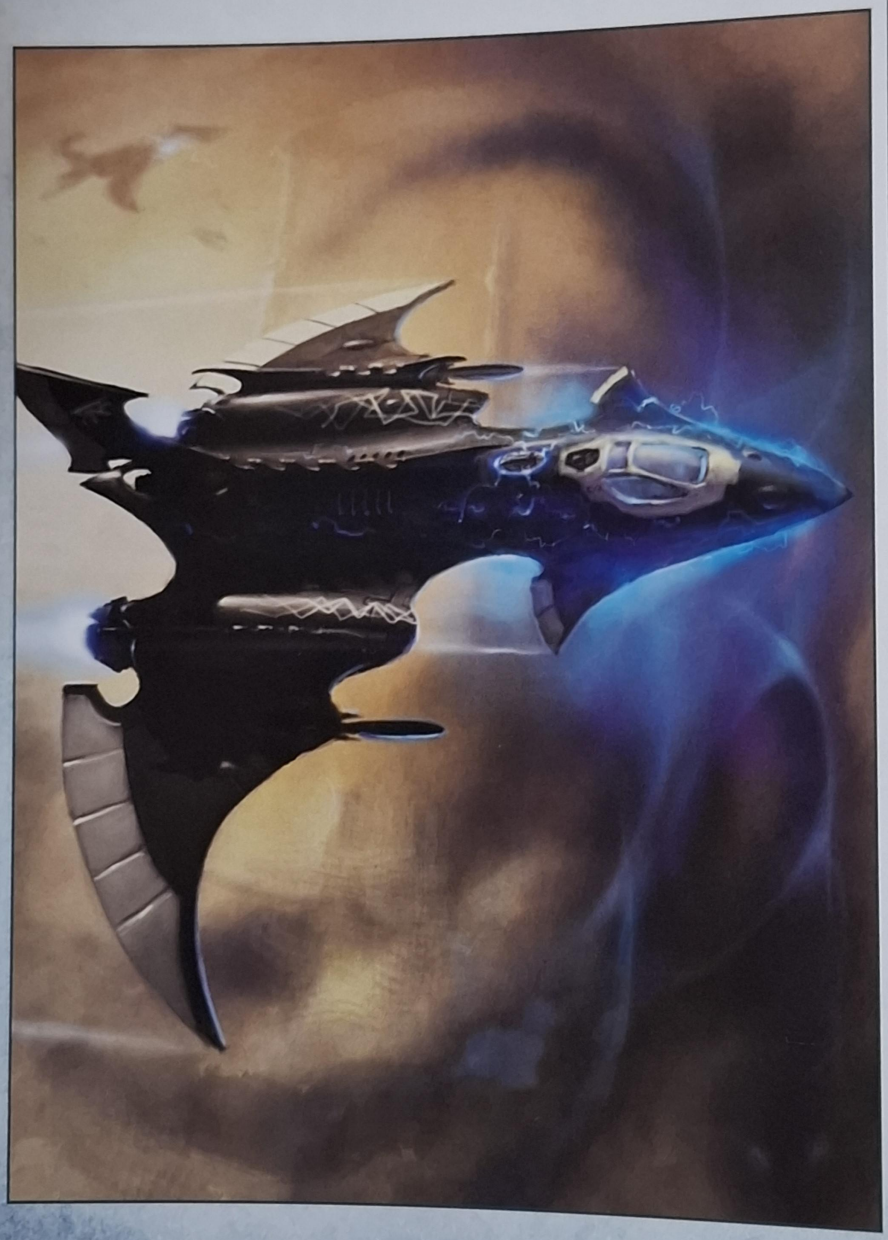
Wraithknights are colossal war machines, much larger than Wraithlords and far more heavily armed. They are unusual in that they are operated by a living pilot and a spirit working in harmony. The essence of the fallen is contained within the large gemstone upon the construct's chest, whilst the pilot is concealed behind the breastplate. Pilot and copilot are invariably twins. Aeldari twins possess a psychic bond that allows them to read each other's thoughts and feelings, resulting in an extremely close connection. Indeed, should one twin die, the second often fades away in sympathy.

Occasionally, when such a situation occurs, the surviving twin will willingly sacrifice what remains of their life to pilot a Wraithknight. The surviving twin enters a permanent battle trance, sealed within their wraithbone war machine. There, they exist in a twilight state between life and death that enables them to better commune with the spirit of their dead sibling and also with the lingering essences of those who piloted the war machine before. This combination of minds allows the pilot to operate a Wraithknight in such a way that it can move and strike with similar grace and agility to a living Aeldari warrior, albeit with hundreds of times the strength and destructive force.

The colossal size of a Wraithknight enables it to be fitted with an array of devastating weapons. The majority are armed with a pair of heavy wraithcannons. Much larger and far more lethal than the wraithcannons borne by Wraithguard, these weapons open catastrophic rifts to the Warp capable of tearing apart even Titan-sized targets. Some wield suncannons, gigantic plasma weapons capable of annihilating infantry swathes with each searing blast. Others bear ghostglaives and scattershields with which they can engage and defeat even a daemon lord of Chaos in single combat.

HEMLOCK WRAITHFIGHTERS

The Hemlock Wraithfighter was conceived as a weapon of pure terror. Its very use is considered an atrocity by some, and even those Autarchs who authorise its use do so only in the most dire of circumstances. The Hemlock combines the psychic abilities of its Spiritseer pilot with the sinister gestalt energies of the Aeldari dead. Through the heart of each Hemlock Wraithfighter runs a psychically reactive wraithbone core that functions like a miniaturised Infinity Circuit. The spirits within can operate the craft should its pilot be rendered senseless; this is just as well, for the mental strain of sharing a weapon shell with the lingering essences of the dead is so great that even a Spiritseer pilot risks eventually succumbing to insanity, or having their soul forever join those contained within the ship's core.



It is the Wraithfighter's arcane weaponry that demands such an alliance between living and dead. The Spiritseer's abilities are magnified by the mindshock pod hanging beneath the cockpit, allowing them to send out a wave of terror from their craft. As this wave of negative emotion afflicts enemies below, the Hemlock's vengeful spirits fire the heavy distortion scythes mounted under the craft's wings. No blast or beam accompanies the discharge of these fell weapons, for they operate in another dimension. The only signs of their effect are piercing, discordant wails and the bodies of their targets tumbling senseless to the ground. The Asuryani call the act of separating a spirit from its body the cutting of the Crone's cord, for in Aeldari myth a silvered strand ties the soul of a living being to its mortal form. When this connection between body and spirit is severed, the soul of the victim is permanently separated from its physical form and cast into the depths of the Warp, where it is lost forever. The Aeldari mind can imagine no more terrible a fate.

Asuryani tradition holds that only Morai-Heg possessed the right to perform such a terrible act. For this reason, many craftworlds long ago outlawed the use of Hemlock Wraithfighters. Yet the most militant of Autarchs claim that such rules were made in less desperate times and that to hold to them now dooms the Aeldari to a swifter demise. The Ynnari, meanwhile, wield the energies of death like no others and have no compunctions at all about the use of such horrifying weapons. Many Hemlock Wraithfighters and their Spiritseer pilots have found their way into the service of Yvraine's death cult, to be unleashed upon the galaxy in the furtherance of her cause.

CLOUDSTRIKE ASSAULTS

A favoured tactic of many Autarchs, the cloudstrike assault involves formations of Wave Serpents and Falcons, usually escorted by accompanying grav-tanks and Crimson Hunters, descending from orbit at high speed to strike at an unexpecting foe. As Crimson Hunters strafe enemy fortifications and weave through anti-aircraft fire to silence gun batteries, Wave Serpents and Falcon grav-tanks dive low to deploy their troops behind or in the midst of the foe. The ensuing slaughter is usually so swift and merciless that the Asuryani warhost has disappeared by the time their foes can call additional reinforcements onto the field.

RANGERS

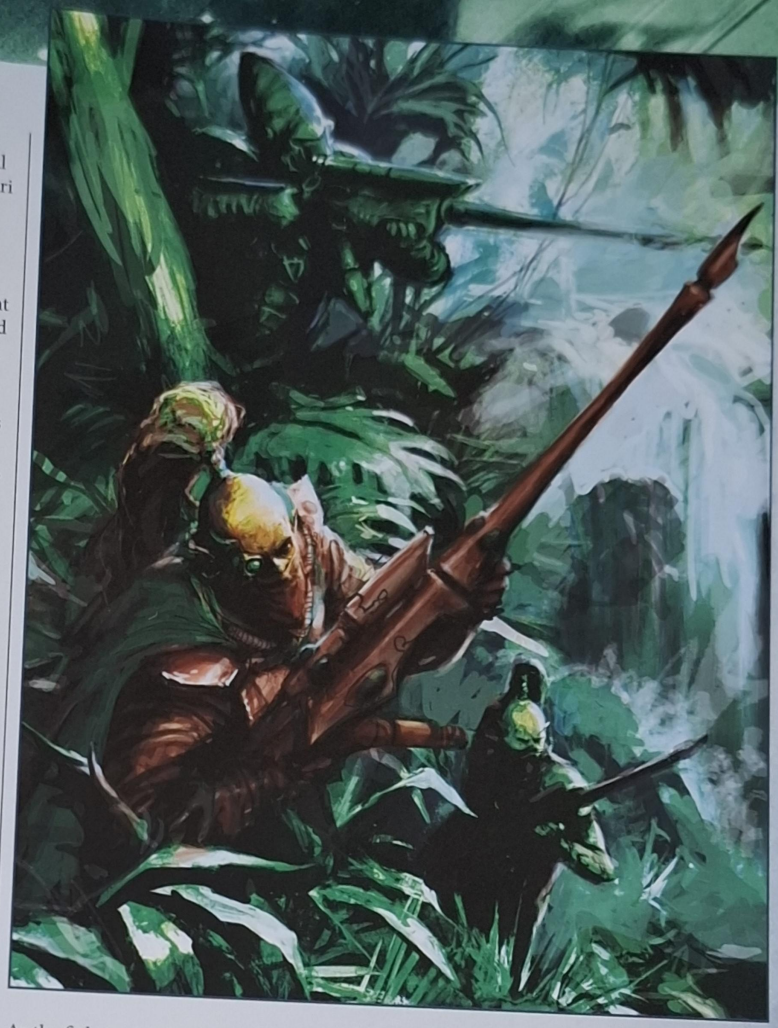
The outcasts known as Rangers wear a practical clothing derived from those worn by the Aeldari of Exodite worlds. A long cameleoline cloak covers light armour; this sophisticated and hard-wearing garment blends into the bearer's surroundings, helping Rangers to meld with their environment. They wield long rifles, potent energy weapons with extended barrels and fitted with pan-spectral sights that allow them to pick off targets at extreme range.

In battle, Rangers often gather into small groups to take up commanding positions overlooking the battlefield. Merging with their surroundings, they use their long rifles to deadly effect, their energy bolts finding eye sockets and armour joints of even heavily armoured warriors with unerring accuracy. Then, before the enemy can strike back, the Rangers are gone, melting back into the shadows and leaving their opponents shooting only at thin air.

The most experienced and skilled Rangers may earn the right to be called Pathfinder and are more adept at subterfuge and infiltration than any of their kin. Craftworld Alaitoc, in particular, possesses many Pathfinder agents, none more storied than Illic Nightspear, whose knowledge of the Webway is rivalled only by the Harlequins. Nightspear's escapades are legendary amongst the Alaitoci, particularly his campaigns of vengeance against the eldest enemies of the Aeldari, most notably the Necrons.

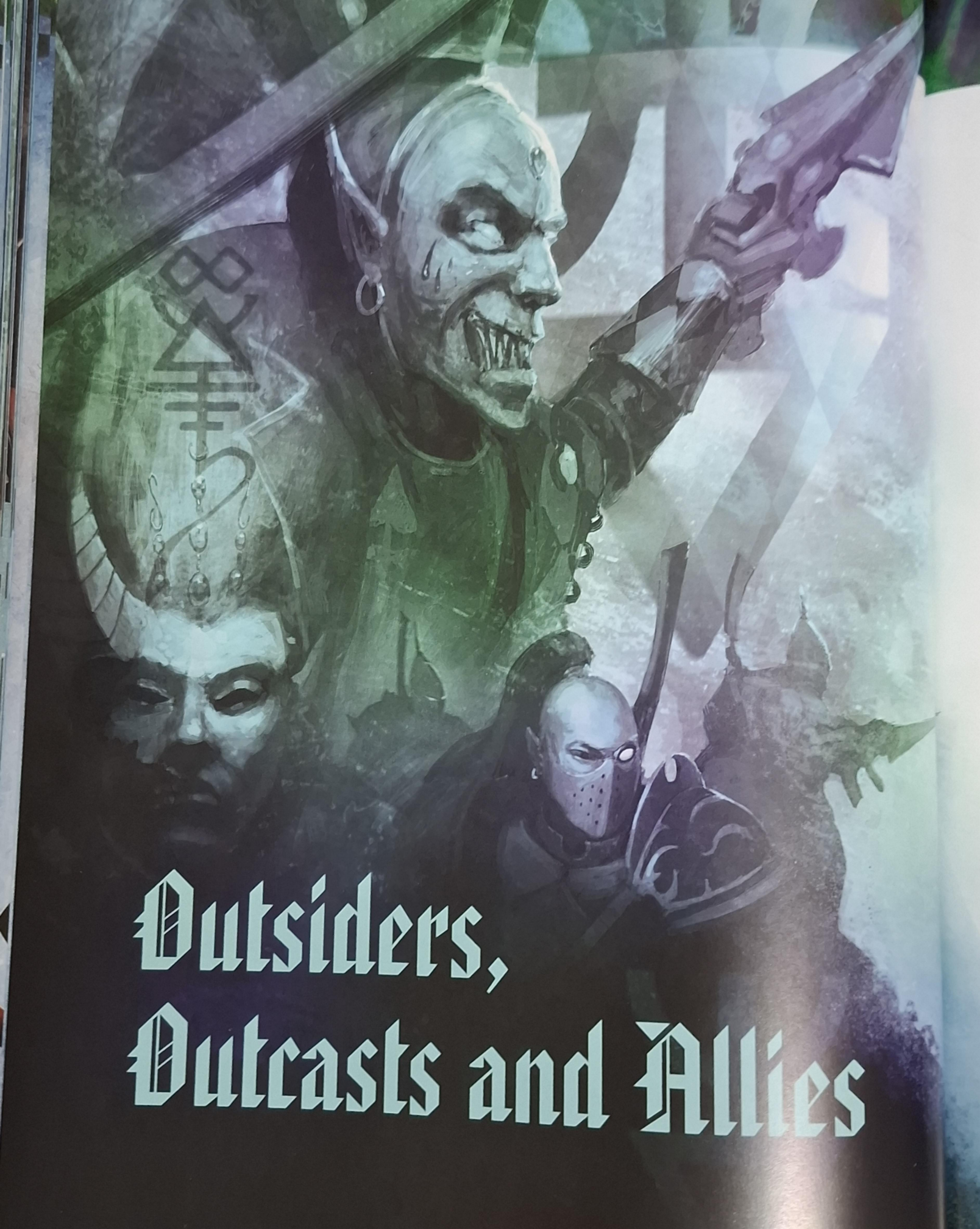
SHROUD RUNNERS

Occasionally, when operating on behalf of their craftworlds or traversing exceptionally rough terrain, Rangers may utilise Raptor jetbikes. Fitted with engine mufflers and often painted with complex camouflage patterns, these craft are, as is typical for Aeldari vehicles, both swift and agile. Each Raptor jetbike is crewed by a pair of Rangers. One crew member acts as a pilot whilst the second is mounted in the pillion position and carries a long rifle with which to pick off targets of opportunity. The Rangers that ride these jetbikes to battle are referred to by the Asuryani as Shroud Runners. At times of war, they range far ahead of the bulk of their craftworld's armed forces, acting as scouts, picking out key targets and marking them for destruction, and outflanking and harrying the enemy. These harassing attacks often draw a stern response from the foe, sometimes pulling critical units or reinforcements away from the front line and ensuring that by the time the main thrust of the Aeldari strike hits home, the enemy is no longer in a position to defend against it. Thus, Shroud Runner formations are prized by a great many Autarch commanders.



As the fighting escalates and the Aeldari warhost crashes into its foes, units of Shroud Runners abandon their role as scouts. Instead, they utilise the manoeuvrability of their Raptor jetbikes to position themselves in key vantage points and pick off enemies from range with accurate long rifle fire and scatter laser volleys. The pillion rider often enters a marksman's trance that slows their natural heart rate and increases their focus. This meditative state enables the shooter to slay distant foes with unerring accuracy, even as the pilot manoeuvres their Raptor jetbike steed in death-defying patterns and at breakneck speed.

Shroud Runners rely primarily upon the speed of their bikes and their skill as pilots for protection, never staying too long in one position and constantly weaving in and out of terrain to avoid receiving heavy retaliatory fire. Even if an enemy does catch sight of them, the cloaks worn by pilot and passenger still offer protection. Combined with their steed's dizzying speed, these chameleonic shrouds blur the outline of vehicle and crew alike, rendering them even harder to hit.



Outsiders, Outcasts and Allies

THE AELDARI DIASPORA

Whilst the Asuryani may be the most widespread and cohesive survivors of the Fall, they are far from alone. On distant Exodite worlds sheltering from the ravages of Chaos or sequestered in the labyrinthine depths of the Webway, other factions of Aeldari survive.

The surviving Aeldari's shared heritage ensures that most of these splintered elements retain ties of varying closeness with their craftworlder kin. Most Corsair fleets foster trading connections with one or more Asuryani craftworlds and will come to their aid in times of war. The Harlequins travel widely amongst their people, educating them with ritualised performances and ensuring the lessons of the Fall are always remembered. Even the Ynnari, a fringe death cult whose motivations have caused consternation and concern amongst many of the Asuryani, maintain diplomatic or spiritual connections with a multitude of craftworlds.

PIRATE EXILES

Many are the Asuryani who leave their craftworld, opting for a life filled with adventure and experience. These bold exiles, known as Anhrathe, leave their homes at significant personal risk, for without the protection of their craftworld, they are far more vulnerable to She Who Thirsts. For this reason, many restless Asuryani sign on with one of the Corsair vessels that frequently visit and trade with the craftworlds. Each voidship is captained by an experienced voidfarer who belongs to a Corsair fleet. These fleets range in size and infamy, with most led by a self-titled prince. They ply the Webway and plunder the void lanes of the known galaxy, boarding enemy vessels, seizing prizes and amassing wealth beyond measure.

Many Corsair fleets enjoy close relations with specific craftworlds and draw many of their crew from the world-vessels. These connections benefit craftworld and Corsairs alike, and alliances between them are common, particularly when a craftworld is threatened with invasion.

THE CULT OF YNNEAD

The Ynnari are a small but influential sect led by the so-called Chosen of Ynnead, Yvraine. As the high priestess of an unborn god, Yvraine seeks to bring about the apotheosis of her patron. Prophecy states that this goal will only be achieved with the death of every last Aeldari; this has not stopped Yvraine and her Ynnari from attempting to accelerate the process. The increasing extremity of her methods has lost her many erstwhile allies, including such notable figures as Jain Zar and Eldrad Ulthran. Many of her Harlequin and Drukhari followers have slunk away from the cause, disenchanted by a lack of reward for their considerable efforts.

The Ynnari may be a fringe faction of extremists, but they have disproportionately influenced galactic events. It was their involvement that set the stage for Roboute Guilliman's return, saw Prince Yriel of Iyanden raised from the dead and resulted in the shattering of Craftworld Biel-Tan. Though the momentum of their cause has since been slowed, they remain an influential, if small, presence across the entirety of Aeldari society, from the crystal domes of the craftworlds to the deepest, darkest recesses of the Webway.

MASKED PLAYERS

Perhaps the strangest and most esoteric of the extant Aeldari factions, the Harlequin followers of Cegorach see themselves as responsible for preserving their people's history and mythology – both closely intertwined. Groups of Harlequins known as masques travel the length and breadth of the Webway, educating and enthralling new generations of Aeldari and Drukhari with their balletic recitals. The most important dance that they perform is the Tale of the Fall. Their vivid performances describe this apocalyptic event in all its terror and attempt to ensure that the horrors of this time will never be forgotten.

The Harlequins have other duties, too. As guardians of the Webway, they strive endlessly to protect this sub-realm from interlopers, particularly the followers of Chaos. They also defend the Black Library, a repository of forbidden knowledge located deep within the Webway and often act as ambassadors between their Asuryani and Drukhari cousins. Relations between these two peoples are fractious at best, and the Harlequins are some of the few Aeldari permitted entry to both craftworlds and the Dark City. Their primary desire is to bring about the defeat of Chaos and ensure the survival of their people. Thus, it is not uncommon to see Harlequin troupes fighting side-by-side with Asuryani, Drukhari and Ynnari. This is not to say that relations are always cordial, however. The Harlequin masques pursue their own agendas, and many amongst the Asuryani are suspicious of their true intentions.

Unlike their Anhrathe and Asuryani kinfolk, the Harlequins eschew the use of spirit stones altogether. Such is their faith in the Laughing God and their belief that their mirthful deity still lives that they remain confident their souls will return to his care upon their deaths, thus denying She Who Thirsts the banquet she so eagerly seeks.

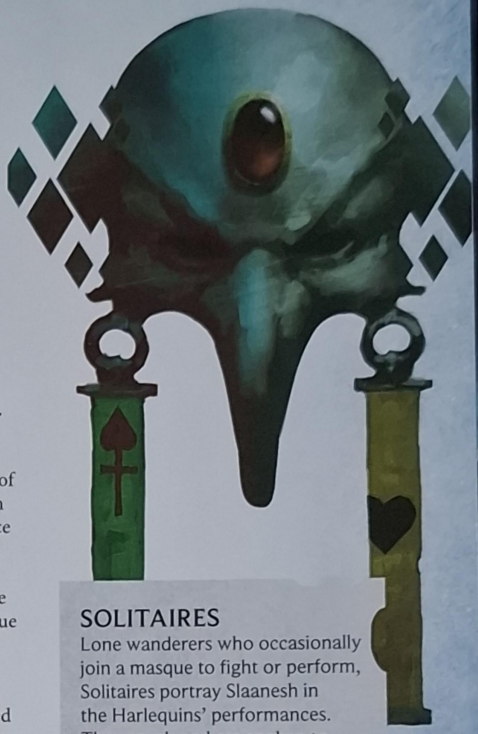
THE EXODITES

Long before the Asuryani fled the impending collapse of the Aeldari empire aboard their craftworlds, other Aeldari had become disillusioned with the moral decay of their society and escaped to live a more puritanical existence. They hoped that doing so would stave off the spiritual decline that had claimed their kinfolk.

The worlds inhabited by these Exodites are scattered across the galaxy. Most of these planets were terraformed by the Aeldari long before the Fall, rendering them verdant paradises rich with life. Exodites soon settled into tribal societies, hunting, gathering and farming for themselves. All Exodite worlds possess a world spirit, similar in function to the Infinity Circuit of a craftworld but formed of a network of menhirs, obelisks and other structures crafted from psychoactive crystals; this ensures that the spirits of the fallen return to the heart of their home world, and that they may be called upon for their wisdom at times of strife.

Despite their isolation, the Exodites are far from helpless. When forced to fight, they often utilise reptilian riding beasts alongside traditional Aeldari weaponry to lethal effect. Several craftworlds, most notably Biel-Tan, see it as their duty to aid the Exodites should their existence be threatened.

HARLEQUINS



Swift and agile even by the standards of the Aeldari, Harlequins strike in a riotous display of prismatic colour and acrobatic prowess that hypnotises, dazzles and terrifies all in their path. Their weaving, scintillating onslaught renders them almost impossible to strike in return.

Skill, grace and agility are the hallmarks of the Harlequins. They compensate for what they lack in brute strength and resilience with sheer acrobatic lethality and the application of esoteric technologies. Each Harlequin wears a holo-suit that breaks up the outline of their form. Those attempting to fire upon advancing Harlequins are confronted with a polychromatic blur of psychedelic colour that overwhelms the senses. Before the palsied fingers of dazzled foes can squeeze a trigger, the Harlequins are in their midst, and the dance of death begins.

The Harlequins whirl and cavort through the enemy ranks, each slain victim an unwilling partner in a lethal performance. Blade thrusts and pistol shots come fast and furious, bullets, sparks and arcs of blood raining down as panicked victims try desperately to halt the kaleidoscopic advance. In this carnival of violence, the enemy faces their darkest fears in the hideous visages of the Harlequin's ever-shifting masks.

HARLEQUIN MASQUES

The Harlequins band together into groups known as masques. The structure of these bands can be traced to those ancient days before the Fall when Cegorach's followers were theatrical performers first and foremost. Each masque is centred around three distinct troupes of Harlequin players: the Light, the Dark, and the Twilight, and each of these troupes has hundreds of distinct roles to be played. The players of the Light are associated with swift action, the heroic protagonist, the sky and the day. The Dark represents villainous antagonists, violent endings, tragedy, loss and the ending of all things, whilst the Twilight is transitory, like the Webway or the fateful journey, and representative of branching paths and divergent fortunes. Thanks to this structure, each member of a troupe is intimately familiar with their role on stage and battlefield, as well as those of their fellows, ensuring seamless coordination and communication, even as the performance increases in pace and complexity.

Whilst troupes are nominally led by a Troupe Master, the individual players within a masque know their role so well as to require little direction from their superiors. A Harlequin masque can act with greater coordination and discipline than even the most well-drilled standing armies. In battle, a masque becomes a single, perfectly coordinated entity.

THE SAEDATH

To the Harlequins, battle is a ritualised performance known as the *saedath*. Each saedath is a choreographed battle plan, a morality play and a tale from the Aeldari mythic cycle that informs its target priorities, overarching strategy and whether troupes of the Light, Dark or Twilight would best lead the conflict. The appropriate saedath for the battle at hand may be chosen according to specific mythic cycles, the ritual significance of the foe, the time of day or any other manner of portents. Regardless of the saedath selected for the battle, each is a brilliant and delicately woven strategy of incredible complexity, guaranteed to confuse, dazzle and, ultimately, destroy the enemy.

Some saedath are performed by most masques – the Hundred Swords of Vaul, the Torments of the Fiery Pit and Isha's Weeping, for example, are seen from one side of the galaxy to the other. In contrast, saedath such as the Serpent's Brood are highly specialised, suitable only for use against specific foes. The Giant's Lament, for instance, was composed with the felling of giant war machines in mind and is performed as a direct response to colossal threats such as Imperial Knights, Ork Stompas or Tyranid bio-titans.

SOLITAIRES

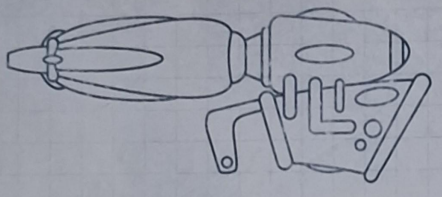
Lone wanderers who occasionally join a masque to fight or perform, Solitaires portray Slaanesh in the Harlequins' performances. They speak and are spoken to only in ritual form, and their fellow Aeldari hold them in fear and awe. To better play the role of She Who Thirsts, Solitaires are blessed with great power by Cegorach. This power, however, comes at a price. The Harlequins believe that Solitaires alone are denied Cegorach's protection and that, upon death, their souls are destined to be devoured by Slaanesh.

Solitaires are capable of feats of speed and martial prowess that no other Aeldari could hope to replicate. Such is their agility that it is nigh impossible for a foe to land a blow or to target them from range. Most enemies register the Solitaire's passage as a shimmering blur, unable to raise their weapons before the lethal caress of its monofilament weaponry spells their doom.

TROUPE MASTERS

Troupe Masters are the choreographers of the saedath. They direct their comrades' actions and reactions in response to the shifting fates of battle, ensuring that the Harlequins' performances are as perfect as possible. The most talented Troupe Masters may be appointed by their fellow Harlequins to lead their entire masque. These principal players take their place at the very heart of the saedath, where they become the pivotal figure around which the performance revolves. Such leaders are often given the title of Great Harlequin, and it is their responsibility to play the role of Cegorach himself or at least some facet of the Laughing God's personality.

HARLEQUIN'S SPECIAL WEAPONS REF:008IAX455

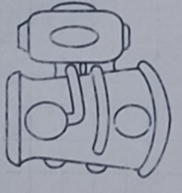


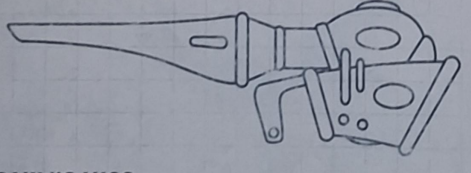
HARLEQUIN'S EMBRACE

This wrist-mounted weapon projects a cloud of monofilament wire that contracts upon ensnaring the foe, allowing its tightening strands to slice them into bloody chunks.

HARLEQUIN'S CARESS

Affixed to the bearer's forearm, this weapon encases the hand in a phase field, allowing it to reach through a foe's armour and deftly pluck out their still-beating heart.





HARLEQUIN'S KISS

When punched through the armour and flesh of a foe, this forearm-mounted sharpened tube can be triggered to send a stream of high-tensile monofilament wire scything through the target's innards.

Their weapons of war are power swords, the humming, energised blades of which can easily slice through the thickest armour. Some also bear ancient relics drawn from the vaults of the Black Library. The effects of these rare and powerful tools of war are often as bizarre as they are terrifying.

TROUPES

Harlequins are not born so. Their numbers are drawn from the strata of Aeldari society. To become one, a prospective player must cast off their former life, erasing their identity and taking a single role within their masque. Each is known by a ritual name, such as the Webway Witch, the Sun Prince or Shaimesh the Poisoner. Once chosen, this informs every facet of the Harlequin's personality from that moment forth. The nature of the Aeldari psyche and its tendency towards obsession enables each player to inhabit their role to the extent that they act in ways that may repulse, terrify or seem utterly unnatural to them. This complete immersion allows a player to become their character, lending conviction and gravity to their performance to help convey the tragedy of the Fall and impart its lessons upon their audience.

Harlequins make use of esoteric weapons and wargear, including an array of lethal monofilament weapons, camouflaging dathedi holo-fields and flip belts: anti-gravitic generators that enable a troupe to bound gracefully and rapidly through the violent chaos of battle and seemingly impassable terrain.

SHADOWSEERS

Potent psykers, Shadowseers manipulate the minds of their enemies to ensure victory. They use their psychic powers to blind their foes, drive them mad or wound their souls. They may also use their powers to shield their allies from harm with illusion and obscuration. Just like Cegorach, Shadowseers are masters of trickery.

In the Harlequins' performances, Shadowseers play the role of Fate. They are narrators, speaking in a monologue while their fellow players whirl and spin around them. The Shadowseers' subtle psychic manipulations, combined with the payload of the hallucinogenic grenade launchers they bear upon their backs, provide the myriad illusions accompanying their performances.

Shadowseers also act as envoys to their craftworld and Commorrite kin, hiding their true identities behind stage names, their impassive masks concealing all motivation and intent. They bear no personalisation upon their garb, displaying only the colours of their troupe and betraying nothing of their identity beyond that which they choose to reveal.

DEATH JESTERS

Death Jesters play the role of Death. They possess a dark sense of humour and delight in slaughtering their enemies in the most ironically amusing fashion possible. Thus, their killing sprees are interspersed with their own twisted humour. Slaying an enemy champion at the culmination of an epic call to arms to render his inspiring speech moot, wounding and enraging Orkoid beasts so that they turn upon and devour their handlers or panicking sappers so that they flee into their own minefields – these are the kinds of cruel deeds in which Death Jesters revel. These macabre performers can often be heard chuckling to themselves as they inflict such deaths, stopping only to honour those whose oblivion satisfies their warped sense of humour with sarcastic bows and mocking applause.

The signature wargear of the Death Jester is the shrieker cannon. This shuriken weapon emits a hissing storm of monomolecular ammunition laced with gene-toxins that cause struck victims to combust horrifically from within, a violent end that fills Death Jesters with spiteful mirth.

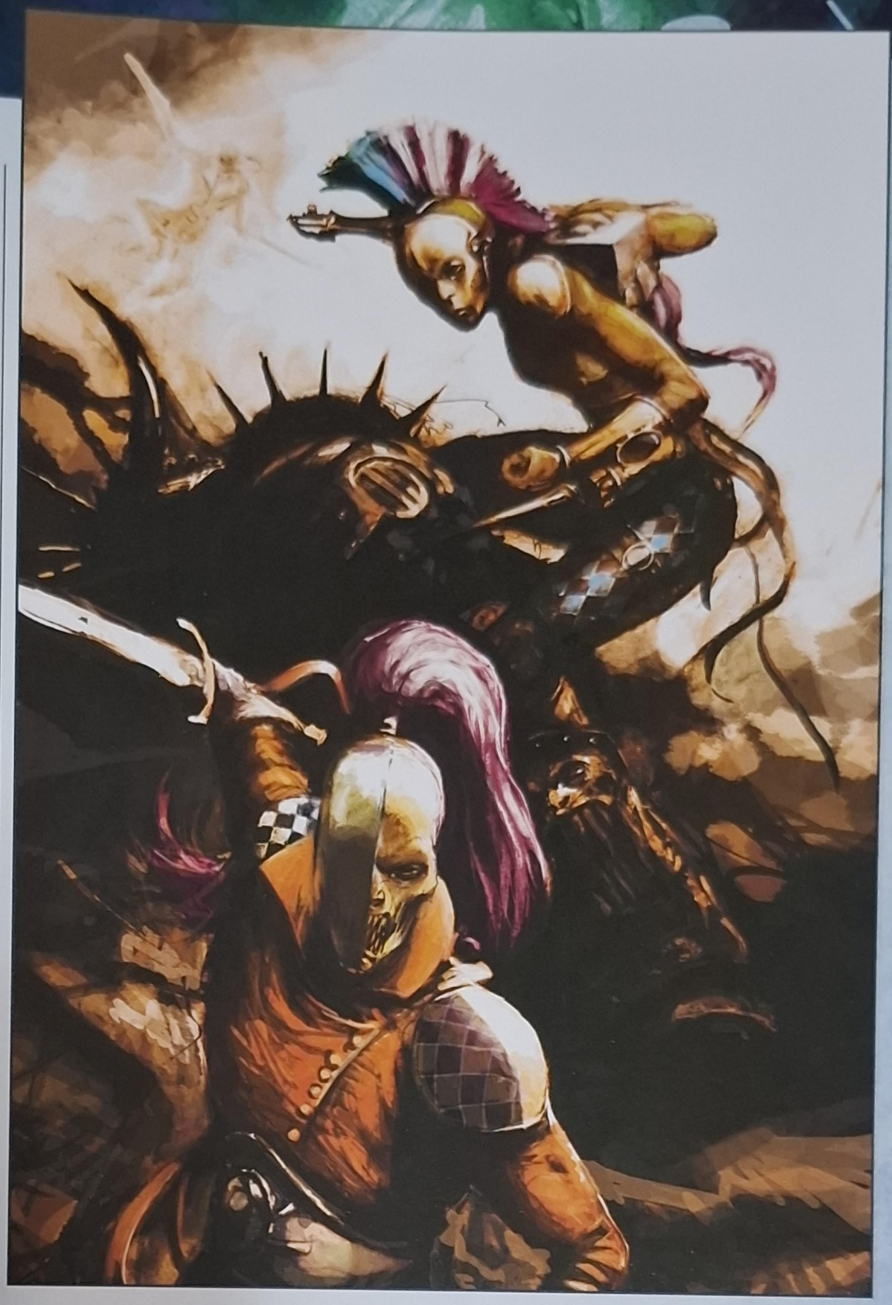
SKYWEAVERS, STARWEAVERS AND VOIDWEAVERS

Harlequin masques make use of a variety of jetbikes. The most prevalent of these vehicles are Skyweavers, Starweavers and Voidweavers. Just as the players who pilot these vehicles have their roles in the grand performances of the Harlequin masques, so are each of these vehicles named for the children of the Cosmic Serpent, a being from Aeldari myth who is said to have acted as an ally to Cegorach. Some saedath performances – for example, Faolchú's Grace – involve entire formations of Harlequin jetbikes screaming down from the heavens. Together, the attacking craft embody the Great Hawk's consort as she bore the sword Anaris into the hands of Eldanesh.

Skyweavers are crewed by a pilot and a single rider. The pilot takes the role of the Skyborne Prince, guiding the vehicle through the clouds and low over the field of battle, firing the main gun at targets below. The rider becomes the Great Falcon, fighting from astride the jetbike's stern. Many who play this role wield star bolas: weighted plasma charges that are hurled to wrap around necks and limbs before exploding with enough force to blast a victim into ragged chunks.

Starweavers are lightly armoured but incredibly fast and agile jetbikes utilised as transports by Harlequin troupes. Protected by holo-fields and mirage launchers that impede the ability of the foe to track them through the air, they can bear a small number of passengers into battle. They also pack a hefty punch in terms of weaponry, mounting several heavy guns that provide effective supporting fire for their passengers as they leap into the fray. Their shuriken cannons, in particular, are ideal for felling ranked enemy infantry in withering blizzards that shred living targets in seconds.

Voidweavers are more heavily armed than Skyweavers and Starweavers but are in no way burdened by this additional firepower. Potent heavy weapons such as shuriken, prismatic or haywire cannons, polychromatic camouflage and streamlined forms make them excellent ambush hunters, striking swiftly and screaming away before fire can be returned. As well as a forward-facing heavy weapon, the Voidweaver mounts an aft-facing turret, enabling a Harlequin gunner or automated targeting matrix to guard the vehicle's rear and lay down punishing fire against any foe skilled and bold enough to attempt pursuit.



THE COSMIC SERPENT

The Cosmic Serpent is an important figure in Aeldari myth. This being is said to have existed in the material and psychic realms at the same time and his children are said to have been firm allies of Cegorach. Some myths even state that he allowed the Laughing God to ride upon his back. The Cosmic Serpent is also the symbol of the Asuryani of Saim-Hann and is emblazoned on the vehicles and armour of those who hail from this craftworld.

YNNARI

The Ynnari are the followers of Ynnead, the Whispering God. Also known as the Reborn, their goal is to bring about the apotheosis of their awakening deity. In this act, they seek to save their people from oblivion and destroy She Who Thirsts.

The Ynnari are a fringe faction amongst the Aeldari, distrusted by most and abhorred by many, and yet those who heed Yvraine's call are fanatically devoted to her cause. The Reborn have drawn support from every corner of Aeldari society. Alongside Asuryani, devotees can be drawn from Corsairs, Drukhari, Harlequins and Exodites.

With Yvraine at their head, the Ynnari have been involved in many pivotal galactic events. However, despite their ceaseless efforts to bring about Ynnead's apotheosis, the slumbering god has yet to be restored fully to life. In their frustration, Yvraine and her Reborn have continued to turn to more extreme methods to see the Whispering God awakened.

YVRAINE, DAUGHTER OF SHADES

Scion of Biel-Tan, seer, warrior, outcast, Corsair and Commorrite gladiatrix, Yvraine has spent a portion of her life amongst almost every section of Aeldari society. However, she rose to prominence in the fighting pits of Commorragh, having been abandoned by her mutinous crew. There, she fought desperately to earn her place in one of the Dark City's many Wych Cults; this she achieved with her skill-at-arms, eventually attaining the rank of Succubus, only to be slain in a duel. At the moment of her death, a portion of her spirit was joined with Ynnead's, restoring her to life.

Since this time, Yvraine has travelled widely amongst the Aeldari, bringing hope to even the most fatalistic of her people and inspiring them with her cold, calculated voice of authority. Yet, she has been unable to convince everyone of the validity of her cause. Many Aeldari have continued to debate whether she is truly a figure of salvation, an unwelcome distraction in the seemingly never-ending wars against Chaos or even an unwitting agent of the Great Enemy seeking to bring about their downfall.

Yvraine possesses the poise of nobility and the merciless nature of a born killer. Her might is further enhanced by a potent psychic ability and her supernatural power over death. The Cronesword *Kha-vir*, the Sword of Sorrows, is said to turn those struck with it to ash, and Yvraine wields it with great martial prowess.

THE VISARCH, BLADE OF YNNEAD

Of all Yvraine's followers, none are as loyal or dedicated to her as the Visarch. Since her rise in Commorragh, he has fought at her side, acting as bodyguard, champion and, on occasion, leading the Ynnari in battle.

In his former life, the Visarch was known as Laarian Starspeaker, a Dire Avenger Exarch of the Silvered Blade Shrine. He was Yvraine's first teacher during her time following the Path of the Warrior, and the two shared a close bond. When she later left the shrine and Biel-Tan, he was greatly saddened by her departure and became even more sorrowful when he learned that she had been reduced to fighting in the arenas of Commorragh. Breaking with the traditions of the Asuryani, he abandoned his position as Exarch and travelled to the Dark City to bring her home. His travails in Commorragh saw him seize control of the Cult of the Scarlet Incubi, slaying their incumbent leader and wresting from that warrior the ancient armour he now wears. In his grasp, he bears the Cronesword known as *Asu-var*, the Sword of Silent Screams. Drawn from the wraithbone core of Craftworld Biel-Tan prior to its splintering, this ancient weapon absorbs the life forces of those it slays and transfers them to revitalise the bearer.

THE YNCARNE

AVATAR OF YNNEAD

Though Ynnead's power grows in the Warp with the death of each Aeldari, only the barest fraction of the god's might has emerged in realspace. Some of this potential has been granted to Yvraine. The remainder is expressed as the Yncarne, thought of by many as the Avatar of Ynnead.

At times of peace, the Yncarne dwells in a nether-realm between realspace and the Warp, and only a great swelling of death energy can summon it to the material realm. The manifestation of the Yncarne is heralded by a deluge of ice-cold spiritual force that is shocking and invigorating to nearby Aeldari. The ground cracks and splinters, geysers of blue-white energy bursting forth to coalesce into a floating, androgynous figure surrounded by a vortex of Aeldari souls. The whispering voices of the dead emanate from the swirling tempest as the Yncarne drifts over the battlefield. The energies of death empower the entity, and its presence invigorates the surrounding Ynnari, granting them the icy determination to fight to the last.

In battle, the Yncarne is a howling tornado of psychic annihilation, whipping through the foe and ripping the life force from all it touches. Those not slain by its very gaze or sent tumbling to the ground as soulless husks are struck down by its weapon, *Vilith-zhar*, the Sword of Souls.

CORSAIRS

The Aeldari Corsairs are piratical raiders whose sleek, solar-sailed vessels are the bane of shipping lanes throughout the galaxy. Masters of boarding actions and lightning assaults, they utilise these tactics to seize wealth and earn fame and glory.

Those who call themselves Anhrathe have cast off the shackles of the Path system yet have managed to avoid being consumed by the hedonism and depravity embraced by their Drukhari kin. The freedom of self-imposed exile enables these thrill-seeking Aeldari to indulge their adventurous spirits. Instead, they forge forward alone, seeking a life filled with terrible danger and the promise of great reward.

Corsairs come from all sections of Aeldari society. Crews may include outcasts from the Asuryani craftworlds, Drukhari of Commorragh, former Harlequins and even those who once fought for the Ynnari cause. Most of those who join Corsair crews do so in pursuit of fame, riches and glory, perhaps even hoping to command their own fleet. Some become Corsairs to escape strife with their kin. Others, convinced that their species is doomed, do so to live out the remainder of their long life, indulging their desires for excitement and adventure.

Each Corsair fleet is commanded by an exceptionally charismatic leader. Many style themselves as members of royalty, scions from pre-Fall Aeldari houses or inheritors of a similarly prominent lineage. The titles borne by Corsair leaders are so varied and ostentatious that they are beyond the ken of other species. In the crude tongues of Humanity, they are simply referred to as princes or princesses.

Corsair fleets vary greatly in size and strength. The largest of their number, such as Prince Yriel's Eldritch Raiders, the Void Dragons and the Sunblitz Brotherhood, possess scores, if not hundreds, of vessels. In addition to voidships and their battle-hardened complements, Corsair fleets are supplemented by grav-tanks, jetbikes and other military-grade equipment.

CORSAIR VOIDREAVERS

The rank and file of a Corsair fleet is comprised of its crews. These highly skilled and exceptionally agile warriors are referred to as Voidreavers. Usually lightly armed and equipped to facilitate fast raiding and lightning assault, Voidreavers are far more experienced than the Guardian militias of the craftworlds. Whilst they lack the discipline of their Asuryani cousins, they make up for this with an elan and unpredictability that often confounds their foes. Wielding a variety of equipment drawn from the armouries of the Asuryani, Drukhari and other subsections of Aeldari society, Corsair Voidreavers are flexible and lethal warriors who excel in the confusion of boarding actions, ambushes and skirmishes.

Voidreaver bands are ordinarily placed under the command of veteran crew members known as Felarchs, who have earned the trust of their commanders in battles beyond count. These higher-ranking raiders are often equipped with more advanced wargear than their underlings, including neuro disruptor pistols and obscuring mistshields.

CORSAIR VOIDSCARRED

The most hardened and experienced of the Anhrathe are the Voidscarred. These veteran voidfarers are drawn to one another, for few other Aeldari can relate to the mind-warping sensory experience and bizarre phenomena they have encountered. Possessed of strong personalities and iron will, the Voidscarred are also expert warriors, each with their unique set of skills and preferred combat techniques. A band of Voidscarred may contain lethal snipers, heavy weapons experts, master duellists and even powerful psykers. All of these warriors are experts in their field of violence and have tested themselves in battle against myriad foes.

PRINCE YRIEL OF IYANDEN

HIGH ADMIRAL OF THE ELDRITCH RAIDERS

An illegitimate scion of the House of Ulthanesh, Prince Yriel is the leader of the Eldritch Raiders, one of the largest and most feared Corsair fleets ever to have plied the void. Hailing from Craftworld Iyanden, Yriel once walked the Path of Command, yet his bold and impetuous nature saw him at odds with his people and resulted in a self-imposed exile that would last for many years.

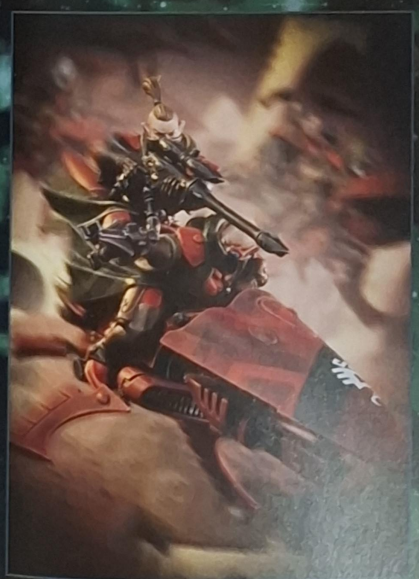
The adventures of Prince Yriel could fill the pages of many tomes. It was he and his Eldritch Raiders who saved Iyanden from the ravenous hunger of Hive Fleet Kraken. Armed with the cursed Spear of Twilight, he has slain Tyranid war-beasts and crossed swords with mortal champions and feculent daemons. He has even passed beyond the realm of the living, only to be saved by Yvraine. By plunging the tip of the Spear of Twilight into the heart of the dead prince, she returned to him the vitality that the cursed weapon had leached from his spirit and, in doing so, returned him to life.

In the wake of his resurrection, Yriel finds himself once more filled with the vigour of youth and the desire for adventure. He has turned his attention again to the void, leaving the haunted domes of Iyanden once more to reave and plunder as pirate prince of the Eldritch Raiders.

Showcase

COLOURS OF THE CRAFTWORLDS

THE AELDARI GO TO WAR CLAD IN A RIOTOUS ARRAY OF HERALDIC SCHEMES, EMBLAZONED WITH RUNIC DESIGNS TIED CLOSELY TO THE TREASURED MYTHOLOGY OF THEIR PEOPLE. SOME COLOUR SCHEMES ARE RITUALLY SIGNIFICANT, SUCH AS THE ARMOUR AND BANNERS OF THE ASPECT WARRIORS. IN CONTRAST, OTHERS DENOTE THE CRAFTWORLD, CORSAIR FLEET OR HARLEQUIN MASQUE TO WHICH THESE WARRIORS AND WAR ENGINES BELONG. INTERMINGLED, THEY MAKE FOR A VIBRANT YET DEADLY SPECTACLE ON THE BATTLEFIELD.



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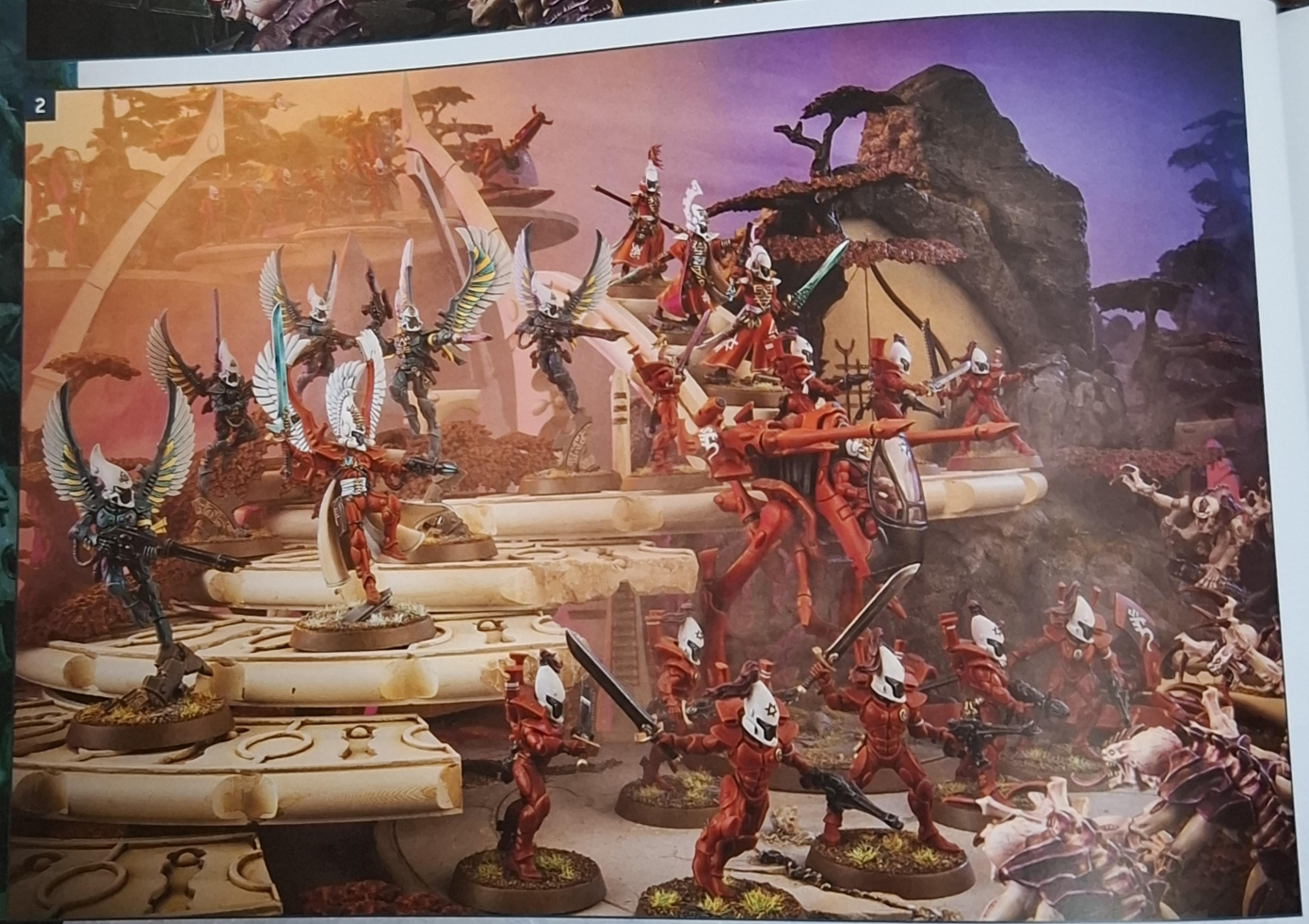
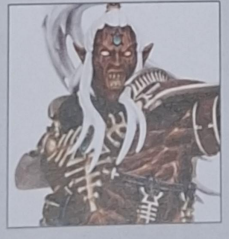


The Warhosts of the Aeldari meld skilled infantry, swift-skimming grav-craft, powerful heroes and deadly weapons into a potent force of destruction.

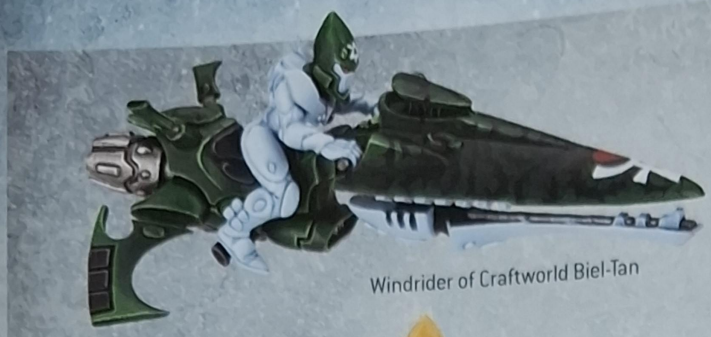
1 Amidst the ruins of the Imperial hive world of Kadragast, a Warhost sent from Craftworld Biel-Tan meets ravening Tyranid swarms in battle. They are led by their seers, who have witnessed the future that will develop if this splinter of Hive Fleet Leviathan is allowed to consume this world unmolested. No matter the cost, the Aeldari will prevent the prophesied doom from coming to pass.

2 In a star system far distant from Kadragast, another Warhost of Craftworld Saim-Hann strikes from the Webway. Having coordinated their efforts with the seers of Biel-Tan, this force's Autarch aims to stem the tide of a separate splinter of Hive Fleet Leviathan and redirect it onto a new course. The Guardians and Aspect Warriors of Saim-Hann know they must succeed, for if they do not then the two disparate Tyranid swarms will combine into a ravenous tide that will devour the maiden world of Thelyr.

Autarch Wayleaper of Craftworld Saim-Hann



Avatar of Khaine of Craftworld Saim-Hann



Windrider of Craftworld Biel-Tan

Windrider of Craftworld Saim-Hann

Windrider of Craftworld Alaitoc

Warlock Skyrunner of Craftworld Saim-Hann

Farseer Skyrunner of Craftworld Saim-Hann

Windrider Hosts are built around hurtling squadrons of jetbike-mounted Aeldari warriors. Exemplifying the principle of the swift and overwhelming strike, these formations can destroy enemies with blinding speed.

3 Skimming low over the wreckage of a former manufactorum, a Saim-Hann Windrider Host effortlessly outflanks the enemy battle line. In a moment they will turn as one, banking sharply and streaking in at seemingly suicidal speeds to hit the foe from an unexpected quarter and tear them apart.

4 The ancient ruins of a lost Aeldari outpost become a battleground as a Windrider Host of Craftworld Alaitoc corners their Drukhari prey. Run to ground, the vicious Incubi – who tried and failed to assassinate the Farseer commanding Alaitoc's forces – now meet their fate beneath the blistering attack runs of Vypers and Shroud Runners.

Vyper of Craftworld Alaitoc

Scatter laser

Vyper of Craftworld Saim-Hann

'The stars are aligned and the crimson moon rises. The hour of blood and clashing blades has come. Ride now, Wild Host. Ride forth to glory and to vengeance!'

- Qelanaris, Spiritseer of Saim-Hann

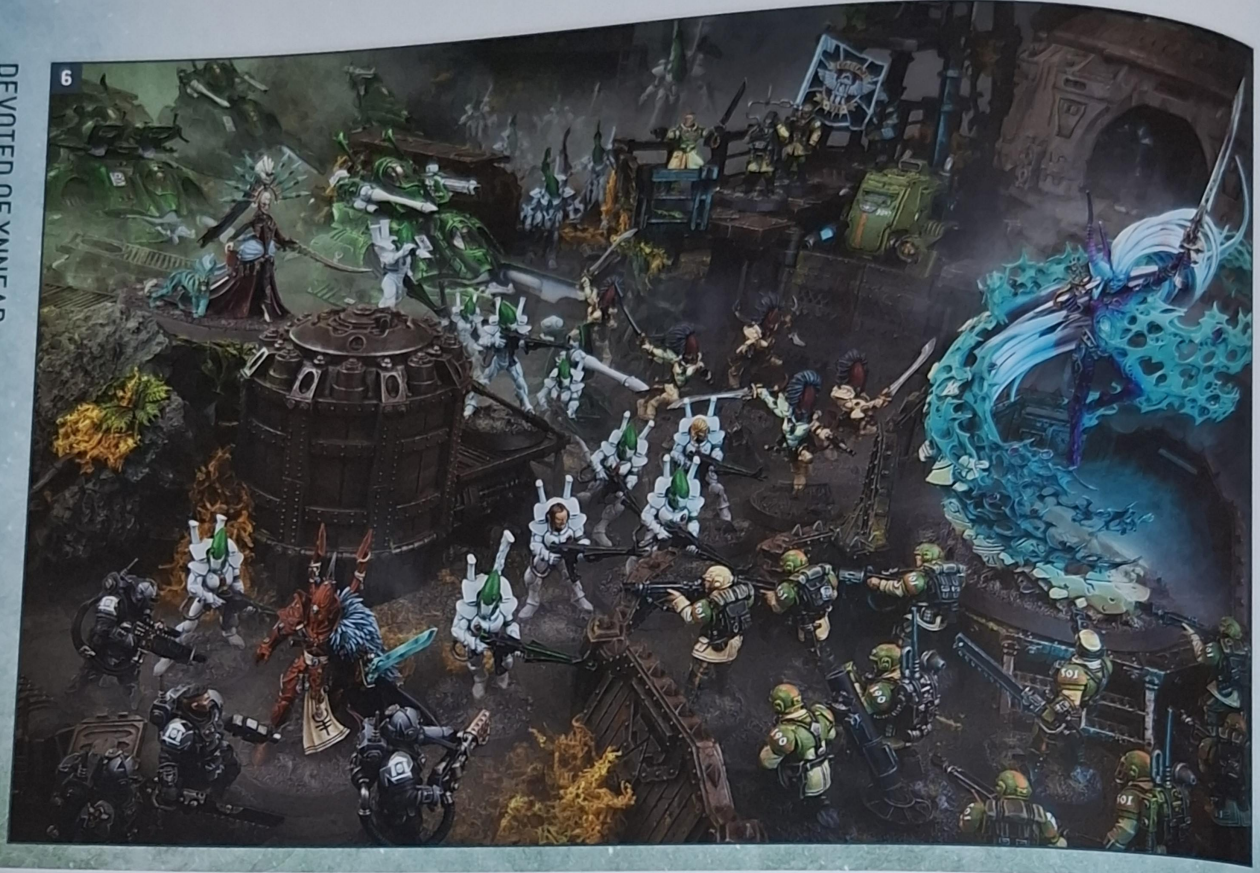
To raise the Spirit Conclaves from their slumber is a terrible sacrifice for the Aeldari people. Yet the resilience and might of such ghost warriors is too potent a weapon of war to be shunned.

5 After the Necrons of the Szarekhan Dynasty attempt to capture a key Webway spur and transform it into one of their strange dolmen gates, the Spirit Host of Craftworld Iyanden strikes back to prevent them. Having driven the Necrons back through immaterial spaces beyond the stars, the Aeldari emerge onto the very tomb world of their foes. What follows is a ferocious battle underpinned by a macabre symmetry: the Necrons with their android bodies, soulless, driven on by monstrously ancient sentiences; the ghost warriors with their forms of cold psychoplastic, animated by souls and minds swirling within spirit stones; truly this is a war between empires brought to dark ends by their undying mutual hatred.

Wraithblades of Craftworld Iyanden

Wraithguard of Craftworld Saim-Hann

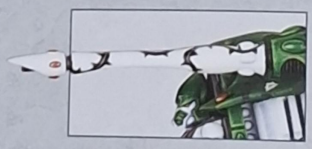
Wraithlord of Craftworld Saim-Hann



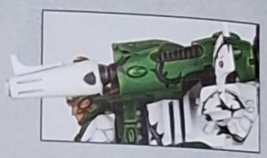
Determined to defend their craftworld at any cost, Guardian Battlehosts rally in – for Aeldari – great numbers, and employ elegant war engines and massed firepower to defeat their foes.

7 In one of the many ravaged war zones around the shattered Cadian Gate, the might of the Black Guardians of Ulthwé is unleashed. Supported by grav-tanks, War Walkers and skimming artillery pieces, the highly trained citizen soldiers prepare to shatter their Chaos-worshipping foes.

Storm Guardian of Craftworld Saim-Hann



Bright lance



Starcannon

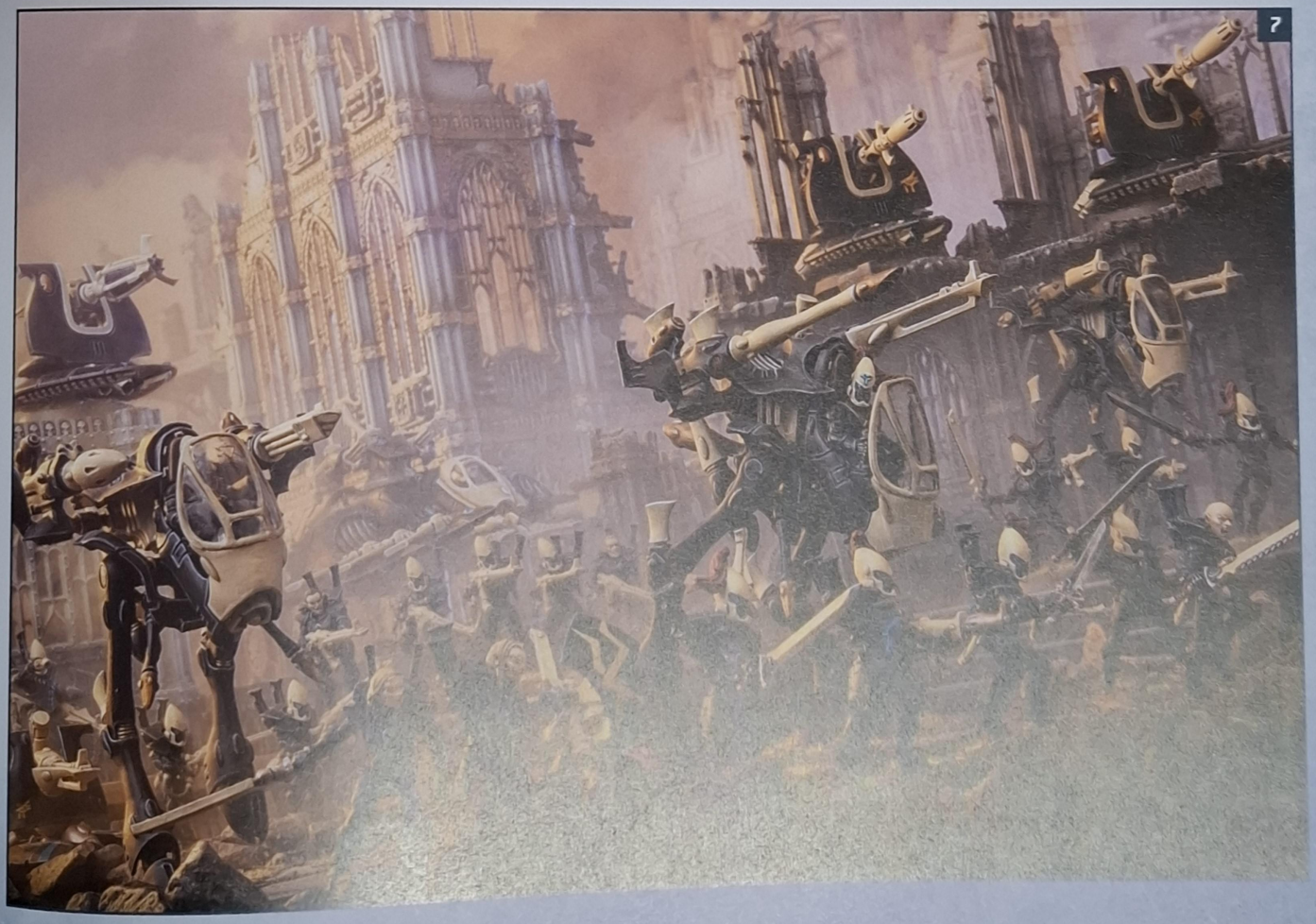
Guardian Defender of Craftworld Saim-Hann

War Walker of Craftworld Saim-Hann

The Yncarne

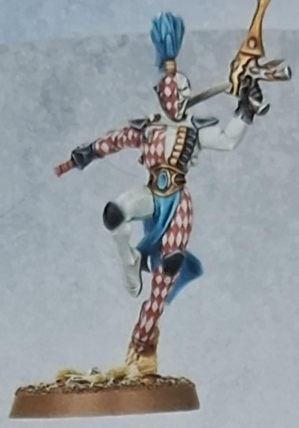
The Ynnari are the worshippers of Ynnead, the Aeldari god of the dead. Their leader, Yvraine, has rallied elements of every fragmented faction of the dying Aeldari to Ynnead's cause. Yvraine's disciples – Harlequin, Drukhari and Asuryani alike – march to war empowered by her mastery of the enervating energies of death.

6 Though their numbers might be few, the leaders of the Ynnari bring annihilation to all who stand in their path. Even as the soldiers of the Astra Militarum prepare to gun down what they foolishly look to be a weak and flimsy alien threat, the Yncarne howls into existence while Yvraine and the Visarch break into a graceful charge. An instant later, the killing begins in earnest.



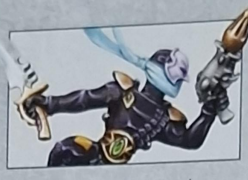
Troupe Master of the
Masque of the Midnight Sorrow

Player of the Masque of the
Midnight Sorrow

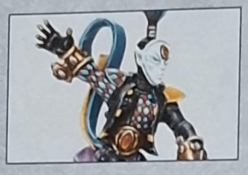


Player of the Masque of the
Shattered Mirage

Solitaire of the
Masque of the Midnight Sorrow

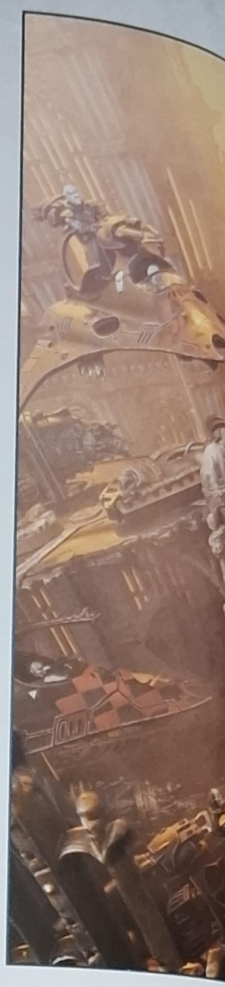


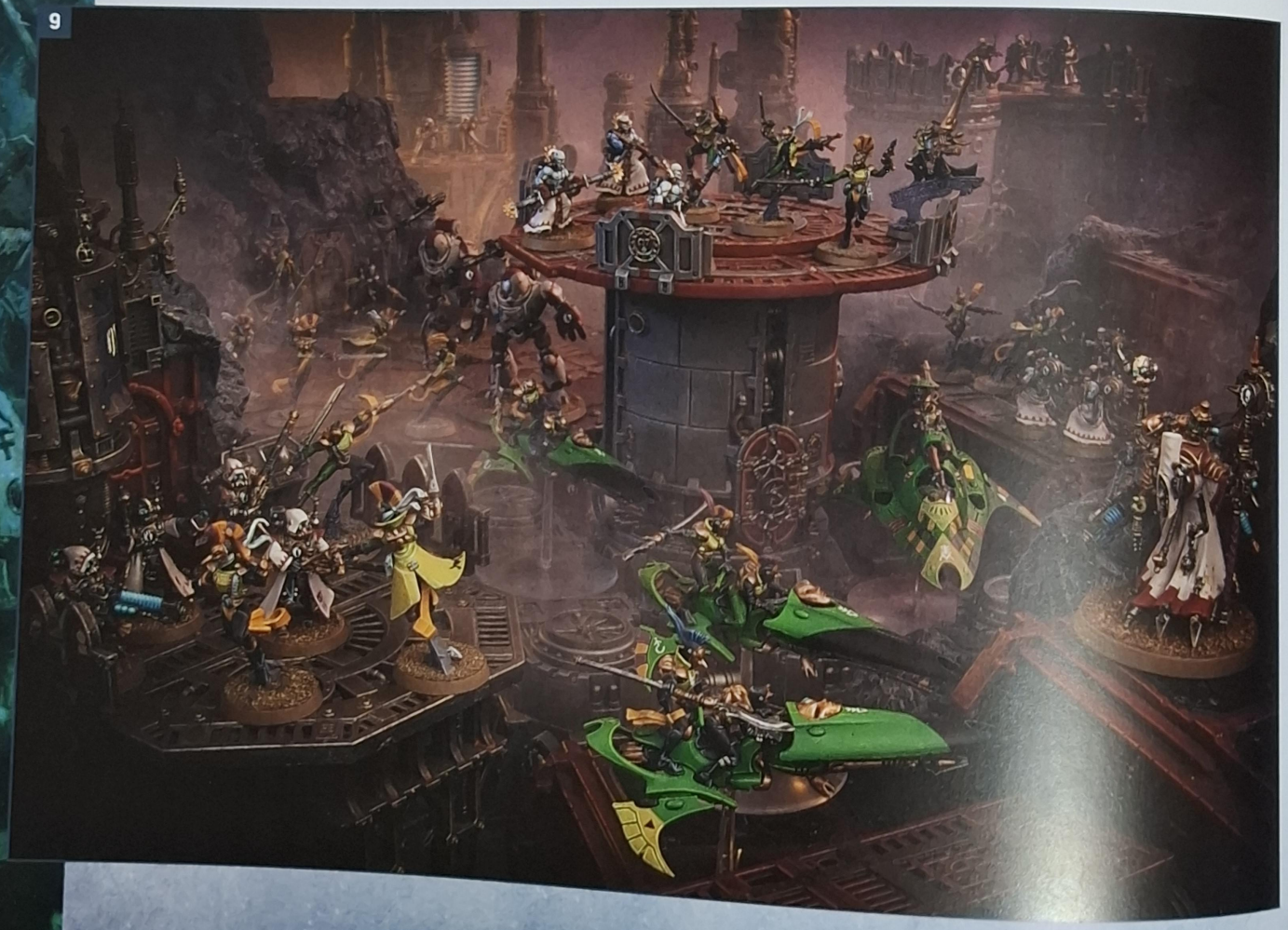
Fusion pistol and
Harlequin's blade



Harlequin's special weapon

Player of the
Masque of the Midnight Sorrow





Voidweaver of the Masque of the Soaring Spite

Starweaver of the Masque of the Midnight Sorrow

When the masques of the Harlequins gather to fight alongside their craftworlder kin, they are often known as the Ghosts of the Webway. This is not only in reference to their ephemeral swiftness, but also to the terror they spread through the ranks of the foe.

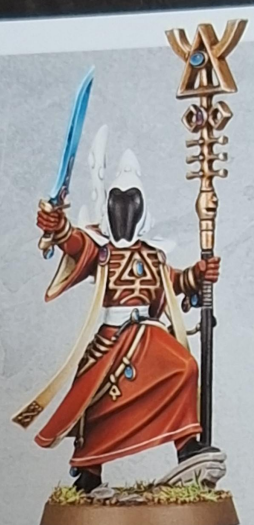
8 Summoned by an astropathic distress call, warriors of the Space Wolves Chapter rally to the defence of Xovaria II. Only once they have deployed to the planet's surface and prowled deep into its ruins seeking foes do the Harlequins spring their ambush. Now, as warriors of the Masque of the Midnight Sorrow attack from all sides, the Space Wolves realise they have been lured into a deadly trap.

9 There is no warning or apparent cause: one moment, an Adeptus Mechanicus forge complex rings to the sounds of massed industry; the next, the Harlequins of the Masque of the Veiled Path launch their assault as if from nowhere. Clumsy and ponderous compared to the darting Harlequins, the forge world's defenders can only play their unwitting parts in the developing saedath as the acrobatic Aeldari cut them apart.

The battle psykers of the Aeldari are amongst the most powerful and skilled in the galaxy. Hosts led to battle by conclaves of these psychic warriors gain the benefits of their potent foresight and devastating empyric assaults.

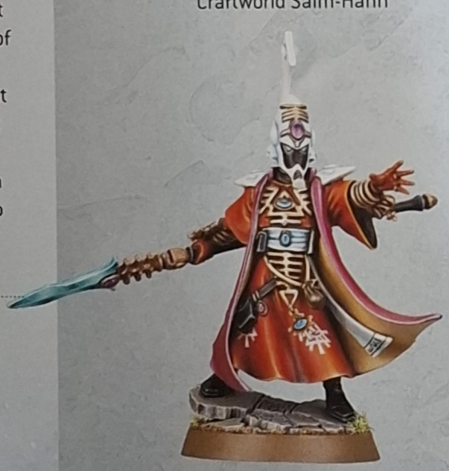
10 Roused to war by their Seer Council, the hosts of Craftworld Saim-Hann stand in silent readiness for battle. Already the faint roars and thundering engines of the approaching Orks can be heard. Their rampage through this sacred site was foreseen. Now, the Saim-Hann Aeldari will intervene and leave naught but Orkoid corpses in their wake.

11 Eldrad Ulthran himself leads the full might of Craftworld Ulthwé against the shocked and overwhelmed soldiers of Cadia. Having read the strands of fate, Eldrad has predicted the precise moment to strike, when the Imperial forces are at their most exhausted and demoralised after a long conflict against Black Legion foes. So does the sword of Ulthwé sweep in to slay those already worn down by a mutual enemy.



Spiritseer of Craftworld Saim-Hann

Eldrad Ulthran



Farseer of Craftworld Saim-Hann

Warlocks of Craftworld Saim-Hann

12

13

Howling Banshee Exarch

Fire Dragon Exarch

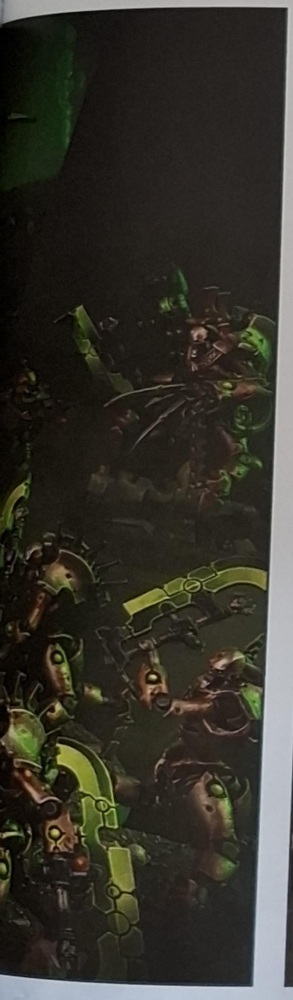
Dire Avenger

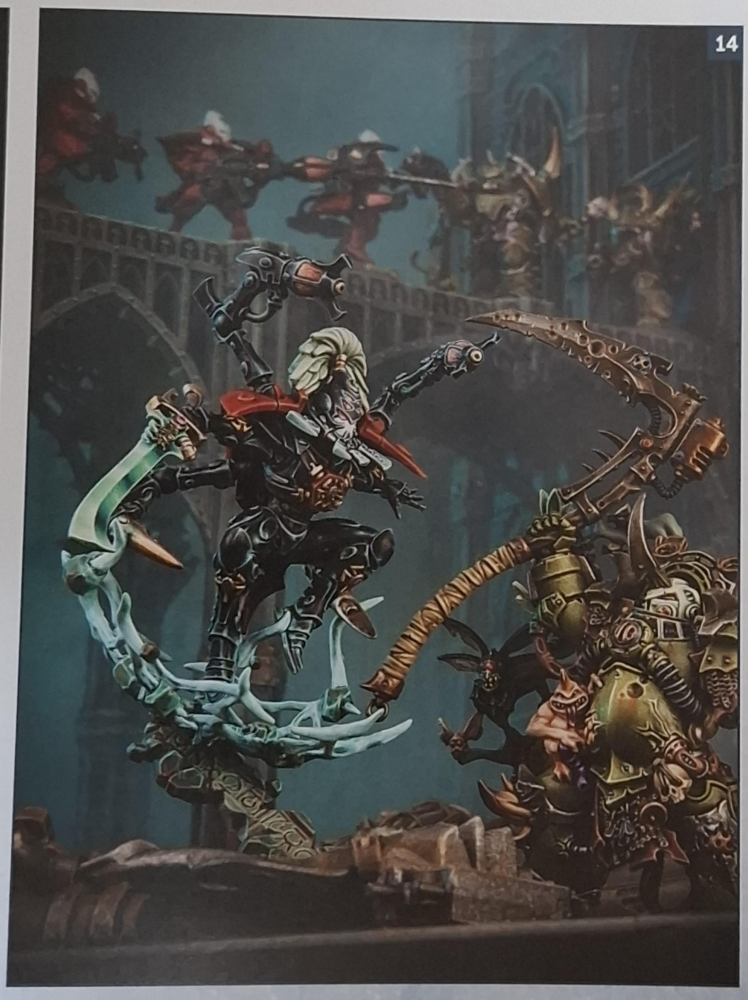
Swooping Hawk Exarch

Striking Scorpion Exarch

Warp Spider

Dark Reaper





Aspect Warriors are exceptionally skilled combatants, each specialising in a unique doctrine of ritualised combat. With their deadly methods combined, there is no foe they cannot overcome.

12 Amidst fierce fighting on Notherya, an Ultramarines' advance guard comes under sudden attack as an Aspect Host strikes from on high. Led by no less than two terrifying Phoenix Lords – Baharroth, the Cry of the Wind, and Fuegan, the Burning Lance – the Aeldari begin the swift annihilation of their foes.

13 Led into battle by the blazing figure of the Avatar of Khaine, a mighty Aspect Host strikes at the very heart of the Necron tomb world of Tzankotar. They come to shatter the revivification crypts, purge the world's master program and render this Necron stronghold unable to ever pose a threat to their people again.

14 Warriors of dark legend clash as Lhykhis the Whispering Web erupts from the Immaterium to strike at Typhus the Herald of Nurgle. Even as their retinues clash over a perilous drop, the two ancient champions fight a battle of their own with ferocious speed and violence.

Combat Patrol

In this section you will find all the essentials for using Kygharil's Protectors in games of Combat Patrol, from a tactical commentary and a guide to painting your miniatures to bespoke faction rules and datasheets.

KYGHARIL'S PROTECTORS

SPIRITSEER KYGHARIL (1 MODEL)

- **This model is equipped with:** shuriken pistol; witch staff.

Your Spiritseer is key to amplifying the capabilities of your force, be it through its Enhancement or helping you score more Victory points with the Protect the Future secondary objective. As such, it is beneficial to make tactical use of terrain that blocks line of sight, and its capability to gain the Lone Operative ability while near the Wraithblades, in order to keep it alive and maximise these benefits.

WRAITHBLADES (5 MODELS)

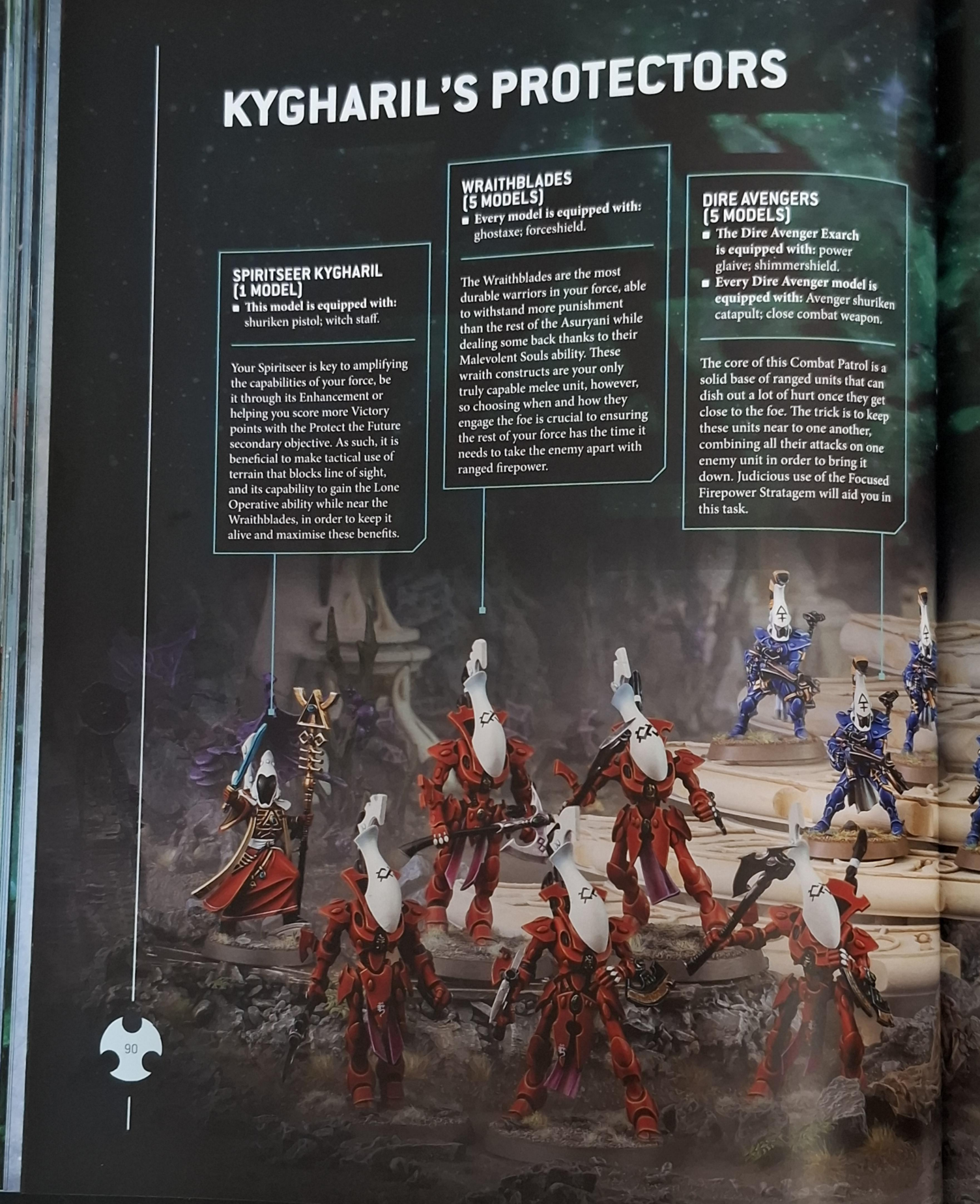
- **Every model is equipped with:** ghostaxe; forceshield.

The Wraithblades are the most durable warriors in your force, able to withstand more punishment than the rest of the Asuryani while dealing some back thanks to their Malevolent Souls ability. These wraith constructs are your only truly capable melee unit, however, so choosing when and how they engage the foe is crucial to ensuring the rest of your force has the time it needs to take the enemy apart with ranged firepower.

DIRE AVENGERS (5 MODELS)

- **The Dire Avenger Exarch is equipped with:** power glaive; shimmershield.
- **Every Dire Avenger model is equipped with:** Avenger shuriken catapult; close combat weapon.

The core of this Combat Patrol is a solid base of ranged units that can dish out a lot of hurt once they get close to the foe. The trick is to keep these units near to one another, combining all their attacks on one enemy unit in order to bring it down. Judicious use of the Focused Firepower Stratagem will aid you in this task.



WARP SPIDERS (5 MODELS)

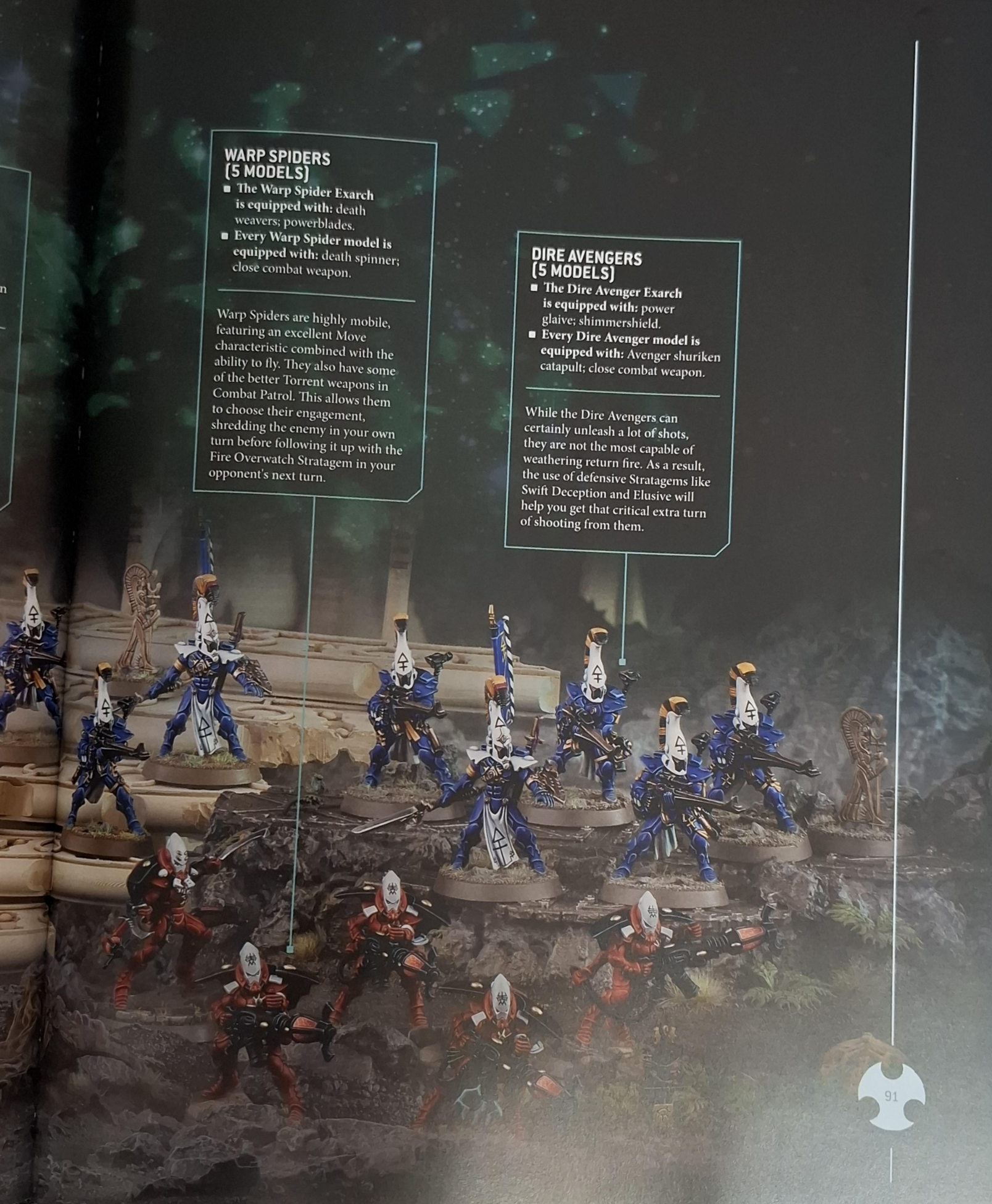
- **The Warp Spider Exarch is equipped with:** death weavers; powerblades.
- **Every Warp Spider model is equipped with:** death spinner; close combat weapon.

Warp Spiders are highly mobile, featuring an excellent Move characteristic combined with the ability to fly. They also have some of the better Torrent weapons in Combat Patrol. This allows them to choose their engagement, shredding the enemy in your own turn before following it up with the Fire Overwatch Stratagem in your opponent's next turn.

DIRE AVENGERS (5 MODELS)

- **The Dire Avenger Exarch is equipped with:** power glaive; shimmershield.
- **Every Dire Avenger model is equipped with:** Avenger shuriken catapult; close combat weapon.

While the Dire Avengers can certainly unleash a lot of shots, they are not the most capable of weathering return fire. As a result, the use of defensive Stratagems like Swift Deception and Elusive will help you get that critical extra turn of shooting from them.



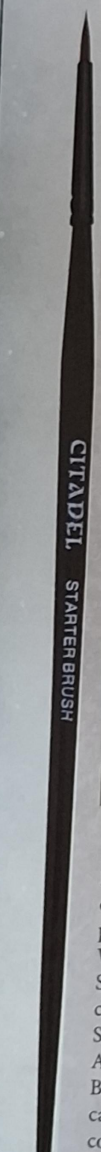
PAINTING YOUR COMBAT PATROL

On the following pages, you will find a painting guide to help you to bring your Aeldari Combat Patrol to life. By following the steps set out here you will be able to paint your models in the colours of Craftworld Saim-Hann to a Battle Ready standard, and also learn useful techniques that you can apply to your collection as it grows.

You Will Need

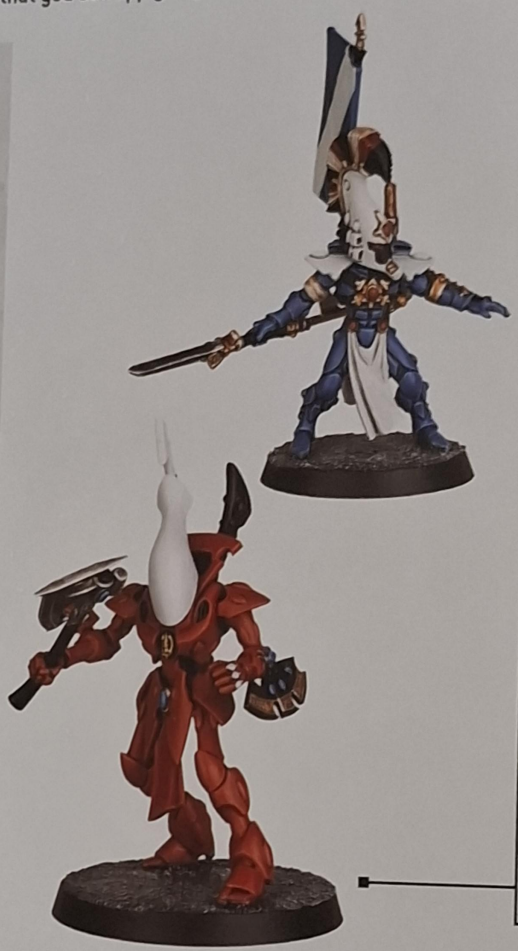
To make the most of this painting guide, we recommend you use a Citadel brush and the Citadel Colour paints shown here. We also recommend using multiple thin coats where needed to achieve good coverage.

- RETRIBUTOR ARMOUR
- ABADDON BLACK
- MEPHISTON RED
- EVIL SUNZ SCARLET
- LEADBELCHER
- STORMHOST SILVER
- REIKLAND FLESHSHADE
- HOETH BLUE
- NULN OIL
- ALAITOC BLUE
- CORAX WHITE
- ASTROGRANITE

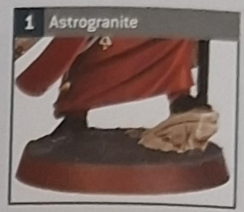


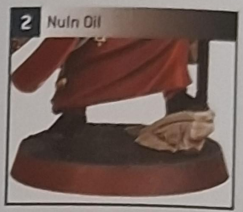
Top Tip

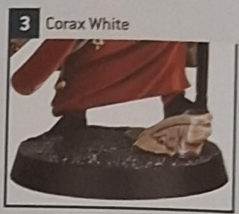
Before you follow any other steps, we suggest priming the Spiritseer, Wraithblades and Warp Spiders with an even coat of Mephiston Red Spray paint, and the Dire Avengers with Chaos Black Spray paint. You can use multiple thin coats of Mephiston Red Base paint or Abaddon Black Base paint instead.



Basing

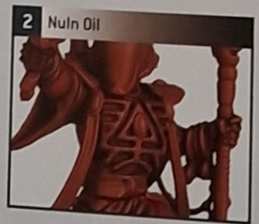


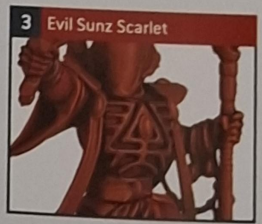




1 Apply a neat layer of Astrogranite, being careful near the edges, and paint any rubble with Corax White. **2** Apply a wash of Nuln Oil to the Astrogranite and Reikland Fleshshade to the Corax White. **3** Drybrush the base gently with Corax White then apply multiple thin coats of Abaddon Black to the base edge to finish.

Spiritseer, Wraithblade and Warp Spider Cloth and Armour



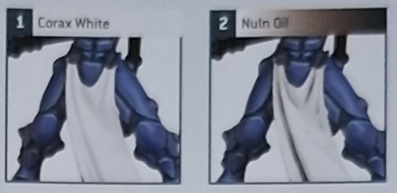


1 Even if you sprayed your models with Mephiston Red, paint these areas with multiple thin coats of Mephiston Red Base paint. **2** Carefully recess shade the cloth and armour with Nuln Oil, tidying any mistakes with thinned Mephiston Red. **3** Carefully highlight the raised edges with Evil Sunz Scarlet.

Dire Avenger Armour

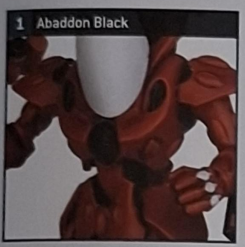
1 Using thinned Alaitoc Blue, basecoat the armour of the Dire Avengers. 2 Carefully recess shade the armour with Nuln Oil. 3 Finally, highlight the armour with thinned Hoeth Blue, using Alaitoc Blue to tidy any mistakes.

Cloth and Helmets



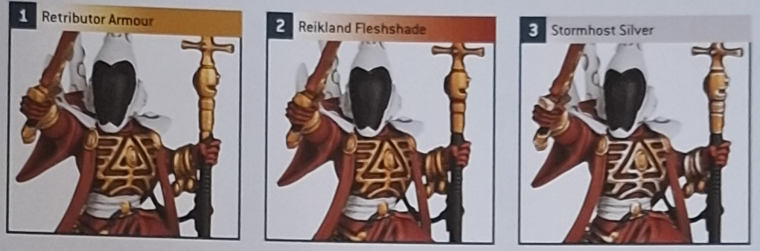
1 Basecoat all helmets and any cloth you want white with thinned Corax White. 2 Carefully recess shade these areas with Nuln Oil, tidying any mistakes with Corax White.

Armour, Cloth and Crests



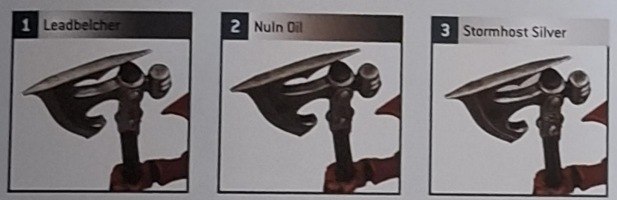
1 For a smooth finish, basecoat any areas you would like to be black using thinned Abaddon Black.

Decorations and Staff



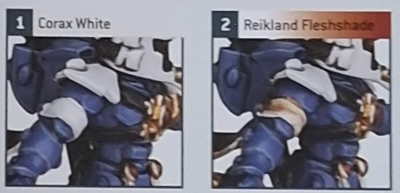
1 Basecoat the Spiritseer's staff and any decorative details with Retributor Armour, being careful spill into other areas of the model. 2 Shade the gold areas with Reikland Fleshshade. 3 Carefully highlight these areas with thinned Stormhost Silver and a sharp brush. After this stage, paint the gems red or blue using the steps shown elsewhere in the guide.

Blades and Weapons



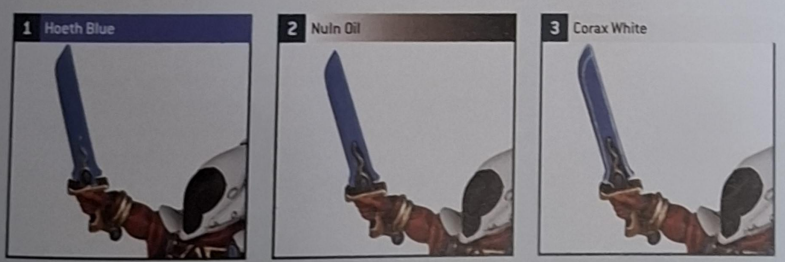
1 Basecoat the blades and weapons on the Wraithblades and Dire Avenger Exarch using Leadbelcher. Use multiple thin coats to achieve a smooth finish. 2 Shade these areas with Nuln Oil. 3 Carefully highlight the blades with Stormhost Silver.

Tassels, Robe Lining, Crests and Banner Detail

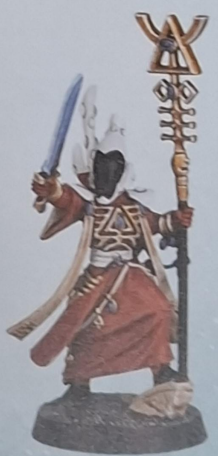


1 Basecoat any tassels and crests, and the robe lining, with Corax White. Apply a neat stripe to the banner using Corax White as well. 2 Shade the tassels, crests and robe lining with Reikland Fleshshade.

Spiritseer's Blade



1 Basecoat the Spiritseer's blade with multiple thin coats of Hoeth Blue. 2 Recess shade the blade with Nuln Oil. 3 Carefully highlight the edges of the blade with Corax White, tidying any mistakes with Hoeth Blue.



COMBAT PATROL
KYGHARIL'S PROTECTORS

ABILITIES

The datasheets required to use Kygharil's Protectors can be found on the following pages, and are designed exclusively for Combat Patrol games. A unit's datasheet will list all the abilities it has. This will include a Faction ability – Battle Focus – which is described below.

BATTLE FOCUS

In war, as in all things, the Aeldari bring the full might of their intellect, skill and agility to bear upon the task. Coupled with their exceptional technology, this ensures they move with swiftness and grace that is impossible for the foe to match.

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

Each time one of the triggers shown below occurs, you can spend one Battle Focus token to enable the relevant eligible unit to perform that Agile Manoeuvre. A unit is eligible to perform an Agile Manoeuvre if it has this ability and has not already performed an Agile Manoeuvre in the same phase. Unless otherwise stated, you cannot trigger the same Agile Manoeuvre more than once per phase. At the end of the battle round, all unspent Battle Focus tokens are lost.

SWIFT AS THE WIND

TRIGGER: When an eligible unit from your army is selected to make a Normal, Advance or Fall Back move. You can trigger this Agile Manoeuvre more than once per phase (provided a different unit performs it each time).

EFFECT: Until the end of the phase, add 2" to the Move characteristic of models in that unit.

FLITTING SHADOWS

TRIGGER: When an eligible unit from your army is selected to make a Normal, Advance or Fall Back move, is set up on the battlefield, or declares a charge.

EFFECT: Until the end of the turn, enemy units cannot use the Fire Overwatch Stratagem to shoot at that unit.

FADE BACK

TRIGGER: In your opponent's Shooting phase, just after an enemy unit has shot.

EFFECT: One eligible unit from your army (excluding **TITANIC** units) that was hit by one or more of those attacks can make a Normal move of up to D6+1".

ENHANCEMENTS

Your **SPIRITSEER** model is your **WARLORD** and has the Spiritual Guidance Enhancement. You can replace this with Isha's Protection.

DEFAULT ENHANCEMENT

SPIRITUAL GUIDANCE

Containing the essence and wisdom of ancient Aeldari, the spirit stones carried by this warrior whisper their secret warnings and offer vital strategic guidance.

At the start of the battle round, if the bearer is on the battlefield, you receive 1 additional Battle Focus token.

OR

OPTIONAL ENHANCEMENT

ISHA'S PROTECTION

By invoking the goddess Isha's runes, this Spiritseer can focus protective energies on the ghost warriors in their charge.

Once per turn, in your Movement phase, when the bearer starts or ends a move, select one friendly **WRAITHBLADES** unit within 6" of the bearer. Until the start of your next Movement phase, each time an attack targets that **WRAITHBLADES** unit, if the Strength characteristic of that attack is greater than the Toughness characteristic of that **WRAITHBLADES** unit, subtract 1 from the Wound roll.

SECONDARY OBJECTIVES

You will use the Protect the Future secondary objective. You can replace this with Recover the Spirit Stones.

DEFAULT SECONDARY OBJECTIVE

PROTECT THE FUTURE

The Farseers have warned of a foe amongst the enemy ranks who – if they are allowed to leave this place alive – will go on to pose a terrible threat to the craftworld; this cannot be allowed to come to pass.

At the start of the Declare Battle Formations step, select one enemy unit (excluding **CHARACTER** units). The selected unit must be an **INFANTRY** or **MOUNTED** unit, if possible.

When that enemy unit is destroyed, you score 9VP. If your **SPIRITSEER** model is on the battlefield when that enemy unit is destroyed, you score 12VP instead.

OR

OPTIONAL SECONDARY OBJECTIVE

RECOVER THE SPIRIT STONES

Aeldari warriors have fallen upon this battlefield, but their spirit stones have not yet been recovered. Do so swiftly to save them from the hunger of She Who Thirsts.

At the start of your turn, select one objective marker within No Man's Land. At the end of your opponent's next turn or the end of the battle (whichever comes first), if you control that objective marker, you score 3VP.

STRATAGEMS

You can use the following Stratagems:

FOCUSED FIREPOWER

1CP

KYGHARIL'S PROTECTORS – BATTLE TACTIC STRATAGEM

Combining their specialised weaponry and skills to the best effect, the Aeldari unleash a converging storm of lethal firepower that reduces their chosen targets to bloodied ruin in a matter of heartbeats.

WHEN: Start of your Shooting phase.

TARGET: One or more **ASURYANI** units from your army.

EFFECT: Select one enemy unit. Until the end of the phase, each time a model in one of your units makes an attack that targets that enemy unit, re-roll a Wound roll of 1.

SWIFT DECEPTION

1CP

KYGHARIL'S PROTECTORS – STRATEGIC PLOY STRATAGEM

Advancing to lure the incautious foe out of position, the Aeldari exploit their remarkable agility to dart back and leave the foe floundering.

WHEN: Start of your opponent's Charge phase.

TARGET: One **ASURYANI** unit from your army (excluding **WRAITHBLADES** units).

EFFECT: Your unit can make a Normal move of up to D3".

ELUSIVE

1CP

KYGHARIL'S PROTECTORS – BATTLE TACTIC STRATAGEM

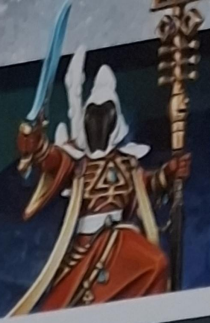
Moving with liquid grace and preternatural speed, the Aeldari weave around incoming enemy fire and bound clear of explosive detonations.

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

TARGET: One **ASURYANI** unit from your army (excluding **WRAITHBLADES** units) 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 the Stealth ability and each time a ranged attack targets your unit, models in it have the Benefit of Cover against that attack.

SPIRITSEER KYGHARIL



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

4+ INVULNERABLE SAVE

It falls to the Spiritseers to commune with the souls of the dead. In this capacity, they guide ghost warriors through the inferno of battle, bringing the world around them into greater focus. Kygharil bears an additional duty, leading a small band of determined Aeldari through the Webway to defend their craftworld's hidden gateways and ancient, precious ruins.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Shuriken pistol [ASSAULT, PISTOL]	12"	1	2+	4	-1	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Witch staff [ANTI-INFANTRY 2+, PSYCHIC]	Melee	2	2+	3	0	D3

ABILITIES

CORE: **Stealth**

FACTION: **Battle Focus**

Spiritseer: While this model is within 3" of one or more friendly **WRAITH CONSTRUCT** units, this model has the Lone Operative ability.

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 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.

KEYWORDS: **INFANTRY, CHARACTER, AELDARI, PSYKER, SPIRITSEER, KYGHARIL**

FACTION KEYWORDS: **ASURYANI**

DIRE AVENGERS

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

5+ INVULNERABLE SAVE

Furious in attack and immovable in defence, Dire Avengers wield Avenger catapults that unleash punishing bursts of monomolecular shuriken. Drawing on their faultless battle instincts, they always know when to launch lightning-fast assaults and when to fall back and draw the enemy into a kill zone.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Avenger shuriken catapult [ASSAULT]	18"	4	3+	4	-1	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	3+	3	0	1
Power glaive	Melee	3	3+	5	-3	1

ABILITIES

FACTION: **Battle Focus**

Bladestorm: Ranged weapons equipped by models in this unit have the **[SUSTAINED HITS 1]** ability while targeting an enemy unit within half range.

WARGEAR ABILITIES

Shimmershield: The bearer has a 4+ invulnerable save.

KEYWORDS: **INFANTRY, AELDARI, ASPECT WARRIORS, DIRE AVENGERS**

FACTION KEYWORDS: **ASURYANI**

WRAITHBLADES

Combat Patrol Datasheet

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

Wraithblades are inhabited by wrathful spirits eager to get to grips with the foe. Armed with ghostswords or ghostaxes, they cleave their foes apart, each blow driven further by the power of the spirit stones implanted into the weapons. These stones are inhabited by malevolent souls that rage against their confinement.

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Ghostaxe	Melee	3	4+	7	-2	2

ABILITIES

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 unit has finished making its attacks, and is then removed from play.

WARGEAR ABILITIES

Forceshield: The bearer has a 4+ invulnerable save.

KEYWORDS: **Infantry, Aeldari, Wraith Construct, Wraithblades**

FACTION KEYWORDS: **Asuryani**

WARP SPIDERS

Combat Patrol Datasheet

	M	T	SV	W	LD	OC
WARP SPIDER	12"	3	3+	1	6+	1
WARP SPIDER EXARCH	12"	3	3+	2	6+	1
INVULNERABLE SAVE			5+			

Warp Spiders attack without warning. They do this with their jump generators – arcane dimensional devices that allow them to make short but dangerous leaps through the Immaterium. When they return to reality, Warp Spiders fire clouds of razor-sharp monofilament wire at the foe, slicing them apart as they writhe in a doomed effort to escape.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Death spinner [IGNORES COVER, TORRENT]	12"	D6	N/A	4	-1	1
Death weavers [IGNORES COVER, TORRENT, TWIN-LINKED]	↝6"	D6	N/A	4	-1	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	3+	3	0	1
Powerblades [LETHAL HITS, TWIN-LINKED]	Melee	5	3+	4	-2	1

ABILITIES

FACTION: **Battle Focus**

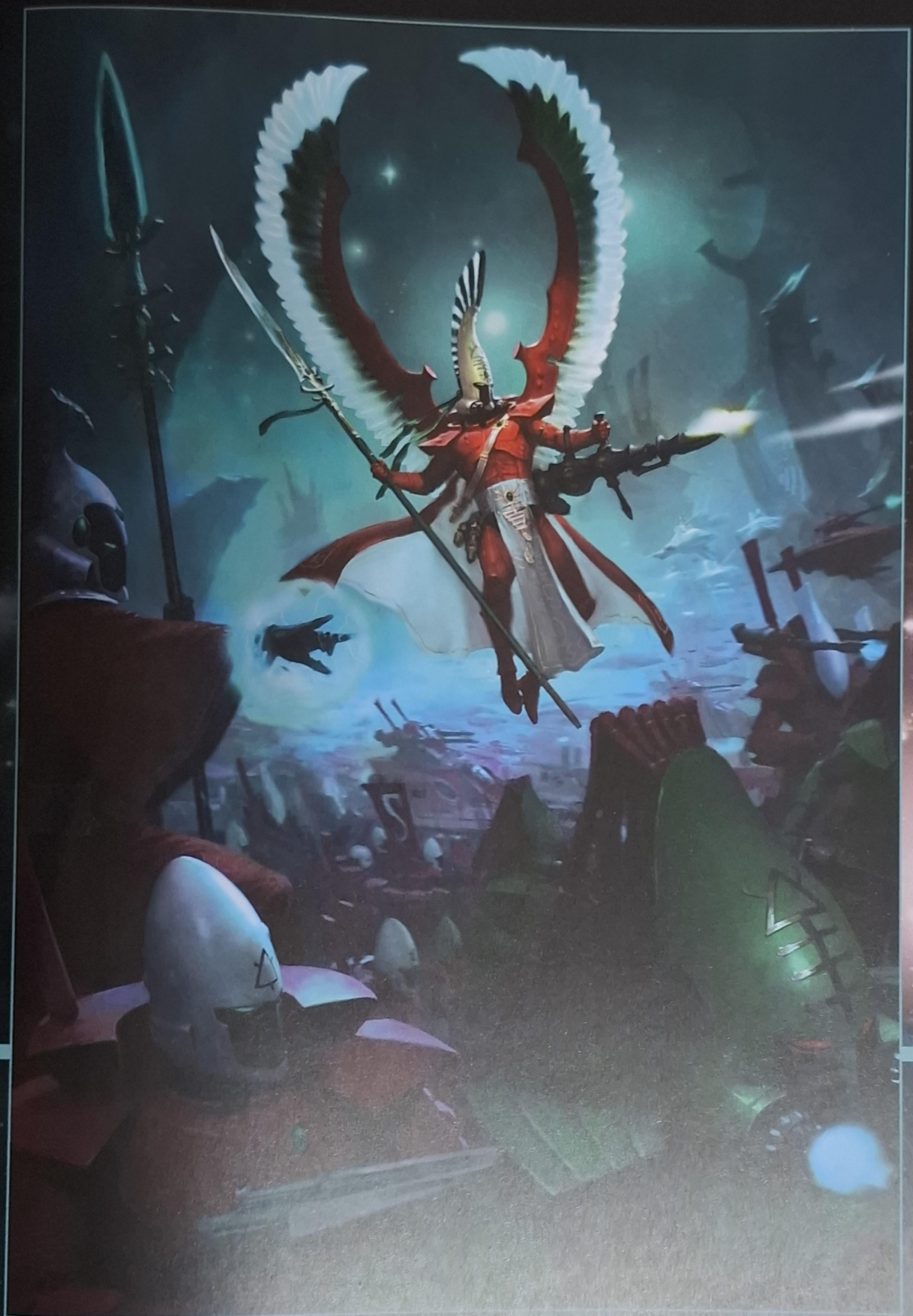
KEYWORDS: **Infantry, Aeldari, Jump Pack, Fly, Aspect Warriors, Warp Spiders**

FACTION KEYWORDS: **Asuryani**

Forces of the Aeldari

'I fight for the survival of my entire species. You cannot conceive of the lengths I will go to in this war, but you may rest assured that I do not care what my victory will cost you.'

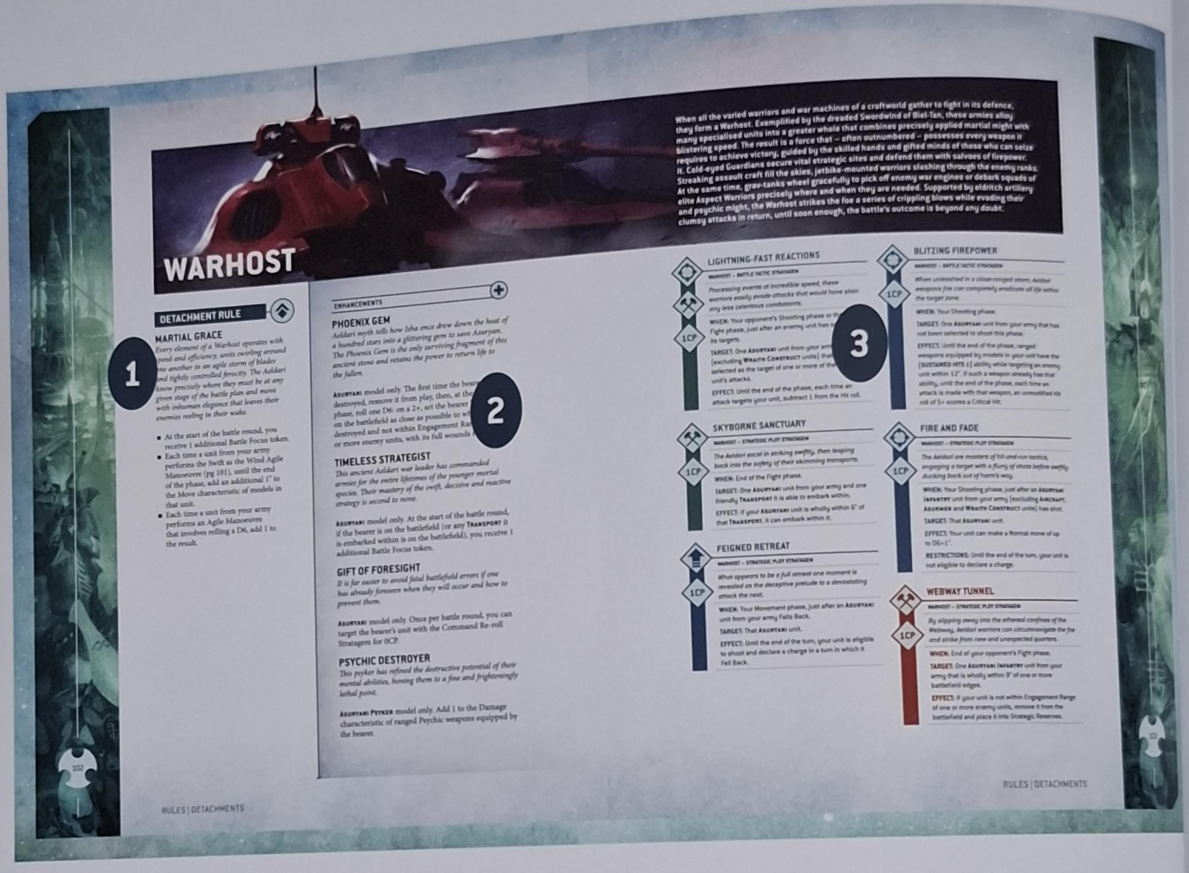
– Farseer Eldrad Ulthran, final words to Inquisitor Korde before the Rendalgeist Betrayal



INTRODUCTION

Welcome to the rules section of *Codex: Aeldari*. Whether forging your own tales of glory and infamy with narrative play or pitting yourself against your opponents in nail-biting matched play contests, the following pages present all the rules you will need to bring your Aeldari collection to life on the tabletop.

These include Detachment rules that Aeldari armies can use, along with the Aeldari army rule – Battle Focus – which is common to many of your units. This section also includes datasheets for Aeldari units; you can find out more about how to use datasheets on pages 37-38 of the Core Rules.



On the following pages you will find several Detachments you can select from, as described in the Core Rules (see the Select Detachment rules step, page 56). If you are playing a Crusade battle, see the equivalent step in the Mustering a Crusade army section of the main Crusade rules. Each Detachment is a themed fighting force that focuses on one particular combat style employed by the Aeldari – the rules they include are as follows:

1 DETACHMENT RULE

The Detachment rule listed here will apply to either your whole army or to particular units within it. If any additional restrictions or benefits apply to a Detachment, they will be listed here. This can include units your army either must include or cannot include, as well as additional keywords some of your units may gain.

2 ENHANCEMENTS

When mustering your army, your chosen Detachment enables you to upgrade **CHARACTERS** using the Enhancements listed here, as described in the Core Rules (see the Select Units step, page 56). If you are playing a Crusade battle, you can instead use the Renowned Heroes Requisition to give your **CHARACTERS** Enhancements, as described in the main Crusade rules.

3 STRATAGEMS

Your chosen Detachment gives you access to the Stratagems listed here in addition to the Core Stratagems listed in the Core Rules. During the battle, you can spend Command points (CP) to use these Stratagems. You can find out more about how to use Stratagems on pages 41-42 of the Core Rules.

ARMY RULES

BATTLE FOCUS

In war, as in all things, the Aeldari bring the full might of their intellect, skill and agility to bear upon the task. Coupled with their exceptional technology, this ensures they move with swiftness and grace that is impossible for the foe to match.

If your Army Faction is **ASURYANI**, at the start of the battle round, you receive a number of Battle Focus tokens based on the battle size, as shown in the table below.

BATTLE SIZE	BATTLE FOCUS TOKENS
Incursion	2
Strike Force	4
Onslaught	6

Each time one of the triggers shown in the Agile Manoeuvres section below occurs, you can spend one Battle Focus token to enable the relevant eligible unit to perform that Agile Manoeuvre. A unit is eligible to perform an Agile Manoeuvre if it has this ability and has not already performed an Agile Manoeuvre in the same phase. Unless otherwise stated, you cannot trigger the same Agile Manoeuvre more than once per phase. At the end of the battle round, all unspent Battle Focus tokens are lost.

AGILE MANOEUVRES

SWIFT AS THE WIND

TRIGGER: When an eligible unit from your army is selected to make a Normal, Advance or Fall Back move. You can trigger this Agile Manoeuvre more than once per phase (provided a different unit performs it each time).

EFFECT: Until the end of the phase, add 2" to the Move characteristic of models in that unit.

FLITTING SHADOWS

TRIGGER: When an eligible unit from your army is selected to make a Normal, Advance or Fall Back move, is set up on the battlefield, or declares a charge.

EFFECT: Until the end of the turn, enemy units cannot use the Fire Overwatch Stratagem to shoot at that unit.

STAR ENGINES

TRIGGER: When an eligible **VEHICLE** unit from your army is selected to make a Normal move.

EFFECT: Until the end of the phase, add D6+1" to the Move characteristic of models in that unit.

SUDDEN STRIKE

TRIGGER: When an eligible unit from your army is selected to fight.

EFFECT: Until the end of the phase, each time a model in that unit makes a Pile-in or Consolidation move, it can move up to 6" instead of up to 3".

OPPORTUNITY SEIZED

TRIGGER: When an enemy unit ends a Fall Back move.

EFFECT: One eligible unit from your army (excluding **TITANIC** units) that started the phase within Engagement Range of that enemy unit can make a Normal move of up to D6+1".

FADE BACK

TRIGGER: In your opponent's Shooting phase, just after an enemy unit has shot.

EFFECT: One eligible unit from your army (excluding **TITANIC** units) that was hit by one or more of those attacks can make a Normal move of up to D6+1".

DISPARATE PATHS

When mustering your army, you can include **HARLEQUINS** units in your army (pg 158-163), even though they do not have the **ASURYANI** Faction keyword. Unless otherwise stated, you cannot select **HARLEQUINS** or **YNNARI** as your Army Faction.

WARHOST

DETACHMENT RULE

MARTIAL GRACE

Every element of a Warhost operates with speed and efficiency, units swirling around one another in an agile storm of blades and tightly controlled ferocity. The Aeldari know precisely where they must be at any given stage of the battle plan and move with inhuman elegance that leaves their enemies reeling in their wake.

- 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 (pg 101), until the end of the phase, add an additional 1" to the Move characteristic of models in that unit.
- Each time a unit from your army performs an Agile Manoeuvre that involves rolling a D6, add 1 to the result.

ENHANCEMENTS

PHOENIX GEM

Aeldari myth tells how Isha once drew down the heat of a hundred stars into a glittering gem to save Asuryan. The Phoenix Gem is the only surviving fragment of this ancient stone and retains the power to return life to the fallen.

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.

TIMELESS STRATEGIST

This ancient Aeldari war leader has commanded armies for the entire lifetimes of the younger mortal species. Their mastery of the swift, decisive and reactive strategy is second to none.

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.

GIFT OF FORESIGHT

It is far easier to avoid fatal battlefield errors if one has already foreseen when they will occur and how to prevent them.

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

PSYCHIC DESTROYER

This psyker has refined the destructive potential of their mental abilities, honing them to a fine and frighteningly lethal point.

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

When all the varied warriors and war machines of a craftworld gather to fight in its defence, they form a Warhost. Exemplified by the dreaded Swordwind of Biel-Tan, these armies alloy many specialised units into a greater whole that combines precisely applied martial might with blistering speed. The result is a force that – often outnumbered – possesses every weapon it requires to achieve victory, guided by the skilled hands and gifted minds of those who can seize it. Cold-eyed Guardians secure vital strategic sites and defend them with salvoes of firepower. Streaking assault craft fill the skies, jetbike-mounted warriors slashing through the enemy ranks. At the same time, grav-tanks wheel gracefully to pick off enemy war engines or debark squads of elite Aspect Warriors precisely where and when they are needed. Supported by eldritch artillery and psychic might, the Warhost strikes the foe a series of crippling blows while evading their clumsy attacks in return, until soon enough, the battle's outcome is beyond any doubt.

LIGHTNING-FAST REACTIONS

WARHOST – BATTLE TACTIC STRATAGEM

Processing events at incredible speed, these warriors easily evade attacks that would have slain any less celeritous combatants.

1CP

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.

SKYBORNE SANCTUARY

WARHOST – STRATEGIC PLOY STRATAGEM

The Aeldari excel in striking swiftly, then leaping back into the safety of their skimming transports.

1CP

WHEN: End of the Fight phase.

TARGET: One **ASURYANI** unit from your army and one friendly **TRANSPORT** it is able to embark within.

EFFECT: If your **ASURYANI** unit is wholly within 6" of that **TRANSPORT**, it can embark within it.

FEIGNED RETREAT

WARHOST – STRATEGIC PLOY STRATAGEM

What appears to be a full retreat one moment is revealed as the deceptive prelude to a devastating attack the next.

1CP

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.

BLITZING FIREPOWER

WARHOST – BATTLE TACTIC STRATAGEM

When unleashed in a close-ranged storm, Aeldari weapons fire can completely eradicate all life within the target zone.

1CP

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.

FIRE AND FADE

WARHOST – STRATEGIC PLOY STRATAGEM

The Aeldari are masters of hit-and-run tactics, engaging a target with a flurry of shots before swiftly ducking back out of harm's way.

1CP

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".

RESTRICTIONS: Until the end of the turn, your unit is not eligible to declare a charge.

WEBWAY TUNNEL

WARHOST – STRATEGIC PLOY STRATAGEM

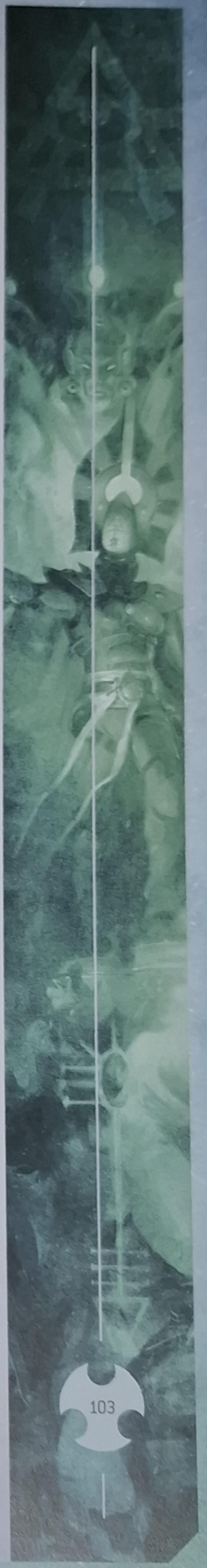
By slipping away into the ethereal confines of the Webway, Aeldari warriors can circumnavigate the foe and strike from new and unexpected quarters.

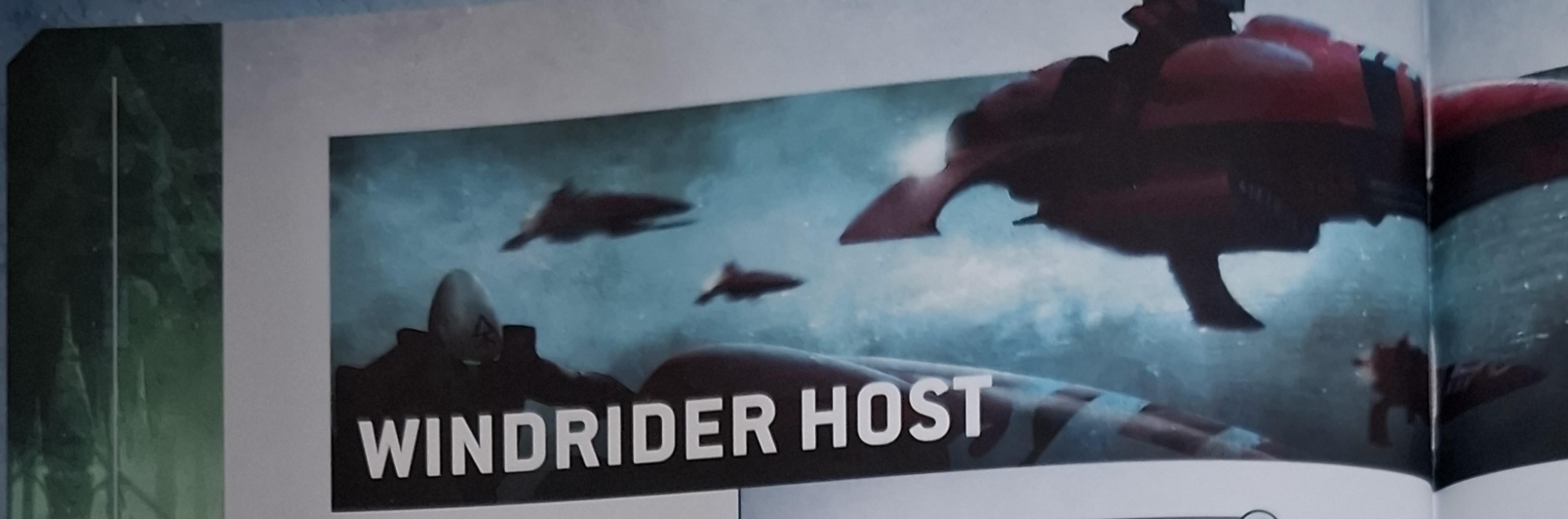
1CP

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

DETACHMENT RULE

RIDE THE WIND

These hosts strike from many quarters, employing their incredible speed and agility to evade and ambush the foe at every turn.

In the Declare Battle Formations step you can set up **ASURYANI MOUNTED** and **VYPER** units from your army 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.

BATTLE SIZE	NUMBER OF UNITS
Incursion	1
Strike Force	2
Onslaught	3

KEYWORDS

WINDRIDERS units from your army gain the **BATTLELINE** keyword.

ENHANCEMENTS

FIRSTDRAWN BLADE

Those who lead the Windrider Hosts do so from the front, embodying the first of the Swords of Vaul drawn in wrath.

ASURYANI MOUNTED model only. Models in the bearer's unit have the Scouts 9" ability.

MIRAGE FIELD

This field generator surrounds its bearer with contradictory sensor ghosts and split-second illusions that make them incredibly challenging to target, particularly when moving at speed.

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

SEERSIGHT STRIKE

This warrior has mastered the art of augmenting their mounted attack runs with lashing blades of focused psychic power that punch through the heaviest armour and monstrous hide to vital targets deep within.

ASURYANI MOUNTED PSYKER model only. Psychic weapons equipped by the bearer have the **[ANTI-MONSTER 2+]** and **[ANTI-VEHICLE 2+]** abilities.

ECHOES OF ULTHANESH

Riding out to battle upon their skimming steed, this charismatic commander is reminiscent of the great Aeldari hero come again. The mere sight of them swooping down upon their foes inspires their warriors to remarkable feats of heroism in their turn.

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.

Squadrons of jetbikes slice the air like hurled daggers as the Windrider Host sweeps down upon its prey. Prioritising breathtaking speed over almost all other concerns, these formations of high-tech airborne cavalry strike at will along the enemy battle line. Their onset is shockingly sudden, a storm that rises with the scream of anti-grav engines and the whine of rapid-firing shuriken and laser weapons, then sweeps over the foe in eruptions of blood and terror. Faster than thought, the Windrider Host has overshot the foe and arced away to leave any threat of retribution foundering in its wake. Often, the Aeldari hit their enemies so hard and fast that jets of gore are still pattering to the ground, corpses still tumbling, and war engines only just starting to shake with detonations as the jetbikes dwindle into the distance. Yet this is not the end of the foe's suffering, but rather its beginning. The Windrider Host will return, arrowing in for another attack run again and again until all that remains of the enemy is bodies, wreckage, and fleeing remnants.

DEATH FROM ON HIGH

WINDRIDER HOST – BATTLE TACTIC STRATAGEM

Streaking suddenly down from on high, the Aeldari strike like the fall of an executioner's blade.

WHEN: Your Shooting phase or the Fight phase.

TARGET: One **ASURYANI MOUNTED** or **VYPER** unit from your army that was set up on 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.

1CP

OVERFLIGHT

WINDRIDER HOST – STRATEGIC PLOY STRATAGEM

These airborne warriors arc up and away from the ruin of their foes, already seeking fresh prey.

WHEN: Your Shooting phase or the Fight phase, just after an **ASURYANI MOUNTED** unit from your army destroys an enemy unit.

TARGET: That **ASURYANI MOUNTED** unit.

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

1CP

WIND OF BLADES

WINDRIDER HOST – STRATEGIC PLOY STRATAGEM

Warriors such as these cannot be pinned down or held back. They hit and run at will, hammering the foe with constant fire and slashing blows.

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.

1CP

DARING RIDERS

WINDRIDER HOST – STRATEGIC PLOY STRATAGEM

Some of the Windrider Hosts are especially aggressive, unable to restrain the fierce joy of racing perilously close to the foe while strafing them with fire.

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 3" 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.

1CP

FOCUSED FIREPOWER

WINDRIDER HOST – BATTLE TACTIC STRATAGEM

Able to analyse and assess target data at incredible speeds, these Aeldari isolate the foe's weak spot and pour all their fire into it as they hurtle past.

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.

1CP

SPIRALLING EVASION

WINDRIDER HOST – BATTLE TACTIC STRATAGEM

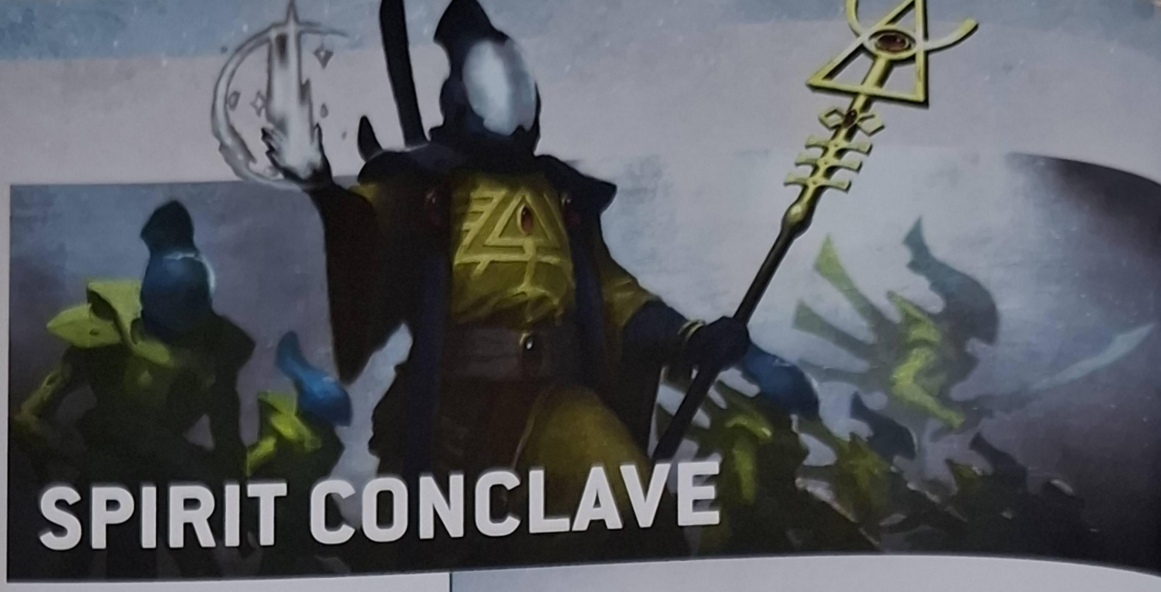
None but the Aeldari could risk such breakneck and seemingly suicidal evasive manoeuvres to jink around incoming enemy fire.

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.

1CP



SPIRIT CONCLAVE

DETACHMENT RULE

SHEPHERDS OF THE DEAD

When guided by a Spirit Conclave, the ghost warriors gain a clarity and prowess they would otherwise lack. Moreover, should the foe slay any of their precious spirit guides, the dead will surely have their vengeance.

Each time an **ASURYANI PSYKER** model from your army is destroyed by an enemy unit, that enemy 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.

KEYWORDS

WRAITHBLADES and **WRAITHGUARD** units from your army gain the **BATTLELINE** keyword.

ENHANCEMENTS

LIGHT OF CLARITY

The mind of this Spiritseer shines with psychic illumination, burning away the veils that cloud the senses of the dead.

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

Wound about with finely inscribed myths of Kurnous, the Hunter, this wraithbone staff imbues ghost warriors with an echo of the slain god's keen-eyed skill.

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

This rare psychic rune binds occluding psychic energies about nearby wraith constructs to baffle the foe's senses.

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

Knowing their crucial role in guiding the ghost warriors, this seer chooses duty over personal glory.

SPIRITSEER model only. Once per turn, when an enemy unit ends a Normal, Advance or Fall Back move within 9" of the bearer, the bearer's unit can make a Normal move of up to 6".

Only in the most desperate circumstances will a craftworld's seers authorise the mass awakening of their dead. At such times, Spiritseers, Warlocks and Farseers come together as one, forming a psychic choir to bind the spirits of the fallen into wraithbone form. While living Aeldari often fight alongside these revenants, the greater strength of such forces is graven in wraithbone, driven by the implacable wills of warrior ghosts and armed with nightmarish tools of destruction. Striding into battle with stately grace, Wraithguard and Wraithlords lay down ferocious firepower. Where enemy resistance is strongest, Wraithblades stalk and strike while the long shadows of Wraithknights fall across the foe like a promise of doom soon to be fulfilled. Together, the psychically linked seers guide the slaughter with eerie calm, issuing command after command to their undying allies. In the face of such implacable destruction, and with their own mightiest weapons seemingly ineffective, even the boldest enemies soon crumble.

SEER'S EYE

SPIRIT CONCLAVE – BATTLE TACTIC STRATAGEM

Seeing their prey as much through the eyes of their guiding seer as with any sense of their own, the wraith constructs strike swift and true.

1CP

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.

WRAITHBONE ARMOUR

SPIRIT CONCLAVE – BATTLE TACTIC STRATAGEM

The apparent fragility of wraith constructs' lithe bodies belies their incredible resilience.

1CP

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.

BLADES FROM BEYOND

SPIRIT CONCLAVE – BATTLE TACTIC STRATAGEM

Sometimes, the twinned perceptions of ghost warriors allow them to perceive – and strike at – the souls of their foes.

1CP

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.

SOUL BRIDGE

SPIRIT CONCLAVE – STRATEGIC PLOY STRATAGEM

It is risky for a Spiritseer to cast their awareness so far, but aiding the dead is sometimes necessary.

1CP

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.

SPIRIT TOKEN

SPIRIT CONCLAVE – STRATEGIC PLOY STRATAGEM

By leaving psycho-resonant wraithbone markers upon the battlefield, these warriors wreathe vital strategic locations in an aura of dread not easily overcome.

1CP

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.

CRUSHING STRIDES

SPIRIT CONCLAVE – BATTLE TACTIC STRATAGEM

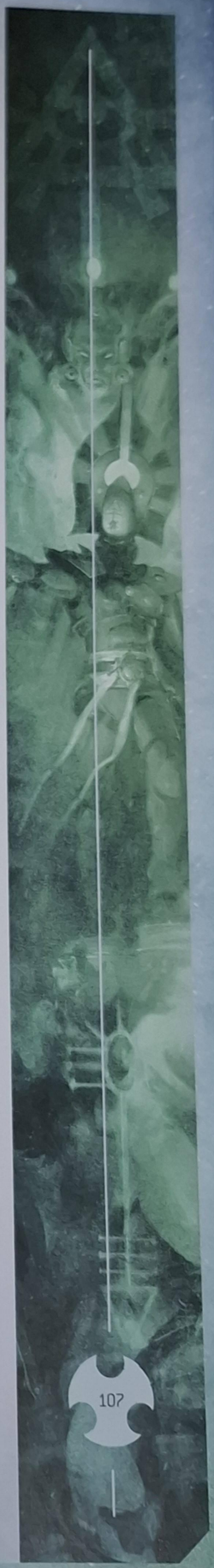
Elegant they may be, but the weight and implacable strength of wraith constructs on the charge can smash enemies to the ground bloody and broken.

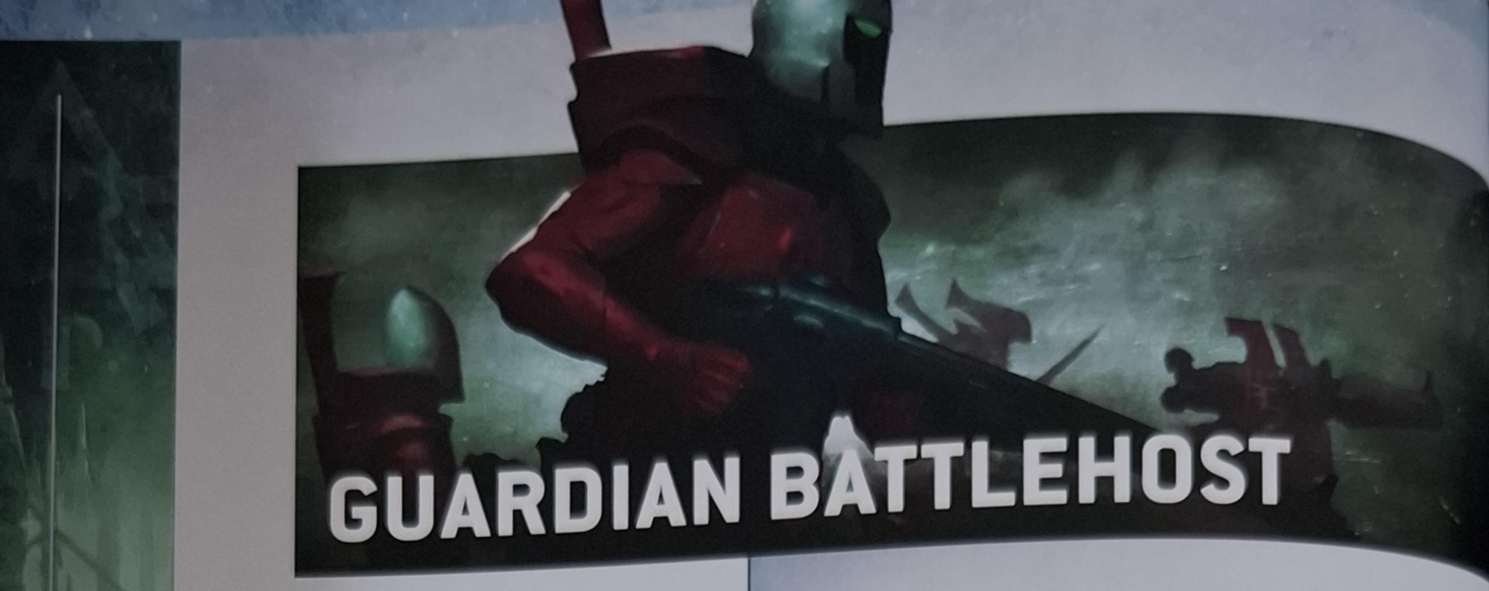
1CP

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.





GUARDIAN BATTLEHOST

DETACHMENT RULE

DEFEND AT ALL COSTS

Battlehosts often deploy to protect arterial Webway gates, the world shrines of vulnerable Exodite worlds or the domes and galleries of their home craftworld; this lends their warriors an especially keen determination to protect their holdings from foes.

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.

ENHANCEMENTS

CRAFTWORLD'S CHAMPION

Appointed as the mastermind behind the defence of an entire craftworld, this warrior will hold vital ground at all costs.

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

ETHEREAL PATHWAY

Knowing secret paths through the Webway, the bearer can direct warriors to outmanoeuvre the foe.

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

This warrior's knowledge of the home ground on which they fight allows them to expertly position their forces to bracket the routes of the enemy's approach with fire.

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 0CP, 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 VAUL

An ancient relic of Aeldari technology, this device enhances the lethality of those weapons said to channel the killing heat of Vaul's blazing forges.

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 Guardian fusion gun in that unit, you can re-roll the result.

So few are the Aeldari in number and so desperate in their plight that all must be capable warriors when needed. Sometimes a foe may jeopardise a craftworld so severely that every martial asset must be deployed to drive them back. At others, threats or opportunities may arise in so short a space of time that Aspect Warriors, Outcasts and Commorrite allies alone are not enough. Whatever the case, when the massed Guardians of a craftworld answer the call to war, they can prove a versatile, durable and utterly determined force. Hails of shuriken fire and scatter laser salvoes rake the enemy lines. War Walkers and grav-tanks pick off heavier enemy assets with inescapable precision and fury. Aspect Warriors drawn from the shrines of the home craftworld fight in support of their more numerous kin, bands of Dire Avengers leading them on the fleet-footed attack or implacable defence. Faced with the might of the Guardian Battlehost, foes are made to rue their foolishness in rousing a craftworld's wrath.

WARDING SALVOES

GUARDIAN BATTLEHOST – BATTLE TACTIC STRATAGEM

Woe betide the foe that seeks to claim the holdings of armed and determined Asuryani.

1CP

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.

SHIELD NODES

GUARDIAN BATTLEHOST – BATTLE TACTIC STRATAGEM

Exploiting a spar of old Aeldari technology, these warriors engage the flickering ghosts of ancient defensive force fields.

1CP

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.

VAUL'S VENGEANCE

GUARDIAN BATTLEHOST – BATTLE TACTIC STRATAGEM

Swift and terrible vengeance comes for those who dare strike down the warriors of the Aeldari in the form of searing heavy weapons fire.

1CP

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).

RESTRICTIONS: You can only use this Stratagem once per battle round.

TIME TO STRIKE

GUARDIAN BATTLEHOST – STRATEGIC PLOY STRATAGEM

Storm Guardians train to recognise where and when their selfless aggression can best benefit their craftworld and never to miss such opportunities.

1CP

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.

BLADES OF ASURYAN

GUARDIAN BATTLEHOST – BATTLE TACTIC STRATAGEM

Asuryani martial teachings enable those wielding ranged weapons to employ them as close-quarter implements of death as well.

1CP

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.

COST OF VICTORY

GUARDIAN BATTLEHOST – STRATEGIC PLOY STRATAGEM

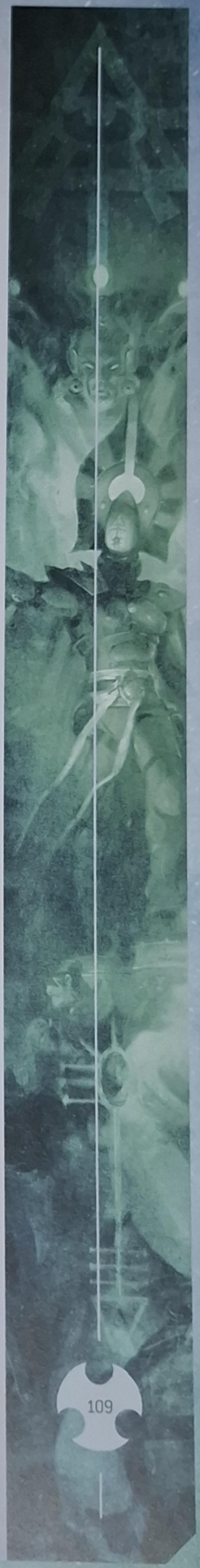
In so desperate and vital a fight, the Aeldari must accept casualties they would normally avoid and even send fresh warriors in to bolster the flagging ranks if it means victory.

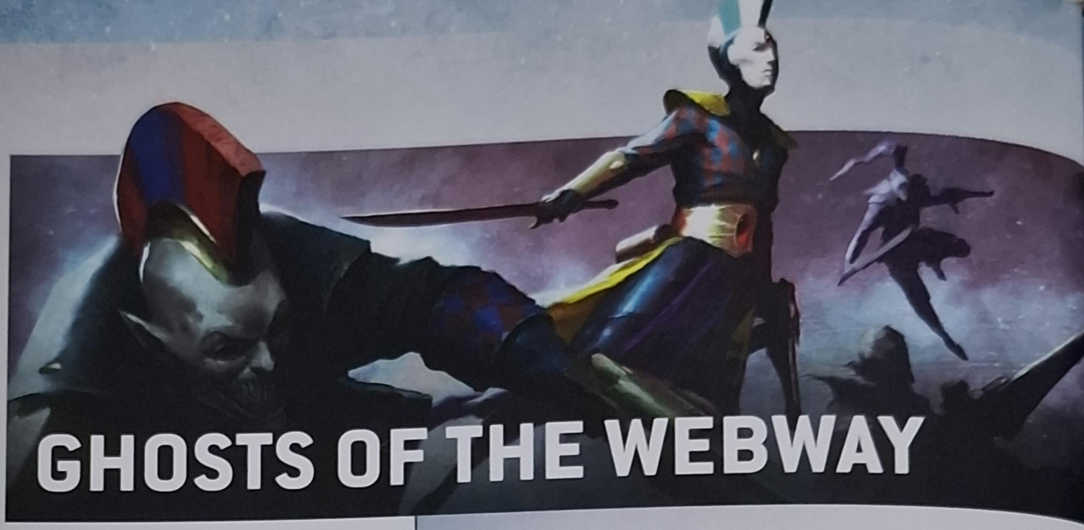
1CP

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.





GHOSTS OF THE WEBWAY

DETACHMENT RULE

ACROBATIC ONSLAUGHT

Trying to fight the Harlequins of the Laughing God is like battling bladed smoke. They flip and bound through the enemy ranks with contemptuous ease, springing across the heads and shoulders of dumbfounded combatants, sprinting across the hulls of war engines, all the while bearing down with murderous intent upon their true intended victims.

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

TRAVELLING PLAYERS

- **TROUPE** units from your army gain the **BATTLELINE** keyword and **TROUPE** models in those units have an Objective Control characteristic of 2.
- You can include up to three of each of the following models in your army: **DEATH JESTER**, **SHADOWSEER**, **TROUPE MASTER**.

ENHANCEMENTS

CEGORACH'S COIL

This vicious monofilament lariat unspools from its wielder's gauntlet in a heartbeat, lashing through the foe before retracting as they tumble into bloody chunks.

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

MASK OF SECRETS

So terrifying and yet so captivating are the shifting aspects of this Harlequin's psychoreactive mask that they can hypnotise foes or stop their hearts with fear.

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

MURDER'S JEST

This malevolent shrieker cannon catalyses its victims' fear impulses into exaggerated bioelectric shocks, forcing them to scare themselves to death.

DEATH JESTER model only. Each time the bearer makes an attack that targets a unit that is Below Half-strength, each successful Hit roll scores a Critical Hit.

MISTWEAVE

Employing their psychic powers of illusion and obfuscation, this Shadowseer can cause their comrades to vanish from the foe's perceptions.

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

Even a single troupe of Harlequins can spread bloodshed and unreasoning terror amongst the enemy lines. When entire masques of these sinister and acrobatic killers gather to make war, they strike with such speed, skill and violence that they can eviscerate the mightiest enemy armies. Their saedath battle plans are as dynamic and intricate as they are spectacularly lethal. Some see spearheads of hurtling jetbikes shatter the enemy lines before grav-transports disgorge Harlequin troupes to assassinate their reeling foes' leaders. Others lure enemy hordes into bloody massacres laced with dramatic irony and bleak mirth or play out murderous recountings of Aeldari morality tales that cast the enemy as unwilling participants in the story of their bloody punishment. Whether fighting alone or alongside hosts from the craftworlds, Commorragh or Corsair fleets, the Harlequins strike without warning – or often, to the foe, apparent cause – and inflict such horrors that even their allies may be left shocked at the carnage.

STAGED DEATH

1CP

GHOSTS OF THE WEBWAY – STRATEGIC PLOY STRATAGEM

A feigned death and sudden, shocking return are as impactful as dismaying to the foe.

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.

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

HEROES' FALL

1CP

GHOSTS OF THE WEBWAY – STRATEGIC PLOY STRATAGEM

Though they may be slain, this step of the saedath calls on the players to act out the demise of tragic heroes who take their enemies with them to death.

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.

MOCKING FLIGHT

1CP

GHOSTS OF THE WEBWAY – STRATEGIC PLOY STRATAGEM

The Harlequins tumble away in mock terror and panic before spinning back into the fight with cruel laughter and redoubled fury.

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.

TRICKSTERS' RETORT

1CP

GHOSTS OF THE WEBWAY – STRATEGIC PLOY STRATAGEM

To the Harlequins, the foe are simply unwitting dance partners, their every move matched with graceful aplomb.

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".

BLOODY DANCE

1CP

GHOSTS OF THE WEBWAY – STRATEGIC PLOY STRATAGEM

Enemies goaded into following the steps of the saedath come unwittingly on cue to their executions.

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.

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

EXIT THE STAGE

1CP

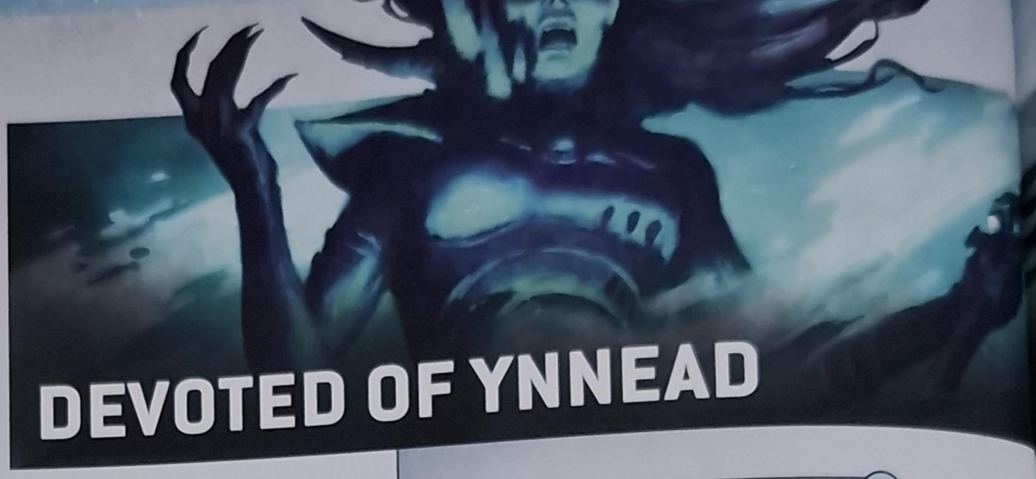
GHOSTS OF THE WEBWAY – STRATEGIC PLOY STRATAGEM

Players know when to fade back from the stage of war, ready to strike again when their moment comes.

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.



DEVOTED OF YNNEAD

DETACHMENT RULE

STRENGTH FROM DEATH

Surrounded by the slaughter on the battlefield, the Ynnari channel the sinister supernatural gifts of Ynnead to great effect.

You can use the following rules:

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** unit from your army (excluding **TITANIC** units). That unit can make a Normal move.

Lethal Surge

Once per turn, when a **YNNARI** unit from your army performs the Fade Back Agile Manoeuvre (pg 101), it can make a Lethal Surge move instead of a Normal move. If it does, roll one D6 and add 1 to the result: that unit can be moved a number of inches up to the total. When doing so, those models can be moved within Engagement Range of the enemy unit that just triggered that Agile Manoeuvre.

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.

SERVANTS OF THE WHISPERING GOD

- You can include **YNNARI** units in your army (pg 164-171), even though they do not have the **ASURYANI** Faction keyword.
- **ASURYANI** units (excluding **EPIC HEROES**) from your army gain the **YNNARI** keyword.
- You must include **YVRAINE** and/or **THE YNCARNE** in your army, and one of those models must be your **WARLORD**.

ENHANCEMENTS

GAZE OF YNNEAD

This psychic executioner projects the extinguishing will of the Aeldari death god into the minds of the foe, reducing them to ashen grey husks in moments.

FARSEER model only. The bearer's Eldritch Storm weapon has the **[DEVASTATING WOUNDS]** ability.

STORM OF WHISPERS

As though this Warlock were a conduit to the realm of the unquiet dead, they are surrounded by an endless susurrus that chills the foe with terror.

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

This cruel warrior steals a portion of animus from each vanquished foe, keeping a little of Ynnead's due to empower themselves and slay more foes in his name.

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

MORBID MIGHT

Driven to new heights of cold fury and icy strength by the death energies flowing through their sinews, this arena champion fights with supernatural vigour.

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

Those Aeldari who follow the extremist teachings of the priestess Yvraine seek to empower Ynnead, the Aeldari god of death. In the name of their morbid creed, they hurl themselves into battle, sure that not only is every enemy slain one less to menace the Aeldari but also that their own deaths will bring their god closer to waking. Perhaps the strength of fanatical conviction magnified by the Aeldari psyche allows Ynnead's devotees to channel some fragment of his supernatural powers. Maybe it is the latent psychic potential of the Aeldari finding macabre expression or something more sinister at work. Whatever the case, while their numbers may be few and their death cult marginalised, the Ynnari demonstrate strange and deadly abilities in battle. Coupled with their people's natural and technological puissance, this renders the Ynnari a terrible foe indeed. Moreover, they will know ultimate victory, whether they live to fight again or die for Ynnead's cause.

PALL OF DREAD

DEVOTED OF YNNEAD – STRATEGIC PLOY STRATAGEM

1CP

Even after they fall, the most fervent Ynnari leave a sinister sense of watchfulness in their wake like some invisible death shroud.

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.

MACABRE RESILIENCE

DEVOTED OF YNNEAD – BATTLE TACTIC STRATAGEM

1CP

Such is the conviction and power of the Ynnari that sometimes even mortal wounds cannot slow them.

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.

EMISSARIES OF YNNEAD

DEVOTED OF YNNEAD – BATTLE TACTIC STRATAGEM

1CP

Immersed in murder and gripped by holy purpose, these warriors bring Ynnead's fatal message and his final gift to all who face them.

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.

PARTING THE VEIL

DEVOTED OF YNNEAD – STRATEGIC PLOY STRATAGEM

2CP

In the moment of transcendent glory, before the Ynnari give their essence to their god, they fight harder than ever to take the foe with them to death.

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.

SOULSIGHT

DEVOTED OF YNNEAD – BATTLE TACTIC STRATAGEM

1CP

Perceiving the flickering soulstuff of their foes, the Ynnari strike with ruthless precision.

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.

DEATH ANSWERS DEATH

DEVOTED OF YNNEAD – STRATEGIC PLOY STRATAGEM

1CP

As the foe slays their warriors, a terrible vigour grips the Ynnari and compels them to repay the slaughter in kind.

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.

SEER COUNCIL

DETACHMENT RULE

STRANDS OF FATE

Though future sight is not a precise art, the Aeldari seers excel in its craft. Having read the strands of fate that twine and branch through the upcoming battle, they direct events down their favoured paths at the most opportune moments.

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.

BATTLE SIZE	NUMBER OF D6
Incursion	3
Strike Force	6
Onslaught	9

Each time you use one of the Stratagems opposite, 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.

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

ENHANCEMENTS

LUCID EYE

This helm houses a psychocrystalline weave that aids the wearer in sifting clarity and truth from the myriad ghosts of unrealised futures.

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

RUNES OF WARDING

These precisely crafted runic wards hold harmful empyric energies and predatory entities at bay, protecting the bearer's mind and soul.

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

STONE OF ELDRITCH FURY

This ancient gem was recovered from the crone world of Lleghaine and is said to resonate with the rage of that dead world's ghosts. It acts as a magnifying lens for destructive psychic powers.

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

TORC OF MORAI-HEG

Waves of malevolent energies roll from this article of warrior jewellery. Though they leave Aeldari systems and minds untouched, they cloud the enemy's thoughts with doubt, lace their communications with mournful wails and scatter confusing sensor ghosts across their instruments.

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.

Eldritch psychic storms tear at the enemy as the Seer Council leads their warriors into battle. Farseers deliver prophetic orders in voices of steely calm, guiding Aspect Warriors and Guardian squads to strike at crucial fate and causality junctures. Their every pronouncement seals the doom of fresh foes. Psychic executioners project their spirits through the Empyrean to destroy enemy champions' souls or predict warring combatants' battle fates. Warlocks lead their squads through the tightly focused maelstrom, singing spears lashing out and psychic fury crackling forth to deliver elegant and total destruction. Led by such a conclave of their most potent psykers, the Aeldari are unstoppable. They fight clad in the faded raiment of their once-mighty empire. The devastation they bring to bear echoes that their fallen ancestors once unleashed to put the galaxy on its knees; this is the Aeldari at their most potent, a terrifying psychic blade driven into the heart of the luckless foe.

PRESENTIMENT OF DREAD

SEER COUNCIL – STRATEGIC PLOY STRATAGEM

1CP

The seer plucks fate to find the foe suffering a horrible death, then projects it into their minds.

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.

FOREWARNED

SEER COUNCIL – STRATEGIC PLOY STRATAGEM

1CP

Having foreseen already how this fight will play out, the seer projects their insights and warnings into the minds of the Aeldari who must fight it.

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.

UNSHROUDED TRUTH

SEER COUNCIL – STRATEGIC PLOY STRATAGEM

1CP

Dispelling the psychosomatic mirage that has so far beguiled and assailed the foe, the seer reveals the true location of the warriors it was masquerading as.

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 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.

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

FATE INESCAPABLE

SEER COUNCIL – BATTLE TACTIC STRATAGEM

1CP

The Aeldari have already seen how best to lay low this enemy and strike in the sure knowledge the foe cannot evade their terrible fate.

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.

ISHA'S FURY

SEER COUNCIL – EPIC DEED STRATAGEM

1CP

Leaping from the seer's outstretched hand, this blast of empyric energy is a raw expression of the sorrow and bitterness suffered by the Aeldari people.

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.

PSYCHIC SHIELD

SEER COUNCIL – STRATEGIC PLOY STRATAGEM

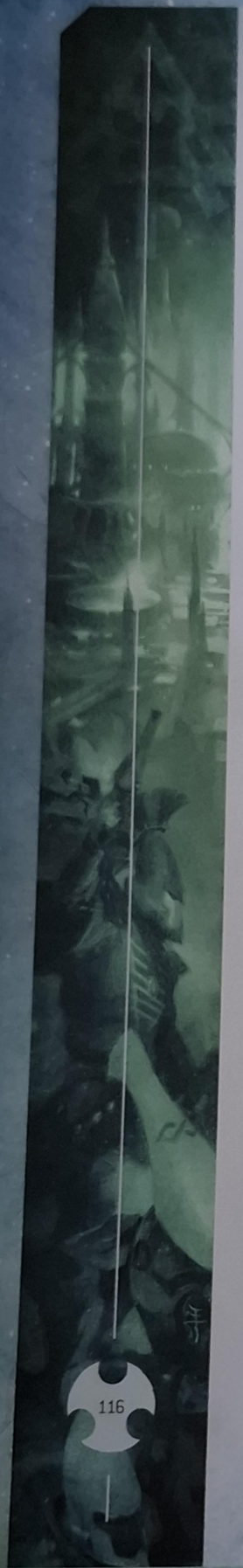
1CP

A twist of the seer's psychic powers raises a whirling shield of empyric energy and psychokinetic debris to screen the Aeldari from enemy fire.

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".



ASPECT HOST

DETACHMENT RULE

PATH OF THE WARRIOR

The teachings of Khaine's martial aspects are diverse and highly specialised, each completely lethal in its own nuanced fashion.

Each time an **ASPECT WARRIORS** or **AVATAR OF KHAINE** unit from your army is selected to shoot or fight, select one of the following abilities for it to gain until the end of the phase:

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

ENHANCEMENTS

ASPECT OF MURDER

Khaine is a murderous deity, and many of his aspects channel this element of his nature to some degree. Combining these teachings renders this warrior a truly fearsome assassin.

AUTARCH or **AUTARCH WAYLEAPER** model only. Add 1 to the Damage characteristic of melee weapons equipped by the bearer, and those weapons have the **[PRECISION]** ability.

MANTLE OF WISDOM

This ritual relic marks the bearer out as one who has walked the Path of Command for ages untold and whose understanding of all things martial borders on the preternatural.

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

This simple and elegant gem conceals complex technology based on Dire Avenger shimmershields, its protective aegis extending across the bearer and those who fight at their side.

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

A commander who knows with absolute certainty which strategic goals must be achieved, this warrior can appraise the battlefield at a glance.

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.

When the Avatar of Khaine strides out to war, the Aspect Warriors of many shrines fight in its cinder-swirled shadow. Squads of Dire Avengers rake their targets with storms of shuriken discs. Shrieking bands of Howling Banshees tear into the enemy's front lines even as Striking Scorpions flit from ambush to rip bloody rents in their flanks. Fire Dragons unleash point-blank fury to reduce enemy war engines to blazing wrecks, while the long-ranged salvoes of Dark Reapers streak overhead to detonate amongst the foe. Swooping Hawks circle on the winds of war and launch opportunist strikes, Shining Spears and Crimson Hunters drive home hurtling attack runs, and Warp Spiders burst in and out of reality amidst monofilament clouds of death. Guided by the martial expertise of Autarchs and Exarchs, and supported by Guardian-crewed war engines and artillery, the devotees of Khaine's many aspects pick their enemies apart with surgical precision. Coupled with the blazing devastation wrought by the Avatar itself, their onslaught is irresistible.

WARRIOR FOCUS

ASPECT HOST – BATTLE TACTIC STRATAGEM

So absolute is the focus of these warriors in battle that nothing can distract them or stay their blows.

1CP

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.

TO THEIR FINAL BREATH

ASPECT HOST – STRATEGIC PLOY STRATAGEM

As champions and defenders of a dying race, these warriors fight furiously to the very end.

1CP

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.

SKYBORNE SANCTUARY

ASPECT HOST – STRATEGIC PLOY STRATAGEM

The Aeldari excel in striking swiftly then leaping back into the safety of their skimming transports.

1CP

WHEN: End of the Fight phase.

TARGET: One **ASURYANI** unit from your army and one friendly **TRANSPORT** it is able to embark within.

EFFECT: If your **ASURYANI** unit is wholly within 6" of that **TRANSPORT**, it can embark within it.

DOOM INESCAPABLE

ASPECT HOST – BATTLE TACTIC STRATAGEM

Cast with the force of a thunderbolt, the Avatar's weapon strikes the foe with meteoric force.

1CP

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.

PRETERNATURAL PRECISION

ASPECT HOST – BATTLE TACTIC STRATAGEM

Analysing their targets' weaknesses with incredible skill, the Aeldari fire for lethal effect.

1CP

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.

KHAINE'S VENGEANCE

ASPECT HOST – STRATEGIC PLOY STRATAGEM

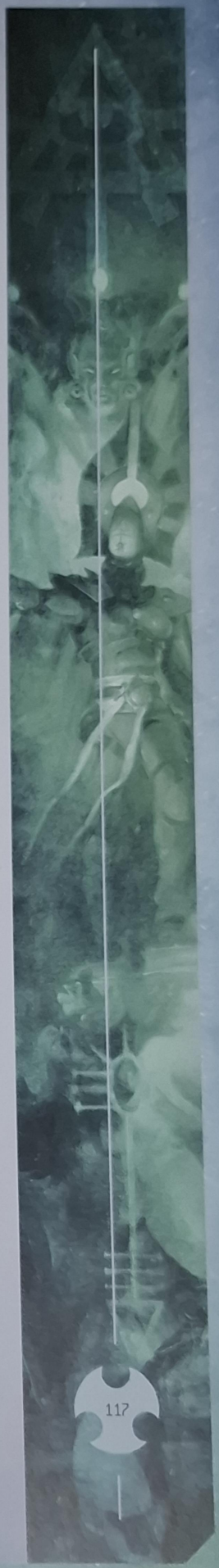
Embodying the rage of Khaine himself, these warriors press home their attack and strike down those cowards who seek to flee their fury.

1CP

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.



EXAMPLE ARMIES

There are many ways to collect an Aeldari army, whether you use an existing craftworld's colour scheme and background or invent your own. Here you will find examples to inspire your collecting journey.

1 Harvey's Aeldari are painted in the colour scheme of the Sunblitz Brotherhood, her favourite fleet of Corsair outcasts. She plans to add them to a broader army from Craftworld Lugganath, drawing on the relationship between the craftworlders and raiders to inspire future conversions.

2 Matt's army hails from Craftworld Telennar. His Aeldari collecting journey began during a global campaign, with a few bands of Rangers. It has now grown into a huge force with its own distinct background and colour scheme.

3 Tangui's collection was built and painted to showcase the vibrant colours and eerie ghost warriors of Iyanden. They are mounted on jungle-themed bases, which Tangui envisioned being a maiden world in need of defence.

Datasheets

'Barbaric hordes, degenerate fanatics and mindless monsters: these are the enemies we face. In quantity, they outnumber us, perhaps fatally so, but suggesting that even their greatest weapons and warriors are a match for us is insulting.'

- Autarch Ulthaghael Kaichis, on the Asuryani war for survival

AVATAR OF KHAINE

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

4+ INVULNERABLE SAVE

The Avatar of Khaine is an ancient war deity incarnate whose mere presence incites merciless rage in the Asuryani around him. In battle, the Avatar marches through enemy fire without breaking stride, laughing cruelly as his weapon – the Wailing Doom – tastes hot flesh and spurts lifeblood with each swing and thrust.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Wailing Doom [SUSTAINED HITS D3]	12"	1	2+	16	-4	D6+2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Wailing Doom – strike	Melee	6	2+	16	-4	D6+2
Wailing Doom – sweep	Melee	12	2+	8	-2	2

Before selecting targets for this weapon, select one of its profiles to make attacks with.

ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Battle Focus**

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.

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.

UNIT COMPOSITION

- 1 Avatar of Khaine – **EPIC HERO**

This model is equipped with: Wailing Doom.

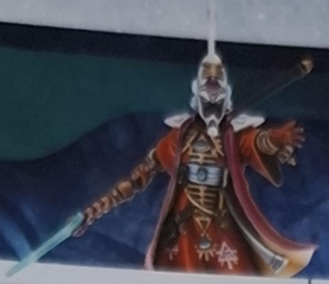
KEYWORDS: **MONSTER, CHARACTER, EPIC HERO, AELDARI, DAEMON, AVATAR OF KHAINE**

FACTION KEYWORDS: **ASURYANI**

FARSEER

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

4+ INVULNERABLE SAVE



The Asuryani look to their Farseers for leadership in battle. These psykers can uncover the foe's intentions and calculate the effects of attacks. Their minds are their true weapons; with a thought, they can obliterate the memories of enemy commanders, hurl battle tanks into the air or summon terrifying storms of coruscating eldritch energy.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Eldritch Storm [BLAST, PSYCHIC]	24"	D6	3+	6	-2	D3
Shuriken pistol [ASSAULT, PISTOL]	12"	1	2+	4	-1	1
Singing spear [ASSAULT, PSYCHIC]	12"	1	2+	9	0	3

MELEE WEAPONS	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

WARGEAR OPTIONS

- This model's witchblade can be replaced with 1 singing spear.

LEADER

This model can be attached to the following units: **GUARDIAN DEFENDERS, STORM GUARDIANS**

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. If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.*

ABILITIES

CORE: **Leader**

FACTION: **Battle Focus**

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.

UNIT COMPOSITION

- **1 Farseer**

This model is equipped with: Eldritch Storm; shuriken pistol; witchblade.

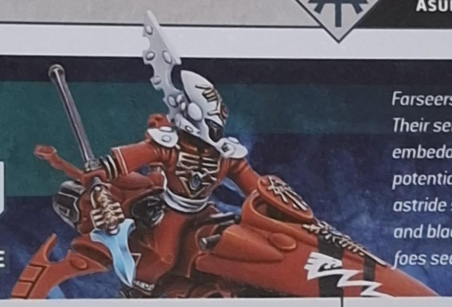
KEYWORDS: **INFANTRY, CHARACTER, AELDARI, PSYKER, FARSEER**

FACTION KEYWORDS: **ASURYANI**

FARSEER SKYRUNNER

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

4+ INVULNERABLE SAVE



Farseers are expert combatants as well as battle seers. Their semi-sentient witchblades and singing spears are embedded with crystals that transmit the destructive potential of their bearer's psyche. When riding to battle astride sleek jetbikes, they flow around weapon blasts and blade thrusts with a natural grace that makes their foes seem predictable and slow.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Eldritch Storm [BLAST, PSYCHIC]	24"	D6	3+	6	-2	D3
Shuriken pistol [ASSAULT, PISTOL]	12"	1	3+	4	-1	1
Singing spear [ASSAULT, PSYCHIC]	12"	1	3+	9	0	3
Twin shuriken catapult [ASSAULT, TWIN-LINKED]	18"	2	3+	4	-1	1

MELEE WEAPONS	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

WARGEAR OPTIONS

- This model's witchblade can be replaced with 1 singing spear.

LEADER

This model can be attached to the following units: **WARLOCK SKYRUNNERS, WINDRIDERS**

ABILITIES

CORE: **Leader**

FACTION: **Battle Focus**

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.

UNIT COMPOSITION

- **1 Farseer Skyrunner**

This model is equipped with: Eldritch Storm; shuriken pistol; twin shuriken catapult; witchblade.

KEYWORDS: **MOUNTED, CHARACTER, AELDARI, FLY, PSYKER, FARSEER, FARSEER SKYRUNNER**

FACTION KEYWORDS: **ASURYANI**

AUTARCH

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

4+ INVULNERABLE SAVE

Autarchs are legendary for their strategic brilliance, sublime martial skill and indomitable strength of will. Long have they trodden the Path of the Warrior, never slipping into the obsession trap. Instead, they apply all they have learned and mastered to their command of the Asuryani warhosts.

RANGED WEAPONS	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
Reaper launcher – starshot [HEAVY, IGNORES COVER]	48"	1	3+	10	-2	3
Reaper launcher – starswarm [HEAVY, IGNORES COVER]	48"	2	3+	4	-2	1
Shuriken pistol [ASSAULT, PISTOL]	12"	1	2+	4	-1	1

MELEE WEAPONS	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

WARGEAR OPTIONS

- This model's shuriken pistol can be replaced with one of the following:
  - 1 death spinner
  - 1 Dragon fusion gun
  - 1 Dragon fusion pistol
  - 1 Reaper launcher
- This model's star glaive can be replaced with one of the following:
  - 1 Banshee blade
  - 1 Scorpion chainsword

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.

LEADER

This model can be attached to the following units: **Dark Reapers, Dire Avengers, Fire Dragons, Guardian Defenders, Howling Banshees, Storm Guardians, Striking Scorpions**

ABILITIES

CORE: **Leader**

FACTION: **Battle Focus**

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.

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.

UNIT COMPOSITION

- **1 Autarch**

This model is equipped with: shuriken pistol; star glaive.

Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: **Infantry, Character, Aeldari, Grenades, Autarch**

FACTION KEYWORDS: **Asuryani**

Autarch Wayleaper with death spinner and Scorpion chainsword

Autarch with Dragon fusion gun and star glaive

Shuriken pistol

AUTARCH WAYLEAPER

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

4+ INVULNERABLE SAVE

With wargear such as a winged pack or warp jump generator, an Autarch becomes an incredibly manoeuvrable war leader. So equipped, they can appear wherever their warhost needs them in the blink of an eye, bringing graceful weaponry and consummate strategy to bear before vanishing out of the foe's reach.

RANGED WEAPONS

	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
Reaper launcher – starshot [HEAVY, IGNORES COVER]	48"	1	3+	10	-2	3
Reaper launcher – starswarm [HEAVY, IGNORES COVER]	48"	2	3+	4	-2	1
Shuriken pistol [ASSAULT, PISTOL]	12"	1	2+	4	-1	1

MELEE WEAPONS

	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

WARGEAR OPTIONS

- This model's shuriken pistol can be replaced with one of the following:
  - 1 death spinner
  - 1 Dragon fusion gun
  - 1 Dragon fusion pistol
  - 1 Reaper launcher
- This model's star glaive can be replaced with one of the following:
  - 1 Banshee blade
  - 1 Scorpion chainsword

LEADER

This model can be attached to the following units: **Swooping Hawks, Warp Spiders**

ABILITIES

CORE: **Deep Strike, Leader**

FACTION: **Battle Focus**

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.

UNIT COMPOSITION

- **1 Autarch Wayleaper**

This model is equipped with: shuriken pistol; star glaive.

Before selecting targets for this weapon, select one of its profiles to make attacks with.

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

FACTION KEYWORDS: **Asuryani**

'Only when you have soared through morning skies on wings of flame can you understand the Hawk. Only when you have fallen screaming upon those who know they are already dead can you understand the Banshee. Only when you have annihilated those who would oppose you can you truly understand the power of the Dragon. Only one who has travelled but ultimately turned away from each of these Paths can understand the Autarch.'

- Anthrillien Morningchild, Autarch of Yme-Loc

ELDRAD ULTHRAN

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

4+ INVULNERABLE SAVE

One of the most potent Aeldari psykers ever to have lived, when Eldrad Ulthran takes to the field, his enemies' plans are already known to him. Such is Eldrad's psychic might that he can break Titans and banish the mightiest of daemons, and over the millennia, he has slain kings and champions beyond number.

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

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. If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.*

ABILITIES

CORE: **Leader**

FACTION: **Battle Focus**

Diviner of 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.

UNIT COMPOSITION

- **1 Eldrad Ulthran – Epic Hero**

This model is equipped with: Mind War; shuriken pistol; Staff of Ulthamar and witchblade.

KEYWORDS: **Infantry, Character, Epic Hero, Aeldari, Psyker, Farseer, Eldrad Ulthran**

FACTION KEYWORDS: **Asuryani**

ASURMEN

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

4+ INVULNERABLE SAVE

Asurmen's skill at war is breathtaking, the magnitude of his heroic presence so great that nearby Aspect Warriors are infused with his peerless tactical acumen. In addition to the wrist-mounted shuriken catapults known as the Bloody Twins, he carries the Sword of Asur, whose hilt bears the spirit stone of Asurmen's brother, Tethesis.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bloody Twins [ASSAULT, PISTOL]	24"	6	2+	5	-1	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Sword of Asur [DEVASTATING WOUNDS]	Melee	6	2+	6	-3	3

LEADER

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

ABILITIES

CORE: **Leader**

FACTION: **Battle Focus**

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.

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 3+]** and **[DEVASTATING WOUNDS]** abilities.

UNIT COMPOSITION

- **1 Asurmen – Epic Hero**

This model is equipped with: Bloody Twins; Sword of Asur.

KEYWORDS: **Infantry, Character, Epic Hero, Aeldari, Grenades, Aspect Warrior, Phoenix Lord, Asurmen**

FACTION KEYWORDS: **Asuryani**

BAHARROTH

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

4+ INVULNERABLE SAVE

Baharroth moves with the grace of a zephyr and attacks with the force of a hurricane. He shines with a brilliance of his own making in battle, diving into range, opening fire, and then peeling away to face his next quarry. At close quarters, he strikes with the resplendent Shining Blade, lopping off heads with its elegantly curved edge.

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

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Shining Blade [SUSTAINED HITS 1]	Melee	6	2+	5	-2	2

LEADER

This model can be attached to the following unit: **Swooping Hawks**

ABILITIES

CORE: **Deep Strike, Leader**

FACTION: **Battle Focus**

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, it can use this ability. If it does, that unit can be set up anywhere on the battlefield that is more than 3" 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.

UNIT COMPOSITION

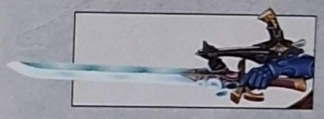
- **1 Baharroth – Epic Hero**

This model is equipped with: Fury of the Tempest; Shining Blade.

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

FACTION KEYWORDS: **Asuryani**

Baharroth



Sword of Asur

Asurmen

FUEGAN

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

4+ INVULNERABLE SAVE

Fuegan has dedicated himself to the destruction of the enemies of the Asuryani, and the trail of corpses he has left in his wake spans the galaxy. Those he sets his fiery gaze upon, he either eradicates from existence with burning blasts from his firepike, Searsong, or cuts in twain with furious blows from the Fire Axe.

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

LEADER

This model can be attached to the following unit: **FIRE DRAGONS**

ABILITIES

CORE: **Leader**

FACTION: **Battle Focus**

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.

UNIT COMPOSITION

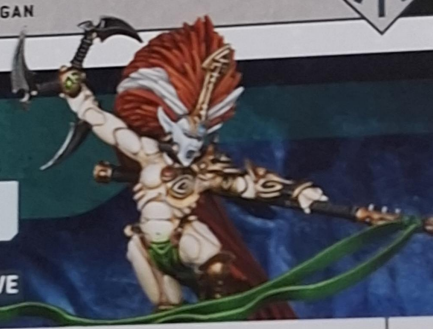
- 1 Fuegan – **EPIC HERO**

This model is equipped with: Searsong; Fire Axe.

Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: **INFANTRY, CHARACTER, EPIC HERO, AELDARI, GRENADES, ASPECT WARRIOR, PHOENIX LORD, FUEGAN**

FACTION KEYWORDS: **ASURYANI**



JAIN ZAR

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

4+ INVULNERABLE SAVE

Always at the front of a charge and famed for her speed and ferocity, Jain Zar carries the Blade of Destruction, an ancient executioner. She whirls it in bloody arcs to carve through foes before vaulting into a new position. With a flick of her wrist, she unleashes the Silent Death, a triple-bladed throwing weapon that can easily sever a foe's head.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Silent Death [ASSAULT]	12"	6	2+	6	-2	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Blade of Destruction [ANTI-INFANTRY 3+]	Melee	8	2+	6	-3	2

LEADER

This model can be attached to the following unit: **HOWLING BANSHEES**

ABILITIES

CORE: **Fights First, Leader**

FACTION: **Battle Focus**

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.

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

UNIT COMPOSITION

- 1 Jain Zar – **EPIC HERO**

This model is equipped with: Silent Death; Blade of Destruction.

KEYWORDS: **INFANTRY, CHARACTER, EPIC HERO, AELDARI, ASPECT WARRIOR, PHOENIX LORD, JAIN ZAR**

FACTION KEYWORDS: **ASURYANI**

LHYKHIS

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

4+ INVULNERABLE SAVE

Lhykhis strikes like an ambush predator from the Empyrean, sowing murderous bloodshed amongst the foe. With each hissing discharge of the Brood Twain, she reduces enemies to sliced sacks of sloshing gore. With Weaverender and her Spider's Fangs, she picks apart her victims at close quarters before vanishing again into the web of the Warp.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Brood Twain [IGNORES COVER, TORRENT, TWIN-LINKED]	12"	D6+3	N/A	6	-2	1

MELEE WEAPONS	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

LEADER

This model can be attached to the following unit: **WARP SPIDERS**

ABILITIES

CORE: **Deep Strike, Leader**

FACTION: **Battle Focus**

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.

UNIT COMPOSITION

- 1 Lhykhis – **EPIC HERO**

This model is equipped with: Brood Twain; Spider's Fangs; Weaverender.

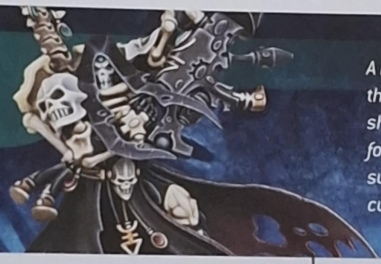
KEYWORDS: **INFANTRY, CHARACTER, EPIC HERO, AELDARI, JUMP PACK, FLY, ASPECT WARRIOR, PHOENIX LORD, LHYKHIS**

FACTION KEYWORDS: **ASURYANI**

MAUGAN RA

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

4+ INVULNERABLE SAVE



A master at killing from a distance, Maugan Ra wields the Maugetar. This scythe-like weapon fires mind-linked shuriken discs large enough to decapitate a swathe of foes before vanishing into nothingness. Should the enemy survive this barrage, they will meet a swift end on the curved edge of the Maugetar's built-in reaping blade.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Maugetar [DEVASTATING WOUNDS, IGNORES COVER]	36"	6	2+	7	-2	2

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

LEADER

This model can be attached to the following unit: **DARK REAPERS**

ABILITIES

CORE: **Leader**

FACTION: **Battle Focus**

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.

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.

UNIT COMPOSITION

- 1 Maugan Ra

This model is equipped with: Maugetar.

KEYWORDS: **INFANTRY, CHARACTER, EPIC HERO, AELDARI, ASPECT WARRIOR, PHOENIX LORD, MAUGAN RA**

FACTION KEYWORDS: **ASURYANI**

DIRE AVENGERS

	M	T	SV	W	LD	OC
DIRE AVENGER	7"	3	4+	1	6+	1
DIRE AVENGER EXARCH	7"	3	4+	2	6+	1
INVULNERABLE SAVE			5+			

Furious in attack and immovable in defence, Dire Avengers wield Avenger catapults that unleash punishing bursts of monomolecular shuriken. Drawing on their faultless battle instincts, they always know when to launch lightning-fast assaults and when to fall back and draw the enemy into a kill zone.

RANGED WEAPONS	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

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	3+	3	0	1
Diresword	Melee	4	3+	4	-2	1
Power glaive	Melee	3	3+	5	-3	1

WARGEAR OPTIONS

- The Dire Avenger Exarch's Avenger shuriken catapult can be replaced with 1 shuriken pistol and one of the following:
  - 1 diresword
  - 1 power glaive
- If this unit's Dire Avenger Exarch is equipped with 1 Avenger shuriken catapult, it can be equipped with 1 additional Avenger shuriken catapult.
- The Dire Avenger Exarch's shuriken pistol can be replaced with 1 shimmershield.
- For every 5 models in this unit, it can have 1 Aspect Shrine token.

ABILITIES

FACTION: **Battle Focus**

Bladestorm: Ranged weapons equipped by models in this unit have the **[SUSTAINED HITS 1]** ability while targeting an enemy unit within half range.

WARGEAR ABILITIES

Shimmershield: The bearer has a 4+ invulnerable save.

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 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.*

UNIT COMPOSITION

- **1 Dire Avenger Exarch**
- **4-9 Dire Avengers**

Every model is equipped with: Avenger shuriken catapult; close combat weapon.

KEYWORDS: **INFANTRY, AELDARI, GRENADES, ASPECT WARRIORS, DIRE AVENGERS**

FACTION KEYWORDS: **ASURYANI**

Dire Avenger Exarch with power glaive and shimmershield

Dire Avengers with Avenger shuriken catapults

Aspect Shrine token

SWOOPING HAWKS

M	T	SV	W	LD	OC	
14"	3	4+	1	6+	1	SWOOPING HAWK
14"	3	4+	2	6+	1	SWOOPING HAWK EXARCH
		5+				INVULNERABLE SAVE

Swooping Hawks soar high above the battlefield with incredible grace and agility, moving with such speed that they appear as a blur of colour. They are masters of harassment warfare, perfectly suited to breaking up enemy counterattacks or picking off vulnerable formations with a hail of las fire and plasma grenades.

RANGED WEAPONS

	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

	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	3+	3	0	1
Power sword	Melee	5	3+	4	-2	1

WARGEAR OPTIONS

- The Swooping Hawk Exarch's Hawk's talon can be replaced with one of the following:
  - 1 Exarch's lasblaster
  - 1 sunpistol and 1 power sword
  - 1 scatter laser
- For every 5 models in this unit, it can have 1 Aspect Shrine token.

UNIT COMPOSITION

- 1 Swooping Hawk Exarch
- 4-9 Swooping Hawks

The Swooping Hawk Exarch is equipped with: Hawk's talon; close combat weapon.

Every Swooping Hawk is equipped with: lasblaster; close combat weapon.

ABILITIES

CORE: **Deep Strike**

FACTION: **Battle Focus**

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 Grenade Stratagem.

WARGEAR 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 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.*

KEYWORDS: **INFANTRY, AELDARI, JUMP PACK, FLY, GRENADES, ASPECT WARRIORS, SWOOPING HAWKS**

FACTION KEYWORDS: **ASURYANI**

Swooping Hawk Exarch with sunpistol and power sword

Swooping Hawk with lasblaster

Aspect shrine token

Scatter laser

Hawk's talon

FIRE DRAGONS

M	T	SV	W	LD	OC	
7"	3	3+	1	6+	1	FIRE DRAGON
7"	3	3+	2	6+	1	FIRE DRAGON EXARCH

5+ INVULNERABLE SAVE

Fire Dragons are aggressive and warlike, seeking nothing less than destroying the enemy's redoubts and war machines. They can identify a target's weak points with a glance and then swiftly reduce them to molten liquid with their fusion guns.

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

WARGEAR OPTIONS

- The Fire Dragon Exarch model's Exarch's Dragon fusion gun can be replaced with 1 of the following:
  - 1 Dragon's breath flamer
  - 1 Dragon fusion pistol and 1 Dragon axe
  - 1 firepike
- For every 5 models in this unit, it can have 1 Aspect Shrine token.

ABILITIES

FACTION: **Battle Focus**

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.

WARGEAR 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 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.*

UNIT COMPOSITION

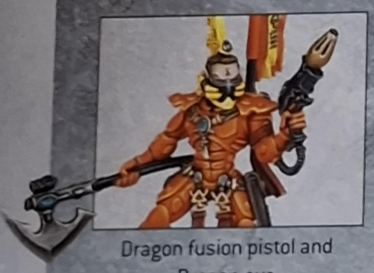
- **1 Fire Dragon Exarch**
- **4-9 Fire Dragons**

The Fire Dragon Exarch is equipped with: Exarch's Dragon fusion gun; close combat weapon.

Every Fire Dragon is equipped with: Dragon fusion gun; close combat weapon.

KEYWORDS: **INFANTRY, AELDARI, GRENADES, ASPECT WARRIORS, FIRE DRAGONS**

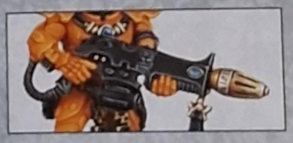
FACTION KEYWORDS: **ASURYANI**



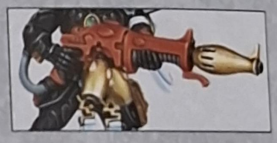
Dragon fusion pistol and Dragon axe

Aspect Shrine token

Fire Dragon Exarch with firepike



Exarch's Dragon fusion gun



Dragon's breath flamer

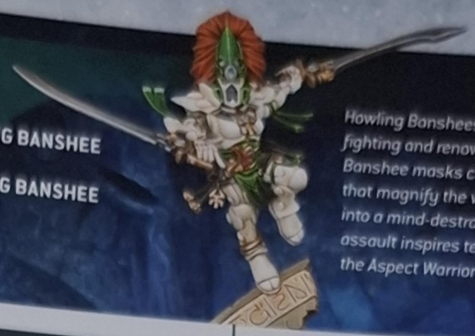
Fire Dragons with Dragon fusion guns

HOWLING BANSHEES

	M	T	SV	W	LD	OC
HOWLING BANSHEE	8"	3	4+	1	6+	1
HOWLING BANSHEE EXARCH	8"	3	4+	2	6+	1

INVULNERABLE SAVE* 4+ 5+

* 4+ against melee attacks only



Howling Banshees are deadly in hand-to-hand fighting and renowned for their rapid strikes. Their Banshee masks contain psychosonic amplifiers that magnify the wearer's keening battle screams into a mind-destroying shock wave. This aural assault inspires terror and paralysis in the foe as the Aspect Warriors move in for the kill.

RANGED WEAPONS

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

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
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

WARGEAR OPTIONS

- The Howling Banshee Exarch's Banshee blade can be replaced with 1 of the following:
  - 1 executioner
  - 1 triskele
- The Howling Banshee Exarch's shuriken pistol and Banshee blade can be replaced with 1 mirrorswords.
- For every 5 models in this unit, it can have 1 Aspect Shrine token.

ABILITIES

CORE: **Fights First**

FACTION: **Battle Focus**

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

WARGEAR 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 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.*

UNIT COMPOSITION

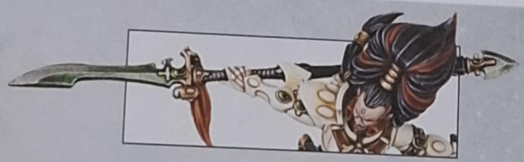
- **1 Howling Banshee Exarch**
- **4-9 Howling Banshees**

Every model is equipped with: shuriken pistol; Banshee blade.

KEYWORDS: **INFANTRY, AELDARI, ASPECT WARRIORS, HOWLING BANSHEES**

FACTION KEYWORDS: **ASURYANI**

Howling Banshees with Banshee blades and shuriken pistols



Executioner

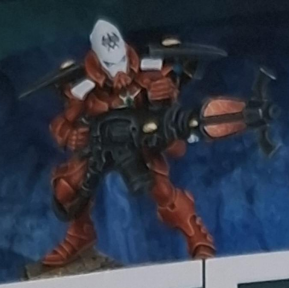
Aspect Shrine token

Howling Banshee Exarch with mirrorswords

WARP SPIDERS

M	T	SV	W	LD	OC	
12"	3	3+	1	6+	1	WARP SPIDER
12"	3	3+	2	6+	1	WARP SPIDER EXARCH

5+ INVULNERABLE SAVE



Warp Spiders attack without warning. They do this with their jump generators – arcane dimensional devices that allow them to make short but dangerous leaps through the Immaterium. When they return to reality, Warp Spiders fire clouds of razor-sharp monofilament wire at the foe, slicing them apart as they writhe in a doomed effort to escape.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Death spinner [IGNORES COVER, TORRENT]	12"	D6	N/A	4	-1	1
Death weavers [IGNORES COVER, TORRENT, TWIN-LINKED]	6"	D6	N/A	4	-1	1
Exarch's death spinner [IGNORES COVER, TORRENT]	12"	D6	N/A	6	-2	1
Spinneret rifle [IGNORES COVER, TORRENT]	18"	D6	N/A	5	-1	1

MELEE WEAPONS	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

WARGEAR OPTIONS

- The Warp Spider Exarch's Exarch's death spinner can be replaced with one of the following:
  - 1 spinneret rifle and 1 death weavers
  - 1 powerblades and 1 death weavers
  - 1 powerblade array
- For every 5 models in this unit, it can have 1 Aspect Shrine token.

UNIT COMPOSITION

- **1 Warp Spider Exarch**
- **4-9 Warp Spiders**

The Warp Spider Exarch is equipped with: Exarch's death spinner; close combat weapon.

Every Warp Spider is equipped with: death spinner; close combat weapon.

ABILITIES

CORE: **Deep Strike**

FACTION: **Battle Focus**

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.

WARGEAR 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 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.*

KEYWORDS: **INFANTRY, AELDARI, JUMP PACK, FLY, ASPECT WARRIORS, WARP SPIDERS**

FACTION KEYWORDS: **ASURYANI**

Powerblade array

Exarch's death spinner

Spinneret rifle

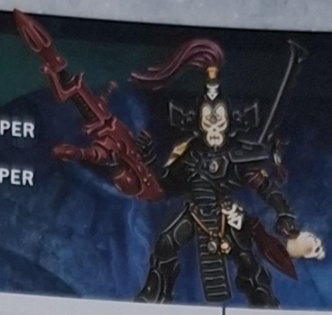
Aspect Shrine token

Warp Spider Exarch with powerblades and death weavers

Warp Spiders with death spinners

DARK REAPERS

M	T	SV	W	LD	OC	
6"	3	3+	1	6+	1	DARK REAPER
6"	3	3+	2	6+	1	DARK REAPER EXARCH
		5+	INVULNERABLE SAVE			



Dark Reapers unleash firestorms with their long-ranged Reaper launchers, whether using infantry-shredding starswarm missiles or armour-piercing starshot variants. These salvoes are chillingly accurate, thanks to advanced targeting systems and the Reapers' armour, which anchors them firmly to the ground while they fire.

RANGED WEAPONS

	RANGE	A	BS	S	AP	D
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 – starswarm [IGNORES COVER]	48"	2	3+	5	-2	1
Shuriken cannon [IGNORES COVER, LETHAL HITS]	24"	3	3+	6	-1	2
Tempest launcher [BLAST, INDIRECT FIRE]	36"	2D6	3+	4	-1	1

MELEE WEAPONS

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

WARGEAR OPTIONS

- The Dark Reaper Exarch's Reaper launcher can be replaced with 1 of the following:
  - 1 missile launcher
  - 1 shuriken cannon
  - 1 tempest launcher
- For every 5 models in this unit, it can have 1 Aspect Shrine token.

Before selecting targets for this weapon, select one of its profiles to make attacks with.

ABILITIES

FACTION: **Battle Focus**

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.

WARGEAR 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 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.*

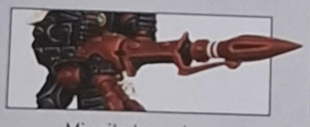
UNIT COMPOSITION

- **1 Dark Reaper Exarch**
- **4-9 Dark Reapers**

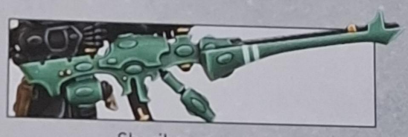
Every model is equipped with: Reaper launcher; close combat weapon.

KEYWORDS: **INFANTRY, AELDARI, ASPECT WARRIORS, DARK REAPERS**

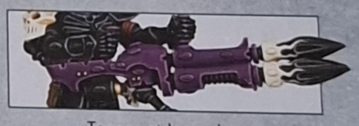
FACTION KEYWORDS: **ASURYANI**



Missile launcher



Shuriken cannon



Tempest launcher

Dark Reaper Exarch with Reaper launcher

Aspect Shrine token

Dark Reapers with Reaper launchers

SHINING SPEARS

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

5+ INVULNERABLE SAVE

Shining Spears live to joust, which they do at breathtaking speeds upon their jetbike steeds. Their chosen weapon is the long and formidable laser lance, which burns an opening in the target with a powerful energy blast an instant before the bulk of the weapon slams home with a devastating, piercing impact.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
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

MELEE WEAPONS	RANGE	A	WS	S	AP	D
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

WARGEAR OPTIONS

- The Shining Spear Exarch's laser lance can be replaced with one of the following:
  - 1 paragon sabre
  - 1 star lance
- The Shining Spear Exarch's twin shuriken catapult can be replaced with 1 shuriken cannon.
- The Shining Spear Exarch can be equipped with 1 shimmershield.

ABILITIES

FACTION: **Battle Focus**

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.

WARGEAR ABILITIES

Shimmershield: The bearer has a 4+ invulnerable save.

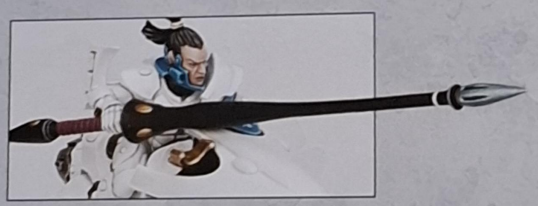
UNIT COMPOSITION

- 1 Shining Spear Exarch
- 2-5 Shining Spears

Every model is equipped with: laser lance; twin shuriken catapult.

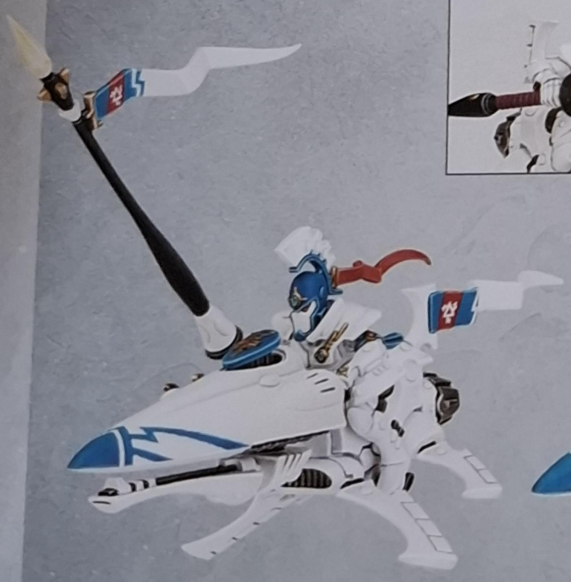
KEYWORDS: **Mounted, Aeldari, Fly, Aspect Warriors, Shining Spears**

FACTION KEYWORDS: **Asuryani**



Laser lance

Paragon sabre

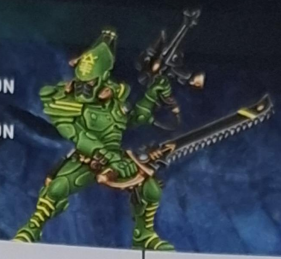


Shining Spear Exarch with shuriken cannon and star lance

Shining Spears with twin shuriken catapults and laser lances

STRIKING SCORPIONS

M	T	SV	W	LD	OC	
7"	3	3+	1	6+	1	STRIKING SCORPION
7"	3	3+	2	6+	1	STRIKING SCORPION EXARCH
		5+	INVULNERABLE SAVE			



Striking Scorpions are the stealthiest Aspect, becoming one with the shadows to creep up on the enemy before falling upon them with ruthless intent. They can wait for days without motion before striking with the force of a lightning bolt, launching hails of mandiblaster fire and delivering flurries of blows with their Scorpion chainswords.

RANGED WEAPONS

	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

MELEE WEAPONS

	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's claw	Melee	3	3+	8	-2	2

WARGEAR OPTIONS

- The Striking Scorpion Exarch's shuriken pistol, Scorpion chainsword and Scorpion's claw can be replaced with one of the following:
  - 1 biting blade and 1 shuriken pistol
  - 1 chainsabres
- For every 5 models in this unit, it can have 1 Aspect Shrine token.

ABILITIES

CORE: **Infiltrators, Scouts 7", Stealth**

FACTION: **Battle Focus**

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.

WARGEAR 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 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.*

UNIT COMPOSITION

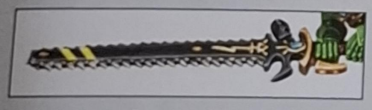
- **1 Striking Scorpion Exarch**
- **4-9 Striking Scorpions**

The Striking Scorpion Exarch is equipped with: shuriken pistol; Scorpion chainsword; Scorpion's claw.

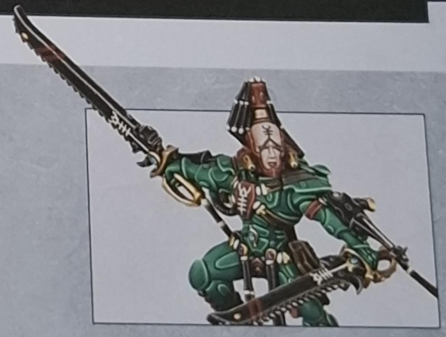
Every Striking Scorpion is equipped with: shuriken pistol; Scorpion chainsword.

KEYWORDS: **INFANTRY, AELDARI, ASPECT WARRIORS, STRIKING SCORPIONS**

FACTION KEYWORDS: **ASURYANI**



Biting blade



Chainsabres

Striking Scorpions with Scorpion chainswords and shuriken pistols

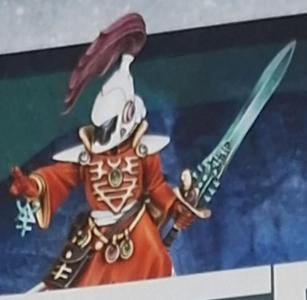
Striking Scorpion Exarch with Scorpion chainsword and Scorpion's claw

Aspect Shrine token

WARLOCK

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

4+ INVULNERABLE SAVE



Seers trained as Aspect Warriors find it easier to develop destructive psychic powers. These Aeldari are called Warlocks. In battle, they frequently band together in conclaves to pool their eldritch power or lead other Aeldari squads, such as Guardians, from the front. Casting the runes of battle, they wreak havoc on the foe.

RANGED WEAPONS	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	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

WARGEAR OPTIONS

- This model's witchblade can be replaced with 1 singing spear.

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.*

ABILITIES

CORE: **Leader**

FACTION: **Battle Focus**

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.

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).

UNIT COMPOSITION

- 1 Warlock

This model is equipped with: Destructor; shuriken pistol; witchblade.

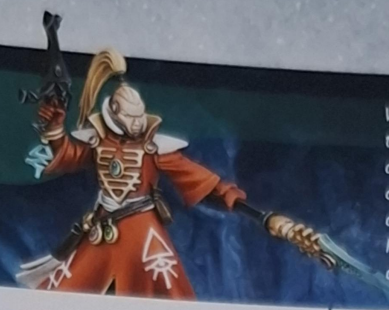
KEYWORDS: **Infantry, Character, Aeldari, Psyker, Warlock**

FACTION KEYWORDS:
Asuryani

WARLOCK CONCLAVE

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

4+ INVULNERABLE SAVE



When Warlocks gather into battle conclaves, they pool their psychic might to defend their fellow Aeldari better and excoriate the foe with arcing storms of empyric destruction. Wielding shimmering singing spears and witchblades with the skill of those trained on the Path of the Warrior, they also punish their enemies at close quarters.

RANGED WEAPONS	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 [PSYCHIC, ASSAULT]	12"	1	3+	9	0	3

MELEE WEAPONS	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

WARGEAR OPTIONS

- Any number of models can each have their witchblade replaced with 1 singing spear.

LEADER

This unit can be attached to the following units: **GUARDIAN DEFENDERS, STORM GUARDIANS**

ABILITIES

CORE: **Leader**

FACTION: **Battle Focus**

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 that model (to a maximum of +2).

UNIT COMPOSITION

- **2-4 Warlocks**

Every model is equipped with: Destructor; shuriken pistol; witchblade.

KEYWORDS: **INFANTRY, CHARACTER, AELDARI, PSYKER, WARLOCKS, WARLOCK CONCLAVE**

FACTION KEYWORDS: **ASURYANI**

WARLOCK SKYRUNNERS

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

4+ INVULNERABLE SAVE

Jetbikes add great speed to Warlocks' already formidable array of powers. Many craftworlds deploy entire Skyrunner conclaves, although such formations are widespread in the Wild Rider clans of Saim-Hann.

RANGED WEAPONS	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
Twin shuriken catapult [ASSAULT, TWIN-LINKED]	18"	2	3+	4	-1	1

MELEE WEAPONS	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

WARGEAR OPTIONS

- Any number of models can each have their witchblade replaced with 1 singing spear.

LEADER

This unit can be attached to the following unit: **WINDRIDERS**

ABILITIES

CORE: **Leader**

FACTION: **Battle Focus**

Runes of Battle (Psychic): While this unit is leading a unit, weapons equipped by models in that unit have the **[IGNORES COVER]** ability.

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 that model (to a maximum of +2).

UNIT COMPOSITION

- **1-2 Warlock Skyrunners**

Every model is equipped with: Destructor; shuriken pistol; twin shuriken catapult; witchblade.

KEYWORDS: **MOUNTED, CHARACTER, AELDARI, FLY, PSYKER, WARLOCKS, WARLOCK SKYRUNNERS**

FACTION KEYWORDS: **ASURYANI**

GUARDIAN DEFENDERS

	M	T	SV	W	LD	OC
GUARDIAN DEFENDER	7"	3	4+	1	7+	2
HEAVY WEAPON PLATFORM	7"	3	4+	2	7+	0

Guardian Defenders are versatile support troops capable of unleashing withering hails of fire from their shuriken catapults. They also man anti-grav Heavy Weapon Platforms that can be fitted with various powerful guns to sunder enemy armour or mow down swathes of infantry.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bright lance	36"	1	3+	12	-3	D6+2
Missile launcher – starshot	48"	1	3+	10	-2	D6
Missile launcher – sunburst [BLAST]	48"	D6	3+	4	-1	1
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

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

WARGEAR OPTIONS

- The Heavy Weapon Platform's shuriken cannon can be replaced with one of the following:
  - 1 missile launcher
  - 1 bright lance
  - 1 scatter laser
  - 1 starcannon

Before selecting targets for this weapon, select one of its profiles to make attacks with.

ABILITIES

FACTION: **Battle Focus**

Fleet of Foot: This unit can perform the Fade Back Agile Manoeuvre (pg 101) 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.

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.

UNIT COMPOSITION

- **10 Guardian Defenders**
- **1 Heavy Weapon Platform**

Every Guardian Defender is equipped with: shuriken catapult; close combat weapon.

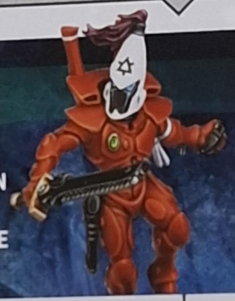
The Heavy Weapon Platform is equipped with: shuriken cannon; close combat weapon.

KEYWORDS: **INFANTRY, BATTLELINE, AELDARI, GRENADES, GUARDIANS, GUARDIAN DEFENDERS**

FACTION KEYWORDS: **ASURYANI**

STORM GUARDIANS

	M	T	SV	W	LD	OC
STORM GUARDIAN	7"	3	4+	1	7+	2
SERPENT'S SCALE PLATFORM	7"	3	4+	2	7+	0



Storm Guardians often support Aspect Warriors in close combat, wielding their pistols and blades with all the grace and skill of their kind. Other Storm Guardians bring special weapons to bear, burning foes out of cover with bursts from their flamers or melting through armoured bunkers with their fusion guns.

RANGED WEAPONS	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	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	3+	3	0	1
Power sword	Melee	2	3+	4	-2	1

WARGEAR ABILITIES

Serpent Shield: Models in the bearer's unit have a 5+ invulnerable save.

WARGEAR OPTIONS

- Up to 2 Storm Guardians can each have their shuriken pistol replaced with 1 flamer.
- Up to 2 Storm Guardians can each have their shuriken pistol replaced with 1 fusion gun.
- Up to 2 Storm Guardians can each have their close combat weapon replaced with 1 power sword.

ABILITIES

FACTION: **Battle Focus**

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.

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.

UNIT COMPOSITION

- **10 Storm Guardians**
- **1 Serpent's Scale Platform**

Every Storm Guardian is equipped with: shuriken pistol; close combat weapon.

The Serpent's Scale Platform is equipped with: close combat weapon; Serpent shield.

KEYWORDS: **INFANTRY, BATTLELINE, AELDARI, GRENADES, GUARDIANS, STORM GUARDIANS**

FACTION KEYWORDS: **ASURYANI**

WAR WALKERS

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

5+ INVULNERABLE SAVE

The graceful, bipedal War Walkers often take to the field in the vanguard of Asuryani armies. Highly agile, they are also heavily armed, carrying two heavy weapons to eliminate foes before they can strike back. A formidable power field of invisible energy protects each War Walker, blurring and distorting its outline and shielding the pilot.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bright lance	36"	1	3+	12	-3	D6+2
Missile launcher – starshot	48"	1	3+	10	-2	D6
Missile launcher – sunburst [BLAST]	48"	D6	3+	4	-1	1
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	RANGE	A	WS	S	AP	D
War Walker feet	Melee	3	3+	5	0	1

WARGEAR OPTIONS

- Each model can have each shuriken cannon it is equipped with replaced with one of the following:
  - 1 missile launcher
  - 1 bright lance
  - 1 scatter laser
  - 1 starcannon

Before selecting targets for this weapon, select one of its profiles to make attacks with.

ABILITIES

CORE: **Scouts 9"**

FACTION: **Battle Focus**

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 this ability once per turn.

UNIT COMPOSITION

- **1-2 War Walkers**

Every model is equipped with: 2 shuriken cannons; War Walker feet.

KEYWORDS: **VEHICLE, AELDARI, WALKER, WAR WALKERS**

FACTION KEYWORDS: **ASURYANI**

WINDRIDERS

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

6+ INVULNERABLE SAVE

The jetbikes ridden by the Windriders can cross leagues in the space of a few heartbeats, and mastering such incredible machines takes great skill. Windriders are expected to do this and more for, in battle, they must be able to shred what resistance they encounter with devastating bursts of fire from their jetbikes' attached weapons.

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

WARGEAR OPTIONS

- Any number of models can each have their twin shuriken catapult replaced with one of the following:
  - 1 scatter laser
  - 1 shuriken cannon

ABILITIES

FACTION: **Battle Focus**

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.

UNIT COMPOSITION

- **3-6 Windriders**

Every model is equipped with: twin shuriken catapult; close combat weapon.

KEYWORDS: **MOUNTED, AELDARI, FLY, WINDRIDERS**

FACTION KEYWORDS: **ASURYANI**

D-CANNON PLATFORM

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

Whether deployed as grav-platform artillery or attached to formations of Guardians, D-Cannon Platforms provide ferocious mid- to close-range fire support. Their blasts punch through the veil between realspace and the Empyrean, creating localised but spectacularly lethal warp singularities that can swallow victims whole or gouge catastrophic wounds in larger targets.

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

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**.

ABILITIES

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.

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.

UNIT COMPOSITION

- 1 D-cannon Platform

This model is equipped with: D-cannon; shuriken catapult; close combat weapon.

KEYWORDS: **INFANTRY, AELDARI, SUPPORT WEAPON, D-CANNON PLATFORM**

FACTION KEYWORDS: **ASURYANI**

SHADOW WEAVER PLATFORM

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

Cruel and terrible weapons, shadow weavers project spools of monofilament wire skywards above the foe. Spreading into a lethal web, the wire falls silently into the enemy ranks, slicing irresistibly through armour, meat and bone before settling, snowflake soft, amidst the gruesomely butchered remains of all those caught beneath its descending strands.

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

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**.

ABILITIES

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.

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.

UNIT COMPOSITION

- 1 Shadow Weaver Platform

This model is equipped with: shadow weaver; shuriken catapult; close combat weapon.

KEYWORDS: **INFANTRY, AELDARI, SUPPORT WEAPON, SHADOW WEAVER PLATFORM**

FACTION KEYWORDS: **ASURYANI**

VIBRO CANNON PLATFORM

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

Vibro cannons unleash resonating barrages of sonic energy, funnelled along magnetic tunnels into the foe's ranks. Such a blast rips a furrow of destruction through the ground before shaking foes apart, shattering bones and detonating engines and ammunition. When these beams are crossed, however, the harmonic becomes truly apocalyptic.

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

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**.

ABILITIES

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.

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.

UNIT COMPOSITION

- **1 Vibro Cannon Platform**

This model is equipped with: vibro cannon; shuriken catapult; close combat weapon.

KEYWORDS: **INFANTRY, AELDARI, SUPPORT WEAPON, VIBRO CANNON PLATFORM**

FACTION KEYWORDS: **ASURYANI**

Shadow Weaver Platform

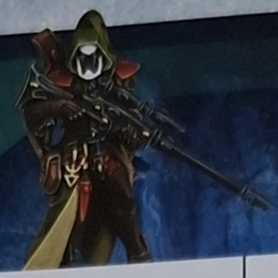
D-cannon Platform

Vibro Cannon Platform

RANGERS

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

5+ **INVULNERABLE SAVE***
** Against ranged attacks only*



These Outcast warriors are adept in stealth warfare, marksmanship and tracking their enemies through the harshest terrain. Veiled by cameleoline cloaks and gloom field generators, they can hide from their foes even in plain sight as they pick them off one by one from extreme range.

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

ABILITIES

CORE: **Infiltrators, Stealth**

FACTION: **Battle Focus**

Path of the Outcast: Once per turn, when an enemy unit ends a Normal, Advance or Fall Back move within 9" of this unit, it can make a Normal move of up to D6".

UNIT COMPOSITION

- 5-10 Rangers

Every model is equipped with: long rifle; shuriken pistol; close combat weapon.

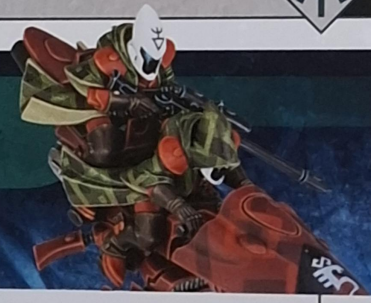
KEYWORDS: **Infantry, Aeldari, Rangers**

FACTION KEYWORDS: **Asuryani**

SHROUD RUNNERS

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

5+ **INVULNERABLE SAVE***
** Against ranged attacks only*



Streaking into battle as barely perceived blurs, Shroud Runners effortlessly outmanoeuvre their enemies while harassing them with pinpoint sniper fire. Each jetbike is the mount for a pair of skilled Aeldari Rangers, the pillion rider often entering a marksman's trance to aim and fire while travelling at incredible speeds.

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

ABILITIES

CORE: **Scouts 9", Stealth**

FACTION: **Battle Focus**

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.

UNIT COMPOSITION

- 3-6 Shroud Runners

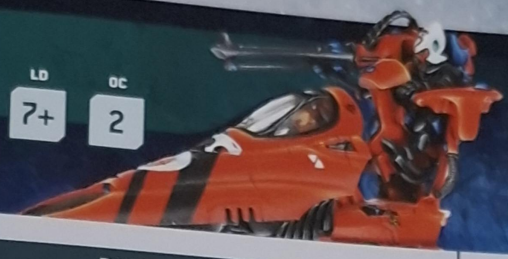
Every model is equipped with: long rifle; scatter laser; shuriken pistol; close combat weapon.

KEYWORDS: **Mounted, Aeldari, Fly, Shroud Runners**

FACTION KEYWORDS: **Asuryani**

VYPERS

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



These sleek skimmers offer a perfect compromise between the speed of a jetbike and the heavier armament of a grav-tank. Well-drilled Vyper squadrons move as one at breakneck speeds, evincing incredible grace as their seated gunners blast at the vulnerable rear armour of tanks or harass the flanks of infantry squads.

RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Bright lance	36"	1	3+	12	-3	D6+2
Missile launcher – starshot	48"	1	3+	10	-2	D6
Missile launcher – sunburst [BLAST]	48"	D6	3+	4	-1	1
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
Twin shuriken catapult [ASSAULT, TWIN-LINKED]	18"	2	3+	4	-1	1

MELEE WEAPONS

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

WARGEAR OPTIONS

- Any number of models can each have their shuriken cannon replaced with one of the following:
  - 1 missile launcher
  - 1 bright lance
  - 1 scatter laser
  - 1 starcannon

Before selecting targets for this weapon, select one of its profiles to make attacks with.

ABILITIES

CORE: **Deadly Demise 1**

FACTION: **Battle Focus**

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.

UNIT COMPOSITION

- 1-2 Vypers

Every model is equipped with: shuriken cannon; twin shuriken catapult; wraithbone hull.

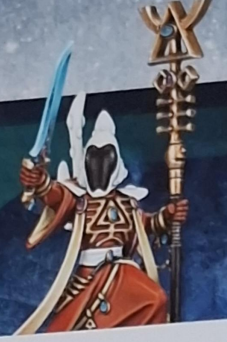
KEYWORDS: VEHICLE, AELDARI, FLY, VYPERS

FACTION KEYWORDS: ASURYANI

SPIRITSEER

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

4+ **INVULNERABLE SAVE**



It falls to the Spiritseers to commune with the souls of the dead. In this capacity, they guide ghost warriors through the inferno of battle, bringing the world around them into greater focus. Aided in this way, ghost warriors become yet more lethal, their strikes and shots ensuring the swift demise of their foes.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Shuriken pistol [ASSAULT, PISTOL]	12"	1	2+	4	-1	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Witch staff [ANTI-INFANTRY 2+, PSYCHIC]	Melee	2	2+	3	0	D3

UNIT COMPOSITION

- 1 Spiritseer

This model is equipped with: shuriken pistol; witch staff.

ABILITIES

CORE: **Stealth**

FACTION: **Battle Focus**

Spiritseer: While this model is within 3" of one or more friendly **WRAITH CONSTRUCT** units, this model has the Lone Operative ability.

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.

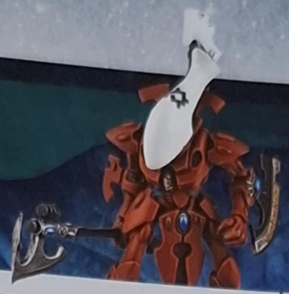
Tears of Isha (Psychic): In your Command phase, select one friendly **WRAITH CONSTRUCT** unit within 6" of this model. If one or more models in that unit are destroyed, you can return one destroyed model to that unit. Otherwise, one model in that unit regains up to D3 lost wounds. Each unit can only be selected for this ability once per turn.

KEYWORDS: **INFANTRY, CHARACTER, AELDARI, PSYKER, SPIRITSEER**

FACTION KEYWORDS:
ASURYANI

WRAITHBLADES

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



Wraithblades are inhabited by wrathful spirits eager to get to grips with the foe. Armed with ghostswords or ghostaxes, they cleave their foes apart, each blow driven further by the power of the spirit stones implanted into the weapons. These stones are inhabited by malevolent souls that rage against their confinement.

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Ghostaxe	Melee	3	4+	7	-2	2
Ghostswords	Melee	5	4+	5	-2	2

WARGEAR OPTIONS

- All of the models in this unit can each have their ghostswords replaced with 1 ghostaxe and 1 forceshield.

ABILITIES

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 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.

WARGEAR ABILITIES

Forceshield: The bearer has a 4+ invulnerable save.

UNIT COMPOSITION

- **5 Wraithblades**

Every model is equipped with: ghostswords.

KEYWORDS: **INFANTRY, AELDARI, WRAITH CONSTRUCT, WRAITHBLADES**

FACTION KEYWORDS: **ASURYANI**

WRAITHGUARD

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

Wraithguard are all but impervious to pain; this is vitally important, for their D-scythes and wraithcannons are short-ranged and require them to advance close to the foe. These mighty weapons fire arcane beams that open a momentary rift between realspace and the Warp, capable of tearing any target apart.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Wraithcannon	18"	1	4+	14	-4	D6+1
D-scythe [TORRENT]	12"	D6	N/A	7	-3	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	4+	5	0	1

WARGEAR OPTIONS

- All of the models in this unit can each have their wraithcannon replaced with 1 D-scythe.

ABILITIES

War Construct: This unit is eligible to shoot in a turn in which it Fell Back.

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.

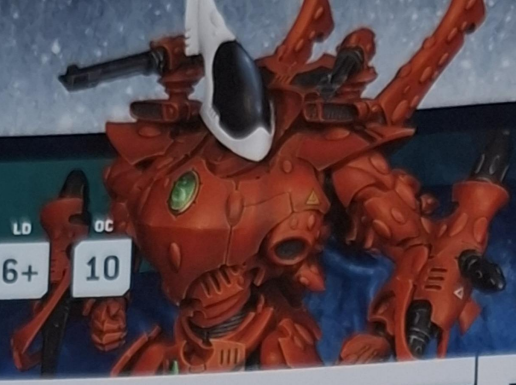
UNIT COMPOSITION

- **5 Wraithguard**

Every model is equipped with: wraithcannon; close combat weapon.

KEYWORDS: **INFANTRY, AELDARI, WRAITH CONSTRUCT, WRAITHGUARD**

FACTION KEYWORDS: **ASURYANI**



WRAITHKNIGHT

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

Wraithknights are as elegantly sinister as they are lethal. Their graceful build and slender limbs belie their tremendous resilience. They move with agility utterly at odds with their colossal size, bounding into position before unleashing firepower of a magnitude capable of eradicating squadrons of enemy armour, devastating infantry phalanxes and turning the tide of battle.

RANGED WEAPONS	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	RANGE	A	WS	S	AP	D
Titanic feet	Melee	5	3+	8	-1	2

WARGEAR ABILITIES

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.

WARGEAR OPTIONS

- This model's suncannon can be replaced with 1 heavy wraithcannon.
- This model's scattershield can be replaced with 1 heavy wraithcannon.
- This model can be equipped with up to two of the following:
  - 1 scatter laser
  - 1 shuriken cannon
  - 1 starcannon

ABILITIES

CORE: **Deadly Demise D6**

FACTION: **Battle Focus**

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.

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.

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.

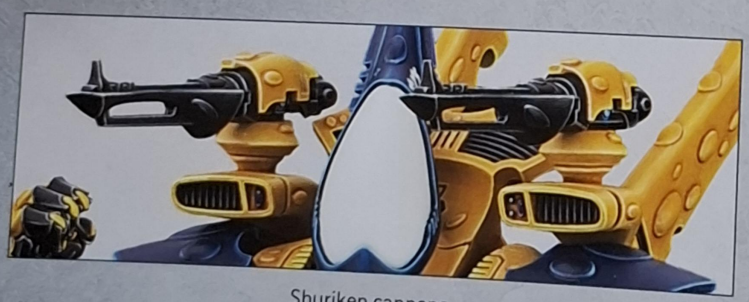
UNIT COMPOSITION

- **1 Wraithknight**

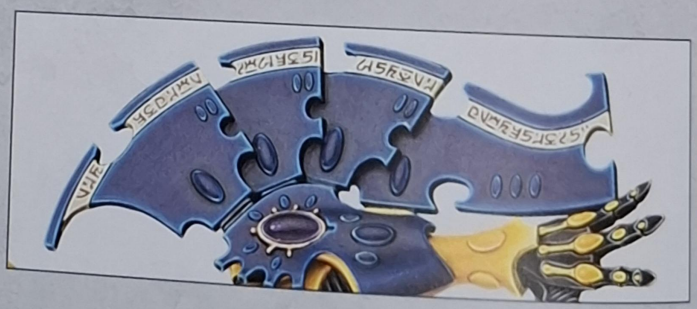
This model is equipped with:
suncannon; titanic feet; scattershield.

KEYWORDS: **MONSTER, TITANIC, TOWERING, AELDARI, WALKER, WRAITH CONSTRUCT, WRAITHKNIGHT**

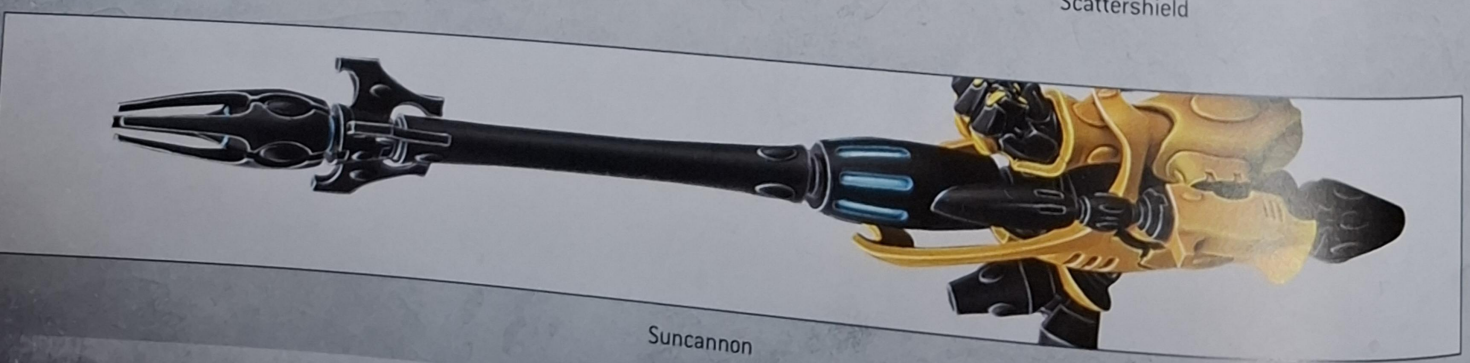
FACTION KEYWORDS: **ASURYANI**



Shuriken cannons



Scattershield



Suncannon

WRAITHKNIGHT *WITH GHOSTGLAIVE*

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

Some Wraithknights sweep into battle armed with titanic ghostglaives – close-quarters weapons of such fearsome size that they allow their wielders to skewer armoured combat walkers or sweep away entire ranks of foes with every blow. Coupled with the Wraithknight's heavy firepower, this is a terrifying prospect.

RANGED WEAPONS

	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

	RANGE	A	WS	S	AP	D
Titanic ghostglaive – strike	Melee	5	3+	16	-3	6
Titanic ghostglaive – sweep	Melee	15	3+	8	-2	2

WARGEAR ABILITIES

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.

WARGEAR OPTIONS

- This model's scattershield can be replaced with 1 heavy wraithcannon.
- This model can be equipped with up to two of the following:
  - 1 scatter laser
  - 1 shuriken cannon
  - 1 starcannon

Before selecting targets for this weapon, select one of its profiles to make attacks with.

ABILITIES

CORE: **Deadly Demise D6**

FACTION: **Battle Focus**

Titanic Agility: Each time this model makes a Normal, Advance or Fall Back move, it can move through models and terrain features. When doing so, it can move within Engagement Range of enemy models, but cannot end that move within Engagement Range of them.

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.

UNIT COMPOSITION

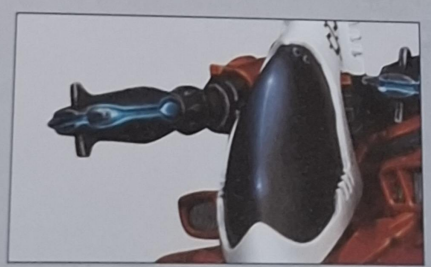
- **1 Wraithknight with Ghostglaive**

This model is equipped with:
titanic ghostglaive; scattershield.

KEYWORDS: **MONSTER, TITANIC, TOWERING, AELDARI, WALKER, WRAITH CONSTRUCT, WRAITHKNIGHT WITH GHOSTGLAIVE**

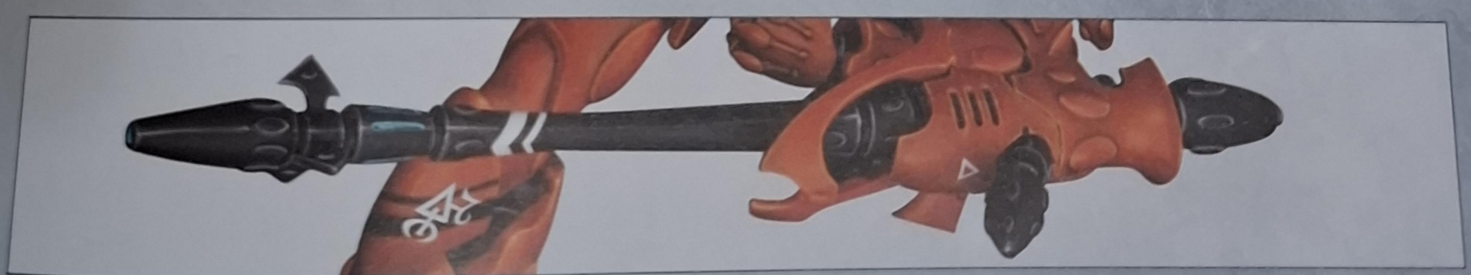
FACTION KEYWORDS: **ASURYANI**

Titanic ghostglaive



Starcannon

Scatter laser



Heavy wraithcannon

WRAITHLORD

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

Wraithlords are lithe, towering wraithbone constructs powered by the spirit of a fallen Aeldari hero. These mighty ghost warriors can wield a swathe of armaments, ranging from energised fists and sentient scimitars to heavy weapons capable of destroying battle tanks or infantry squads at a distance.

RANGED WEAPONS	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
Missile launcher – starshot	48"	1	4+	10	-2	D6
Missile launcher – sunburst [BLAST]	48"	D6	4+	4	-1	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

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Ghostglaive – strike	Melee	4	4+	10	-3	D6+1
Ghostglaive – sweep	Melee	8	4+	7	-2	2
Wraithbone fists	Melee	4	4+	7	-2	2

WARGEAR OPTIONS

- Each of this model's shuriken catapults can be replaced with 1 flamer.
- This model can be equipped with 1 ghostglaive.
- This model can be equipped with up to two of the following:
  - 1 missile launcher
  - 1 bright lance
  - 1 scatter laser
  - 1 shuriken cannon
  - 1 starcannon

Before selecting targets for this weapon, select one of its profiles to make attacks with.

ABILITIES

CORE: **Deadly Demise 1**

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+.

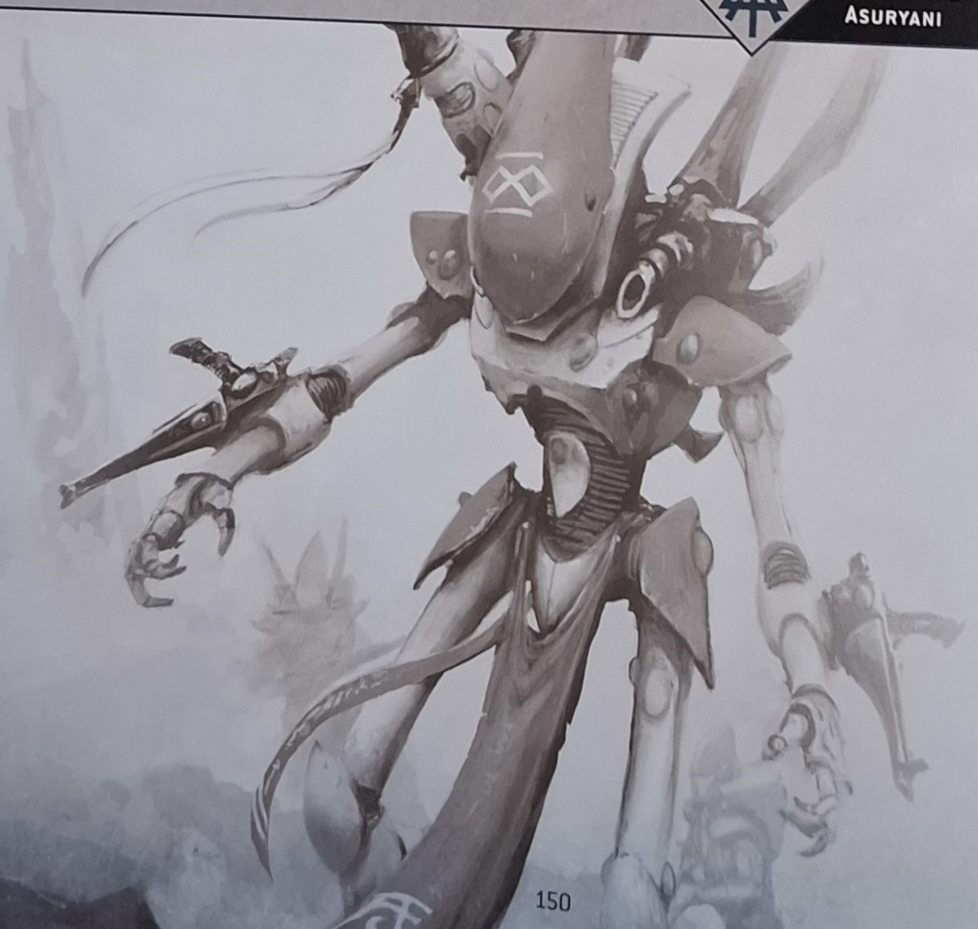
UNIT COMPOSITION

- **1 Wraithlord**

This model is equipped with: 2 shuriken catapults; wraithbone fists.

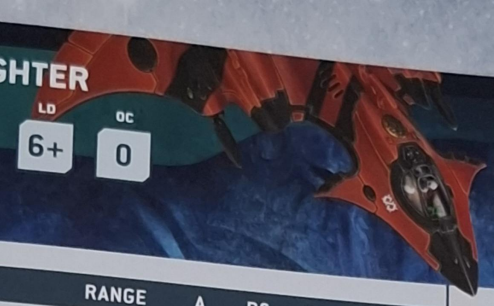
KEYWORDS: **MONSTER, AELDARI, WALKER, WRAITH CONSTRUCT, WRAITHLORD**

FACTION KEYWORDS: **ASURYANI**



HEMLOCK WRAITHFIGHTER

M	T	SV	W	LD	OC
20+"	8	3+	12	6+	0



Hemlocks blend their Spiritseer pilots' psychic abilities with the gestalt energies of dead Aeldari, who can pilot the craft should the seer be incapacitated. The aircraft's mindshock pod unleashes waves of negative emotion to cause terror in the enemy while its heavy D-scythes hurl the Hemlock's victims into the Warp.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Heavy D-scythe [BLAST]	18"	D6	4+	12	-4	2

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

ABILITIES

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.

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.

UNIT COMPOSITION

- 1 Hemlock Wraithfighter

This model is equipped with: 2 heavy D-scythes; wraithbone hull.

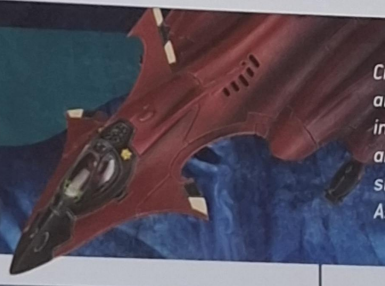
KEYWORDS: VEHICLE, AELDARI, FLY, AIRCRAFT, PSYKER, WRAITH CONSTRUCT, HEMLOCK WRAITHFIGHTER

FACTION KEYWORDS: ASURYANI

CRIMSON HUNTER

M	T	SV	W	LD	OC
20+"	8	3+	12	6+	0

5+ INVULNERABLE SAVE



Crimson Hunters are the sublime pilots of formidable airborne fighters with armaments dedicated to aerial interdiction. With superhuman reflexes, they hunt down and destroy enemy aircraft with sickening ease, their skills honed by nightly training sorties with those of their Aspect shrine.

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

WARGEAR OPTIONS

- This model's 2 starcannons can be replaced with 2 bright lances.

ABILITIES

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.

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.

UNIT COMPOSITION

- 1 Crimson Hunter

This model is equipped with: 2 starcannons; pulse laser; wraithbone hull.

KEYWORDS: VEHICLE, AELDARI, FLY, AIRCRAFT, ASPECT WARRIOR, CRIMSON HUNTER

FACTION KEYWORDS: ASURYANI

FALCON

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

The primary battle tanks of the Asuryani, Falcons mount a diverse array of potent weapons that make them the bane of war machines and foot troops alike. They also boast a transport pod, in which small squads of warriors can be borne to wherever their martial prowess is most needed on the battlefield.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bright lance	36"	1	3+	12	-3	D6+2
Missile launcher – starshot	48"	1	3+	10	-2	D6
Missile launcher – sunburst [BLAST]	48"	D6	3+	4	-1	1
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
Starcannon	36"	2	3+	8	-3	2
Twin shuriken catapult [ASSAULT, TWIN-LINKED]	18"	2	3+	4	-1	1

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

WARGEAR OPTIONS

- This model's scatter laser can be replaced with one of the following:
  - 1 missile launcher
  - 1 bright lance
  - 1 shuriken cannon
  - 1 starcannon
- This model's twin shuriken catapult can be replaced with 1 shuriken cannon.

TRANSPORT

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

ABILITIES

CORE: **Deadly Demise D3, Deep Strike**

FACTION: **Battle Focus**

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.

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.

UNIT COMPOSITION

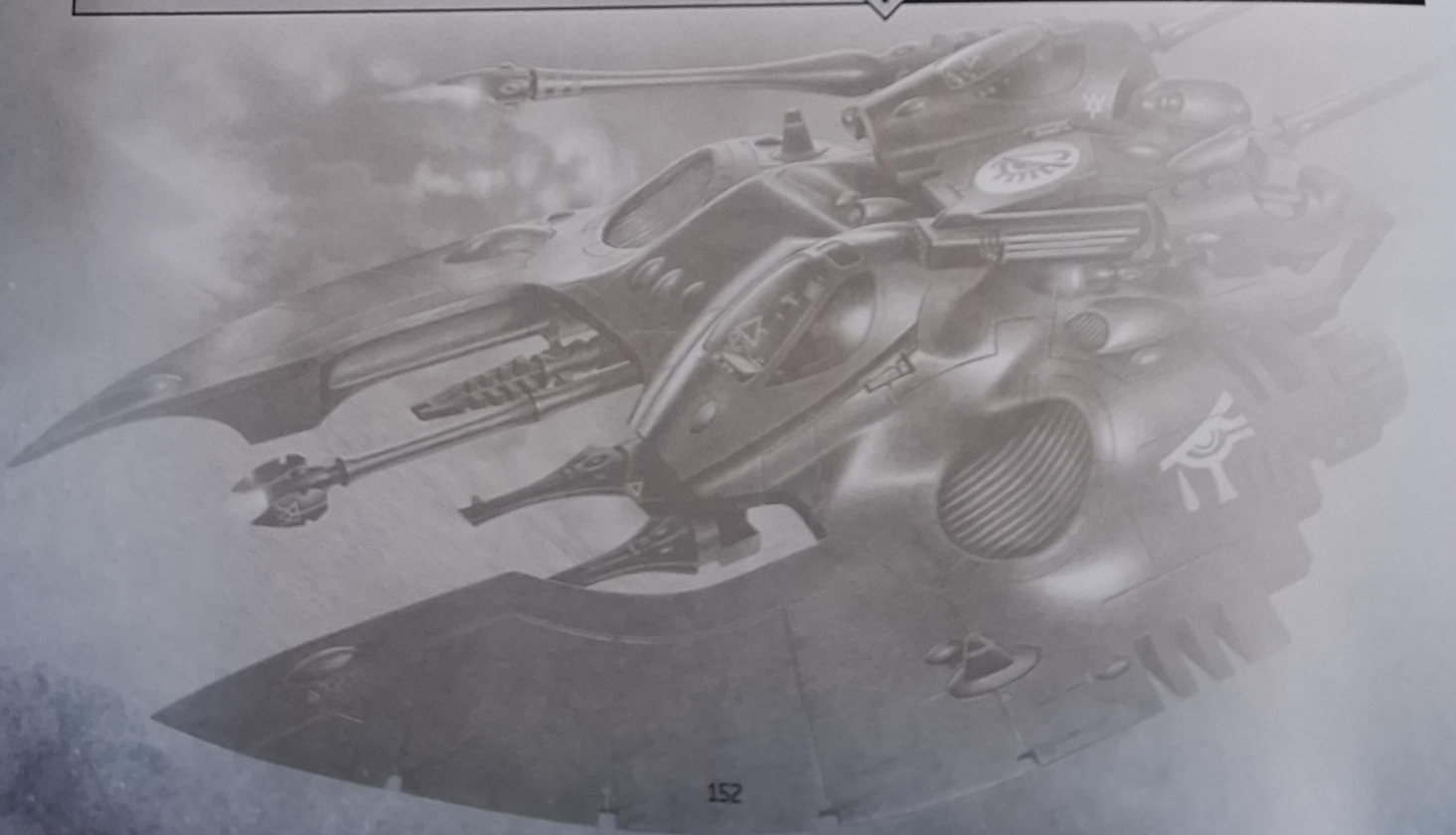
- 1 Falcon

This model is equipped with: pulse laser; scatter laser; twin shuriken catapult; wraithbone hull.

Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: **VEHICLE, AELDARI, TRANSPORT, FLY, FALCON**

FACTION KEYWORDS:
ASURYANI



WAVE SERPENT

M	T	SV	W	LD	OC
14"	9	3+	13	7+	2

5+ INVULNERABLE SAVE

The leading troop carriers in a craftworld's arsenal, Wave Serpents transport warriors to any part of the battlefield at immense speeds. These troops are protected by a powerful energy field and receive covering fire from the vehicle's powerful array of heavy weapons.

RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Shuriken cannon [LETHAL HITS]	24"	3	3+	6	-1	2
Twin missile launcher – starshot [TWIN-LINKED]	48"	1	3+	10	-2	D6
Twin missile launcher – sunburst [BLAST, TWIN-LINKED]	48"	D6	3+	4	-1	1
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

MELEE WEAPONS

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

WARGEAR OPTIONS

- This model's twin shuriken cannon can be replaced with one of the following:
  - 1 twin missile launcher
  - 1 twin bright lance
  - 1 twin scatter laser
  - 1 twin starcannon
- This model's twin shuriken catapult can be replaced with 1 shuriken cannon.

TRANSPORT

This model has a transport capacity of 12 **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**).

Before selecting targets for this weapon, select one of its profiles to make attacks with.

ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Battle Focus**

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.

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.

UNIT COMPOSITION

- 1 Wave Serpent

This model is equipped with: twin shuriken cannon; twin shuriken catapult; wraithbone hull.

KEYWORDS: **Vehicle, Aeldari, Transport, Dedicated Transport, Fly, Wave Serpent**

FACTION KEYWORDS: **Asuryani**

NIGHT SPINNER

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

The doomweaver mounted by the Night Spinner is an esoteric weapon that spins great swathes of monofilament wire into a lethal web launched high into the air. So strong is this substance that nothing can stop its descent, and any foe lying beneath it faces a horrible death as the razor-sharp strands fall first upon and then through them.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Doomweaver [BLAST, INDIRECT FIRE, TWIN-LINKED]	48"	D6+3	3+	7	-1	2
Shuriken cannon [LETHAL HITS]	24"	3	3+	6	-1	2
Twin shuriken catapult [ASSAULT, TWIN-LINKED]	18"	2	3+	4	-1	1

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

WARGEAR OPTIONS

This model's twin shuriken catapult can be replaced with 1 shuriken cannon.

ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Battle Focus**

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.

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.

UNIT COMPOSITION

- 1 Night Spinner

This model is equipped with: doomweaver; twin shuriken catapult; wraithbone hull.

KEYWORDS: VEHICLE, AELDARI, FLY, NIGHT SPINNER

FACTION KEYWORDS: ASURYANI

FIRE PRISM

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

The prism cannon of this vehicle is the bane of heavy battle tanks. In its firing process, a laser is discharged into a massive crystal prism that amplifies the shot's potency. The energy is released in one of two ways – either as thin lances of light to destroy the toughest vehicles or as a dispersed pulse to slaughter swathes of infantry.

RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Prism cannon – dispersed pulse [BLAST]	60"	2D6	3+	6	-2	2
Prism cannon – focused lances [LINKED FIRE]	60"	2	3+	18	-4	6
Shuriken cannon [LETHAL HITS]	24"	3	3+	6	-1	2
Twin shuriken catapult [ASSAULT, TWIN-LINKED]	18"	2	3+	4	-1	1

Linked Fire: When selecting targets for this weapon, you can measure range and determine visibility from another friendly **FIRE PRISM** model that is visible to the bearer. When doing so, this weapon has an Attacks characteristic of 1.

MELEE WEAPONS

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

WARGEAR OPTIONS

- This model's twin shuriken catapult can be replaced with 1 shuriken cannon.

Before selecting targets for this weapon, select one of its profiles to make attacks with.

ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Battle Focus**

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.

UNIT COMPOSITION

- 1 Fire Prism

This model is equipped with: prism cannon; twin shuriken catapult; wraithbone hull.

KEYWORDS: **VEHICLE, AELDARI, FLY, FIRE PRISM**

FACTION KEYWORDS: **ASURYANI**

CORSAIR VOIDREAVERS

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

The skilled and agile warriors known as Voidreavers make up the bulk of most Corsair warbands. With precise volleys of lethal shuriken fire, they can tear through enemy infantry or draw their power swords and storm hostile positions to engage in furious hand-to-hand fighting.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Blaster [ASSAULT]	18"	1	3+	8	-4	D6+1
Neuro disruptor [ANTI-INFANTRY 2+, ASSAULT, PISTOL]	12"	1	3+	4	-2	1
Shredder [ASSAULT, TORRENT]	18"	D6	N/A	6	0	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
Wraithcannon	18"	1	3+	14	-4	D6+1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	3+	3	0	1
Power sword	Melee	2	3+	4	-2	1

WARGEAR OPTIONS

- The Voidreaver Felarch's shuriken pistol can be replaced with one of the following:
  - 1 neuro disruptor
  - 1 shuriken rifle
- The Voidreaver Felarch can be equipped with:
  - 1 mistshield
- All of the Corsair Voidreavers in this unit can each have their shuriken pistol and power sword replaced with 1 shuriken rifle.
- For every 5 models in this unit, 1 Corsair Voidreaver's power sword or shuriken rifle can be replaced with one of the following:
  - 1 blaster
  - 1 shredder
- If this unit contains 10 models, 1 Corsair Voidreaver's shuriken rifle can be replaced with one of the following:
  - 1 shuriken cannon
  - 1 wraithcannon

ABILITIES

CORE: **Scouts 7"**

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 within range of an objective marker, you can re-roll the Hit roll instead.

WARGEAR ABILITIES

Mistshield: The bearer has a 4+ invulnerable save.

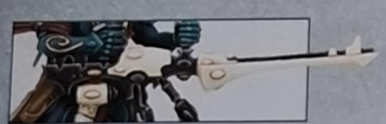
UNIT COMPOSITION

- **1 Voidreaver Felarch**
- **4-9 Corsair Voidreavers**

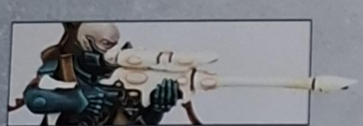
Every model is equipped with: shuriken pistol; power sword; close combat weapon.

KEYWORDS: **INFANTRY, BATTLELINE, AELDARI, GRENADES, ANHRATHE, CORSAIR VOIDREAVERS**

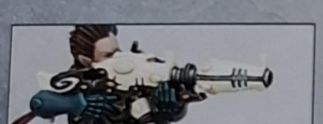
FACTION KEYWORDS: **ASURYANI**



Shuriken cannon



Long rifle



Blaster

Corsair Voidscarred with fusion pistol and shuriken pistol

Corsair Voidreaver with shredder

Voidreaver Felarch with neuro disruptor and power sword

CORSAIR VOIDSCARRED

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

The Voidscarred are veterans hardened by a life of piracy. These Corsairs have travelled the stars for centuries and have seen the worst and the best the galaxy has to offer. Many have developed unique skills and fighting styles and carry specialist wargear into battle over the years.

RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Blaster [ASSAULT]	18"	1	3+	8	-4	D6+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
Shredder [ASSAULT, TORRENT]	18"	D6	N/A	6	0	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
Wraithcannon	18"	1	3+	14	-4	D6+1

MELEE WEAPONS

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

WARGEAR OPTIONS

- Any number of Corsair Voidscarred can each have their shuriken pistol and power sword replaced with 1 shuriken rifle.
- The Voidscarred Felarch's shuriken pistol can be replaced with one of the following:
  - 1 neuro disruptor
  - 1 shuriken rifle
- The Voidscarred Felarch can be equipped with 1 mistshield.
- For every 5 models in this unit, 1 Corsair Voidscarred's shuriken rifle can be replaced with one of the following:
  - 1 blaster
  - 1 shredder
- If this unit contains 10 models, 1 Corsair Voidscarred's shuriken rifle can be replaced with one of the following:
  - 1 shuriken cannon
  - 1 wraithcannon
- If this unit contains 10 models, 1 Corsair Voidscarred's shuriken rifle can be replaced with 1 long rifle.
- If this unit contains 10 models, 1 Corsair Voidscarred's power sword can be replaced with 1 fusion pistol.
- 1 Corsair Voidscarred model equipped with a shuriken pistol and power sword can be equipped with 1 Faolchú.

ABILITIES

CORE: **Scouts 7"**

Piratical Raiders: At the start of the battle, select one unit from your opponent's army. Weapons equipped by models in this unit have the **[LETHAL HITS]** and **[PRECISION]** abilities while targeting that unit.

WARGEAR ABILITIES

Channeller 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.

UNIT COMPOSITION

This unit can contain a maximum of 10 models.

- **1 Voidscarred Felarch**
- **4-9 Corsair Voidscarred**
- **0-1 Shade Runner**
- **0-1 Soul Weaver**
- **0-1 Way Seeker**

Every Corsair Voidscarred and Voidscarred Felarch is equipped with: shuriken pistol; power sword; close combat weapon.

A Shade Runner is equipped with: shuriken pistol; paired Hekatarii blades.

A Soul Weaver is equipped with: shuriken pistol; power sword; channeller stones.

A Way Seeker is equipped with: shuriken pistol; Executioner; witch staff.

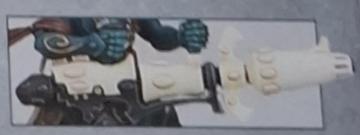
KEYWORDS – ALL MODELS: **INFANTRY, AELDARI, GRENADES, ANHRATHE, CORSAIR VOIDSCARRED** | WAY SEEKER: **PSYKER**

FACTION KEYWORDS: **ASURYANI**

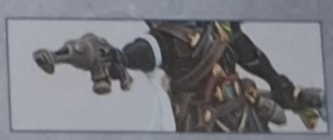
Way Seeker

Shade Runner

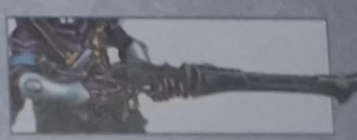
Soul Weaver



Wraithcannon



Shuriken pistol

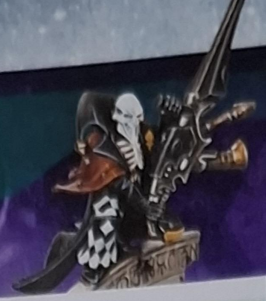


Shuriken rifle

DEATH JESTER

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

4+ INVULNERABLE SAVE



A hissing storm of shrieker cannon fire announces the arrival of a Death Jester upon the battlefield. Enemy infantry are torn apart in sprays of blood and scalded flesh as the weapon's gene-toxins cause them to combust horrifically from within. Adding insult to injury, the Death Jester ensures every demise is as cruelly ironic as possible.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Shrieker cannon	24"	3	2+	6	-2	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Jester's blade	Melee	4	2+	4	0	1

WARGEAR ABILITIES

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.

UNIT COMPOSITION

- 1 Death Jester

This model is equipped with: shrieker cannon; Jester's blade; flip belt.

ABILITIES

CORE: **Lone Operative**

FACTION: **Battle Focus, Disparate Paths**

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.

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]**

KEYWORDS: **INFANTRY, CHARACTER, AELDARI, DEATH JESTER**

FACTION KEYWORDS: **HARLEQUINS**

SHADOWSEER

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

4+ INVULNERABLE SAVE

Shadowseers can blind their enemies and drive them mad with their psychic powers. They shield their allies with veils of illusion and salvoes of hallucinogen grenades from their criedann launchers and crush bones in close combat with strikes from their miststaves – which also scramble the perceptions of those they hit.

RANGED WEAPONS	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	RANGE	A	WS	S	AP	D
Miststave [PSYCHIC]	Melee	4	2+	5	-1	D3

WARGEAR ABILITIES

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.

WARGEAR OPTIONS

- This model's shuriken pistol can be replaced with 1 neuro disruptor; flip belt.

TRAVELLING PLAYERS

Unless otherwise stated, you cannot include more than one of this model in your army.

ABILITIES

CORE: **Leader, Stealth**

FACTION: **Battle Focus, Disparate Paths**

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".

Treacherous Illusion (Psychic): Melee weapons equipped by enemy models have the **[HAZARDOUS]** ability while targeting this model's unit.

UNIT COMPOSITION

- 1 Shadowseer

This model is equipped with: shuriken pistol; miststave; flip belt.

LEADER

This model can be attached to the following unit: **TROUPE**

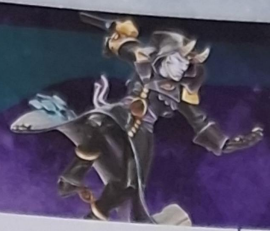
KEYWORDS: **INFANTRY, CHARACTER, AELDARI, PSYKER, GRENADES, SHADOWSEER**

FACTION KEYWORDS: **HARLEQUINS**

SOLITAIRE

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

4+ INVULNERABLE SAVE



Solitaires are the equal of a host of lesser warriors and can move at speeds the naked eye cannot follow. In combat, their scything kicks and hammer-blow punches come so fast their foes are dead before they know they are in a fight. They sever heads and pierce hearts in a rapid blur of movement and cause blood to fall like monsoon rain.

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Solitaire weapons [PRECISION]	Melee	9	2+	6	-2	2

WARGEAR ABILITIES

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.

PATH OF DAMNATION

This model cannot be your WARLORD.

ABILITIES

CORE: **Fights First, Lone Operative, Stealth**

FACTION: **Battle Focus, Disparate Paths**

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.

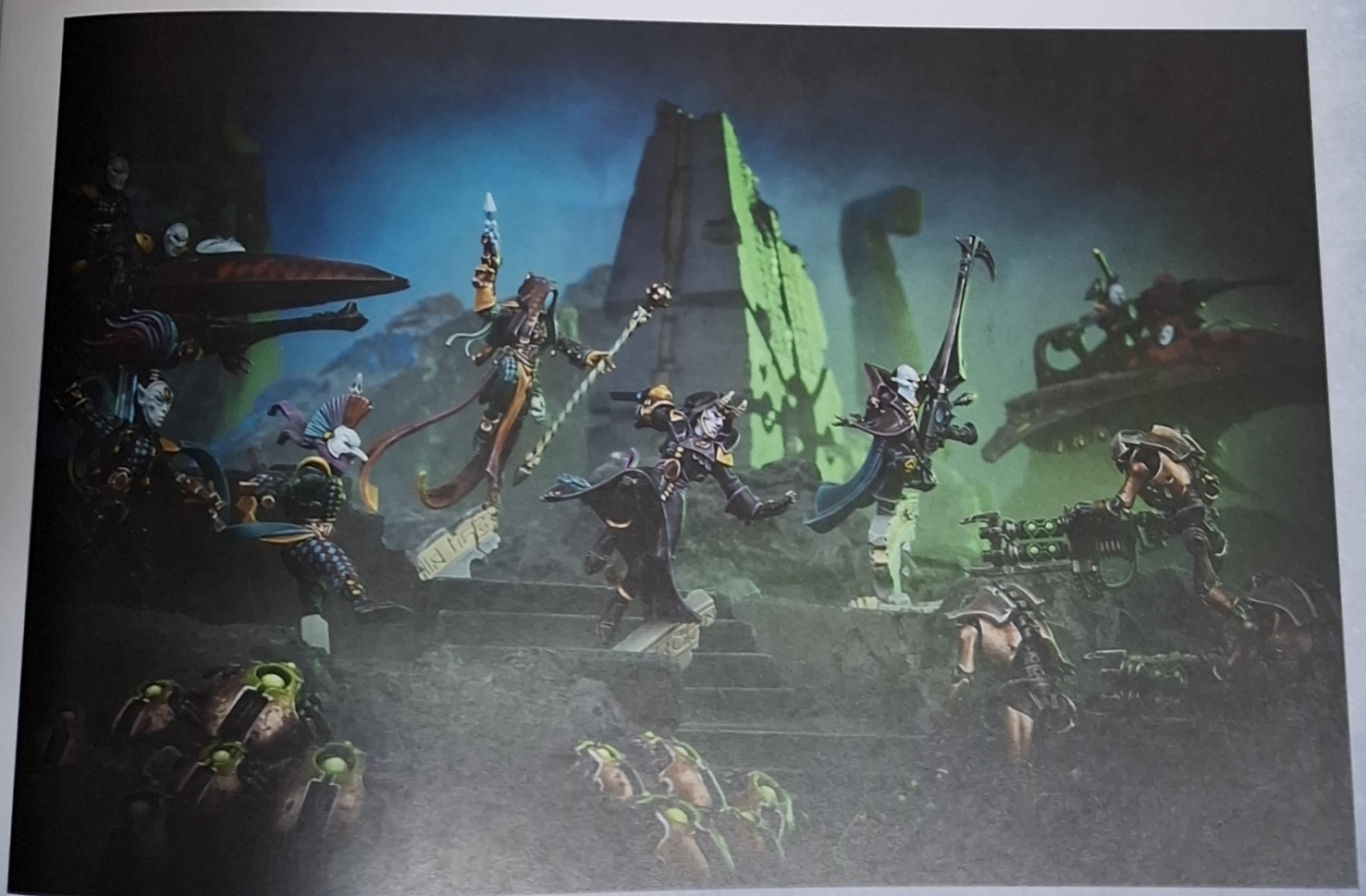
UNIT COMPOSITION

- 1 Solitaire – EPIC HERO

This model is equipped with: Solitaire weapons, flip belt.

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, AELDARI, SOLITAIRE

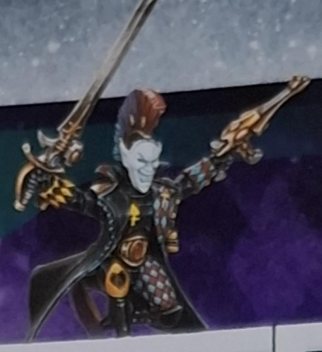
FACTION KEYWORDS: HARLEQUINS



TROUPE MASTER

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

4+ INVULNERABLE SAVE



Choreographers of conflict, Troupe Masters direct their comrades' reactions to the fates of battle and ensure their performance in the theatre of war is as perfect as it can be. They are blisteringly swift and deadly warriors and act as focal points of their Troupes with their peers' consent.

RANGED WEAPONS	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	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

WARGEAR OPTIONS

- This model's shuriken pistol can be replaced with one of the following:
  - 1 fusion pistol
  - 1 neuro disruptor
- This model's Troupe Master's blade can be replaced with 1 Harlequin's special weapon.

LEADER

This model can be attached to the following unit: **TROUPE**

TRAVELLING PLAYERS

Unless otherwise stated, you cannot include more than one of this model in your army.

ABILITIES

CORE: **Leader**

FACTION: **Battle Focus, Disparate Paths**

Choreographer of War: While this model is leading a unit, each time a model in that unit makes a Pile-in or Consolidation move, it can move up to 6" instead of up to 3". In addition, it does not need to end that move closer to the closest enemy model, provided it ends it as close as possible to the closest enemy unit.

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.

WARGEAR ABILITIES

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.

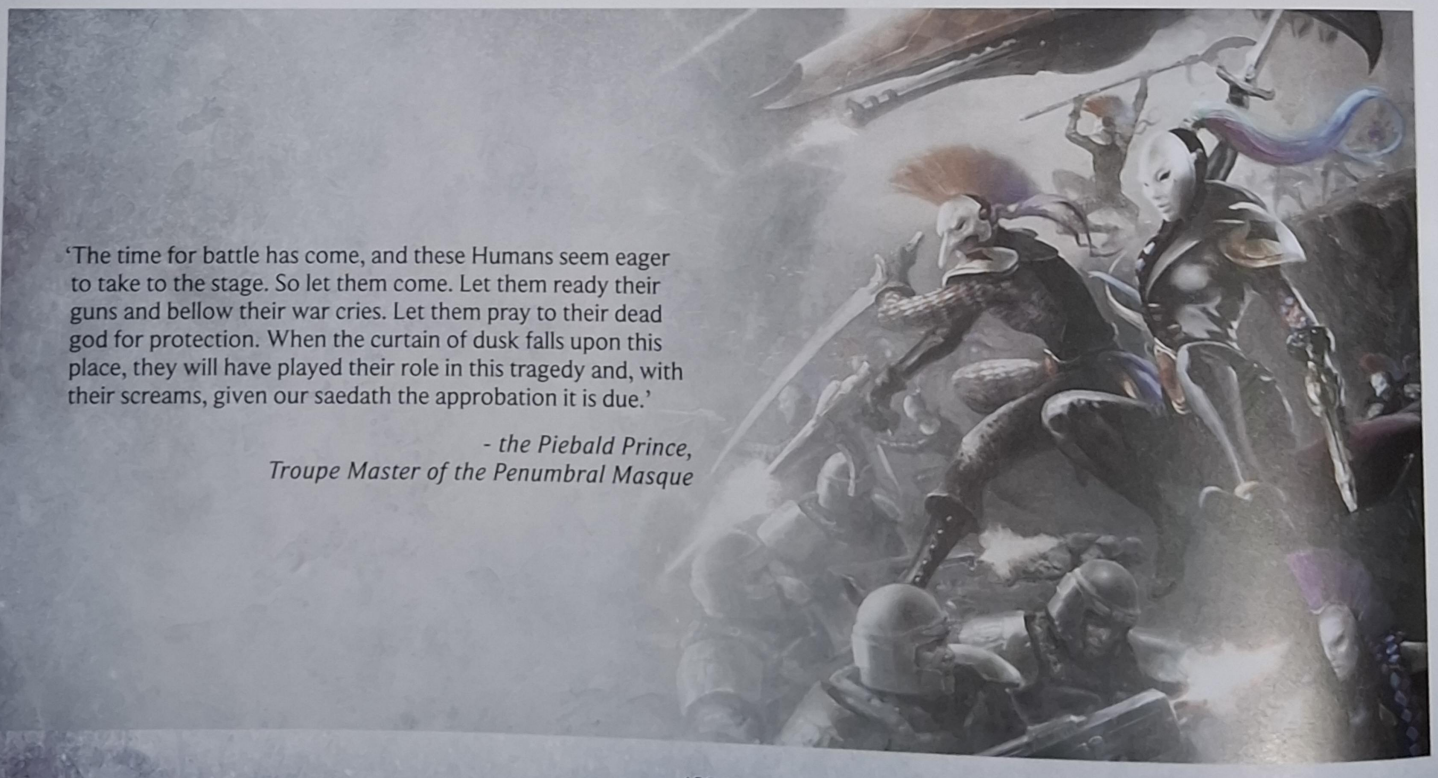
UNIT COMPOSITION

- **1 Troupe Master**

This model is equipped with: shuriken pistol; Troupe Master's blade; flip belt.

KEYWORDS: **INFANTRY, CHARACTER, AELDARI, GRENADES, TROUPE MASTER**

FACTION KEYWORDS: **HARLEQUINS**



'The time for battle has come, and these Humans seem eager to take to the stage. So let them come. Let them ready their guns and bellow their war cries. Let them pray to their dead god for protection. When the curtain of dusk falls upon this place, they will have played their role in this tragedy and, with their screams, given our saedath the approbation it is due.'

- the Piebald Prince,
Troupe Master of the Penumbral Masque

TROUPE

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

4+ INVULNERABLE SAVE

The Players of Harlequin Troupes perform with breathtaking skill, whether their stage is a wraithbone and glass amphitheatre bathed in crystalline light or the firelit hell of the battlefield. They tumble, sprint and leap with beautiful agility, every squeeze of a trigger and slash of a blade bringing death to the enemy.

RANGED WEAPONS	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

MELEE WEAPONS	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
Power sword [DEVASTATING WOUNDS]	Melee	5	3+	4	-2	1

WARGEAR OPTIONS

- Any number of models can each have their Harlequin's blade replaced with 1 Harlequin's special weapon.
- The Lead Player's Harlequin's blade can be replaced with 1 power sword.
- If this unit contains 9 or fewer models:
  - Up to 2 models can each have their shuriken pistol replaced with 1 neuro disruptor
  - Up to 2 models can each have their shuriken pistol replaced with 1 fusion pistol
- If this unit contains 10 or more models:
  - Up to 4 models can each have their shuriken pistol replaced with 1 neuro disruptor
  - Up to 4 models can each have their shuriken pistol replaced with 1 fusion pistol

ABILITIES

FACTION: **Battle Focus, Disparate Paths**

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.

WARGEAR ABILITIES

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.

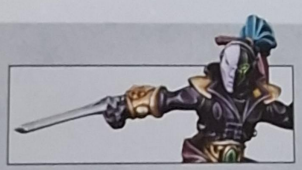
UNIT COMPOSITION

- **1 Lead Player**
- **4-11 Players**

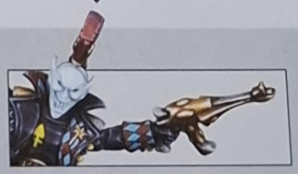
Every model is equipped with: shuriken pistol; Harlequin's blade, flip belt.

KEYWORDS: **INFANTRY, AELDARI, GRENADES, TROUPE**

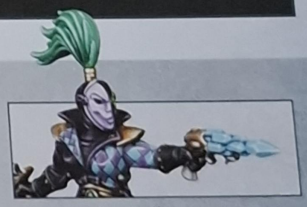
FACTION KEYWORDS: **HARLEQUINS**



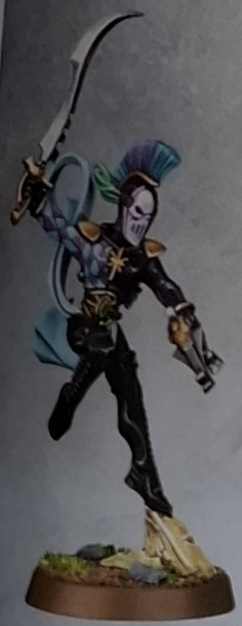
Harlequin's special weapon



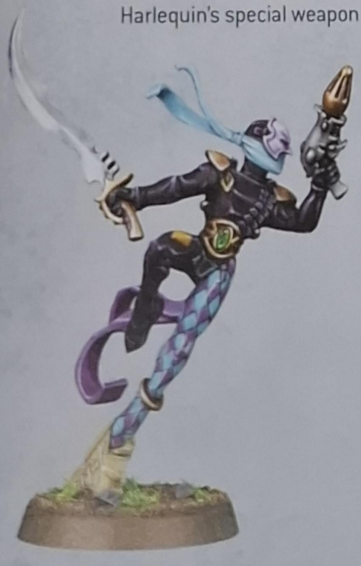
Shuriken pistol



Neuro disruptor

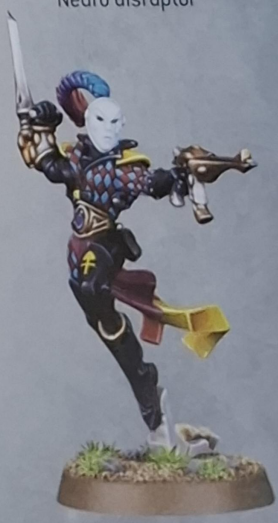


Player with Harlequin's blade and shuriken pistol



Player with Harlequin's blade and fusion pistol

Lead Player with shuriken pistol and Harlequin's special weapon



Player with shuriken pistol and Harlequin's special weapon

SKYWEAVERS

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

4+ INVULNERABLE SAVE

Skyweavers shoot through the air in a prismatic storm of hallucinatory colour and light. While the riders known as Skyborne Princes pilot each jetbike and operate its guns, those called Great Falcons ride pillion, poised to cut down the foe with their star bolas or bisect them with their sweeping zephyrglaives.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Shuriken cannon [LETHAL HITS]	24"	3	3+	6	-1	2
Skyweaver haywire cannon [ANTI-VEHICLE 4+, DEVASTATING WOUNDS]	24"	2	3+	3	-1	3
Star bolas	12"	D3	3+	7	-2	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	4	3+	3	0	1
Zephyrglaive	Melee	4	3+	6	-2	2

WARGEAR OPTIONS

- Any number of models can each have their shuriken cannon replaced with 1 Skyweaver haywire cannon.
- Any number of models can each have their star bolas replaced with 1 zephyrglaive.

ABILITIES

FACTION: **Battle Focus, Disparate Paths**

Acrobatic Grace: Each time an attack targets this unit, subtract 1 from the Hit roll.

UNIT COMPOSITION

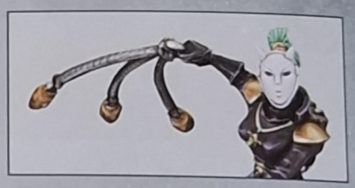
- **2-4 Skyweavers**

Every model is equipped with: shuriken cannon; star bolas; close combat weapon.

KEYWORDS: **MOUNTED, AELDARI, FLY, SMOKE, SKYWEAVERS**

FACTION KEYWORDS: **HARLEQUINS**

Skyweaver haywire cannon



Star bolas

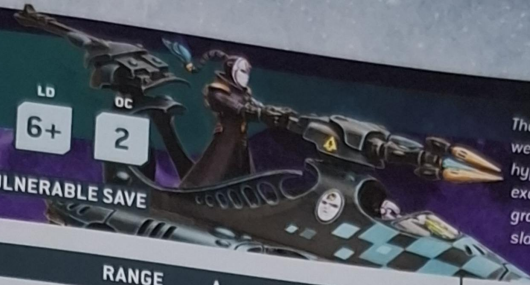
Skyweaver with shuriken cannon and star bolas

Skyweaver with Skyweaver haywire cannon and zephyrglaive

VOIDWEAVER

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

4+ INVULNERABLE SAVE



The Voidweaver's potent combination of versatile weapons, lightweight psychoplastic armour, hyper-velocity and polychromatic camouflage make them exceptionally dangerous attack craft. Deadly in ambush, groups of Voidweavers can rip apart enemy battle tanks or slaughter whole infantry squads.

RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Prismatic cannon – dispersed pulse [BLAST]	24"	2D6	3+	4	0	1
Prismatic cannon – focused lances	24"	2	3+	12	-3	4
Shuriken cannon [LETHAL HITS]	24"	3	3+	6	-1	2
Voidweaver haywire cannon [ANTI-VEHICLE 4+, DEVASTATING WOUNDS]	24"	3	3+	4	-1	3

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	4	3+	3	0	1

WARGEAR OPTIONS

- This model's Voidweaver haywire cannon can be replaced with 1 prismatic cannon.

Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: **Vehicle, Aeldari, Fly, Voidweaver**

ABILITIES

CORE: **Deadly Demise 1, Stealth**

FACTION: **Battle Focus, Disparate Paths**

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

UNIT COMPOSITION

- **1 Voidweaver**

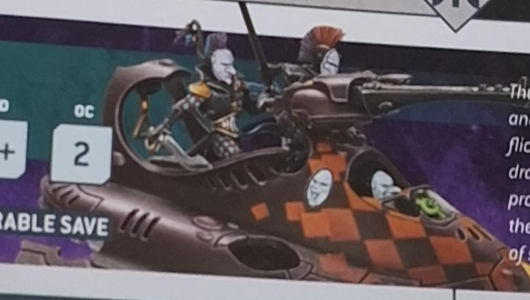
This model is equipped with: 2 shuriken cannons; Voidweaver haywire cannon; close combat weapon.

FACTION KEYWORDS: **Harlequins**

STARWEAVER

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

4+ INVULNERABLE SAVE



These agile and nimble anti-grav transport craft swoop and spiral effortlessly through incoming fire, their flickering holo-fields making them almost impossible to draw a bead on. Armed with multiple heavy weapons, they provide great volumes of supporting fire for the troops they carry, scything down the foe with withering hails of shuriken.

RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Shuriken cannon [LETHAL HITS]	24"	3	3+	6	-1	2

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	4	3+	3	0	1

TRANSPORT

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

ABILITIES

CORE: **Deadly Demise 1, Firing Deck 6**

FACTION: **Battle Focus, Disparate Paths**

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**.

UNIT COMPOSITION

- 1 Starweaver

This model is equipped with: 2 shuriken cannons; close combat weapon.

KEYWORDS: **Vehicle, Aeldari, Transport, Dedicated Transport, Smoke, Fly, Starweaver**

FACTION KEYWORDS: **Harlequins**

THE VISARCH

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

4+ INVULNERABLE SAVE

The Visarch darts amongst the foe, taking off limbs and heads with the Cronesword Asu-var, the Sword of Silent Screams. The many faces that adorn his ancient suit of Bel-Anshoc armour represent the personalities he can take in battle, which include the sure blade of an Exarch and the acrobatic prowess of a Drukhari Wych.

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Asu-var – quicksilver stance [SUSTAINED HITS 2]	Melee	8	2+	4	-1	1
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

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**.

LEADER

This model can be attached to the following units: **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.

Before selecting targets for this weapon, select one of its profiles to make attacks with.

ABILITIES

CORE: **Leader**

FACTION: **Battle Focus, Disparate Paths**

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.

UNIT COMPOSITION

- 1 Visarch – **EPIC HERO**

This model is equipped with: Asu-var.

KEYWORDS: **INFANTRY, CHARACTER, EPIC HERO, AELDARI, THE VISARCH**

FACTION KEYWORDS: **YNNARI**

THE YNCARNE

M	T	SV	W	LD	OC
10"	10	2+	12	6+	3

4+ INVULNERABLE SAVE

Once it has torn into realspace, the Yncarne advances on its enemies amidst a vortex of deathly whispers. It is a roaring psychic hurricane that rips the lives of those who earn its ire. Nearby Ynnari are invigorated by its chilling power, while foes are turned to dust by the Yncarne's gaze or sliced in two by its sweeping blows.

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

MELEE WEAPONS	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

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**.

Before selecting targets for this weapon, select one of its profiles to make attacks with.

ABILITIES

CORE: **Deadly Demise D3, Deep Strike**

FACTION: **Battle Focus, Disparate Paths**

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.

Ethereal Form: Each time this model destroys an enemy unit, it regains up to D3 lost wounds.

UNIT COMPOSITION

- 1 Yncarne – **EPIC HERO**

This model is equipped with: swirling soul energy; Vilith-zhar.

KEYWORDS: **MONSTER, CHARACTER, EPIC HERO, AELDARI, FLY, PSYKER, DAEMON, THE YNCARNE**

FACTION KEYWORDS: **YNNARI**

YVRAINE

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

4+ INVULNERABLE SAVE

Yvraine wields the Cronesword Kha-vir, the Sword of Sorrows, which can turn an enemy to ash with the slightest touch. The power of Ynnead manifests in her when she enters battle, to the extent that the Reborn warriors that fight around her are transformed into bloody blurs of violence.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Storm of Whispers [ANTI-INFANTRY 2+, DEVASTATING WOUNDS, PSYCHIC]	12"	D6+3	2+	2	-2	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Kha-vir [DEVASTATING WOUNDS]	Melee	5	2+	4	-3	2

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**.

LEADER

This model can be attached to the following units: **CORSAIR VOIDSCARRED, CORSAIR VOIDREAVERS, GUARDIAN DEFENDERS, STORM GUARDIANS, YNNARI INCUBI, YNNARI KABALITE WARRIORS, YNNARI WYCHES**

ABILITIES

CORE: **Leader**

FACTION: **Battle Focus, Disparate Paths**

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.

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 the Wound roll.

UNIT COMPOSITION

- 1 Yvraine – **EPIC HERO**

This model is equipped with: Storm of Whispers; Kha-vir.

KEYWORDS: **INFANTRY, CHARACTER, EPIC HERO, AELDARI, PSYKER, YVRAINE**

FACTION KEYWORDS: **YNNARI**

YNNARI ARCHON

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

2+ INVULNERABLE SAVE*

*See Shadow Field ability (below)

Archons are the rulers of the terrifying Drukhari private armies and crime syndicates known as kabals. Those who have pledged themselves to the Ynnari faith bring all their malicious cunning and murderous skill to bear in its name, along with the military might of the Kabal they lead. Wielding eldritch weapons and veiled by shrouding shadow fields, they are powerful allies indeed.

RANGED WEAPONS	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	RANGE	A	WS	S	AP	D
Huskblade [ANTI-INFANTRY 3+]	Melee	5	2+	3	-2	2

WARGEAR OPTIONS

- This model's splinter pistol can be replaced with 1 blast pistol.

LEADER

This model can be attached to the following units: YNNARI INCUBI, YNNARI KABALITE WARRIORS

UNIT COMPOSITION

- 1 Archon

This model is equipped with: splinter pistol; huskblade, shadow field.

ABILITIES

CORE: **Leader**

FACTION: **Battle Focus, Disparate Paths**

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.

WARGEAR ABILITIES

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 save.

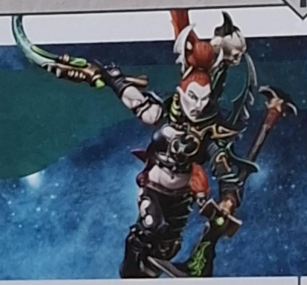
KEYWORDS: INFANTRY, CHARACTER, AELDARI, ARCHON

FACTION KEYWORDS: YNNARI

YNNARI SUCCUBUS

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

4+ INVULNERABLE SAVE



In the Dark City of Commorragh, the Succubi are the champions of nightmarish gladiatorial arenas. Upon the battlefields of realspace and when fighting for the Ynnari cause, these same hyper-gladiatorial masters of murder instead use their skills to reap a rich harvest of lives in the name of their macabre god.

RANGED WEAPONS	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	RANGE	A	WS	S	AP	D
Succubus weapons [ANTI-INFANTRY 3+]	Melee	6	2+	3	-2	1

WARGEAR OPTIONS

- This model can be equipped with one of the following:
  - 1 blast pistol
  - 1 splinter pistol

LEADER

This model can be attached to the following unit: YNNARI WYCHES

ABILITIES

CORE: **Leader**

FACTION: **Battle Focus, Disparate Paths**

Storm of Blades: While this model is leading a unit, melee weapons equipped by models in that unit have the [SUSTAINED HITS 1] ability.

Empowered by Death: At the start of the Fight phase, if this model's unit is below its Starting Strength, until the end of the phase, models in that unit have the Fights First ability.

UNIT COMPOSITION

- 1 Succubus

This model is equipped with: Succubus weapons.

KEYWORDS: INFANTRY, CHARACTER, AELDARI, SUCCUBUS

FACTION KEYWORDS: YNNARI

YNNARI KABALITE WARRIORS

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

6+ INVULNERABLE SAVE

Kabalite Warriors provide the strength of the Commorrite kabals. Arrogant, martially skilled and steeped in depths of sadism to which only the extremes of the Aeldari psyche could stretch, these malevolent warrior bands literally feed off the suffering and terror of their victims. To gather their dark sustenance while killing in Ynnead's name is no great hardship for monsters like these.

RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Blast pistol [PISTOL]	6"	1	3+	8	-3	D3
Blaster [ASSAULT]	18"	1	3+	8	-4	D6+1
Dark lance [HEAVY]	36"	1	4+	12	-3	D6+2
Shredder [ASSAULT, TORRENT]	18"	D6	N/A	6	0	1
Splinter cannon [ANTI-INFANTRY 3+, HEAVY, SUSTAINED HITS 1]	36"	3	4+	3	-1	2
Splinter pistol [ANTI-INFANTRY 3+, ASSAULT, PISTOL]	12"	1	3+	2	0	1
Splinter rifle [ANTI-INFANTRY 3+, ASSAULT]	24"	2	3+	2	0	1

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	3+	3	0	1
Sybarite weapon [ANTI-INFANTRY 3+]	Melee	3	3+	3	-1	1

WARGEAR OPTIONS

- The Sybarite's close combat weapon can be replaced with 1 Sybarite weapon.
- The Sybarite can be equipped with 1 phantasm grenade launcher.
- The Sybarite's splinter rifle can be replaced with one of the following:
  - 1 blast pistol
  - 1 splinter pistol
- 1 Kabalite Warrior's splinter rifle can be replaced with 1 blaster.
- 1 Kabalite Warrior's splinter rifle can be replaced with 1 dark lance.
- 1 Kabalite Warrior's splinter rifle can be replaced with 1 shredder.
- 1 Kabalite Warrior's splinter rifle can be replaced with 1 splinter cannon.

ABILITIES

FACTION: **Battle Focus, Disparate Paths**

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 a phase.

WARGEAR ABILITIES

Phantasm Grenade Launcher: The bearer's unit has the **GRENADES** keyword.

UNIT COMPOSITION

- **1 Sybarite**
- **9 Kabalite Warriors**

Every model is equipped with: splinter rifle; close combat weapon.

KEYWORDS: **INFANTRY, BATTLELINE, AELDARI, KABALITE WARRIORS**

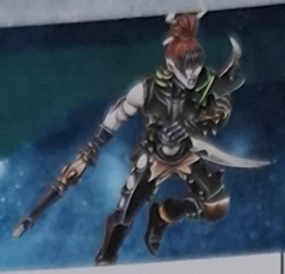
FACTION KEYWORDS: **YNNARI**

YNNARI WYCHES

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

4+ 6+ **INVULNERABLE SAVE***

** 4+ against melee attacks only*



Attacking in a lithe blizzard of lashing blades, spitting splinters and impossibly agile acrobatics, Drukhari Wyches put all their gladiatorial skills to use as they fall upon their foes. Those who have dedicated themselves to Ynnead fight in the knowledge that – even should they fall to the desperate counterattacks of their foes – the bloodshed serves a higher purpose.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Blast pistol [PISTOL]	6"	1	3+	8	-4	D3
Splinter pistol [ANTI-INFANTRY 3+, ASSAULT, PISTOL]	12"	1	3+	2	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Hekatarii blade	Melee	3	3+	3	-1	1

WARGEAR OPTIONS

- The Hekatrix's splinter pistol can be replaced with 1 blast pistol.

ABILITIES

FACTION: **Battle Focus, Disparate Paths**

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.

UNIT COMPOSITION

- 1 Hekatrix
- 9 Wyches

Every model is equipped with: splinter pistol; Hekatarii blade.

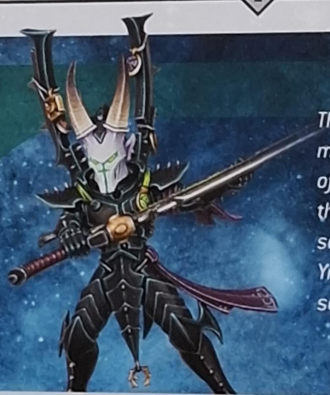
KEYWORDS: **INFANTRY, BATTLELINE, AELDARI, GRENADES, WYCHES**

FACTION KEYWORDS: **YNNARI**

YNNARI INCUBI

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

5+ **INVULNERABLE SAVE**



The Incubi are dark mirrors of Aeldari Aspect Warriors, mercenary killers of tremendous skill who study the ways of their murderous craft in dark shrines of battle. Wielding thrumming energy blades with consummate cruelty, some of these Drukhari elites fight in the armies of the Ynnari, whether through genuine zeal or simply because some patron Archon has made it worth their while.

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Demiklaives – single blade	Melee	3	3+	4	2	2
Demiklaives – dual blades [TWIN-LINKED]	Melee	6	3+	4	-1	1
Klaive	Melee	3	3+	4	-2	2

WARGEAR OPTIONS

The Klaivex's klaive can be replaced with 1 demiklaives.

Before selecting targets for this weapon, select one of its profiles to make attacks with.

ABILITIES

FACTION: **Battle Focus, Disparate Paths**

Tormentors: At the start of the Fight phase, each enemy unit within Engagement Range of one or more units from your army with this ability must take a Battle-shock test.

UNIT COMPOSITION

- 1 Klaivex
- 4-9 Incubi

Every model is equipped with: klaive.

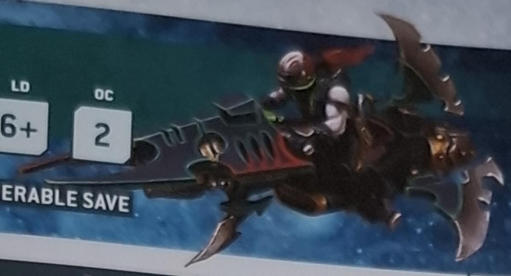
KEYWORDS: **INFANTRY, AELDARI, INCUBI**

FACTION KEYWORDS: **YNNARI**

YNNARI REAVERS

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

6+ INVULNERABLE SAVE



Black-hearted gladiatorial racers who battle one another around the Commorrite arenas, Reavers ride bladed jetbikes bristling with devastating firepower. Those amongst the Ynnari hosts serve as bloodthirsty shock cavalry that blitz through the enemy battle lines, raking them with envenomed splinters and beams of ravening energy even as they lop off heads and limbs.

RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Blaster [ASSAULT]	18"	1	3+	8	-4	D6+1
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 rifle [ANTI-INFANTRY 3+, ASSAULT]	24"	2	3+	2	0	1

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Agoniser [ANTI-INFANTRY 3+]	Melee	4	3+	3	-1	1
Bladevanes	Melee	3	3+	4	0	1

WARGEAR OPTIONS

- The Arena Champion can be equipped with 1 agoniser.
- For every 3 models in this unit, 1 model's splinter rifle can be replaced with one of the following:
  - 1 blaster
  - 1 heat lance
- For every 3 models in this unit, 1 model can be equipped with one of the following:
  - 1 grav-talon
  - 1 cluster caltrops

ABILITIES

FACTION: **Battle Focus, Disparate Paths**

Eviscerating Fly-by: Each time this unit ends a Normal move, you can select one enemy unit (excluding **MONSTERS** and **VEHICLES**) 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.

WARGEAR ABILITIES

Cluster Caltrops: Each time you roll a D6 for the bearer while resolving this unit's Eviscerating Fly-by ability, you can re-roll the result.

Grav-talon: The bearer's melee weapons have the **[LANCE]** ability.

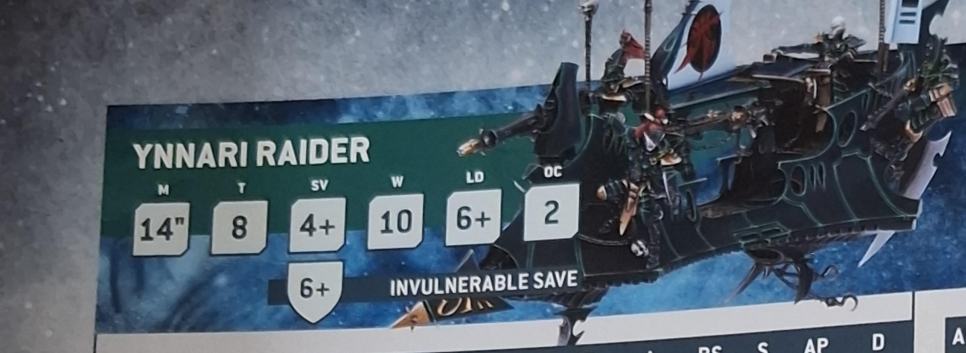
UNIT COMPOSITION

- 1 Arena Champion
- 2-5 Reavers

Every model is equipped with: splinter pistol; splinter rifle; bladevanes.

KEYWORDS: **MOUNTED, AELDARI, FLY, REAVERS**

FACTION KEYWORDS: **YNNARI**



YNNARI RAIDER

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

6+ INVULNERABLE SAVE

Skimming low over the battlefield on screaming thrusters, Raiders bear murderous bands of Drukhari into battle with blistering speed. They are much favoured by the fanatical worshippers of Ynnead, allowing them to plunge into the heart of the foe's lines and unleash a veritable hurricane of death and devastation before swiftly relocating to strike again elsewhere.

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

WARGEAR OPTIONS

- This model's dark lance can be replaced with 1 disintegrator cannon.

TRANSPORT

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**

ABILITIES

CORE: **Deadly Demise D3, Deep Strike, Firing Deck 11**

FACTION: **Battle Focus, Disparate Paths**

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.

UNIT COMPOSITION

- 1 Raider

This model is equipped with: dark lance; bladevanes.

KEYWORDS: **Vehicle, Aeldari, Transport, Dedicated Transport, Fly, Raider**

FACTION KEYWORDS:
Ynnari

YNNARI VENOM

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

6+ INVULNERABLE SAVE

When the Drukhari fight alongside their Asuryani cousins in the cause of Ynnead, some ride into battle aboard needle-swift Venoms. Similar to the Vyper, these upscaled jetbikes serve more like airborne chariots that bear small bands of murderous Drukhari into the fight. So mounted, the worshippers of Ynnead are all but inescapable, pouncing swiftly upon their luckless prey.

RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Splinter cannon [ANTI-INFANTRY 3+, SUSTAINED HITS 1]	36"	3	3+	3	-1	2
Twin splinter rifle [ANTI-INFANTRY 3+, ASSAULT, RAPID FIRE 1, TWIN-LINKED]	24"	2	3+	2	0	1

MELEE WEAPONS

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

WARGEAR OPTIONS

- This model's twin splinter rifle can be replaced with 1 splinter cannon.

TRANSPORT

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. 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.

ABILITIES

CORE: **Deadly Demise 1, Deep Strike, Firing Deck 6, Stealth**

FACTION: **Battle Focus, Disparate Paths**

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**.

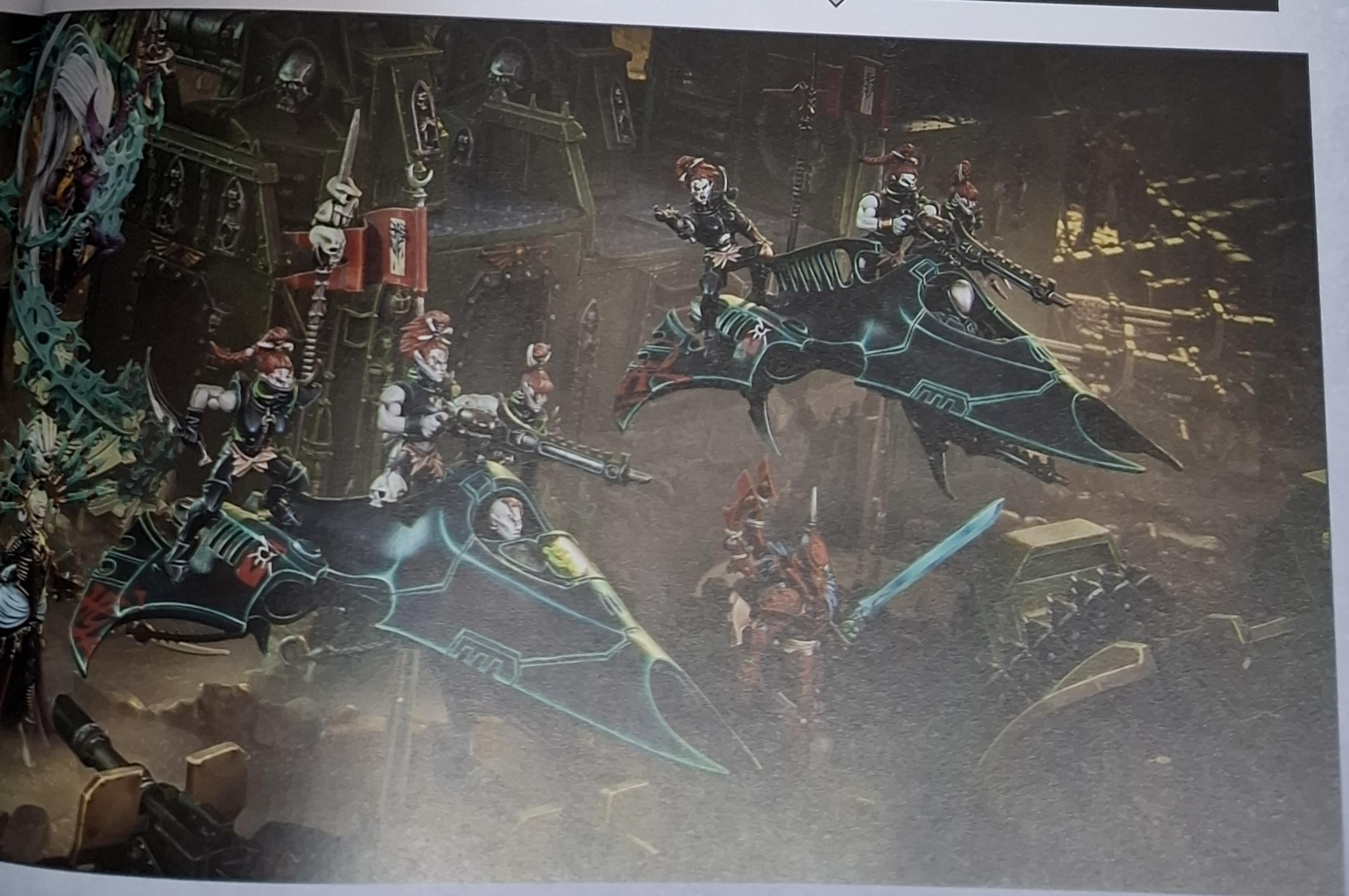
UNIT COMPOSITION

- 1 Venom

This model is equipped with: splinter cannon; twin splinter rifle; bladevanes.

KEYWORDS: **Vehicle, Aeldari, Transport, Dedicated Transport, Fly, Venom**

FACTION KEYWORDS: **Ynnari**



Crusade Rules

'Allegory, myth, performance: our people have always loved storytelling. We weave such a tale now. It is the story of your deaths.'

- Death Jester Vyrth Sorrowglee to the Tallarn 917th Regiment, prior to the Uldaryn Massacre

INTRODUCTION

In this section you'll find additional rules for playing Crusade battles that are bespoke to ASURYANI or HARLEQUINS units. You can find out more about Crusade armies in the main Crusade rules.

This section contains the following additional rules:

GUIDING FATE

The rules presented in this section represent the efforts of a Crusade force to avoid the future threats that are facing the Aeldari species as predicted by their seers' visions of the future.

AGENDAS

ASURYANI armies can attempt to achieve unique Agendas in addition to those found in other publications. These represent the faction's unique goals and their particular methods of waging war.

REQUISITIONS

ASURYANI armies have access to a number of bespoke Requisitions in addition to those found in other publications.

BATTLE TRAITS

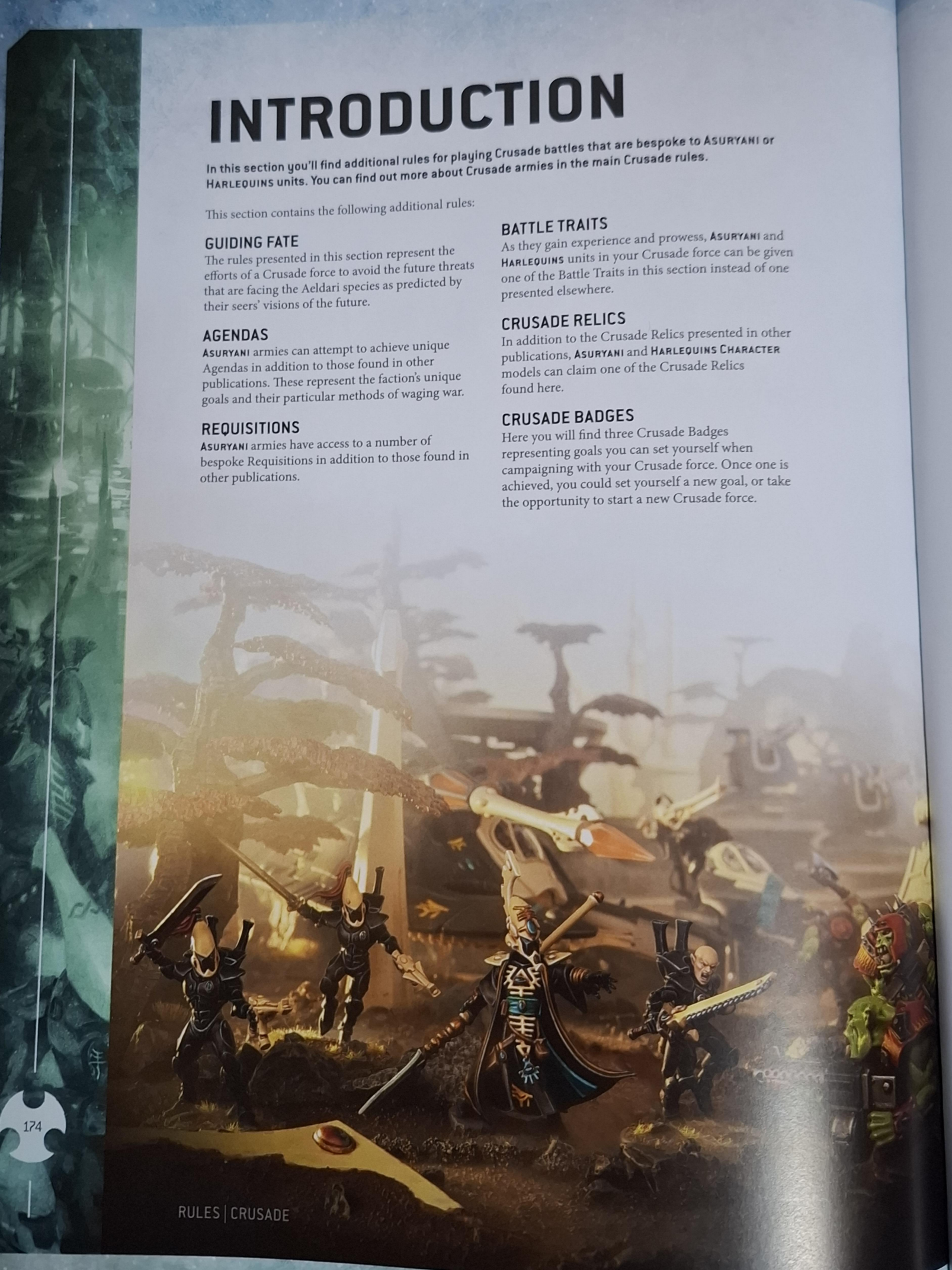
As they gain experience and prowess, ASURYANI and HARLEQUINS units in your Crusade force can be given one of the Battle Traits in this section instead of one presented elsewhere.

CRUSADE RELICS

In addition to the Crusade Relics presented in other publications, ASURYANI and HARLEQUINS CHARACTER models can claim one of the Crusade Relics found here.

CRUSADE BADGES

Here you will find three Crusade Badges representing goals you can set yourself when campaigning with your Crusade force. Once one is achieved, you could set yourself a new goal, or take the opportunity to start a new Crusade force.



GUIDING FATE

The branching paths of fate present both peril and opportunity to the Aeldari. They must foresee the greatest dangers before they develop, then intervene at the opportune moment to redirect fate.

DIRE PREMONITIONS

If your Crusade force includes any **ASURYANI** or **HARLEQUINS** models and it is not currently Guiding Fate, it can begin to do so.

To Guide Fate, you must prevent the Threat from reaching 13. To do so, you will need to attempt to end the Threads of Fate leading to that disaster. When your Crusade force begins Guiding Fate, first set your Threat to 1, then generate the three Threads of Fate you will need to end by rolling three D6 (keep rolling any duplicates until each result is unique) and consulting the table below.

THREAD OF FATE	D6
DESTINED DEVICE (pg 180)	⚀
RISING NEMESIS (pg 180)	⚁
HUMBLE BEGINNINGS (pg 181)	⚂
ENEMY OF MY ENEMY (pg 181)	⚃
CLEANSE THE CORRUPTION (pg 182)	⚄
ISHA'S BOUNTY (pg 182)	⚅

Each Thread of Fate is made up of three stages, which occur in the following order: Dawning, Waning, Frayed. The earlier you end a Thread of Fate, the greater the chance you have prevented a critical turning point that may ultimately threaten the Aeldari.

GROWING THREATS

At the end of each battle, add D3 to your Crusade force's Threat. If you lost that battle, add 3 to your Crusade force's Threat instead. Your Crusade force's Threat can be reduced (to a minimum of 0) by ending Threads of Fate successfully.

If your Crusade force's Threat ever reaches 13 or more, you have failed to avert disaster – all of your Crusade force's Threads of Fate end in failure, and you move to the results stage (pg 183).

CHANGING THE FUTURE

In the Select Agendas step, if you select the Fulcrum of Fate Agenda (pg 186), you can attempt to end one of your Threads of Fate that has not already ended.

Each stage of a Thread of Fate will have a specific goal you must attempt to complete in the battle. If this goal is completed, that Thread of Fate ends successfully, and your Crusade force's Threat is reduced by the amount shown in the table below (to a minimum of 0) based on the current stage of that Thread of Fate.

THREAD OF FATE STAGE	THREAT REDUCTION
Dawning	3
Waning	2
Frayed	1

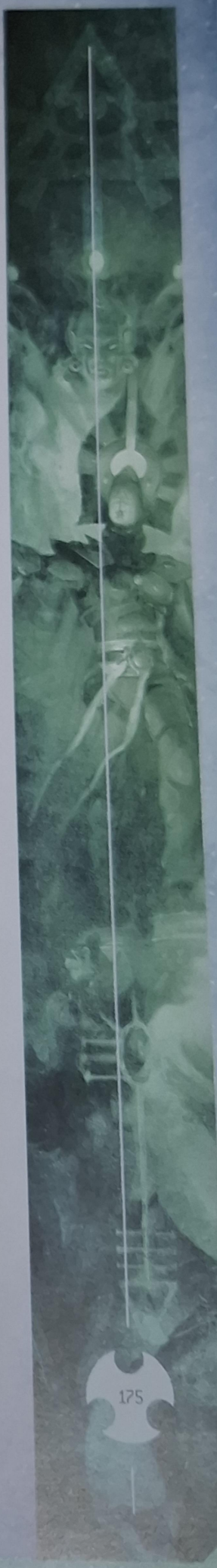
WEAVE OF CONSEQUENCE

Once all of your Threads of Fate have ended – whether in success or failure – you move to the results stage. If all three of your Threads of Fate end in failure, your Threat is automatically increased to a minimum of 13 before moving to the results stage.

ADDITIONAL OBJECTIVE MARKERS

Some Threads of Fate require you to select one or more objective markers that are on the battlefield, sometimes in specific locations, e.g. a player's deployment zone or No Man's Land. At the end of the Select Agendas step, if the mission you are playing does not have enough objective markers in that location, you can set up a number of additional objective markers to be able to satisfy that Threads of Fate's requirements.

When doing so, each objective marker must be set up anywhere on the battlefield wholly within the specified area, not within 12" of one another and not within 6" of any battlefield edges. Such objective markers are not considered to be objective markers for any mission rules, mission objectives or Agendas.



DESTINED DEVICE

Be it a powerful and ancient relic or the most inconsequential component of a larger machine, a nexus of fate whirls about this object. If it remains at large, it will one day become part of a terrible threat.

DAWNING

BURIED PROVENANCE

If the device is never discovered, its perilous potential will never be realised.

At the start of the Deploy Crusade Armies step, select one objective marker on the battlefield. In your opponent's Command phase, if they control that objective marker, they can select one unit within range of it. That unit gains 3XP and that objective marker is removed from the battlefield.

At the end of the battle, if that objective marker is on the battlefield and you control it, your Crusade army finds the device and this Thread of Fate ends successfully.

WANING

UNKNOWING BEARER

The one who carries the device must be slain, and that which they carry must be destroyed.

At the start of the first battle round, your opponent must select three units from their army that are on the battlefield or embarked within a **TRANSPORT** that is on the battlefield. Randomly determine one of those units to be carrying the device.

At the end of the battle, if the unit that was carrying the device is destroyed, this Thread of Fate ends successfully.

FRAYED

ABANDONED

Having tricked the bearer of the device, the Aeldari have a last chance to snatch it away.

At the start of the Deploy Crusade Armies step, randomly select one objective marker on the battlefield. If the mission does not have any objective markers, set one up in the centre of the battlefield.

In your Command phase, if you control that objective marker, roll one D6: on a 5+, you have found the device and this Thread of Fate ends successfully.

RISING NEMESIS

A hidden foe has been revealed. Though they do not yet realise the peril they will present if left unmolested, they will one day endanger the craftworld itself; this must be prevented by any means.

DAWNING

SOW DISSENT

A divided enemy looks only inwards to their own faults and preys upon themselves.

At the start of the first battle round, your opponent's army has a Dissension tally of 0. Each time an enemy unit fails a Battle-shock test, add 1 to your opponent's army's Dissension tally.

At the end of the battle, if your opponent's army's Dissension tally is at least twice the number of **CHARACTER** models on your opponent's Army Roster, this Thread of Fate ends successfully.

WANING

SEVER THE HEAD

The foe are unifying, so we must slay their leaders and create a power vacuum.

At the start of the first battle round, select three models from your opponent's army. These must be **CHARACTER** models, if possible, and one of them must be your opponent's **WARLORD**.

At the end of the battle, if all three of the selected models are destroyed, this Thread of Fate ends successfully.

FRAYED

SEAL THE WEBWAY

Now they have risen, all that remains is to bar the enemy's path and deny their hope.

At the start of the Deploy Crusade Armies step, select two objective markers on the battlefield wholly within No Man's Land. In your Shooting phase, for each of the selected objective markers, you can select one **AELDARI PSYKER** model from your Crusade army within 9" of that objective marker and not within Engagement Range of one or more enemy units. If you do, that objective marker gains 1 Sealing point. At the end of the battle, if both selected objective markers have 2 or more Sealing points, this Thread of Fate ends successfully.

HUMBLE BEGINNINGS

An Aeldari of small renown and little standing is destined to strike a vital blow to aid their craftworld. Their identity remains unclear, so the potential candidates must be safeguarded until the chosen one steps forth.

DAWNING

DESTINED FOR GREATNESS

The saviour could be one of many. They all must be protected.

At the start of the first battle round, select one **AELDARI INFANTRY** unit from your Crusade army (excluding Attached units) that is on the battlefield or embarked within a **TRANSPORT** that is on the battlefield. This must be a **GUARDIANS** unit if possible.

If a unit from your opponent's army destroys that unit, that enemy unit gains 3XP.

At the end of the battle, if that unit is not destroyed, this Thread of Fate ends successfully.

WANING

IDENTITY BLURS

The window of hope is closing; we must act fast.

At the start of the first battle round, select two **AELDARI INFANTRY** units from your Crusade army (excluding **CHARACTERS**) that are on the battlefield or embarked within **TRANSPORTS** that are on the battlefield. These must be **GUARDIANS** units if possible. Each time a unit from your opponent's army destroys one of those units, that enemy unit gains 1XP. At the end of the battle, if both of those units are not destroyed, this Thread of Fate ends successfully. If only one of those units is not destroyed, roll one D6: on a 4+, this Thread of Fate ends successfully.

FRAYED

FALLEN HERO

The hero has been slain, yet they may rise as a renowned ghost warrior if their spirit stone can be found.

At the start of the first battle round, select one **AELDARI PSYKER** model from your Crusade army.

In your Command phase, if that **PSYKER** model is within 6" of the centre of the battlefield, roll one D6: on a 4+, that **PSYKER** model is able to find the spirit stone and this Thread of Fate ends successfully.

ENEMY OF MY ENEMY

A threat has been foreseen, one that draws nearer by the day. The weapon of the Aeldari against this dawning darkness is the army of a foe, shielded and shepherded to fight unwittingly on their behalf.

DAWNING

UNKNOWING ALLY

The strands of fate weave most densely around these foes who will become allies. Their lives must be preserved.

At the start of the first battle round, your opponent must select three units from their army that are on the battlefield or embarked within a **TRANSPORT** that is on the battlefield. Randomly determine one of those units to be the unknowing ally.

At the end of the battle, if that unit has not been destroyed, this Thread of Fate ends successfully.

WANING

SUBTLE PERSUASIONS

Time is running short. Ideas and decisions must be implanted in the minds of the unwitting protectors to set them on the one true path.

At the start of the first battle round, select three enemy units (excluding **TRANSPORTS**). In your Command phase, for each of those enemy units that have not been influenced, you can select one **AELDARI PSYKER** model from your Crusade army that is within 9" of that enemy unit. That **PSYKER** model takes a Leadership test: if passed, that enemy unit becomes influenced. At the end of the battle, if all of those enemy units have been influenced, this Thread of Fate ends successfully.

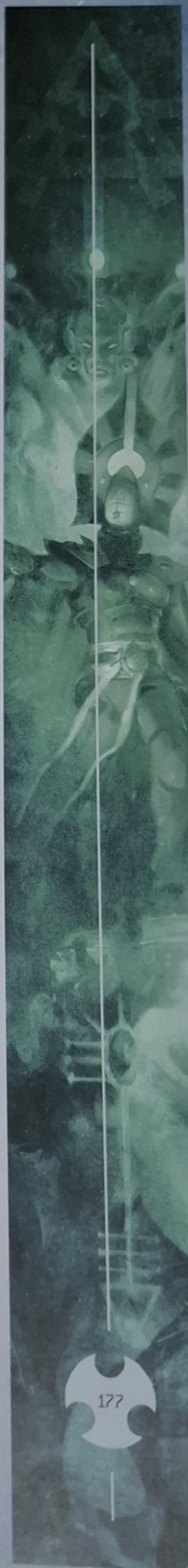
FRAYED

GIFT OF LIFE

The thread is fraying, and the unwitting benefactor lies wounded. Direct intervention is required if there is hope.

At the start of the Deploy Crusade Armies step, select one unit from your Crusade army and one objective marker within your deployment zone. In your Command phase, if that unit is not destroyed and is not within range of that objective marker, remove that objective marker from the battlefield.

At the end of the battle, if that objective marker is on the battlefield, this Thread of Fate ends successfully.



CLEANSE THE CORRUPTION

An alien cult, a ravenous swarm, a supernatural plague, a fanatical faith; whatever its nature, some insidious influence is spreading and will render swathes of space dangerous to the Aeldari if it is not halted and destroyed.

DAWNING

WHISPERS OF WARNING

Those who bear warning of the spreading threat must be brought back to safety to report in full.

At the start of the Deploy Crusade Armies step, select one **AELDARI** unit from your Crusade army (this must be an **INFANTRY** unit if possible) to be your Crusade army's messenger. Set that unit up anywhere on the battlefield wholly within 6" of the centre of the battlefield. If a unit from your opponent's army destroys that unit, that enemy unit gains 3XP.

At the end of the battle, if that unit is wholly within your deployment zone, this Thread of Fate ends successfully.

WANING

FOLLOW THE TRAIL

The warning may have been lost, but it can still be traced back to its source.

At the start of the Deploy Crusade Armies step, select two objective markers on the battlefield wholly within No Man's Land. Each of the selected objective markers starts without the signs read. In your Command phase, for each of the selected objective markers without the signs read that you control, roll one D6: on a 5+, the signs are read at that objective marker.

At the end of the battle, if both selected objective markers had the signs read at them, this Thread of Fate ends successfully.

FRAYED

INTO PERIL

A host must be sent to excise this threat and stop the taint from spreading to the craftworld.

At the end of the battle, if three or more **AELDARI** units from your Crusade army (excluding Battle-shocked and **TRANSPORT** units) are wholly within your opponent's deployment zone and at least one of those units is a **CHARACTER** unit, this Thread of Fate ends successfully.

ISHA'S BOUNTY

Few things are as precious to the Aeldari as their pristine maiden worlds. When one is endangered, there is no action they will not take nor manipulation they will not countenance to ensure survival.

DAWNING

AUTHOR OF DESTRUCTION

The strands of threat all radiate from this one foe. Eliminate it now, and the true peril will never come to pass.

At the start of the first battle round, your opponent must select one unit from their army that is on the battlefield or is embarked within a **TRANSPORT** that is on the battlefield. This must be a **MONSTER** or **VEHICLE** unit if possible (excluding **DEDICATED TRANSPORTS**).

At the end of the third battle round, if that enemy unit is destroyed, this Thread of Fate ends successfully.

WANING

WORLD SPIRIT

With the planet's precious world spirit now directly threatened, its nodes must be secured to prevent an irreplaceable loss.

At the start of the Deploy Crusade Armies step, select six objective markers on the battlefield to be world spirit nodes.

At the end of the battle, if you control at least half of the world spirit nodes objective markers, this Thread of Fate ends successfully.

FRAYED

PRECIOUS REMNANTS

What can be saved from ruin must be secured, and the entire region must be scoured for relics and spirit stones.

At the end of the battle, if there are one or more **AELDARI CHARACTER** models from your Crusade army (excluding Battle-shocked models) wholly within each of the following areas of the battlefield, this Thread of Fate ends successfully: your deployment zone; No Man's Land; your opponent's deployment zone.

RESULTS STAGE

When you reach this stage, your Crusade force will gain rewards based on how successful it was in avoiding impending disaster. First, consult the table below, using your Crusade force's final Threat to determine the reward you gain. Your Crusade force is then no longer Guiding Fate, until you choose to do so again.

THREAT 0-4

BRIEF RESPITE

Immediate threats to the craftworld's future have been averted for a short but precious time. It is a chance to rebuild, rearm and even create new and beautiful things worth protecting in the coming days.

- Your Crusade force gains D3+2RP.
- You can select one **ASURYANI PSYKER** unit from your Crusade force to gain the **PATH OF THE SEER** keyword if it does not have it already.
- You can select one **AUTARCH** or **AUTARCH WAYLEAPER** unit from your Crusade force to gain the **PATH OF COMMAND** keyword if it does not have it already.
- You can select up to three **ASURYANI INFANTRY** units from your Crusade force to gain the **PATH OF THE WARRIOR** keyword if they do not have it already.
- You can select up to six **ASURYANI** units from your Crusade force to each gain one of the Aeldari Paths Battle Traits (pg 184-185).

THREAT 5-8

WATCHFUL

Danger constantly circles, but the most immediate threats have been diverted for now. A war footing must be maintained, and the horizons of fate watched carefully, for this lull will not last.

- Your Crusade force gains D3RP.
- You can select one **ASURYANI PSYKER** unit from your Crusade force to gain the **PATH OF THE SEER** keyword if it does not have it already, or you can select one **AUTARCH** or **AUTARCH WAYLEAPER** unit from your Crusade force to gain the **PATH OF COMMAND** keyword if it does not have it already.
- You can select up to two **ASURYANI INFANTRY** units from your Crusade force to gain the **PATH OF THE WARRIOR** keyword if they do not have it already.
- You can select up to four **ASURYANI** units from your Crusade force to each gain one of the Aeldari Paths Battle Traits (pg 184-185).

THREAT 9-12

BESET

Threading the needle between many dangers, the Aeldari fight a constant war for survival. Not all foes can be avoided, not all perils evaded. The cost of tomorrow must be paid in blood today.

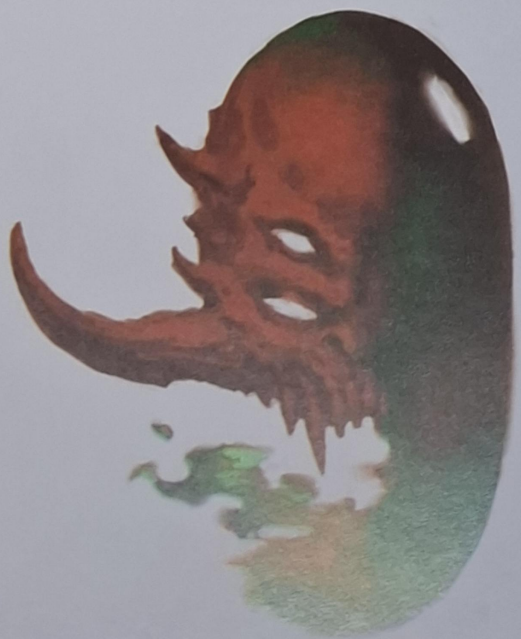
- Your Crusade force gains 1RP.
- You can select one **AUTARCH** or **AUTARCH WAYLEAPER** unit from your Crusade force to gain the **PATH OF COMMAND** keyword if it does not have it already.
- You can select one **ASURYANI INFANTRY** unit from your Crusade force to gain the **PATH OF THE WARRIOR** keyword if it does not have it already.
- You can select up to two **ASURYANI** units from your Crusade force to each gain one of the Aeldari Paths Battle Traits (pg 184-185).

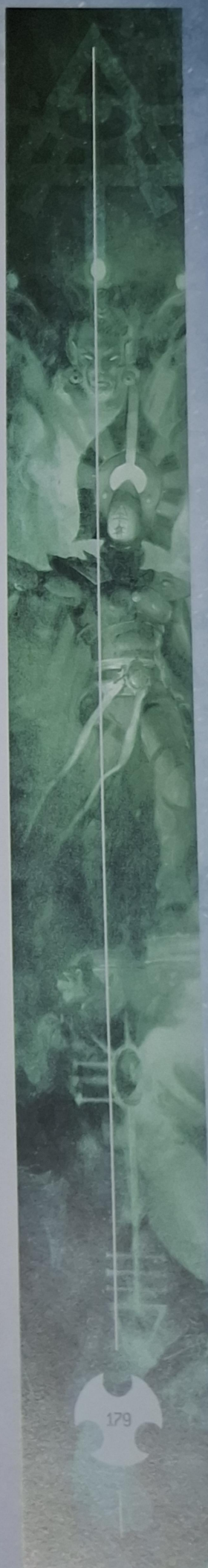
THREAT 13+

ENDURE THE INEVITABLE

No matter the efforts of the seers and the craftworld's warhosts, some fates prove inescapable. Dark days have come, and they will live in infamy, always in the memories of the Infinity Circuit. If, that is, the craftworld manages to survive at all.

Select one unit from your Crusade force to gain 2 Battle Scars and two other units from your Crusade force to gain 1 Battle Scar each.





THE AELDARI PATHS

The Aeldari Paths Battle Traits presented here can be earned by units from your Crusade force while it is Guiding Fate (pg 179).

PATH OF THE SEER

Units with the **PATH OF THE SEER** keyword can be given one of the following Path of the Seer Battle Traits. You can either roll one D6 to randomly determine one, or select the one most appropriate for your narrative.

BATTLE TRAITS — D6

WEBWAY SPAR

This seer has gained knowledge of secret minor spars of the Webway that can prove strategically useful if very dangerous to travel.

Once per turn, at the end of your Movement phase, one unit from your Crusade army with this ability can use it. If it does, roll one D6: on a 1, that unit suffers D3 mortal wounds; on a 2+, remove that unit from the battlefield and set it up again anywhere on the battlefield that is more than 9" horizontally away from all enemy units. Each unit can only use this ability once per battle.

SPIRIT OF ELDANESH

Meditations upon the ancient Aeldari hero have helped this seer to focus their psychic might into a more warlike form.

Psychic weapons equipped by models in this unit have the **[ANTI-MONSTER 3+]** and **[ANTI-VEHICLE 3+]** abilities.

FOOTFALLS OF FATE

Sharp psychic senses and potent foresight allow this seer to tread cunning paths through the foe's midst, always where the enemy's blades are not.

You can re-roll Advance rolls made for this unit and, in your Movement phase, each time a model in it moves, it can move through enemy models (excluding **MONSTERS** and **VEHICLES**). When doing so, it can move within Engagement Range of such models but cannot end that move within Engagement Range of them and any Desperate Escape test is automatically passed.

PATH OF COMMAND

Units with the **PATH OF COMMAND** keyword can be given one of the following Path of Command Battle Traits. You can either roll one D6 to randomly determine one, or select the one most appropriate for your narrative.

BATTLE TRAITS — D6

STRATEGIC PHILOSOPHER

Simply by placing themselves at the heart of the developing strategic situation, this war leader sees possibilities radiate out from them and knows which to select.

In your Command phase, if this unit is within range of one or more objective markers you control and it is not Battle-shocked, roll one D6: on a 3+, you gain 1CP.

MASTER MISDIRECTOR

This commander has perfected the art of tricking the foe into believing that the threat will come from one side when, in fact, the actual danger sweeps in from elsewhere.

After both players have deployed their armies, one unit from your Crusade army with this ability can use it. If it does, select up to two **AELDARI** units from your Crusade army and redeploy them. When doing so, you can set those units up in Strategic Reserves if you wish, regardless of how many units are already in Strategic Reserves.

PATHS OF THE PATHLESS

Whether they have spent time themselves as an outcast or instead maintained strong ties with those who are, this commander makes use of their cunning on the battlefield.

At the start of the first battle round, before any moves are made using the Scouts ability, one unit from your Crusade army with this ability can use it. If it does, you can select up to two friendly **AELDARI INFANTRY** units within 6" of that unit that do not have the Scouts ability. Until the end of the battle, all models in the selected units have the Scouts 6" ability.

PATH OF THE WARRIOR

Units with the **PATH OF THE WARRIOR** keyword can be given one of the following Path of the Warrior Battle Traits. There is one table for melee Battle Traits and one for shooting Battle Traits; you should pick the one most suitable to the unit in question. You can then either roll one D6 to randomly determine one, or select the one most appropriate for your narrative.

BATTLE TRAITS (MELEE) D6

KHAINE'S VENGEANCE

So possessed of the wrath of Khaine have these warriors become that they punish most severely those who try to flee from them.

Each time an enemy unit within Engagement Range of this unit is selected to Fall Back, roll one D6, subtracting 2 if that unit is a **MONSTER** or **VEHICLE**: on a 2+, that unit suffers D3 mortal wounds.

TACTICAL TEACHINGS

These warriors have learned well the wisdom of the warrior's path and how best to secure and hold onto vital battlefield locations.

Each time a ranged attack targets this unit, if this unit is within range of one or more objective markers, models in this unit have the Benefit of Cover against that attack.

NIMBLE FIGHTERS

Natural agility and long combat experience aid these warriors in weaving around their enemies' blows and making them appear clumsy.

Each time a melee attack targets this unit, subtract 1 from the Hit roll.

BATTLE TRAITS (SHOOTING) D6

BATTLEWRAITHS

Masterful snipers, these warriors snap off shots while constantly relocating their positions to avoid return fire.

In your Shooting phase, after this unit has shot, 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.

SUNSHOCK FIRE PATTERNS

This ritualised method of suppressive fire patterns is employed by Aeldari warriors to keep their enemies pinned and reduce risk to their advancing comrades.

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

DEAD-EYE SHOTS

The precise accuracy practised by these warriors appears almost preternatural, as does the cold malice that guides their aim.

Ranged weapons equipped by models in this unit have the **[PRECISION]** ability.

AGENDAS

If your Crusade army includes any ASURYANI or HARLEQUINS units, you can select Agendas from those presented here.

FULCRUM OF FATE

Having identified a fulcrum point around which destinies may turn, your forces must now leverage the events you desire to turn fate your way.

Select one of your Crusade force's Threads of Fate that has not already ended. The current stage of that Thread of Fate takes effect for this battle. At the end of the battle, if that Thread of Fate ended successfully this battle, select one unit from your Crusade army that is not destroyed. That unit gains 3XP.

If that Thread of Fate did not end successfully, it moves to its next stage. If it was already at the Frayed stage when this happens, it ends in failure.

ELDRITCH SUPREMACY

None can match the Aeldari mastery of psychic might. Demonstrate that superiority to the foe, and set them in their place.

At the start of the first battle round, each **AELDARI PSYKER** unit from your Crusade army has a Psychic Mastery tally of 0. Each time an **AELDARI PSYKER** model from your Crusade army destroys an enemy model with a Psychic attack, add 1 to that **PSYKER** model's unit's Psychic Mastery tally. At the end of the battle, each of those units gains the number of XP shown in the table below, based on its Psychic Mastery tally.

PSYCHIC MASTERY TALLY	XP GAINED
3-5	1
6-8	2
9+	3

FEW IN NUMBER

The Aeldari are a dying species. Every one of their lives is precious, and there is a victory in preserving them.

At the start of the Deploy Crusade Armies step, select up to three **AELDARI** units from your Crusade army. At the end of the battle, each of those units that is not destroyed and that destroyed one or more enemy units during the battle gains 1XP, or 3XP instead if that unit is also not Below Half-strength.

EVASIVE WARFARE

To the Aeldari, brutal stand-up fights are almost always a last resort. Better to outmanoeuvre and outflank the foe, leaving them encircled and picked apart in disarray.

At the end of the battle, for each battlefield corner, if there are no enemy units within 12" of that battlefield corner, it is considered encircled. For each encircled battlefield corner, you can select one **AELDARI** unit from your Crusade army (excluding Battle-shocked units) wholly within 12" of that battlefield corner; each selected unit gains the number of XP shown in the table below, based on the number of encircled battlefield corners.

ENCIRCLED BATTLEFIELD CORNERS	XP GAINED
1	0
2	1
3	2
4	3

REQUISITIONS

If your Crusade army includes any ASURYANI or HARLEQUINS units, you can spend Requisition points (RP) on any of the following Requisitions.

CONSULT THE RUNES — 1RP

Rarely is any future truly set. By delving ever further into the strands of fate and reading their scrying runes, the seers can divine new possibilities to be exploited.

Purchase this Requisition when your Crusade force begins Guiding Fate, just after you generate your Crusade force's Threads of Fate. Select one of those Threads of Fate and replace it with a randomly selected Thread of Fate that was not selected for your Crusade force. You can only purchase this Requisition once for each time your Crusade force is Guiding Fate.

BURNED FUTURES — 2RP

It is a rare seer who does not perceive contingencies, keeping their grip upon diverging threads of possibility and expending the hopes and dreams they lead to buy time for the realisation of the one fate they truly desire.

Purchase this Requisition just after a battle, if your Crusade force is Guiding Fate. Your Crusade force's Threat does not increase for this battle, and if any of your Crusade force's Threads of Fate would move to their next stage or end in failure this battle, they do not move to the next stage and do not end in failure, remaining at their current stages instead. You can only purchase this Requisition once for each time your Crusade force is Guiding Fate.

SPIRITUAL NECROMANCY — 1RP

These fallen warriors will know little enough rest, for war still calls. Tragically, they must rise from the Infinity Circuit to inhabit wraith constructs and fight for their craftworld again.

Purchase this Requisition when an **ASURYANI INFANTRY** unit from your Crusade force (excluding **WRAITH CONSTRUCT** units) would gain a second or subsequent Battle Scar. Remove that unit from your Order of Battle and replace it with one **WRAITH CONSTRUCT** unit. You cannot purchase this Requisition if doing so would cause your total Crusade points to exceed your Crusade force's Supply Limit. The new unit starts with the same number of XP as the unit it replaced and gains the appropriate number of Battle Honours for its rank. You can re-roll Out Of Action tests taken for the new unit.

PATHS OF THE AELDARI — 1RP

Even as some warriors step off the Path of the Warrior, so others set their feet upon it for the first time.

Purchase this Requisition after a battle. Select one **ASURYANI INFANTRY** unit (excluding **CHARACTER** and **WRAITH CONSTRUCT** units) on your Order of Battle. Remove that unit from your Order of Battle and replace it with another, different **ASURYANI INFANTRY** unit (excluding **CHARACTER** and **WRAITH CONSTRUCT** units). You cannot purchase this Requisition if doing so would cause your total Crusade points to exceed your Crusade force's Supply Limit. The new unit starts with the same number of XP as the unit it replaced, gains the appropriate number of Battle Honours for its rank and retains the **PATH OF THE WARRIOR** keyword if it had it. It then gains an additional D3+1XP and, if the new unit has the **ASPECT WARRIORS** keyword, it gains the **PATH OF THE WARRIOR** keyword if it does not have it already.

COURT OF THE YOUNG KING — 1RP

Through loss and sacrifice is the Avatar awoken.

Purchase this Requisition before a battle, if you do not have an **AVATAR OF KHAINE** model on your Order of Battle and your Crusade force is Guiding Fate. Select one **ASPECT WARRIORS** unit on your Order of Battle; that **ASPECT WARRIORS** unit gains a Battle Scar and you can add one **AVATAR OF KHAINE** model to your Order of Battle. The points value of that **AVATAR OF KHAINE** model does not count towards your Crusade force's Supply Used. Once your Crusade force is no longer Guiding Fate, you must remove that **AVATAR OF KHAINE** model from your Order of Battle.

MANIFEST THE YNCARNE — 1RP

Drawn by death and desperation, the foremost servant of the Whispering God comes to offer its aid.

Purchase this Requisition after a battle that you lost, if you have a **YVRAINE** model on your Order of Battle but do not have a **THE YNCARNE** model on it, and if your Crusade force is Guiding Fate. You can add one **THE YNCARNE** model to your Order of Battle. The points value of that **THE YNCARNE** model does not count towards your Crusade force's Supply Used. Once your Crusade force is no longer Guiding Fate, you must remove that **THE YNCARNE** model from your Order of Battle.

BATTLE TRAITS

When an ASURYANI or HARLEQUINS unit gains a Battle Trait, you can use one of the tables presented here to determine which Battle Trait that unit has gained.

PSYKER UNITS D6

SOULSEEING

The telltale wisps of foes' souls betray their positions to this seer.

Ranged weapons equipped by models in this unit (excluding **SUPPORT WEAPON** models) have the **[IGNORES COVER]** ability, and each time a model in this unit (excluding **SUPPORT WEAPON** models) makes a ranged attack, you can ignore any or all modifiers to that attack's Ballistic Skill characteristic and/or any or all modifiers to the Hit roll.

PSY-PRISM

Like a prism neatly refracting light over a wide area, this seer's tightly controlled mental powers do the same with empyric energy.

Psychic weapons equipped by models in this unit have the **[SUSTAINED HITS 2]** ability.

FALLEN FORESEEN

This seer's forewarning words help their comrades earn a more meaningful end.

Each time a model in this unit is destroyed by a ranged attack, roll one D6: on a 3+, do not remove it from play. The destroyed model can shoot after the attacking unit has finished making its attacks, and is then removed from play.

VEHICLE UNITS D6

CRYSTALLINE TARGETING MATRIX

This remarkable system allows for lightning-fast targeting while moving at speed.

Ranged weapons equipped by models in this unit have the **[ASSAULT]** ability.

HALLUCINOGEN LAUNCHERS

These devices launch salvoes of psychoactive smoke charges that blind and bewilder foes.

This unit has the **SMOKE** keyword, and you can target it with the Smokescreen Stratagem for 0CP.

STAR ENGINES

Rapid bursts of powerful vectored thrust allow this agile vehicle to evade closing foes.

This unit is eligible to shoot in a turn in which it Fell Back.

GUARDIANS UNITS D6

DESPERATE PROTECTORS

When their craftworld is threatened, these Aeldari rise to its defence, and when the situation is dire, they fight all the harder to protect their people and their home.

Each time you target this unit with the Fire Overwatch Stratagem, hits are scored on unmodified Hit rolls of 5+ while resolving that Stratagem. If this unit is within range of one or objective markers, hits are scored on unmodified Hit rolls of 4+ instead.

SOMBRE DETERMINATION

These warriors know how crucial every battle they fight is and will give everything for victory.

Add 1 to the Objective Control characteristic of models in this unit.

SEASONED PROTECTORS

Repeated experience in battle has taught these warriors how best to site and employ their heaviest weapons.

Ranged weapons equipped by models in this unit have the [HEAVY] ability.

HARLEQUIN INFANTRY UNITS D6

FELL THE MIGHTY

These players' role requires them to lay low the largest foes as part of the saedath.

Each time a melee attack made by a model in this unit is allocated to a MONSTER or VEHICLE model, add 1 to the Damage characteristic of that attack.

GRACEFUL ADVANCE

Swift and sinister, these Harlequins are upon the foe with the speed of a sudden nightmare.

Models in this unit have the Scouts 8" ability.

PRETERNATURAL ACROBATICS

The incredible swiftness and agility of these warriors' onset sees them hurtle into combat at an almost unnatural speed.

This unit is eligible to declare a charge in a turn in which it Advanced.

ASPECT WARRIORS UNITS D6

DARK REAPERS, DIRE AVENGERS, FIRE DRAGONS, SWOOPING HAWKS or WARP SPIDERS units only

FARSTRIKE

These warriors have mastered the art of extreme-range combat.

Add 6" to the Range characteristic of ranged weapons equipped by models in this unit. For each of those weapons with the [TORRENT] ability, add 3" to the Range characteristic of that weapon instead.

WAY OF STONE

Shrine-taught techniques allow these warriors to withstand their foes' attacks.

Each time a ranged attack targets this unit, if the Strength characteristic of that attack is greater than this unit's Toughness characteristic, subtract 1 from the Wound roll.

HUNTER'S EYE

These warriors see their foes' weakness and, at close range, punish them.

Each time a model in this unit makes a ranged attack that targets an enemy unit within half range, improve the Armour Penetration characteristic of that attack by 1.

ASPECT WARRIORS UNITS D6

HOWLING BANSHEES, SHINING SPEARS or STRIKING SCORPIONS units only

BLADEWEAVE

Making an impenetrable forest of their blades, these warriors blunt the force of their foes' attacks.

Each time a melee attack targets this unit, subtract 1 from the Wound roll.

SHADOWSWIFT

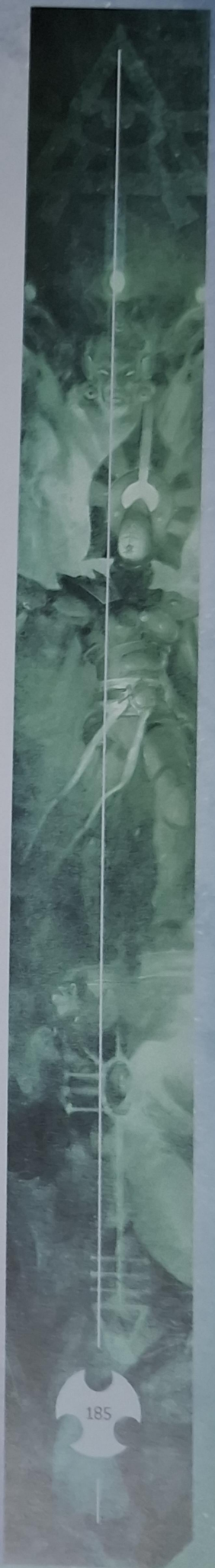
This band of warriors moves with such fast, evasive grace they become mere blurs to more distant foes.

This unit cannot be targeted by ranged attacks unless the attacking model is within 18".

THE FALLING BLADE

When these warriors sweep down upon their prey, they do so with the speed and fury of Khaine's own sword.

You can re-roll Charge rolls made for this unit.



CRUSADE RELICS

When an ASURYANI or HARLEQUINS CHARACTER model gains a Crusade Relic, you can select one of the Crusade Relics presented here.

ARTIFICER RELICS

RUNE OF FAOLCHÚ

Sure as the mythic bird bore the blade to the hand of Eldanesh, the energies of this focusing rune guide Aeldari firepower unerringly into the foe.

AELDARI model only. At the end of your Movement phase, select one enemy unit within 18" of and visible to the bearer. Until the end of your next Movement phase, each time a friendly **AELDARI** model makes an attack that targets that unit, improve the Armour Penetration characteristic of that attack by 1.

BANNER OF ASURYAN

The most accomplished Autarchs bear this ancient banner. The mere sight of it fills Aeldari hearts with a determination to fight harder and strike more swiftly.

AUTARCH model only. At the start of the battle round, if the bearer is on the battlefield, you gain 1 additional Battle Focus token.

SERPENT'S TAIL

The monofilament wire encased within this masterfully crafted Harlequin's kiss is tightly wound. When the weapon pierces the target's body, it tears the victim to bloody pieces and lacerates their fellows. The shock and horror inflicted by this grotesque demise brings great amusement to the bearer, their mocking laughter echoing across the battlefield.

HARLEQUINS model only. Each time the bearer is selected to fight, after resolving those attacks, each enemy unit within 6" of the bearer's unit must take a Battle-shock test, subtracting 1 from that test.

ANTIQUITY RELICS

SHIMMERPLUME OF ACHILLRIAL

Achillrial was a fearless champion of great renown and one of the first Autarchs. Upon his appointment to the Path of Command, he was gifted a helm that could capture light, its resplendent plume reflecting colours like a sun-splashed prism. Blinded by his glory, none could best Achillrial in close combat, and although his radiance drew an excessive amount of the enemy's fire, no shot could fell him.

AUTARCH model only. Each time a ranged attack targets the bearer's unit, subtract 1 from the Hit roll and subtract 1 from the Wound roll.

MASK OF SECRETS

Many believe the Mask of Secrets to be no more than a dark fable, yet it is real, kept within a shadowed vault deep within the Black Library. All who look upon this mask see distorted reflections of their faults and failings, twisted into a horrific swarm of phantasms that scream and wail as they claw at the psyche of the victim. Those who wear the Mask of Secrets fear nothing while it remains upon their face, yet it is said that they must pay a terrible price for this temporary boon in the long run.

HARLEQUINS model only. The bearer has the following ability:

Twisted Phantasms (Aura): While an enemy unit is within 6" of this model, each time your opponent targets that unit with a Stratagem, increase the cost of that usage of that Stratagem by 1CP.

LEGENDARY RELICS

KAELA MENSHA SHELWE, SONG OF THE BLOODY-HANDED

This legendary blade is said to have been forged from the severed hand of one of Khaine's Avatars by the inhabitants of a craftworld lost shortly after the Fall. The weapon's glowing red spirit stone contains the amalgamated spirits of every Young King sent into that Avatar's chamber. When grasped, blood drips from the bearer's gauntlets, and a fell light glows from their eyes. Enemies struck by the blade feel their life force absorbed; even the tiniest nick caused by its edge refuses to heal.

ASURYANI model only. The bearer's melee weapons have the **[ANTI-BEASTS 3+]**, **[ANTI-INFANTRY 3+]**, **[ANTI-MOUNTED 3+]** and **[DEVASTATING WOUNDS]** abilities. In addition, at the end of the Fight phase, if the bearer destroyed one or more enemy models that phase (excluding **VEHICLES**), the bearer regains up to D3 lost wounds.

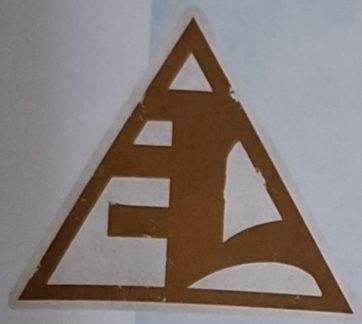
RAIMENT OF THE LAUGHING GOD

This motley costume, held in the Black Library itself, is brought forth when a Harlequin of great power is deemed worthy of taking on the role of Cegorach at the Rhana Dandra. While this honourable raiment grants the wearer a portion of the Laughing God's power, the role has no script and must be entirely improvised.

HARLEQUINS model only. The bearer's unit is eligible to declare a charge in a turn in which it Advanced or Fell Back. In addition, add 2 to Advance and Charge rolls made for the bearer's unit.

CRUSADE BADGES

When your Crusade force accomplishes specific long-term goals, you can earn the Crusade badges shown below, representing your warriors' successes over many battles.



SEER OF THE FATES

You have perceived that which threatens your craftworld in the days to come. Through bloodshed and cunning you have turned aside that peril and – though no war comes without cost – you have done much to defend your people and their home.

- You have won at least two battles.
- Your Crusade force has completed at least one Guiding Fate with a final Threat of 12 or lower.

SEEKER OF THE WAYS

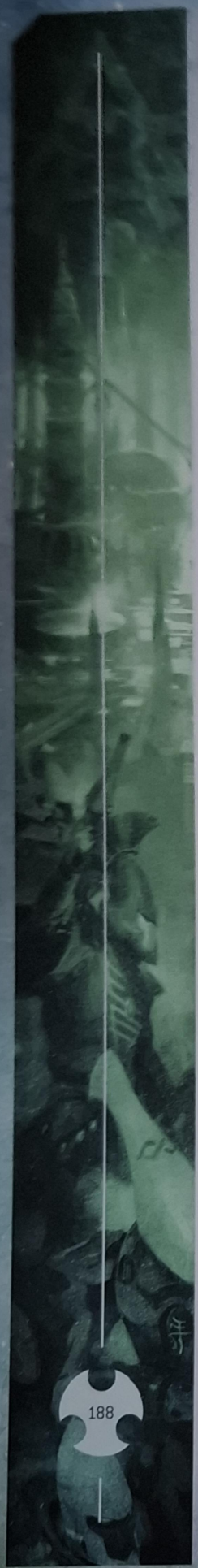
Further out your psychic senses have stretched, recognising manifold threats to your craftworld and locating the narrow ways that wind between them. Forewarned by your scrying and lent strength by your skilled generalship, your hosts have struck and struck again to avert disaster and seize opportunity. With every such victory, your legend grows.

- Your Crusade force has completed at least two Guiding Fates.
- You have won at least six battles.
- Your Crusade force has completed at least one Guiding Fate with a final Threat of 8 or lower.

SAVIOUR OF THE FUTURE

Your tireless efforts, gifted farseeing and inspired command have combined to bring temporary safety to your people. Secure from threats for a time, your craftworld plies the deep void far from the eyes of any who would bring it harm. Your name will be sung down the ages as a protector and champion in a time of infinite peril, yet you know your work is far from done.

- Your Crusade force has completed at least three Guiding Fates.
- You have won at least ten battles.
- Your Crusade force has completed at least one Guiding Fate with a final Threat of 4 or lower.



AELDARI NAME GENERATOR

If you wish to create a name for any of your Aeldari, you can use the tables below, picking your preferred components or rolling a D66 to determine a name. To roll a D66, roll two D6, one after the other – the first represents tens and the second represents digits, giving you a result between 11 and 66.

GIVEN NAME (FEMALE)	D66
Tenrith	11
Justune	12
Aleerith	13
Yrlla	14
Aileer	15
Caslith	16
Tai'shar	21
Jair	22
Luïrth	23
Aleera	24
Phyllistra	25
Myrnoth	26
Fyrram	31
Ishylla	32
Tishriel	33
Aydona	34
Galánta	35
Ylleth	36
Giladrea	41
Osinell	42
Glenoighi	43
Ishtá	44
Yvraine	45
Intrisiel	46
Torc	51
Anesh	52
Kalistri	53
Alee	54
Altanish	55
Gwyth	56
Tyrelli	61
Kaithe	62
Galrethi	63
Noithi	64
Braesil	65
Meari	66

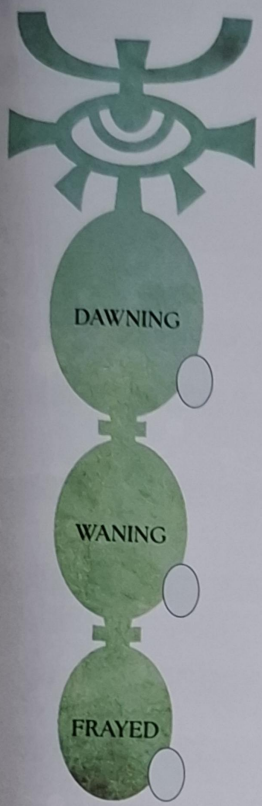
GIVEN NAME (MALE)	D66
Fachean	11
Tarvaríl	12
Fánai	13
Yrmnoch	14
Barahir	15
Eldrion	16
Dis'ar	21
Eldos	22
Kinshar	23
Rhidhal	24
Athairnos	25
Lathurna	26
Siriolas	31
Bahtaam	32
Fian	33
Eldroth	34
Lorinth	35
Illisar	36
Ealion	41
Uthaelyn	42
Tamishar	43
Arenal	44
Iradil	45
Maur	46
Requiel	51
Lann	52
Yrule	53
Ra'thar	54
Las'hár	55
Arision	56
Ingfhar	61
Senn	62
Hal'thar	63
Yrion	64
Silgar	65
Konrith	66

SECONDARY APPELLATION	D66
Child of Coheria	11
Bierallan	12
Eldrion	13
the Unyielding Fire	14
Glaermril	15
Arronnás	16
Gloywach	21
the Uncompromising	22
of the Noble House of Picarothi	23
Enbrondil	24
Lladronoth	25
Bechareth	26
Ceifulgaithann	31
Undroíl	32
Caman	33
Tóir	34
Scion of Rhidmar	35
the Wanderer	36
of the Clan Randras	41
Llmaea-fen	42
Rillietar	43
Elarique of Alaitoc	44
Sydarus Starstrider	45
the Implacable	46
Ulthos	51
Sharnál	52
the Deathly Eloquent	53
Born of Twilight	54
of the Tower of Stars	55
Shelwe-nin	56
the Undaunted	61
Rhianthari	62
Eldroneth	63
Trithjain	64
the Rising Star	65
Bhanlhar	66

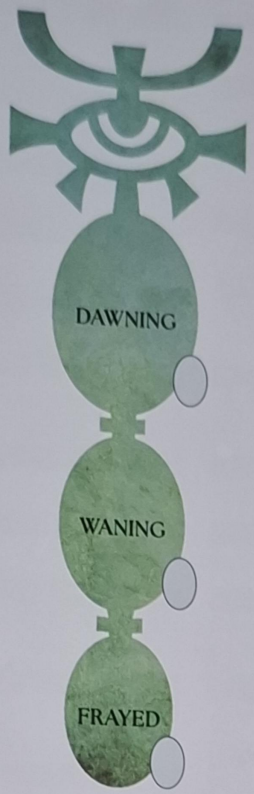
PLAYER NAME

CRUSADE FORCE

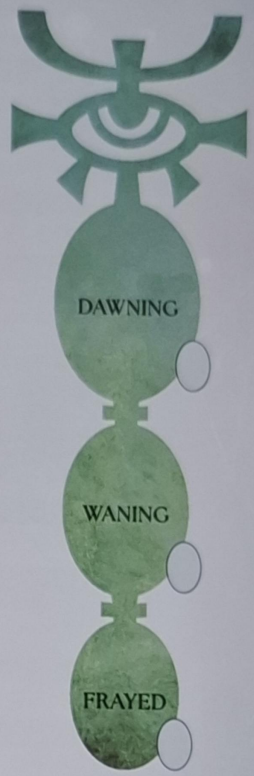
THREAD OF FATE



THREAD OF FATE



THREAD OF FATE



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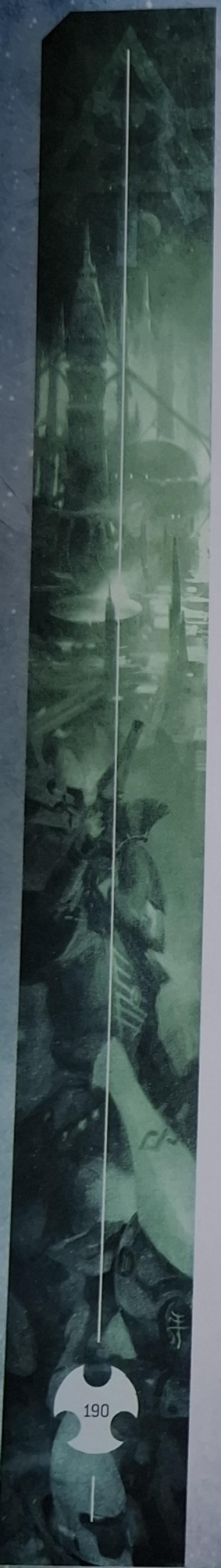

POINTS VALUES

You can use this section to determine the points (pts) value of each unit from your army. Each entry lists the unit's size (which may include a lower and upper limit) and the associated points value for that size. You can learn more about using points to muster your army on pages 55-56 of the Core Rules.

Asurmen
1 model ..... 120 pts

Autarch
1 model ..... 75 pts

Autarch Wayleaper
1 model ..... 80 pts

Avatar of Khaine
1 model ..... 320 pts

Baharroth
1 model ..... 125 pts

Corsair Voidreavers
5 models ..... 70 pts
10 models ..... 140 pts

Corsair Voidscarred
5 models ..... 90 pts
10 models ..... 180 pts

Crimson Hunter
1 model ..... 160 pts

D-cannon Platform
1 model ..... 110 pts

Dark Reapers
5 models ..... 85 pts
10 models ..... 170 pts

Death Jester
1 model ..... 90 pts

Dire Avengers
5 models ..... 70 pts
10 models ..... 140 pts

Eldrad Ulthran
1 model ..... 110 pts

Falcon
1 model ..... 140 pts

Farseer
1 model ..... 80 pts

Farseer Skyrunner
1 model ..... 90 pts

Fire Dragons
5 models ..... 100 pts
10 models ..... 200 pts

Fire Prism
1 model ..... 155 pts

Fuegan
1 model ..... 115 pts

Guardian Defenders
11 models ..... 110 pts

Hemlock Wraithfighter
1 model ..... 155 pts

Howling Banshees
5 models ..... 85 pts
10 models ..... 170 pts

Jain Zar
1 model ..... 110 pts

Lhykhis
1 model ..... 120 pts

Maugan Ra
1 model ..... 120 pts

Night Spinner
1 model ..... 180 pts

Rangers
5 models ..... 55 pts
10 models ..... 110 pts

Shadow Weaver Platform
1 model ..... 50 pts

Shadowseer
1 model ..... 60 pts

Shining Spears
3 models ..... 120 pts
6 models ..... 240 pts

Shroud Runners
3 models ..... 80 pts
6 models ..... 160 pts

Skyweavers
2 models ..... 95 pts
4 models ..... 190 pts

Solitaire
1 model ..... 115 pts

Spiritseer
1 model ..... 65 pts

Starweaver
1 model ..... 80 pts

Storm Guardians
11 models ..... 110 pts

Striking Scorpions
5 models ..... 75 pts
10 models ..... 150 pts

Swooping Hawks
5 models ..... 75 pts
10 models ..... 150 pts

Troupe
5 models ..... 85 pts
6 models ..... 100 pts
11 models ..... 190 pts
12 models ..... 205 pts

Troupe Master
1 model ..... 75 pts

Vibro Cannon Platform
1 model ..... 50 pts

Voidweaver
1 model ..... 125 pts

Vypers
1 model ..... 75 pts
2 models ..... 150 pts

War Walkers
1 model ..... 95 pts
2 models ..... 190 pts

Warlock
1 model ..... 45 pts

Warlock Conclave
2 models ..... 55 pts
4 models ..... 110 pts

Warlock Skyrunners
1 model ..... 45 pts
2 models ..... 90 pts

Warp Spiders
5 models ..... 85 pts
10 models ..... 170 pts

Wave Serpent
1 model ..... 120 pts

Windriders
3 models ..... 80 pts
6 models ..... 160 pts

Wraithblades
5 models ..... 170 pts

Wraithguard
5 models ..... 170 pts

Wraithknight
1 model ..... 435 pts

Wraithknight with Ghostglaive
1 model ..... 395 pts

Wraithlord
1 model ..... 150 pts

In addition to the points values printed here – which you can always use in agreement with your opponent – this Codex is supported with live online points values and rules updates so that you can enjoy the most balanced and exciting games of Warhammer 40,000. To access these resources, scan this QR code or check the Warhammer 40,000 app.

DETACHMENT ENHANCEMENTS

Aspect Host
- Aspect of Murder ..... 30 pts
- Mantle of Wisdom ..... 35 pts
- Shimmerstone ..... 15 pts
- Strategic Savant ..... 10 pts

Devoted of Ynnead
- Borrowed Vigour ..... 15 pts
- Gaze of Ynnead ..... 30 pts
- Morbid Might ..... 30 pts
- Storm of Whispers ..... 10 pts

Ghosts of the Webway
- Cegorach's Coil ..... 25 pts
- Mask of Secrets ..... 10 pts
- Mistweave ..... 15 pts
- Murder's Jest ..... 20 pts

Guardian Battlehost
- Breath of Vaul ..... 10 pts
- Craftworld's Champion ..... 25 pts
- Ethereal Pathway ..... 30 pts
- Protector of the Paths ..... 20 pts

Seer Council
- Lucid Eye ..... 30 pts
- Runes of Warding ..... 35 pts
- Stone of Eldritch Fury ..... 15 pts
- Torc of Morai-Heg ..... 10 pts

Spirit Conclave
- Higher Duty ..... 35 pts
- Light of Clarity ..... 40 pts
- Rune of Mists ..... 30 pts
- Stave of Kurnous ..... 10 pts

Warhost
- Gift of Foresight ..... 15 pts
- Phoenix Gem ..... 10 pts
- Psychic Destroyer ..... 30 pts
- Timeless Strategist ..... 15 pts

Windrider Host
- Echoes of Ulthanesh ..... 20 pts
- Firstdrawn Blade ..... 10 pts
- Mirage Field ..... 25 pts
- Seersight Strike ..... 15 pts

THE YNNARI

The Visarch
- 1 model ..... 90 pts

The Yncarne
- 1 model ..... 250 pts

Ynnari Archon
- 1 model ..... 75 pts

Ynnari Incubi
- 5 models ..... 75 pts
- 10 models ..... 150 pts

Ynnari Kabalite Warriors
- 10 models ..... 110 pts

Ynnari Raider
- 1 model ..... 80 pts

Ynnari Reavers
- 3 models ..... 60 pts
- 6 models ..... 120 pts

Ynnari Succubus
- 1 model ..... 45 pts

Ynnari Venom
- 1 model ..... 70 pts

Ynnari Wyches
- 10 models ..... 90 pts

Yvraine
- 1 model ..... 100 pts