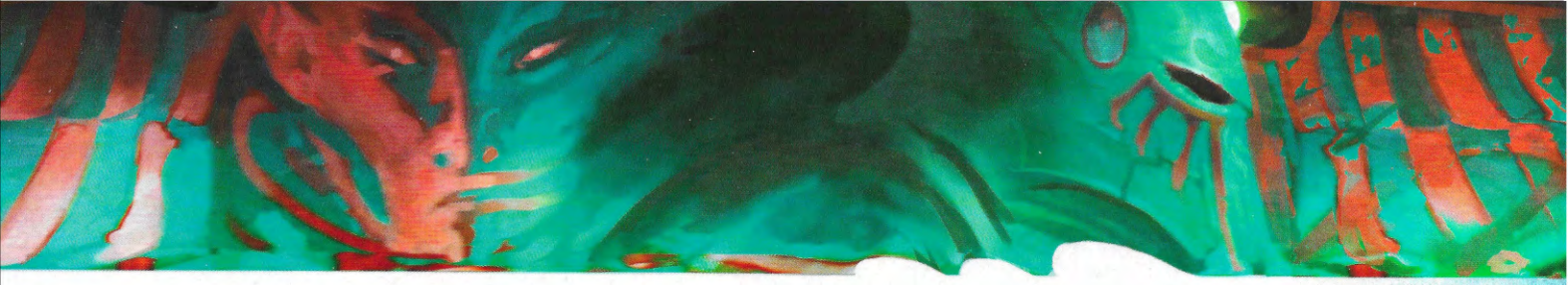
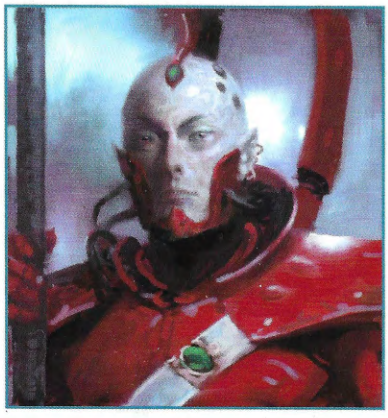
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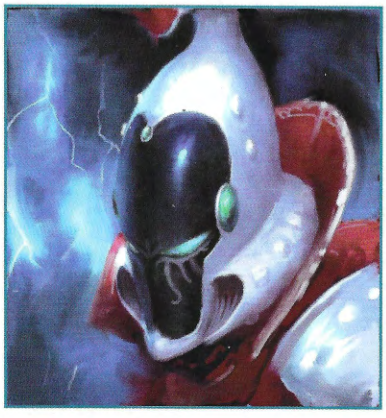


CODEX

AELDARI





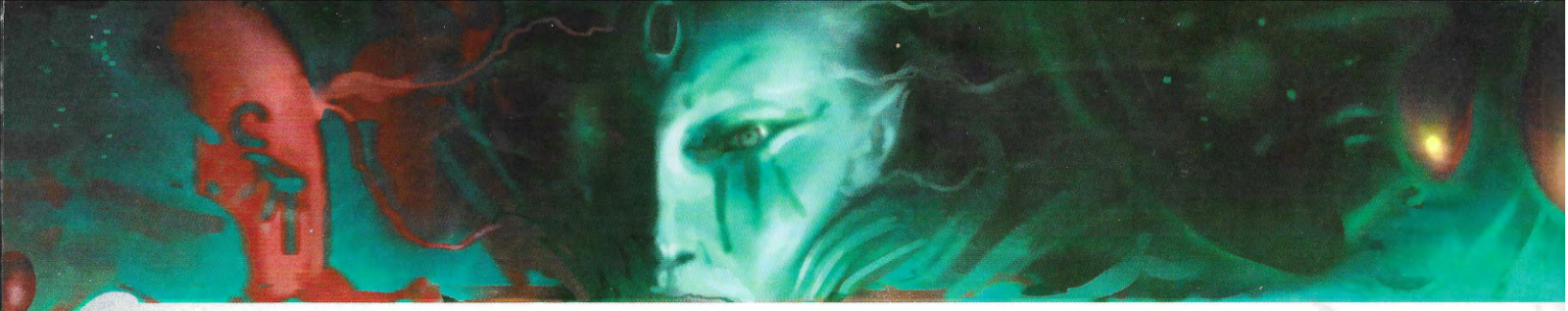




AELDARI

Waning and scattered they are, the sundered fragments of an empire that drowned in its own perversity and decadence. Yet woe betide those who think them weak. They are as shrewd as they are fickle, as disciplined as they are capricious. They read the skeins of fate as if they are letters on a page. They handle the blade as if they were born to do nothing else. They fight for their survival and see all other species as irrevocably inferior, or even as vermin. To underestimate them means death.





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INTRODUCTION

Welcome, scion of Isha, to *Codex: Aeldari*. This volume is the definitive primer to the ancient and deadly Asuryani of the starfaring craftworlds, the pirates of the Corsair fleets, the enigmatic Harlequins of the Laughing God, and the Ynnari, children of Ynnead. On the pages you have yet to behold lie the secrets of the Aeldari – their deep mythology, their cultures and their ways of war – as well as the information needed to deploy their warhosts on the battlefield.

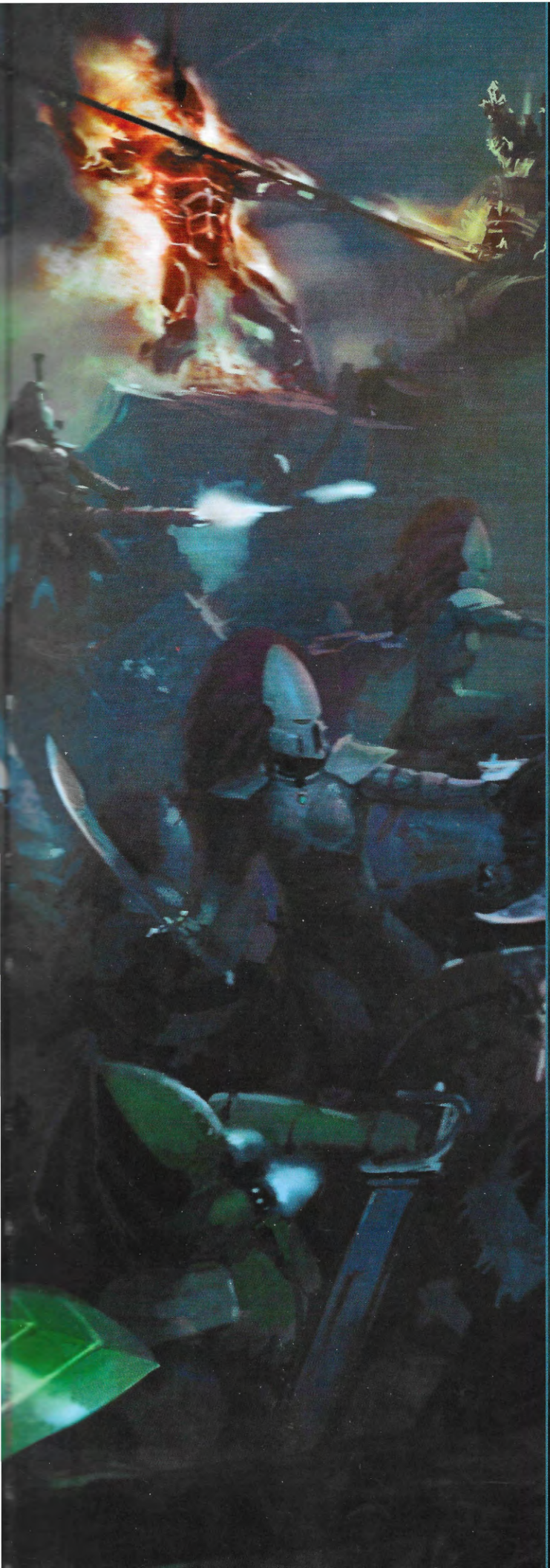
The Aeldari forces represented in this book have an enormous array of assets at their disposal, ranging from masterful psykers to lithe, elite infantry, sleek anti-grav battle tanks and mighty incarnations of their gods. Every Aeldari is a skilled warrior with the benefit of decades of training thanks to their immeasurably long lives. Gifted with excellent reflexes, they are exceptionally fast and agile, and their vehicles are no different, streaking across the battlefield to deliver punishing fire with weapons that far outclass the sophistication of lesser races.

These assets enable Aeldari armies to react to their foes' actions at such a breathtaking pace that few can hope to match them. They also allow you to craft armies perfect for almost any kind of battle or narrative theme you wish to follow. You might choose to mount a variety of infantry units in Falcon, Wave Serpent and Starweaver transports, or field a host entirely made up of Aspect Warriors – elite Asuryani troops dedicated to a single purpose and inimical to their chosen foes. Perhaps you will baffle and overwhelm your enemies with a glittering Harlequin masque, each warrior presenting little more than a prismatic blur to their prey before cutting them apart. Alternatively, you could command a force devoted to Ynnead, God of the Dead, and watch your army grow stronger with each loss it inflicts upon its foes. The possibilities are endless, making the Aeldari a fantastic choice for players with any level of experience.

Many of the Aeldari take to the field of battle in a vibrant panoply of colours. These might be those of their craftworld – the enormous void ships upon which the Asuryani live and course through the stars – such as the green and white of Biel-Tan or the blue and yellow of Iyanden. By contrast, Corsairs choose their own brash and striking heraldry, while the Harlequins are renowned for the dazzling patterns and hues they wear. Still other Aeldari don the ritual markings of the Ynnari. All this ensures that collecting an Aeldari army of any kind is a truly exciting hobby challenge that lets you explore multiple colour schemes.

Of course, this book is also packed to the brim with evocative rules, including datasheets, Relics, Warlord Traits, psychic disciplines, Stratagems and content for Crusade play. Armed with all of this, you will be able to outwit, outmanoeuvre and outgun any opposition on the tabletop.





Once, the stars lived and died at our command. We were masters of space, time and every other dimension. Our dominance was undisputed. But that all changed. Our ancestors succumbed to the weakness that lies in every one of us still, and in so doing all but doomed our race. Now, as the darkness and fire of the Rhana Dandra draws nigh, we must fight with greater ferocity, skill and foresight than ever before. Upon our shoulders our ancestors have placed a great burden indeed, but bear it we must, if we are to survive the tempests.

Every Aeldari must answer the call: Asuryani of the craftworlds; Harlequin Players of the Laughing God; the growing death cult of the Ynnari and the raiders and pirates upon the Path of the Outcast. With the gifts of our seers and the intelligence of our Rangers we must look to battles of the future. We must strike with the power of Kurnous' arrows, precisely where and when needed. We must let ourselves embrace the searing fury of Khaine to shatter our foes. We must acknowledge that death, as never before, is a part of life, and may indeed even be our only path to survival. Finally, we must laugh at this bitter irony, in the manner of Cegorach, lest we fall deep into despair.



Ours is a tale of woe that begins with a family's love for a newborn child. The get of Isha the Healer and Kurnous the Hunter were our ancestors. Thus are we descended from those gods.

The first and greatest Aeldari was Eldanesh, sword-brother, spear-carrier, hawk-friend, shield-bearer and ally of the falcon. The world upon which he first lived was empty, and forlorn did he feel to gaze upon its expanse of nothingness. Isha shed a tear for him, wishing his sadness to end. Where that tear fell, forests and oceans and skies sprang out, and creatures of the lands and the airs and the seas were born to dwell in them. Countless were these things most wondrous, and boundless gratitude did Eldanesh feel for his mother's love.

Love was not the only gift that Eldanesh received from the great pantheon. Many wished to dote upon the newborn mortal and the others of his kind. Kurnous, the father, gave the first Aeldari desire, so that they would advance and flourish thanks to all that they acquired. Asuryan the Phoenix King, eldest of the gods and brother of Khaine, gave them wisdom and introspection, so that they might know themselves. Cegorach the Laughing God gave them irony, with which they could find humour in themselves and cast down each other's hubris. Morai-Heg, the Mistress of Fate, gifted unto them foresight, so that they would know their place in the cosmos. Lileath, daughter of Isha and goddess of dreams and fortune, imparted to them joy – its own reward. Hoec, the Silent Wanderer, endowed them with adventurousness, with which to seek out the new and the exhilarating, and in doing so expand their minds. Vaul, the industrious Master Smith and uncle of Isha and Kurnous, gave the Aeldari inventiveness, so that whatever their minds could conceive, they could create. Gia, paramour of Asuryan and Khaine both, gave Eldanesh and his kin nothing, for understanding they were neither owed nor deserving of anything was as vital a lesson as any. Khaine, lord of murder, destruction and war, gave them anger – with it, they would have the means to defend both their heavenly gifts and the greatness they would later achieve.

Thus the gods, in giving us the means by which we attained our ascension, also unknowingly laid the foundations for our terrible slide into ignominy and extinction. In this beauteous beginning was the War of Heaven's first ember ignited, for all families are fractious, and none more so than that of the gods. Endless were their games of love, torment, treachery and ridicule. For them immortality's curse was boredom.

Long before the glorious time of Eldanesh, Kurnous and Lileath were bound in courtship. Only Khaine among the gods resented their union, and by every method he could conceive he sought Lileath's hand, so charmed was he by her beauty and her wit – and so desirous to spite the Hunter. But he could not win her. An eternity later, fair Lileath was spurned by Kurnous in favour of Isha, and the Hunter made the Healer with child. Through pretty smiles and pretty laughter Lileath hid her bitterness and jealousy. Then, when a dream came to her of Khaine being torn into a hundred pieces by a great mortal army, a plan formed in her mind. In secret, she divulged her vision to the Lord of Murder, and he resolved to slaughter the Aeldari. Such pain would Kurnous and Isha then feel.

When Khaine enacted Lileath's terrible revenge, Isha wept. Her wails of grief echoed throughout heaven, and Almighty Asuryan heard them. He soon learned of all that had transpired, of Isha's dream and Khaine's butchery. So did the Phoenix King forge a barrier, impenetrable to gods and mortals alike, to forever shield the one from the other. Though her children were saved from the rampages of the Lord of War, Isha's tears only flowed faster, for now she could never communicate with her beloved offspring.

And so, in the dead of night, Isha and Kurnous did silently approach the Forge of Vaul and beseech the Master Smith to aid them, for if any could undo the artifice of Asuryan, their uncle could. They begged and they pleaded. Vaul agreed, unable to bear the heart-wrenching weeping of his bereaved niece. Carefully taking her tears, the Great Craftsman forged them into waystones that glittered like the stars. Through these, Isha could speak to her mortal children. And so she did.

Isha and Kurnous taught much to the Aeldari, in greatest secrecy at first so that no god would ever learn of their contact with their children. Yet as time passed, their confidence that they would never be discovered grew to arrogance, and in one careless moment Khaine overheard them. All that he heard he brought to Asuryan, and both anger and disappointment did the Phoenix King then feel; he had been disobeyed because of parents' love, but disobeyed nonetheless.

With heavy heart, Asuryan declared before all the gods that Isha and Kurnous were no longer under his protection, that they were to be turned over to Khaine for him to do with as he saw fit. Thus was an example set. The God of Destruction bound the Healer and Hunter with bonds of flame and scorching iron, making them his prisoners. They endured fiery torments for countless years in a burning pit, out of sight of mortals and gods alike.

Only Vaul pleaded on their behalf. He had partaken in the scheme that saw them so gaoled, and thus he would see them set free. The Great Craftsman





bargained with Khaine, and an accord was reached. The Master Smith would forge a hundred swords for the Lord of Murder, each mightier than the last, and in return Kurnous and Isha would be released. Khaine granted Vaul a single year, and every day and night Vaul laboured at his forge, fashioning blades of sunbronze, starmetal and the last cries of sundered nebulae. Each was a great prize and a unique masterpiece.

Yet when a year had passed, one of the promised swords remained incomplete. To conceal his terrible failing – which would have rendered his agreement with Khaine void – Vaul hid amongst the newly forged weapons a mortal blade. Elated beyond words with his magnificent prizes, Khaine only later discovered this betrayal, long after Vaul, Isha and Kurnous had fled far away. The Lord of Murder bellowed his rage. Branding Vaul a cheat and a liar, he demanded vengeance. Thus did the War in Heaven begin.

At the outset of that conflict, Asuryan approached Morai-Heg, seeking to know the fate of the gods. The Crone read the wild skeins of destiny and followed every tangled thread. No matter where she gazed, every path led to death and fire and pain, and she could see no further. Perturbed but undeterred, she followed Khaine, and took from him without his knowing a single thimble of his fiery blood. She placed this burning liquid upon her scales, and against it delicately set the strand of fate belonging to Eldanesh, spear-carrier and ally of the falcon. Their weight was equal. Now in possession of an answer to the Phoenix King's question, she took it to him. The Mistress of Fate informed Asuryan of what she had learned: the fate of the gods lay in the hands of mortals. By mortal actions alone would the gods live, or die.

Many gods and lesser beings of heaven took sides and changed sides, struck bargains and broke them – as was their nature – following their own agendas as much as they pretended to follow those of others. Heaven shook with the thunder of battle. Only Asuryan refused to align himself with any other, though he hated the damage being wrought. No finer example of wisdom has there ever been, for despite all the treachery and the fury, when swords were finally sheathed and the dead at last buried, Asuryan remained the lord of Vaul and Khaine both.

The final battle of this conflict was fought between the Great Smith and the Lord of War. Vaul had forged a great blade, the hundredth weapon he had agreed to make for Khaine, and the greatest of the hundred Swords of Vaul. He imbued it with all the art of his mastery, utilising every skill he had ever learned, and named it Anaris, Light of Dawn. For many hours did the two gods clash, and severe were the wounds both suffered at the hands of their opponent. For all the might of Anaris, the Great Craftsman was no match for the Lord of Destruction's wrath. Khaine overpowered him and cast him out of heaven. Such were the injuries Vaul suffered that he was left forever broken in body. Then the Lord of Murder shackled the Great Smith to his own anvil, using chains Vaul himself had once forged.

Khaine roared, glorifying in his triumph. All he had left to accomplish was to claim Anaris as his own. As he reached to collect the fallen blade, however, Faolchú the Falcon, consort of the Great Hawk, swept the Light of Dawn up in his great talons and brought it into the hands of Eldanesh.

Khaine's hatred for Eldanesh burned with all the blazing heat of his fiery blood. Long before the War in Heaven, they had fought side by side. Many victories did the Lord of Murder give the shield-bearer, on battlefield after battlefield. Together they struck down the Autochtinii, the Sraerkyn and the Ynk'irln. After one such glorious conquest, Khaine gave Eldanesh a wondrous vision – in this the Aeldari champion was lord of the galaxy. None were more powerful than he. All Aeldari followed him as their greatest hero, and no enemy could stand against him and hope for anything but a swift demise. All that Khaine requested in exchange was Eldanesh's oath of fealty. This Eldanesh refused.

Even bearing mighty Anaris and filled with righteous desire to strike down he who had gaoled and tortured his beloved parents, Eldanesh was feeble in comparison with the Lord of War, and Khaine tore him apart in the murderous clash that followed. As the god declared his final victory over god and mortal alike, Anaris held firm in the hand still dripping with Eldanesh's gleaming blood, Faolchú and the Great Hawk bore the lifeless body of Eldanesh into the air, and set it in the sky. There it became the Red Moon, which for aeons served as a constant reminder of the great champion's death. Until, that is, our people undid themselves, She Who Thirsts was born, and the Aeldari home worlds were consumed by the powers of evil.

At long last, the War in Heaven was ended, Khaine the victor. But his merciless slaughter of Eldanesh was not the last act of this conflict most bitter. Instead it was to his brother Asuryan that the final deed fell. So appalled was the Phoenix King by the slaying of the first lord of the Aeldari that he laid upon Khaine a curse. The blood that dripped from the Lord of Murder's hand would do so eternally, reminding all of what he had done. Thus he has been known ever since as Kaela Mensha Khaine – Khaine the Bloody-Handed.

- Extract from The Threnody of Chains and Blood, being part of the Book of Heavens Torn



THE AELDARI

Once, the Aeldari ruled the galaxy, and the long, winding tale of their history reaches deeper into the past than even that time of might and splendour. The Aeldari that dwell in the galaxy today are but fragments of that glorious former empire, and every one of them must accept the reality that its collapse was their own doing.

'We were blessed in so many ways by our creators, fashioned with so much care. Naught were we incapable of creating or achieving. Our ancestors' triumphs likely exceed what we can even imagine. What wonders did they bring about, that are now lost to time? What glorious heights did they reach? What more could they have done? That, none of us will ever know, for their accomplishments and victories were only exceeded by their pride and short-sightedness.'

- Egarathiel the Grey, from A Legacy Most Bitter

The Aeldari are largely a nomadic race, sailing the void aboard fleets of warships or upon massive vessels known as craftworlds. Others of their kind are based in the webway, a labyrinthine series of pathways that exists between the material realm and the warp – part of both but wholly in neither.

Compared to many other races in the galaxy, the Aeldari are vanishingly few in number. They are a dying race, set on a slow course to annihilation by the hubris of their ancestors many thousands of years ago. Once, the mere dreams of the Aeldari overturned worlds and quenched suns. At their empire's height, the home worlds of the Aeldari were glittering paradises, their powers were godlike and their armies were nigh on undefeatable. This bred arrogance among many of the Aeldari, which in turn led to cataclysm. A foresighted few warned of the impending doom and fled, but they were ignored by almost all of their kind.

Though their long history has always been one of glories and sorrows, it is now the latter that dominate. Hope is a rare commodity among the peoples of the Aeldari now. Some even see it as dangerous, for a hope that becomes false will hurt them more than a grim acceptance of drawn-out doom. To fully understand the Aeldari's plunge from zenith to nadir, one must first understand them as a species.

CHILDREN OF THE STARS

Physically, Aeldari resemble Humans, but this comparison is one-dimensional to the point of uselessness. In their minds, physiology and souls they are truly alien. Aeldari are taller than baseline Humans, with longer, cleaner limbs. They have handsome, striking and well-defined features with skin as pale and unblemished as polished marble. For all the lightness of their appearance, they harbour a surprisingly supple strength. Their keen ears are pointed, and their slanted eyes possess a penetrating quality more like that of a hunting feline than a Human being. All of their five senses are more finely honed, and as a result they can experience ecstasies through music, food, perfumes, physical beauty and touch that Humans could never understand. Conversely, they can feel a level of revulsion in their experiences beyond that of many other races. This often lends them a haughty and pretentious manner, or at the very least the appearance of it.

One of the most fundamental and visible differences between an Aeldari and a Human is in how they move. The Aeldari radiate elegance and poise, and every move they make is laden with subtle intent. Indeed, gestures are as significant as spoken words in Aeldari communication and etiquette. On the battlefield, they handle their weaponry with phenomenal grace and skill, and can turn a leisurely swing of the sword into a pinpoint, armour-piercing thrust in an instant.

An Aeldari's heart beats at twice the speed of a Human's, and their minds race through processes, possibilities and emotions so quickly and intensely that even the dullest of Aeldari would be a once-in-a-century genius to Mankind. Their organs and immune system operate at a much higher level of efficiency, and ageing does not render them frail or senile. Provided they survive the many horrors of the galaxy, Aeldari can live for millennia, and – thanks to their

hyperactive physiology and neurology – can enjoy lives rich in sensation and wonder without threat of illness or disease.

In addition to these myriad physical superiorities, all Aeldari are psychic to an extent. It is said that the ancient Aeldari could read thoughts with a glance, and that those training for war could crush a weapon with but a narrowing of the eyes. Such is the race's psychic potency that much of their technology is based upon psychic engineering, with matter being manipulated into the required forms using mental energies alone. They create force-powered melee weapons that can only be activated by the psychic signature of their intended wielder, and ranged weapons that are triggered by psychic impulse rather than physical action.

All of these great advantages come at a price. Though the exhilaration of battle, the intellectual rewards of study and the rush of physical pursuits can inspire transcendent bliss for the Aeldari, failure in an endeavour can cause them to experience soul-wracking sorrow, doubt and despair that would shatter the mind of a Human. This deep contrast leads the Aeldari to produce works of art, music, theatre, literature and poetry that are breathtaking in their beauty but also in their darkness. This darkness, which lies in the soul of every Aeldari, has the power to consume them, should they let it. The scale of the pleasure that the Aeldari can feel in so many different ways is a temptation that forever gnaws at each of them. To surrender fully to these desires is to invite destruction. The Aeldari who did so millennia ago, seeking out ever deeper depravities, brought about the Fall.

CRAFTWORLD TECHNOLOGY

No other race has ever replicated the unique technology of the Asuryani, nor have the artificers of the craftworlds adopted much from the primitive races that have inherited the galaxy. The reason for this is deeper than arrogance or snobbery. In the Aeldari mind, there is no difference between technology and nature – they are a single process by which the artificers of the world-ships imbue living things with function and functional things with life.

The materials the Asuryani use in their engineering are complex and varied psychoplastics that can be formed into solid shapes under psychic pressure. In some respects the materials are more like living tissue than inert substances, growing and reacting to their environment in a way similar to plants. Completed devices are semi-organic machines or components that work in a conventional manner, though they are often operated by psychic means. The most unusual of these materials is called wraithbone: an immensely resilient substance that can heal itself over time. This healing can be accelerated by the psychic chanting of Aeldari known as Bonesingers, who have chosen to dedicate a part of their life to the manipulation and cultivation of wraithbone. Craftworlds themselves are built upon a wraithbone skeleton, and a similar core lies beneath most Aeldari constructions.

Aeldari armour takes the form of psychically activated bodysuits. Most are made from psychoplastics that stiffen with the impact of a shot or blow, with some incorporating moulded plates to better reinforce the suit. All Aeldari armour reacts to the movements and thoughts of the wearer, reshaping itself as necessary. Even the heaviest Aeldari armour is much more lightweight and flexible than that used by the galaxy's more primitive inhabitants.



THE FALL OF THE AELDARI

The perfection of the Aeldari was blighted by their pride. They saw their pre-eminence as being beyond all doubt, and believed the dominance they had secured over the galaxy was theirs by right. Nothing had posed a threat to the Aeldari's existence since time immemorial, and they believed they had nothing left to fear in the universe. They were fatally incorrect.

At the peak of the Aeldari's ancient power, nothing was beyond their reach and no form of exploration or experimentation was forbidden. They asked only if they could, rather than if they should, and their confidence was total. They plied the stars at will and immersed themselves in every wonder and sensation they could find. They created entire worlds dedicated to their pleasures. Such was their dominance that even stars lived and died at their whim.

On thousands of paradisiacal worlds, the Aeldari pursued their desires with no thought on their minds besides indulging their every wish, dream and curiosity. By mastering the webway their reach extended to the entire galaxy, and they learned much of the universe that has long since been forgotten. Even when an Aeldari died, after a millennia-long life, their spirits dissolved calmly back into the aether for them later to be reborn, thanks to the care of their gods. The warp did not thirst for their souls then, as it does today.

There were still wars in this time, with young, upstart, inferior races. Most were incredibly short-lived, and the ease with which the Aeldari crushed any opposition only reinforced their belief in their superiority. They knew in their hearts that they reigned supreme, and were convinced that nothing could topple them.

The catalyst for the downfall of the Aeldari came not from some alien invader, but from within their own collective psyche: their deep, insatiable need to fuel their passions and follow every wish to the extreme. With their society having long provided all the food and resources they needed – and far more besides – the Aeldari could fill each waking moment of their long lives sating their every whim. Many totally surrendered to all of their most hedonistic impulses, and exotic cults dedicated to countless kinds of sensual excess and esoteric knowledge sprang up across their domains. The older, nobler pursuits they cast aside as dull and overly restrictive.

The Aeldari found themselves always looking for more. They sought out every imaginable way to explore the full range of their emotions and senses. All was perilously decadent, to a level corrosive to their souls. The pleasure cults gained a hold over Aeldari society, the acts of their members passing beyond the bounds of even extreme addiction. Millions were totally consumed by their darkest passions and fantasies, and Aeldari culture slipped into anarchy. Some saw what was happening and fled, settling on remote worlds. These Exodites reverted to more puritan ways of life to stave off the spiritual decline the rest of their race was undergoing.

Over time, the hideous lusts of the Aeldari grew to such an extent that killers and depraved criminals began to stalk the shadows. Torture and murder became avaricious pursuits in their own right, and blood flowed in the streets. Hidden realms within the webway were turned over entirely to the pursuit of sadism and excesses of every kind. Paradise worlds were twisted to the experiencing of the darkest sensations. Fearing impending danger, more Aeldari fled, many of them embarked upon the gigantic world-vessels known as craftworlds. The Exodites and craftworlders were few in number, and were openly scorned and ridiculed by those of their kin who continued in their lives of depravity.

With the Aeldari's ceaseless experience of emotional highs and lows, echoes of their agony and ecstasy rippled through the parallel dimension of the warp. Here, thoughts and emotions flow together until they form conscious entities of greater or lesser potency depending on the intensity of the feelings that create them. Thus the corruption of the decadent Aeldari became manifest on a horrifying scale, as the deluge of their raw emotion coalesced into a nascent god that grew stronger all the time. Though they knew it not, the Aeldari had created a sickening shadow of what they had become in realspace – a manifestation of great nobility and pride brought low by perversity and shamelessness.

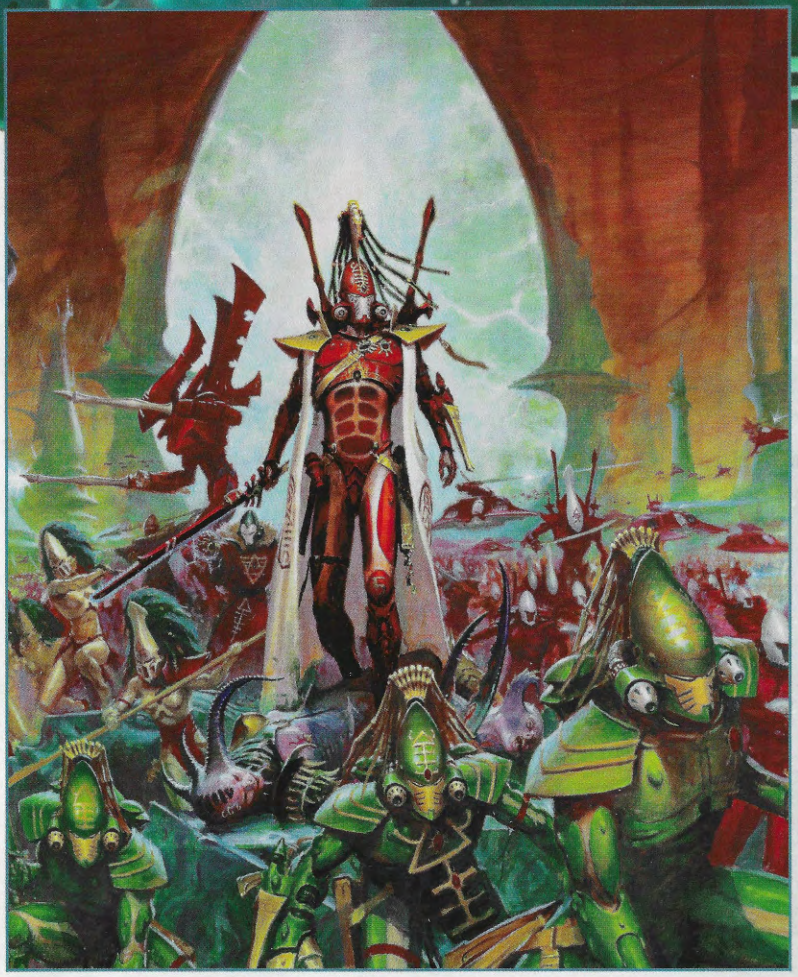
As the Aeldari burned worlds and slew and laughed and feasted, the Great Enemy they had created stirred to wakefulness. It gorged on the dark fodder provided for it by the depravity of the Aeldari's collective spirit, and became the most perverse and twisted creature ever to exist: the Chaos God Slaanesh. To this day, the Aeldari refuse to speak its name, instead calling it *Sai'lanthresh*, which translates to 'She Who Thirsts'.

When Slaanesh burst into existence with a howl of raw power, every Aeldari felt its talons tear at their soul. The god's birth caused a psychic implosion that tore the fabric of the universe. The heart of the old Aeldari empire was ripped out of existence entirely, leaving a pulsing afterbirth of pure Chaos behind it. The epicentre of this apocalypse was a roiling wound in realspace that expanded to encapsulate a huge swathe of the former Aeldari empire – a tumultuous warp storm that came to be known as the Eye of Terror. Until the emergence of the Great Rift – which the Aeldari call the

Dathedian – the Eye of Terror was the largest area in the galaxy where realspace and the warp overlap.

This event killed billions of Aeldari, as well as countless other beings, leaving their lifeless husks for thousands of light years around. Some Exodites were not far enough away to escape, and those craftworlds that had yet to cover enough distance were also destroyed. Slaanesh consumed the spirits of the fallen Aeldari as they were ripped from their bodies. As She Who Thirsts inhaled these souls, it became intoxicated. It wanted more. It wanted all of them. The Aeldari had created their own nemesis – a Chaos God that had developed an insatiable taste for their souls. Now when they died their spirits faced eternal torment, for Slaanesh relished in toying with its prey, and it would never rest until it had glutted its appetite in full.

From this point onwards, the few surviving Aeldari knew they were doomed. Their race became fragmented into numerous untrusting factions. The focus of most became mere survival in a galaxy where they had become the choice quarry of malevolent terrors, or obstacles to other races that had ascended in the power vacuum the Aeldari had left behind. The galaxy now teems with countless other races, while the legions of the Dark Gods spill from the Great Rift. Yet despite all these dangers, the Aeldari are determined that they will never be cowed by them.



'Perfidious Eldar! They had the stars in their grasp and now are left to sift the dust of their once fabulous realm. For all their intellect and mysticism they could not contain the beast within them, nor tame the wild monsters of the Shadow. Why should we pay them any heed?'

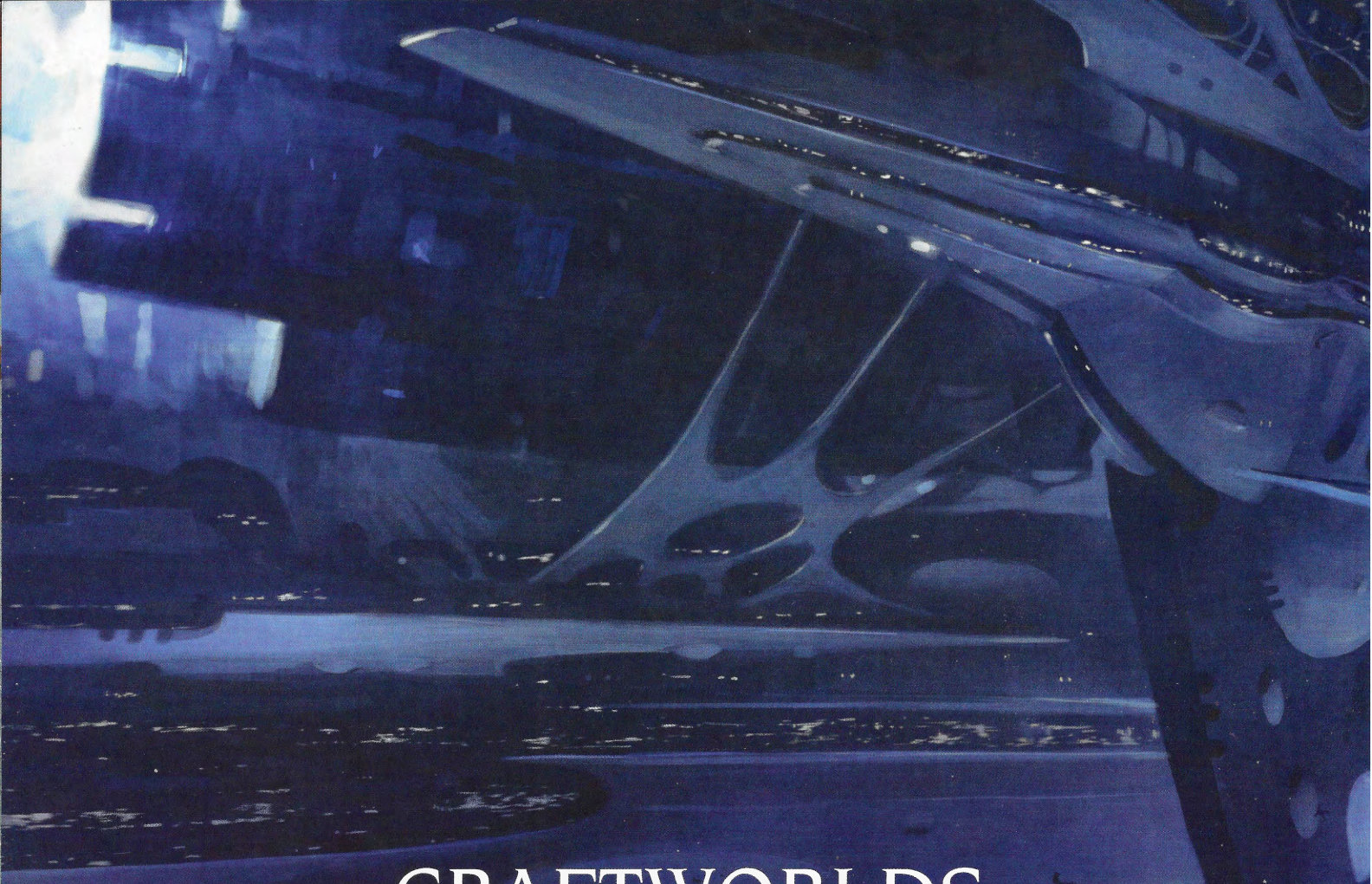
- Inquisitor Gründwald, Ordo Xenos

Each time I think of our ancestors, what they achieved and how they all let it crash down upon themselves, I weep. I weep because I know that, had any of us been in their place, we would have done the same.

THE WEBWAY

Also known as the labyrinth dimension, the webway's paths lead to the craftworlds, the verdant worlds of the Exodites and thousands of other locations throughout the galaxy. Though it still connects many Aeldari planets and craftworlds to one another, the baleful energies of the Fall ruptured many hyperspatial pathways, and others have been encroached upon by the servants of Chaos.

Amongst the labyrinth dimension's shattered and treacherous tendrils there are many byways, dead ends and mazes. Depraved Drukhari port-cities and nests of wasp-like psychneuein infest its furthest reaches, while some tunnels lead to places long since abandoned or destroyed, or else inhabited by primordial terrors. Portals to such places are often sealed with runes of power, lest hostile forces discover the craftworlds or open rifts into deep space. Although it poses many dangers to the Aeldari, the webway is also an essential resource. Wary of using the warp to traverse great distances because of the threat of Slaanesh, craftworlders, Corsairs, Ynnari and Harlequins alike use the webway's arterial passages to cross the length of the galaxy in their spacecraft, while their armies frequently use the smaller tunnels to launch surprise attacks on their enemies.



CRAFTWORLDS

Craftworlds are marvels of grace and beauty. Colossal wraithbone vessels, they sparkle like scattered jewels upon a pall of velvet, as they drift in isolation in the vastness of the void. Distant from planets or the warmth of stars, their many domes gaze into the darkness of empty space, while their inner lights glisten like phosphorus through semi-transparent surfaces.

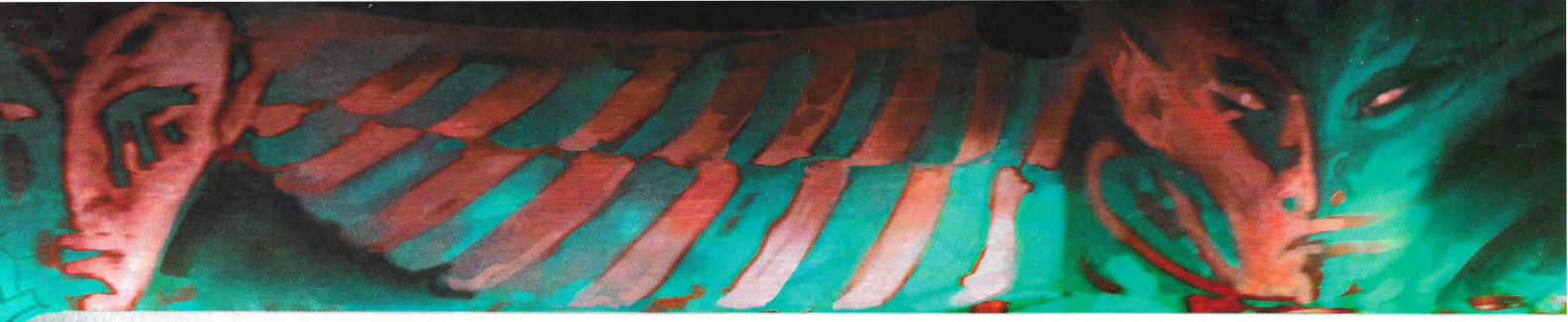
Inhabited by those known as the Asuryani, the craftworlds are continent-sized interstellar fortresses, each one representing a small preserved fragment of Aeldari civilisation. The Asuryani see themselves as the guardians of their people's identity, and strive to preserve even an echo of their race's past greatness without falling into the same pits of depravity that undid their ancestors. Considering themselves to be the true children of Asuryan – oldest and greatest of the ancient Aeldari gods – the Asuryani pass their knowledge down through the generations with song, dance and the recital of myths and parables.

All craftworlds are self-sufficient, independent realms with their own culture, history and traditions. Each maintains Aspect Warrior shrines in which the most proficient and deadly fighters of the Asuryani train. They also harbour armadas of grav-craft, hosts of spirit-driven constructs and fleets of sleek warships. All await the day when the craftworld must go to war. So few are the craftworlders that every citizen must be prepared for battle. Even the Asuryani citizenry hone their martial skills to fight as Guardians if the need arises. These warriors serve as grav-tank, War Walker and jetbike pilots, as well as infantry.

Mounted like a stolen sun astern of every craftworld is a shimmering webway gate. This portal allows the Asuryani to send their armies immeasurable distances across the stars, even though craftworlds themselves avoid warp travel at almost all costs because of the dangers it presents. Thus, the location of a craftworld is little hindrance to its forces' mobility, as it remains forever connected to the galaxy even when hidden deep within the void.

The webway gate is not a craftworld's only mystical site, however. In the great Halls of Forging, Bonesingers and smiths of Vaul use uncanny powers to craft beautiful, deadly weapons. Meanwhile, in each craftworld's Dome of Crystal Seers can be found a forest of glittering figures, each a mighty Aeldari psyker in life and a crystalline statue in death.

The most mystical of all structures on a craftworld is its infinity circuit – a psychic power grid that runs through its wraithbone core, without which the world-vessel could not function. Upon the death of their host bodies, Aeldari souls are vulnerable to the predations of Slaanesh, and their primary means of sanctuary from this doom are spirit stones. These begin as waystones – precious psychoreactive crystals worn by living Asuryani – that capture their wearer's soul at the moment of death. At this point the waystone becomes a spirit stone, and is then retrieved from the body of its wearer so that the essence within it can be released into the infinity circuit. From here, the spirits of the fallen can still be engaged with by their kin, and so live on as ghostly echoes, safe from the horrors of the warp, in a twilight existence that allows them to watch over the living.



CRAFTWORLD WARHOSTS

Guided by their Farseers and Autarchs, the Asuryani of a craftworld's warhost turn their minds to war with a single purpose, their individual strengths cohering into a single shimmering blade – hardened, focused and brilliant. With frightening ease they carve through their enemies with awe-inspiring grace, blistering speed, masterful skill and merciless efficiency.

Hone your blade, sharpen your mind. Don your war helm, feel the wrath of Khaine grow within you. It is a time for war, a time for bloodshed, a time for the dance of death.



The Autarchs are the Asuryani's strategic war leaders, and they tread the Path of Command. They are generals who have followed multiple Aspects of the Path of the Warrior – a long and dangerous task – as well as spending time serving in their craftworld's Guardian militia. Autarchs frequently carry pieces of ritual wargear from the Aspects they have studied with, which they receive in a ceremony called the *Rhaan Lona*, or the 'Covenant of Wargift'. For example, an Autarch may wear a Banshee mask from the Howling Banshees, wield a heavy chainsword from the Striking Scorpions and mount upon their back a warp jump generator from the Warp Spiders. On the long journey through the Aspect Shrines that these items reflect, the Autarch gains a vast array of battlefield experiences that give them a deep understanding of the strengths and weaknesses of their warhosts. Each is a military mastermind, able to orchestrate their armies as a great maestro conducts a grand symphony.

If one could say that the Autarch is the Asuryani who wields a craftworld's warhost as a blade, then the Farseer could be said to be the guiding mind of the swordsman. Farseers' knowledge of arcane runes and the scrying of the threads of fate help inform where and when their craftworld's hosts take to the field. Their prodigious psychic abilities also lend valuable battlefield support to the craftworld's warriors, maximising their natural skills and power.

Asuryani armies have many unique components, just as there are many stages to crafting the perfect blade and countless ways to fight a duel. These elements all have immense value in their own right to the commanders of a warhost. Regardless of the nature of a foe, the Asuryani have troops with skills suited to annihilating them. Yet these components are at their most effective when they work in perfect concert, forming a well-honed machine much more powerful than its constituent parts. The heavy fire of Dark Reapers provides cover for infiltrating Striking Scorpions. Rangers snipe enemy officers just as they are about to warn allies of Wave Serpent transports delivering tank-hunting Fire Dragons into the heart of an armoured column. Swooping Hawks soar over the battlefield, pinning in place those who would dare to outflank the Asuryani lines, buying time for Warp Spiders to materialise amidst the flankers and wipe them out.

The Asuryani's ultimate goal in battle is to suffer no losses at all, for their numbers are few, the time between their generations is long and their foes are many. They cannot afford to throw lives away needlessly. If they are to suffer deaths, then they should be losses that could not have been avoided to achieve victory, and should only be endured at great cost to the enemy.

GUARDIAN HOSTS

So few are the Asuryani that all are forced to train for war, in case they are needed to defend their craftworld. A craftworld's Guardians are a militia whose purpose is to support the Aspect Warriors in war. In times of peace they follow artistic and civic Paths, but when called upon they don their war masks and take to the field as infantry, artillery gunners or vehicle crews.

Guardians are well-trained and well-equipped troops who serve most craftworlds as a defence force. Such is their intelligence and physical capabilities, and the high standard of Aeldari weapons technology, that Guardians are easily as capable as professional soldiers of the lesser races. Though mobilised primarily in times of war, the more paranoid craftworlds – or those in more dangerous regions of space – keep a portion of their militia active at all times, periodically rotating those on duty. On some craftworlds, Guardians are the most common of all their troops, comfortably outnumbering the rarer Aspect Warriors.

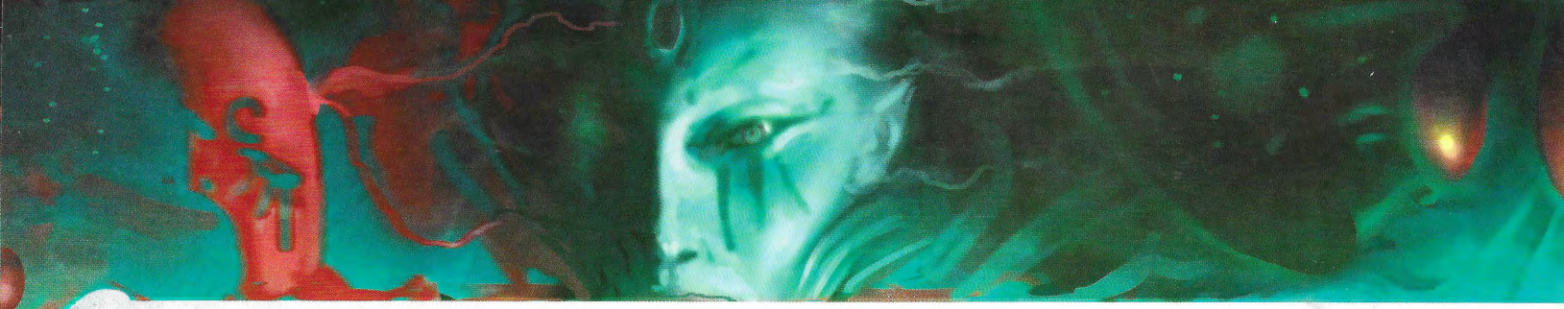
Most Guardians serve as infantry, in Defender or Storm squads. Those known as Defenders typically go to war equipped with shuriken catapults, which when fired unleash a hail of monomolecular shuriken discs that can shred foes and pierce the heaviest armour. Fusillades of this razor-sharp ammunition are known to the Aeldari as blade storms. Where Defenders fight at range, Storm squads fight at close quarters, and are armed with combat weapons or specialist close-ranged firearms such as flamers and fusion guns. Guardians also crew their craftworld's Vaul's Wrath weapon platforms. Capable of mounting a range of devastating and esoteric guns, these anti-grav artillery pieces provide invaluable supporting fire. Some crews are so skilled that they secrete their weapons in hidden locations and fire them using psychonic scanners rather than direct targeting matrices.

Guardians crew the vast majority of the war machines of the Asuryani, which serve in armoured fire support, reconnaissance and transportation roles. Many of these vehicles are capable of such speeds and feats of manoeuvre that only Aeldari have the reaction times to pilot them.

War Walkers operate forward or upon the flank of Asuryani armies, their Guardian pilots navigating harsh terrain with ease thanks to their vehicles' long legs. Armed with a pair of heavy weapons, War Walkers are as hard-hitting as many battle tanks, and their advanced support systems aid them in selecting priority targets to pin in place or destroy. Once their forward mission is complete, they join the main battle, adding their formidable firepower to that of the main host. The Asuryani call these strikes *Murehketh Bein Hekhita*, or the 'Sting of Grief'.

Referred to by the Asuryani as Engines of Vaul, the grav-tanks crewed by Guardians include the Falcon, Night Spinner, Fire Prism and Wave Serpent. All of these vehicles are triumphs of wraithbone psycho-engineering that combine ethereal grace with terrible lethality. Powered by anti-gravitic technology vastly more sophisticated than that used by almost any other race in the galaxy, they can perform incredible acrobatics and violent swerves even while moving at high speed, and are capable of true flight for a short time.





THE ASURYANI PATH

As protection against the lure of excess, and to guard against any recurrence of the Fall, the people of the craftworlds adhere to a set of strictures known as the Path, or the *Ai'elethra*. Through the rigid emotional discipline of the Path, they master their inclination towards sensation-seeking, instead focusing their prodigious intellects and energies upon the pursuit of one specific goal at a time.

Even millennia after the Fall, the Path is still needed, for at their core the Aeldari of the 41st Millennium are little different from those who lived at the time of their race's collapse. Still prone to emotional extremes, the Asuryani greatly fear what should happen if such things are indulged. As a result, adult Asuryani devote themselves to the mastery of one discipline to the exclusion of all others. Each discipline is a Path, and each might necessitate further choices and specialisations. In doing this, they are able to harness a degree of emotional and intellectual intensity, their chosen Path serving as a valve that allows a measure of experiential release while preventing such feelings from growing too strong.

The concentration of efforts required on any Path encompasses every element of the devotee's life, though once an Asuryani has walked a Path long enough, they can choose another. Each provides experiences that nourish the Aeldari's soul and aid them on future Paths they might follow. There are countless disciplines to choose from, including music, poetry, literature, dance, agriculture, sciences and all manner of artisanship, as well as those dedicated to mastering martial or psychic puissance. Each offers a complete way of life, and no Asuryani faces disrespect for choosing a less esoteric or arduous Path, for all contribute to the craftworld's culture and survival in a different way.

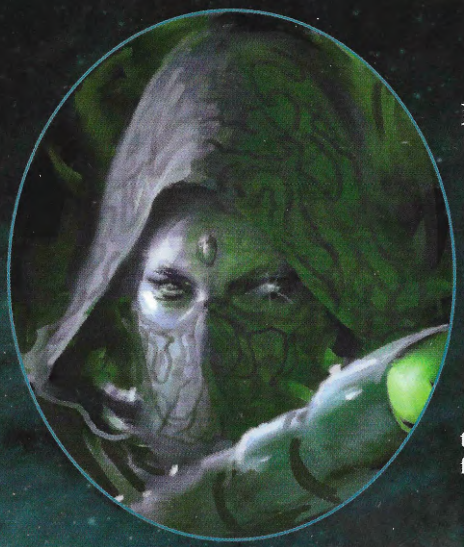
Though safer than a life with no emotional restraint, following the Path is not without dangers of its own. The Aeldari mind is capable of a vast depth of feeling and understanding – far beyond mere Human obsession – and can therefore fall prey to the many traps that await the unwary. An Asuryani can become so focused upon one aspect of their chosen discipline that they can no longer choose another; they become bound by the chains of their own compulsion, and are said to be lost on the Path. To the Asuryani, mental entrapment of this kind is a real and horrifying thing that can affect any one of them, regardless of the Path they follow or their level of training.

EXARCHS

Aspect Warriors who lose themselves on the Path of the Warrior become Exarchs – individuals no longer able to dissociate from their killer-selves. High priests of the war god Khaine, Exarchs are the keepers of the Bloody-Handed God's shrines and the teachers of his creed, and their abilities are far more developed than even those of the finely-honed Aspect Warriors. Their lives are utterly dedicated to their Aspect's particular way of war, and the teaching, training and ceremony that go with it. Upon initiation, an Exarch will don an elaborate version of Aspect Warrior armour, studded with waystones that contain the souls of their shrine's previous Exarchs. The wearer will assume the sacred name associated with this armour, and their own spirit mingles with those of the departed. So empowered, the Exarch can draw upon the skill, wisdom and emotions of their predecessors, and any remaining sense of themselves as a distinct being is lost amidst the susurration of the dead. It is a process that can never be reversed, and all who undergo it are held in both fear and awe by their kin.

PHOENIX LORDS

The Phoenix Lords were the very first of the Exarchs. Each founded one of the warrior shrines of the Asuryani, and is the embodiment of an Aspect of Khaine. Asurmen was the first of their number, and the tutor of all the other Phoenix Lords to follow him. They are immortal, after a fashion, for when a Phoenix Lord is slain another Aeldari inherits their panoply of war and assumes their identity. Each Phoenix Lord's armour contains a spirit stone that holds a fragment of all those that have come before. Yet no matter how many individuals are incorporated, a Phoenix Lord's essence is forever the same, their mind driven by the personality of the first incarnation. Over the millennia, each of the Phoenix Lords has disappeared for centuries or longer, before suddenly reappearing in times of great need. Yet since the coming of the Great Rift, all the Phoenix Lords have manifested, including several times when they all fought at the same battle. This exceptional event is known as a *Rìoghile Bhlàr*, roughly meaning 'Gathering of Fire' or 'Conflux of Battle'. The Asuryani can only speculate as to why these manifestations have occurred, though most believe they portend only great hardship and loss.



PATH OF THE OUTCAST

The constraints imposed by craftworld life are such that some Asuryani cannot bear them, and elect to leave the Path entirely. This is a perilous choice, for lone Aeldari are vulnerable to the predations of daemons. Many leave their craftworlds to follow the Path of the Outcast, choosing the level of dissociation they wish to have with their former homes. Of these, the majority return to their craftworld at some point or another, bringing back alien treasures and tales of distant worlds. Some serve their craftworld as Rangers and Shroud Runners. In these roles they seek out threats, investigate alien planets, search for lost webway gates, explore new-found maiden worlds and hunt down those who would harm the craftworlds. Sometimes, those who follow this Path will also be sent to recover lost artefacts, or retrieve the spirit stone from the corpse of a fallen warrior.

PATH OF THE WARRIOR

Most Asuryani follow the call to war voluntarily at some point in their lives. This Path has many branches, known as Warrior Aspects, each reflecting a facet of the god Khaine. These Aspects have their own unique fighting techniques, weapons, battle garb, iconography and battlefield roles. Though certain shrines are unique to specific craftworlds, most Aspects are served by at least one shrine on each of the Asuryani's void ships – some are even represented by scores of shrines on the same craftworld. Aspect Warriors hone their minds and bodies to perfection in their chosen shrines and fight with all the skills of a virtuoso. In battle, warriors of different Aspects weave their incredible abilities into a symphony of destruction greater than the sum of its parts, enabling them to overcome much more numerous foes with ease.





PATH OF THE SEER

Known as the Witch Path, the Path of the Seer is the most dangerous and convoluted journey of all, for all psykers are intimately connected to the warp. Those seers who progress too far along this Path become Farseers, and to them leadership of a craftworld falls, despite the Asuryani's fear of those trapped on a Path. None can deny the Farseers' unparalleled might, wisdom and foresight, for it is these gifts that allow them to guide the fate of their people and craftworld. Such responsibility is a heavy burden to bear, and one that many Asuryani would likely put aside if they had the chance. One side effect of the Farseers' metaphysical obsessions sees their physical forms eventually turn into delicate psychocrystal. When this transformation is almost complete, the senescent Farseer makes a journey to their craftworld's Dome of Crystal Seers, joining their predecessors as an inert statue linked to the infinity circuit forever.



Death. Blood. Horror. That is what we see when we read the skeins of fate. Hope stands as a candle flame against a thunderstorm. Yet fight on we must.



ULTHWÉ

THE DAMNED

One of the most populous craftworlds to escape the Fall, Ulthwé is home to many extremely powerful psykers. For ten thousand years they have kept an endless vigil over the Eye of Terror. Of all the surviving craftworlds, Ulthwé has remained closest to that seething warp rift, which serves as an inescapable reminder of their race's downfall. This memory drives them to fight hard against Chaos, not just for themselves, but for their entire species and the galaxy as a whole.

Perhaps due to the close proximity Ulthwé has maintained with the Eye of Terror for millennia, more of its citizens follow the Path of the Seer than those of other craftworlds. Not only do they find their latent psychic gifts easier to tap into, but those on the Witch Path also discover that their abilities are typically greater than those of their counterparts on other craftworlds. In light of their closeness to the Eye of Terror and the apparent power it gives them, some Asuryani call the people of Ulthwé the Damned. Those of Ulthwé know the truth: without the power of the warp they manipulate, their race would have suffered many more calamities than they actually did over the past ten thousand years.

The Seer Council of Ulthwé constantly seeks to change the course of history in favour of the Aeldari. Every action it takes is carefully considered to ensure the best outcome for the craftworld, maximise damage to the enemy and minimise casualties. Using the power of the immaterium, they cast their runes and gaze into the future, foreseeing events with even greater precision than others of their kind. The insights they glean dictate exactly where and when the warriors of Ulthwé should strike at the foe. At any one time Ulthwé may have hundreds of strike forces deployed, each one attacking with serpentine swiftness through hidden webway portals. Many of the battles they fight seem disconnected. To ignorant observers some conflicts even appear to work against the craftworld, or to nullify the achievements of other wars. Yet the seers work with a more long-term perspective than many could understand. Ultimately, the Ulthwé Asuryani act to preserve their own race. If killing a million Humans would save a single Aeldari life, they would order the slaughter gladly.

On occasion, the enemy's numbers will be too great for the craftworld to defeat, or the expected casualties of a battle will be intolerably high. In such circumstances, the Seer Council is more than prepared to manipulate lesser races to their advantage, and will readily trick them into unwittingly fighting and dying on behalf of the Aeldari.

With more citizens following the Path of the Seer on Craftworld Ulthwé, there are fewer to take up the Path of the Warrior, resulting in a lesser number of Ulthwé Aspect Warriors available for war. To make up the shortfall of fighting troops, the craftworld utilises Guardians in a different way. Rather than being a militia mobilised in times of need, the Black Guardians of Ulthwé are a professional fighting force.

Few races understand the dangers of Chaos like the Aeldari, and the seers of Ulthwé see the Imperium of Man following their own ancestors' footsteps into apocalyptic decline. This causes them to despair; though they care little about the destruction of Mankind, they fear that the roaring fires of such an event would consume the Aeldari also, and allow the forces of Chaos and other xenos races to take advantage of the power vacuum. The seers of Ulthwé believe the Great Rift to be the latest and most drastic step towards the ultimate annihilation of the galaxy. Though not a people to ignore such dangers, those of Ulthwé are beset with a civil strife that has hampered their ability to respond. This stems from the division of Ulthwé's people into three main factions. The first and largest of these still follows the Seer Council, which now dispatches strike forces along the length of the Great Rift to stymie the Arch-enemy. The second group – known as the Exiles – follow Eldrad Ulthran, the former High Farseer cast out for his involvement with the growing cult of Ynnead, God of the Dead. The third and final group are the Ynnari, those of Craftworld Ulthwé who now follow Ynnead themselves. While all three of these factions often fight side by side, the skeins of fate are so twisted that they have also found cause to come to blows on occasion.

THE EYE OF ISHA

The world-rune the people of Ulthwé take as their symbol represents the sorrow of Isha, the fertility goddess from whom the Aeldari believe they are descended. It is said that she wept bitterly when Asuryan, king of the gods, ordered her separation from her mortal children. Vaul forged her tears into glittering spirit stones, that her grief might not be in vain. Today, the warriors of Ulthwé bear this sigil as a poignant reminder of the link with godhood they lost long ago.

Like this world-rune, the name of Craftworld Ulthwé is itself derived from Aeldari mythology, being a contraction of *Ulthanash Shelwe* – 'the Song of Ulthanash'. This ancient ballad also includes the Lay of Eldanesh, whose subject is the most revered of all Aeldari heroes.

'I have made mistakes. This I must – and do – acknowledge. My efforts have been thwarted by foes. In my eagerness and passion I did not see the terrible danger. I pay for my failures with exile, but I do not apologise for my motives. All that I have done has been for the survival of our species. As the galaxy grows ever more perilous, we must become more willing to act decisively. I know that I am.'

- Eldrad Ulthran,
exiled High Farseer of Ulthwé

ELDRAD ULTHRAN

Eldrad was once Ulthwé's High Farseer. On countless occasions he has used his immense psychic power and gift of foresight to avert disaster, not only for his own craftworld but for the entire Aeldari race. It was by his prognostications that Ulthwé's armies ensured the rise of the Ork warlord Ghazghkull Thraka, and in so doing toppled a warlord more dangerous to the Aeldari. For Eldrad, the terrible misery this act brought to myriad other races was a price worth paying.

Like all Farseers, Eldrad goes to war wearing a ghosthelm. This arcane device conceals the presence of the wearer in the warp, protecting them from its predators. He is clad in the Armour of the Last Runes, its breastplate inscribed with powerful runic wards that speak of enduring until the final dying of the light. In one hand Eldrad carries a long witchblade that can be infused with the immense power of its wielder's mind. In the other he carries the ancient force weapon known as the Staff of Ulthamar, which forms a hyperspatial link with the infinity circuit of Ulthwé. With this, Eldrad can draw upon the wellspring of power and wisdom that flows through the craftworld, enhancing his already formidable psychic powers.







ALAITOC

THE STARSTRIDERS

The Asuryani of Craftworld Alaitoc keep a watchful eye on distant events thanks to their extensive network of agents and Outcasts. The reach of their influence is great indeed, and Alaitoc warriors are able to strike far afield from the craftworld itself. Alaitoc's subterfuge extends to the battlefield, where its hosts fight with stealth and misdirection. For them, a victory won with guile is greater than one secured with brute force.

THE DOOM OF ELDANESH

Eldanesh was an Aeldari hero of myth who was slain by the war god Khaine. The world-rune of Alaitoc depicts the sword of Khaine bisecting the Red Moon – the sign of Eldanesh – reminding its people of the fate of mortals who offend the gods.

The Red Moon is said to be one of three satellites that orbited the original Aeldari home world, a place now lost to time. Lileath the Maiden Moon was purest white, and is dreamed of still by those who never even knew its light. Kurnous the Hunter's Moon was greenish and dim, and has long been associated with the god from which it takes its name. Eldanesh the Red Moon earned its name from Aeldari legend, which tells that after Eldanesh was slain he was set into the sky, the crimson colour an ever-present reminder of his bloody death. Even today, most Aeldari consider the Red Moon to be an ill omen.

The Alaitoc are puritanical adherents to the Path, to the extent that even other Asuryani consider them extremists. While their acute concentration and strict shunning of outside influences shields them greatly from their own weaknesses and from She Who Thirsts, such rigid self-control is impossible to maintain for some of their number. Consequently, the proportion of Alaitoc adherents who become trapped upon their chosen Path is higher than that of most other craftworlds. Many others abandon the Path entirely, preferring instead to indulge their repressed desires far from the domes and spires of Alaitoc.

Although many of those who leave Alaitoc are disenchanted with its ideals, the majority remain loyal to their craftworld. They understand why there is such insistence on following the rigours of the Path, even if it is a standard they felt they could not or did not want to meet. Wherever they go, these Asuryani are willing to undertake dangerous missions for their craftworld. Alaitoc has agents within Commorragh – the Dark City of the Drukhari – aboard other craftworlds, on Human capital worlds, in Rogue Trader fleets and among Corsair warbands throughout the galaxy. Some of those who join the

Corsairs become fleetmasters in their own right, and are willing to bring their ships to Alaitoc's aid if needed. Many other scattered scions of Alaitoc become Rangers, some of whom lose themselves to the Path of the Outcast in the same manner as Exarchs upon the Path of the Warrior. Known as Pathfinders, these Outcasts are preternaturally skilled in the arts of concealment and infiltration. They become near-invisible assassins, felling foes with pinpoint shots from great distances.

The Rangers of Alaitoc have become synonymous with their craftworld, and it is from these nomadic individuals that the Imperium has gleaned much of its knowledge of the Aeldari. More Alaitoc Asuryani wander the stars than those of almost any other craftworld, placing them at a naturally greater risk of being captured by Humans. The information these unfortunate individuals have revealed to Mankind is not freely given. Instead, it is extracted from them through excruciation at the hands of the Inquisition. This is something Craftworld Alaitoc has not taken kindly too, and its people have waged an endless war of retribution against the Imperium.

The Alaitoc Asuryani use their network of agents and the scryings of their seers to assemble a picture of the galaxy's political and military events almost unequalled in its detail. They have learned of the growing Tyranid threat in the Octarius Sector, the Death Guard's infection of the Charadon Sector and the potential doom facing the Laevenir Archipelago. Alaitoc Rangers have also disrupted Ork migrations drawn to the magnetic pull of Ghazghkull Thraka. Such awareness enables Alaitoc warhosts to stay multiple steps ahead of their enemies. Weaving vital scouting information with the insights of their Farseers, they gain an incredibly detailed understanding of a war zone before they commit to battle. To further improve their position, they deploy Rangers, Pathfinders, Shroud Runners and similar troops to wreak havoc among the enemy while remaining unseen. These warriors feint from multiple directions to cause confusion, picking off commanders to make it harder for the foe to respond efficiently.

Only once the enemy is terrified, exhausted and in total disarray do the craftworld's Aspect Warriors and war engines attack, driving the assault home with the cold discipline characteristic of their craftworld. Rangers then move in to support their kin, striking down more foes with their long rifles – precision weapons accurate enough to pick out the weakest points in a target's armour from extreme distances. Few enemies can handle this combined assault, as those who escape Alaitoc's Aspect Warriors are ruthlessly pursued by the craftworld's wrathful Rangers.

Alaitoc's greatest enemies are the Necrons; the craftworld's long-feared prophecies of a threat awakening after thousands of years have now been proven true. As a result, they are using the fragments of a once-great crystalline map that marked all of the galaxy's tomb worlds – in conjunction with intelligence gathered from allies – to orchestrate the war against the Necron menace. Alaitoc warriors launch pre-emptive strikes against this ancient foe, often alongside Harlequins of the Masque of the Dreaming Shadow. One of their greatest successes has been the elimination of the entire Hyrekh Dynasty on the very day of its ascension. Those of Alaitoc greatly fear the danger posed by the Pariah Nexus, the blackstone array constructed by the Necrons that suppresses the warp to such an extent that those within it are reduced to soulless husks. Some Aeldari call it the Sea of Dead Stars, or the *Cair'uagh Mu'lach Fuairil*, which translates loosely as 'Oubliette of the Soulless'. They were first warned of this by the craftworld's foremost visionary, Ylocu Shaie, who composed the Prophecy of Risen Doom.

Alaitoc craftworlders have yet to become involved in the civil discord that has challenged their species following the emergence of the Ynnari. Whereas other craftworlds have been split between those wishing to side with that growing cult and those who see it as misguided and dangerous, the Starstriders' strong sense of loyalty has kept them more close-knit. So too has their ability to resist the distraction of outside influences that might lure them from the rigours of the Path.

ILLIC NIGHTSPEAR

Known also as the Walker of the Hidden Path, the Sentinel of the Stars, the Wayforger, the Shield of Alaitoc and more, Illic Nightspear has walked the Path of the Outcast for so long it is unclear if he can leave it. He wanders the galaxy according to an unknown agenda. Some say that Illic searches for the lost Seerstones, or that he wages an unending war against the Necrons following his capture by Nemesor Zahndrekh. Others even believe he seeks to transcend the mortal plane. Whatever the truth, Nightspear's knowledge of the webway is almost peerless, and he has used it to help Alaitoc and other Aeldari factions on numerous occasions.

The Wayforger is an expert marksman, and has claimed Necron Overlords, Chaos champions, Tyranid synapse creatures and Ork warlords with his rifle, Voidbringer. This weapon was constructed by the ancient warrior-smith Uldanoreth, a Bonesinger of high regard. Legends say it was the last of Uldanoreth's great works, and that he put so much of his power into crafting the weapon that a remnant of his soul dwells within it. This has given the rifle a psychic capability that means that every shot fired from it tears a small warp-hole in the target. The unfortunate victim is either torn apart by this or cast into the void.

Nightspear prefers to fight alone, but such is his reputation that he has garnered a following among the Outcasts of all craftworlds, especially those of Alaitoc. All are master snipers and expert trackers, and follow him loyally into battle, hoping to learn from his skills almost as an Aspect Warrior might learn from a Phoenix Lord.

BIEL-TAN

THE SWORDWIND, THE FRACTURED

The Asuryani of Biel-Tan are the most militant of their kind. Though their home has been shattered, their numbers depleted and their thoughts consumed by bitterness, they still believe they can restore the Aeldari race to its former glory. Thus they continue their campaign of xenocide against the galaxy's lesser races.

In their quest to restore the Aeldari as the dominant species of the galaxy, a greater proportion of Biel-Tan's people are on the Path of the Warrior than the Asuryani of other craftworlds, and many of these become Exarchs. Those of Biel-Tan know full well that a new empire will only be forged in the crucible of battle, tempered in strife and quenched in blood.

Among the craftworld's ruling authorities is the Court of the Young King, a body of Exarchs who have all in their time held its titular role. The Young King is a year-long position fulfilled by an Aspect Warrior who, if required, will be sacrificed to rouse the Avatar of Khaine. In the presence of the Avatar, the rage of Biel-Tan's warriors is heightened and, having already abandoned such concepts as tolerance and mercy in their quest to restore their race, they are driven to acts of bloody slaughter that exceed even the bloodbaths they normally inflict.

The warhosts of Biel-Tan are known as the *Bahzhakhain*, meaning 'the Swordwind'. Other translations include 'Tempest of Blades' or 'Frozen Leaves Falling to Cut', depending on the inflection. These forces strike surely and swiftly, relying on a sudden and devastating assault – as well as the martial prowess of the Aspect Warriors – to win the day.

The Asuryani of Biel-Tan see maiden worlds and Exodite worlds as links to their race's glorious past, as well as vital future staging posts for when the time comes to reclaim rulership of the galaxy. Once barren, these planets were seeded many years before the Fall, so that each is now a lush paradise. Biel-Tan warhosts respond to alien incursions upon these worlds with particular ferocity. They especially detest Orks, whose invasive, destructive and prolific nature poses an enormous risk to the maiden worlds. Countless unsuspecting explorers from numerous races have also discovered these beautiful planets, only to be slaughtered within days or even hours of arriving.

It was while defending a maiden world that Biel-Tan found itself facing disaster. On the planet Ursulia, the Swordwind was battling a Slaaneshi force led by the daemon known as the Masque. Through deceit and cunning, the Masque broke the wards on a long-sealed webway gate and led her diabolical followers into Biel-Tan itself. Once within the craftworld, the Masque succeeded in breaching and contaminating its infinity circuit. It was only through the timely intervention of Yvraine and her Ynnari followers that the daemonic host was defeated. The Emissary of Ynnead used the death of Biel-Tan's infinity circuit to create the Yncarne – the Avatar of Ynnead – though it took the sacrifice of many Asuryani souls for the creature to be formed. This event caused a psychic shock wave that damaged the structural integrity of the entire craftworld.

Despite the Aeldari's eventual victory, Biel-Tan was shattered by the effects of both the daemonic invasion and Yvraine's drastic action. Entire segments of the craftworld were left blackened, rotted or barren, and many of its solar sails were shredded. Originally an ark of salvation constructed from multiple Aeldari ships, Biel-Tan's fracturing saw these constituent parts fall from its wraithbone skeleton like petals from a frozen flower. A significant proportion of the craftworld's population now lives upon this ancient fleet of void ships, while Bonesingers work tirelessly to prevent the world-ship from falling apart entirely.

Biel-Tan's ghost halls swell with newly animated wraithbone constructs that bear the souls the infinity circuit can no longer protect. Though half of Biel-Tan's people have been killed in battle or have departed to join the Ynnari, those who remain are as convinced as ever that the Aeldari empire can be remade, and that the Swordwind will be the deliverer of their race's salvation and renewed dominance.

THE REBORN

For Biel-Tan, winter has fallen, but the people of this craftworld remain stubbornly convinced that spring will return. Its world-rune stands for reincarnation, and its name loosely translates as 'Rebirth of Ancient Days'. With the shattering of Biel-Tan helping to give rise to the Ynnari – also known as the Reborn – many Aeldari now wonder if perhaps the craftworld's fracture and Ynnead's potential awakening represented the true meaning of the rune all along.





IYANDEN

THE GHOST WARRIORS, THE ENDURING

Once one of the greatest craftworlds, Iyanden is now a place of ghosts and unsettled spirits as much as an abode of the living. Great disaster has befallen this world-vessel, yet its people do not give in to despair. Instead, they call ever more of their fallen back into their 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 millennia, they worked with Craftworld Biel-Tan, purging threats from the eastern reaches of the galaxy while their cousins fought in the west. The two craftworlds shared the goal of building a new Aeldari empire, as well as defeating Chaos. Though this alliance eventually frayed, Iyanden remained a great power. Then came the Tyranids.

Iyanden had prevailed against the Tyranids before – those of Hive Fleet Naga – and this victory bred an overconfidence that led them to underestimate the danger posed by Hive Fleet Kraken. When this new threat assailed their craftworld, millions of Asuryani were slain. It was only the timely arrival of the Outcast Prince Yriel and his Eldritch Raiders that saved Iyanden from total annihilation. Though victory was won, so much damage was inflicted that the craftworld could never fully recover. Its population was reduced to a fraction of its former strength. The world-vessel itself was on the verge of collapse, adrift upon solar tides.

The losses suffered by the Asuryani of Iyanden have led them to rely heavily on the wraithbone constructs that now form the foundation of their armies; indeed, these almost always outnumber the craftworld's living warriors. Though these creations are formidably tough and wield powerful weapons, their deployment comes at a great moral price. Wraith constructs are inhabited by the souls of Iyanden's dead. If these ghost warriors were not required for their craftworld's ongoing battle for survival, the seers of Iyanden would leave their spirits to rest in the infinity circuit. Instead, they resurrect the souls to fight again and again. The process by which this is achieved is seen by many Asuryani as a kind of necromancy. The soul must be summoned from the infinity circuit and housed in a spirit stone, which is then interred within the wraithbone shell of a construct. Should the ghost warrior be destroyed, the Asuryani will strive to recover this spirit stone and either place it within another shell or return it to the infinity circuit.

There is great danger in this endeavour, however. In battle, the spirit stone may be destroyed, and the soul within consumed by She Who Thirsts. Alternatively, the stone may be lost beyond recovery, becoming helpless prey to the elements and denizens of some distant planet. For those wraith constructs and spirit stones that do survive battle's end, an eternal cycle of war lies ahead, for the galaxy is a dangerous place, and Iyanden is vulnerable indeed.

Iyanden's wraith constructs are guided by the Spiritseers. These strange psykers bridge the gap between the real world of the living and the spirit world of the dead, providing clarity and focus for the ghost warriors. In doing so, they experience the deep sorrow of the fallen, and are forced to relive the great tragedies of the past over and over.

Since Hive Fleet Kraken's invasion, many of Iyanden's dead no longer sleep. Wraith hosts are kept active at all times, maintaining a constant vigil over the living as they hold ready to respond swiftly to threats faced by the craftworld. Such is the calamity that has befallen Iyanden that, for its people, even death is no release from the pain of life. The wraith warriors have proven to be much needed, for fate has seen to it that their craftworld has faced many more dangers since Hive Fleet Kraken's invasion. Iyanden's hosts have fended off Imperial fleets, Ork assaults, Necrons of the Sautekh Dynasty, further Tyranid terrors and no fewer than three daemonic incursions since the opening of the Dathedian.

Of all the Asuryani, the people of Iyanden feel the most sympathy with the Ynnari – not least the great Iyanden Spiritseer, Iyanna Arienal. On a deeper level, Iyanden Asuryani have a powerful bond with the spirits of their fallen, one more profound than those of other craftworlds. If any would readily accept the Ynnari's message that only the dead can save the living, it is they.

THE SHRINE OF ASURYAN

Asuryan is the oldest and greatest of the ancient Aeldari deities. He is the father of the gods, the ancestor of all living things. The world-rune of the Iyanden craftworld means 'Light in the Darkness', a reference to the ever-burning shrine that honours Asuryan – a flame of hope for Iyanden's beleaguered people.



PRINCE YRIEL

This consummate commander was chosen to walk the Path of Command as a youth. Many doubted him then, and their views were seemingly vindicated when he left Iyanden all but unprotected to destroy a Chaos fleet. Despite his resounding victory, he was censured. Driven by pride, he left Iyanden to become an Outcast. Many of his warriors left with him in solidarity, and they became the Corsair warband known as the Eldritch Raiders.

Yriel returned to save Iyanden from Hive Fleet Kraken. He drew from the Shrine of Ulthanash the ill-fated Spear of Twilight – a weapon so potent it curses the soul of its wielder – and with it slew the Tyranid leader-beast, thus vanquishing the alien horde. But in saving his craftworld, he had doomed himself. The Spear of Twilight is no mortal weapon, and it cannot be abandoned. As time passes, this deadly artefact siphons Yriel's life energies. Yet it has also been his salvation. While leading a critical boarding action onto an infested space hulk that threatened Iyanden, Yriel was slain by a Daemon Prince. His grieving people recovered his body, and Yvraine – who was present on the craftworld and holds power over death itself – took the Spear of Twilight and drove it into Yriel's heart. Much of the life force the weapon had stolen from him was returned, and Yriel rose to fight again.



SAIM-HANN

THE WILD HOST

The jetbike-riding kindreds of Saim-Hann are renowned for their preference for fast, mobile warfare, striking as a serpent before falling back beyond the reach of retaliation. Theirs is a craftworld of ancient tradition and a proud warrior culture.

Almost all Saim-Hann Asuryani, including their seers, belong to one of the craftworld's hundreds of Wild Rider clans. Each clan is led by a Wild Rider chieftain, who takes the role of an Autarch and forms their closest family and finest warriors into a group known as the kinsmen. Outside of battle, this group act as a chieftain's advisors and counsellors. On the eve of conflict they paint their faces with hot blood and prepare to fight together as brothers and sisters. In the same way, the warriors of jetbike and vehicle squadrons are blood relatives, and tend to carry banners showing the clan's rune as well as family heraldry. Familial ties are all-important to the Saim-Hann, and they only cast these aside when they serve as Aspect Warriors.

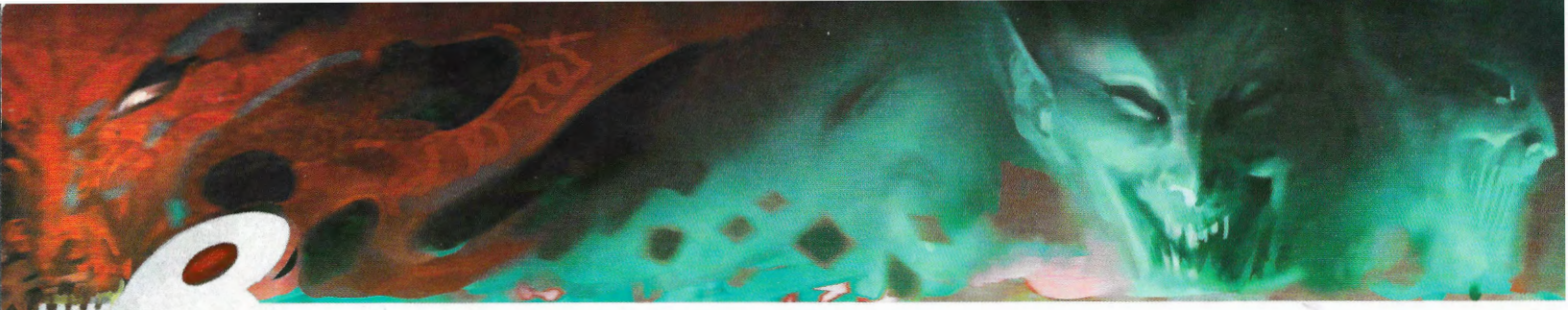
According to legend, Saim-Hann was one of the very first craftworlds to escape the Aeldari home worlds before the Fall. Of all the craftworlds, its culture is most similar to that of the Exodites – many of its people even spend a portion of their lives living with those Aeldari. The people of Saim-Hann also observe many dangerous rites, a result of their relatively early separation from the old Aeldari empire. One such practice is *coltais*, a high-velocity race against a clan elder to earn the right to ride a jetbike in battle. Saim-Hann craftworlders also conduct much ritual combat, preferring it to the long debates used by other craftworlds to settle disputes, which they see as unnecessarily time-consuming. These ritualised duels make decisions that all Saim-Hann Asuryani agree to, even those most fiercely opposed to the outcome. Though these cultural practices lead many Asuryani to call the Saim-Hann barbarous, none can doubt their sense of honour. In preparation for war, many Saim-Hann warriors make verbal agreements with their kin, which they seal by drinking from each other's slashed wrists. To break one of these vows is to become *Blei-deòradi*, disgraced exiles.

The Asuryani of Saim-Hann are possessed of great pride in their culture and personal abilities. This serves them well, though in the past it has led them to unnecessary wars, including some with other craftworlds. The Wild Rider clans are free to choose to go to war or not when a cause arises. This is unlike other craftworlds, where any mass mobilisation is typically ordered by the seers and Autarchs. Some clans will go to war without the assistance – or even the approval – of the others, though due to their impetuous nature, other clans will often follow when one commits its forces. When cooperating in conflicts, Wild Rider clans each follow their own chieftains, but also form a loose alliance under the banner of the Cosmic Serpent, the craftworld's symbol.

In Aeldari myth, the serpent is the only creature believed to exist in both the material and the psychic universes at the same time. Hence, the serpent is said to know all secrets past and present. Saim-Hann means 'Quest for Enlightenment', as the Aeldari word for snake and secret knowledge is identical: *Saim*. The Asuryani of Saim-Hann emblazon their world-rune on their banners, armour and the cowlings of their vehicles.

The savagery of Saim-Hann warriors has earned the craftworld a fierce reputation across the galaxy. Keen practitioners of the devastatingly rapid assault, the Wild Host fall upon their enemies in a blur of crimson attack craft, screaming war cries as they do so. Their sheer ferocity forces the enemy back, buying the Saim-Hann Asuryani time to swing around and attack again. The kindreds excel at mimicking the strike of a serpent, accelerating from a standstill to a breathtaking speed before delivering a lethal blow.





WANDERERS OF THE STARS

Across the galaxy, floating in the enveloping cosmic darkness, there can be found many dozens of craftworlds, each with its own history, heraldry and philosophies of war. Some are small and reclusive, keeping themselves far from the eyes of even their kin on other craftworlds. Others are large and comparatively populous, and have earned fame and notoriety in their own right.



ALTANSAR

When Slaanesh surged into existence, Altansar found itself on the cusp of the Eye of Terror. Despite fighting valiantly, over a period of five hundred agonising years the craftworld was swallowed by the warp. Only the Phoenix Lord, Maugan Ra, appeared to have escaped. For millennia, Altansar was considered lost. However, as the Eye opened wide at the end of the 41st Millennium, Maugan Ra undertook a great odyssey that culminated in the rescue of his lost people. Since their re-emergence, the people of Altansar have been distrusted by their kin and viewed with suspicion. Some whisper that they are tainted by their ordeal, while others say they entered a dread pact with Ynnead. Perhaps the rumours are based in truth, for the voices of the Altansar craftworlders are but whispers, and their pale, deathly features are those of ones trapped in a shadowy half-life. The world-rune of Altansar is the Broken Chain. Once a reference to Kurnous and Isha's escape from the dungeons of Khaine, this emblem has taken on a deeper meaning since Altansar's mysterious escape from the Eye of Terror.



IYBRAESIL

Structured around a largely matriarchal society, Iybraesil includes more female warriors within its ranks than any other craftworld. For millennia uncounted, the Howling Banshees have formed the vanguard of Iybraesil's warhosts, falling upon their foes amidst a cacophony of paralysing war cries. The legends of Iybraesil tell of a pact their ancestors made with the goddess Morai-Heg. Seven times seven of Iybraesil's warrior women became the Crone's deathly handmaidens so their sisters might enjoy especially long and fruitful lives free of her cursing touch. The craftworld has a disproportionately high female population to this day. In these dark times, the people of Iybraesil are driven to hunt for crone worlds, for they hope to secure not only the Tears of Isha, but also ancient technologies and doomsday artefacts with which to tip the balance of fate. Iybraesil's rune, Wisdom from Pain, represents the tale of the crone Morai-Heg, who convinced Khaine to sever her hand that she might sup the wisdom in her blood. Such are the sacrifices that must be made for enlightenment.



LUGGANATH

Perceived as little better than piratical Corsairs by other craftworlds, the Asuryani of Lugganath foster close ties with the Harlequins, and have largely abandoned the material realm as a lost cause and seceded into the webway. Lugganath's warriors enter realspace only to raid for what they need, striking with a rapidity and suddenness impressive even for the Aeldari. Reports of Corsair fleets operating out of Lugganath are common, notably the Sunblitz Brotherhood, whose vessels often fight alongside those of Lugganath's navy in times of war. Despite keeping such questionable company, Lugganath's people bear no love for their dark kindred the Drukhari, and the two have clashed on numerous occasions, both within the webway and without. Lugganath's name means 'Light of Fallen Suns'. Their world-rune, the Black Sun, is a reference to the lost glory of the original Aeldari star systems. If a viewer were to look far enough into the void, they would be able to perceive the last light of those dead stars – as close to a metaphor for hope as the Aeldari of Lugganath know.

How many world-ships make the stars their home? How many souls live aboard each? How many are snuffed out, never learned of by their peers and kin? Would that we knew – would that we could all unite once more!



IL-KAITHE

In the endless war against the Dark Gods, the Asuryani of Il-Kaithe are a keen and vengeful blade, and will ally with Commorragh and even the armies of Mankind to see their goals achieved. Their impossible quest has doomed Il-Kaithe to generations of relentless warfare – even the craftworld's name, translated as 'Knowledge of Blood', has changed meaning. Where once their title spoke of the gifts passed down through the generations and the blessings of their ancestry, in the last few millennia it has become a promise of war. Once, Il-Kaithe was renowned for the exquisite art of its Bonesingers. Now, these same craftsmen have turned their skills to creating only weapons, and accompany the warhosts to battle to heal wraith constructs and Engines of Vaul. The Aeldari of Il-Kaithe take the Helm of Eldanesh as their symbol. Myth tells that Asuryan gave Eldanesh this all-seeing helm, thanks to which he slew many terrible foes. Eldanesh used the helm to see his own future, and saw his death at the hands of Khaine. To the Il-Kaithe, the symbol reminds them that knowledge can have a terrible cost.



YME-LOC

The war-smiths of Yme-Loc toil endlessly to craft gigantic machines of destruction. Masterful and prolific in their efforts, they ensure that their warhosts are always furnished with the finest Engines of Vaul, and are able to field a great number of titans and super-heavy engines when they go to war. Yme-Loc's warriors are almost always delivered to battle aboard grav-tank transports, while Fire Prisms and Night Spinners provide supporting fire. Though the wraith constructs of Yme-Loc are but few in number, there are tales among the Aeldari that their weaponsmiths have created a new and devastating weapon powered by the souls of the dead. It is a device so terrible in potency that Yme-Loc have never dared to use it. It is whispered that it can scour entire continents of life in mere minutes, the souls of the living torn from their bodies by a vast ghost-storm. The Crucible of Souls, the symbol of Yme-Loc, is the spiritual forge within which Vaul created the ninety-nine and one Swords of Vaul. For the Asuryani of Yme-Loc, this rune represents their belief that the fate of their race is still theirs to forge.



MYMEARA

After the Fall, Mymeara was cast far out into the galactic wilderness. For millennia, the craftworld sailed the void alone, thinking themselves the last of the Aeldari. Its citizens turned inwards, focusing upon the glories of the past – for they believed that without them the memory of their race would fade away forever. During its long isolation, Mymeara was forced to fight for its survival against rampaging Orks and the ever expanding boundaries of the Imperium. In these bloody wars a great number of Mymeara's people fell, though they took many millions of enemies to the grave with them. Alone and outnumbered, the craftworld learned well the ways of stealth, and how best to conceal their world-ship. In time, fate reunited them with their kindred, who found them to be highly cunning and resourceful. The symbol of Mymeara is the Cursing Eye. This is derived from ancient tales of Asuryan's deadly gaze, that perceives and kills in the same instant. It reminds those who wear it that an enemy revealed must be destroyed before it can threaten the noble Aeldari race.



THE AVATAR OF KHAINE

An Avatar of Khaine is an ancient god incarnate. Those who follow him into battle are invigorated by his fearsome presence, their fears or hesitations eradicated and replaced with a fierce anticipation of conflict and a near insatiable murderlust. In these moments, the Asuryani are transformed from tragic survivors into the glorious conquerors their forebears once were.

When not roused for war, a craftworld's Avatar sits upon a smouldering throne inside a sealed wraithbone chamber. A towering statue of iron, the Avatar's heavily muscled form is pitted with age and encrusted with corrosion. His armour is ornately adorned with runes, gemstones and more, while emblems representing the various Aspect Shrines hang from belts around his waist and chest. His slitted eyes reveal only empty darkness.

The skeletal structure of the Avatar's sanctum stretches through the entire craftworld, and links into every part of his inert form. Thus is he fundamentally connected to the craftworld, and it to him. When the Asuryani of his world-ship prepare for war, the Avatar's psychically receptive chamber pulses with their increasing battle-lust. Molten iron boils through his veins, and his whole body crackles and hisses like a furnace. He shifts upon his throne, restless with a craving for bloodshed.

As the Avatar senses the craftworld's growing desire for war, the Asuryani in turn feel his first stirrings reverberating through the wraithbone core of their craftworld. Thus the war-lust of the Asuryani is accelerated further in a feedback loop that eventually reaches fever pitch. With the Avatar slowly rousing, Exarchs don their ceremonial armour, gather outside his sanctum and – if they feel the Avatar is needed in the battles to come – begin the Ritual of Awakening. This act causes the Avatar to emit a psychic roar that echoes across the craftworld. This great battle cry is the signal for the Exarchs to bring forth the Young King, an Aspect Warrior chosen by the Farseers for a potentially dread destiny.

If the Exarchs choose to carry out the Ritual of Awakening, the bronze doors of the Avatar's sanctum will swing open. Then, the Young King, naked save for a wraithbone crown of thorns, strides in. By this point, the Avatar's stirring has caused his chamber to resemble a great furnace, its light so bright it burns the mind, and the sound of splintering iron deafening. Behind the warrior, the gates close. For hours, sometimes days, the chamber rumbles and booms, drowning out the agonised screams of the Young King within. Finally, with a terrible roar, a psychic shock wave blasts open the chamber doors, and through them advances the Avatar. None speak of the fate of the Young King – not even the Farseers. At this point, another will be appointed in his place.

When fully roused, the Avatar's eyes glow like coals, and as he moves his whole surface ripples and spits, fiery ichor bursting and solidifying upon his incandescent skin. Tendrils of smoke and flying cinder wreathe him like a dark cloak, and he reeks of the hot smell of burnt blood and sulphur. Thick red gore drips from the fingers of his left hand, while in his right he carries *Suin Daellae* – the Wailing Doom – the sacred weapon of the Bloody-Handed God, which may manifest in a number of forms, such as a sword, axe or spear. Armed with this instrument of death, the Avatar becomes all but unstoppable, capable of striking down Greater Daemons, carving through armoured vehicles and slaying monsters.



THE MURDERED PANTHEON

Aeldari mythology tells that at the moment of its birth, Slaanesh slaughtered almost all of the Aeldari pantheon and stole the gods' power, with only two of their number surviving the Fall. Kaela Mensha Khaine, the strongest and most warlike of the Aeldari deities, endured through might. Slaanesh and the Bloody-Handed God fought a titanic battle in the warp, and despite Khaine's mastery of war, Slaanesh, glutted with stolen power, eventually proved the stronger. Exhausted from the struggle, Slaanesh could not destroy the Aeldari god completely. Instead, Khaine was rent into fragments. Each shard came to rest within the wraithbone core of a craftworld, where it took root and grew into an Avatar of the Bloody-Handed God.

The other god to survive was Cegorach. While Slaanesh fought with Khaine, the Laughing God escaped into the webway and hid amongst its myriad tunnels. Tales suggest that he remains there still, unassailable, laughing at the gods of Chaos as he hatches bitter plans for revenge. There are those who claim that Cegorach walks amongst his children from time to time, wearing the disguise of an anonymous Harlequin Player.

DIRE AVENGERS

Merciless to their foes and unstinting in their devotion to their people, Dire Avengers represent the War God's unending thirst for vengeance upon a galaxy of woe. Regarded by many as the most tactically flexible and noble of all the Aspects, they form a cornerstone of almost any craftworld's battle plans.

Dire Avengers take to the field armed with Avenger shuriken catapults, elegant weapons even more advanced than those used by a craftworld's Guardians. Their lethal volleys echo the Death of a Thousand Blades, the punishment that Khaine metes out upon traitors and cheats who are unworthy of a clean kill.

The Dire Avengers consider the wielding of the shuriken an art form. Even when they are not clad in their full panoply of war, the robes they wear when outside their shrines are lined with lethal discs. In this way, even an apparently unarmed Dire Avenger can slay a distant opponent with a swift chopping gesture – a skill much needed in times of strife. Such vigilance is the hallmark of the Dire Avenger Aspect, a symbol of their duty to guard their craftworld at all times and to take the battle to their enemies at a moment's notice.

ASURMEN, THE HAND OF ASURYAN

Asurmen is the first and oldest of the Phoenix Lords. In the aftermath of the Fall, he founded the first of the Aspect Warrior Shrines, upon a world later called Asur by his followers in honour of him.

By Asurmen was the Path of the Warrior opened forever, and the first Aspect Warriors – the Asurya – were honed by him personally. He strengthened them in both mind and body, for the dangers of the galaxy were many and the surviving Aeldari few. Asurmen knew that his decadent people needed to be made strong in the face of this new, stark reality. Thanks to his teachings, his followers became sharper than any blade. Asurmen went on to found more shrines on more craftworlds than any other of the Phoenix Lords, and so Dire Avengers are the most numerous kind of Aspect Warrior fielded by the armies of the craftworlds.

Asurmen's skills at war are breathtaking, representing the zenith of the Dire Avenger Aspect. He bears wrist-mounted shuriken catapults, known to the Aeldari as *Asurya Vandha* or *Caghemac Thaeyl*, though in the Human tongue they are known as 'the Bloody Twins'. He also carries the ancient Sword of Asur, first of the direswords. Bound within this blade's hilt is the spirit stone of Asurmen's brother, Tethesis, that he too may continue the fight against the servants of the Great Enemy until the end of time.

THE ASURYATA

The Asuryata, the legend of the Phoenix Lords, is an ancient epic that is only recited in full once in each generation. Though only a mystical order of storytellers and poets called the Bards of Twilight know it in full, the Asuryata features many important parables that the Aeldari of the craftworlds use to inform both their day-to-day activities and the actions taken by their war councils.

WARP SPIDERS

The Warp Spiders take their name from the tiny crystalline arachnoids that crawl throughout a craftworld's infinity circuit and Dome of Crystal Seers. Slipping in and out of existence, these diminutive yet aggressive entities act as an immune system for the world-ship's wraithbone skeleton, hunting invasive psychic shadows and daemon predators that are drawn like carrion-eaters to spirit stones.



The rune of the Warp Spiders shows the many-limbed hunter that moves unseen amongst its foes. With spars branching off from its centre, it also represents the ambush launched from multiple directions, and the enveloping doom that follows.

Warp Spiders epitomise the doctrine of aggressive defence, striking without warning from an unseen quarter. They do this with an arcane dimensional device that allows them to mimic the way their namesakes teleport around the craftworld – a compact warp-generator housed within their armoured backpack. Warp Spiders can make short warp jumps, disappearing and reappearing in the blink of an eye. This enables them to launch totally unexpected attacks on their foes. Such a tactic is not without substantial risk, however, for it necessitates the Aspect Warriors spending a short time in the hell-dimension of the warp.

The immaterium is a perilous place for any soul to travel. This risk is greatest of all for the Aeldari, for their immortal foe Slaanesh constantly thirsts for their souls. A journey through the warp, however brief, is a matter of incredible danger. Not only may it draw the attention of She Who Thirsts, but the daemons that inhabit that realm all delight in ensnaring Aeldari spirits and making them their playthings for eternity. For this reason, the Warp Spiders are considered by the Asuryani to be among the bravest of all Aspects – they risk not only their lives in the name of victory, but also their eternal souls. It is the task of the Warp Spider Exarchs to guide their charges through the perilous and intricate processes required to survive warp jumps, showing them how to steel their mind and spirit to endure the horrors that await them.

The ritual armament of the Warp Spider is the death spinner, an exotic and highly advanced weapon that extrudes a cloud of razor-sharp monofilament wire. The spinner's magnetic containment field spools this together and hurls it towards the enemy. The wire's tension causes it to writhe and lash in the air, and where it touches soft tissue, it slices through with horrible ease, severing limbs and dicing flesh.

'Warp Spider; Fire Dragon; Dire Avenger. These are no mere titles. They are identities, and represent the entire lives of those who hold them. When a warrior dons their mask, this identity consumes them, and they become a blade of their war god. Their minds race through fighting techniques they have mastered over a thousand-thousand repetitions. They become more than killers. They become death.'

- Inquisitor Czevak

Many Aspects are there of Khaine, the Lord of Murder: Ebon Talon, Crystal Dragon, Slicing Orb, Blinding Claw, Shadow Spectre, Coiled Serpent, Golden Raptor. These, and dozens more.



SHINING SPEARS

The Shining Spears possess a bright and clear virtue that marks each one of their number out as a warrior-champion of their race. Aeldari mythology is replete with examples of noble heroes at one with their steeds, and in the Shining Spears, the glories of legend are made manifest.

The anti-gravitic motors of Shining Spears' sleek, gleaming jetbikes allow them to skim over even the roughest terrain at breakneck pace. Such is their focus that the Shining Spears can weave through dense jungles and crumbling architecture without slowing, dodging around obstacles that would cause spectacular collisions and explosive endings for riders of lesser skill.

Shining Spears are so in tune with their jetbikes that they can execute complex aerial manoeuvres with only subtle movements of their hands upon their control consoles. They instinctively know the absolute limits of their mounts, confidently throwing them into vertical climbs and dazzling corkscrew spins that even the most gifted pilots of other races cannot hope to match. Such skills are honed through countless years spent within their Aspect Shrines – vast structures that would take days to traverse on foot. It is said that, while preparing themselves in these facilities, the Shining Spears never leave the saddle – even when engaged in meditation – and that they can feel the flow of the land beneath them through the slightest variations in the hum of their jetbikes, steering confidently even with their eyes shut tight. In battle, this ability allows them to swerve and jink with preternatural ease, making it all but impossible for enemy gunners to draw a bead upon them.

The rune used by the Shining Spears is a triangular warrior sigil graced with a lightning bolt lancing from each of its sides. It promises a quick, painful and inescapable death to the enemies of the Asuryani – something these Aspect Warriors are eager to deliver.

In battle, the Shining Spears fight as the spear of Kaela Mensha Khaine, which struck like lightning and killed with a single ruinous blow. The warriors of this Aspect are famous for the sheer daring and persistence of their attacks. After delivering a flurry of shots and blows with their formidable laser lances, they will disengage and circle back towards their foe, barely slowing in the process, before charging again. The energy blasts their fearsome weapons unleash whittle through the foe's front ranks, leaving the way clear for them to slam into the troops beyond with devastating, piercing impact.

HOWLING BANSHEES

A predominantly female Aspect, Howling Banshees are incredibly swift and deadly warriors who race towards their foes with acrobatic grace. Experts in hand-to hand fighting, their duelling style is a perfect example of combat efficiency and precision. With every rapid thrust and slash, their powered blades make a mockery of their foes' armour.

The Howling Banshees announce their arrival on the battlefield with a dire, blood-chilling scream that is amplified into a mind-destroying shock wave by their Banshee masks. This aural assault inflicts severe damage to the central nervous systems of their foes. The Aspect's rune reflects this; known as the Rain of Tears, it represents the depthless sorrow of the Banshees of Aeldari myth. It is said that these beings used this raw emotion to steal the souls and freeze the blood of those exposed to it. Howling Banshees are led by their Exarchs, who train them in quicksilver swordplay and the use of the shriek-that-kills. So piercing are the Exarchs' own war cries that they haunt their victims long after the screams have died away.

JAIN ZAR, THE STORM OF SILENCE

The Howling Banshees' Phoenix Lord was the first Aeldari to learn under the tutelage of Asurmen. It was Jain Zar who perfected and taught the Scream that Steals, and her own psychosonic barrage is so powerful it can liquefy the brains of her victims. To this day Jain Zar is a devoted matriarch, visiting her shrines and nurturing her spiritual descendants. No other Phoenix Lord is as committed to the war against the Great Enemy, and on countless occasions Jain Zar has led hundreds of Howling Banshees to war. Furthermore, no other Phoenix Lord has championed the growing cause of the Ynnari more than her, and she has come to their aid multiple times.

THE CRONE GODDESS

The Banshee is a harbinger of woe in Aeldari mythology, whose cry is said to herald such ill fate that it can even wrench a soul from its spirit stone. It is fitting that the most feared of all the Aspect Warriors, the Howling Banshees, draw their inspiration from this unearthly creature.

In Aeldari myth, the Crone Goddess Morai-Heg sought to partake of the wisdom contained in her divine blood. Knowing there was only one with the power to harm a god, she sent her daughters to haunt their father Khaine's steps with their piercing screams. The infernal noise drove Khaine into a bloody rage that saw his mind begin to unravel. Promising an end to this curse, the Crone Goddess bade Khaine cut off her hand so that she might drink deep from her own veins. With this deed, Morai-Heg gained the knowledge of blood, and the Aspect of the Banshee was granted to Khaine in return.

STRIKING SCORPIONS

Like stalking shadows, the Striking Scorpions hunt their prey across dark and dust-choked battlefields. The thick psychoreactive plates of their armour slide across their bodies without a sound as they ready their shuriken pistols and diamond-tipped chainswords for the ambush to come. When their trap is sprung, however, the Striking Scorpions discard all stealth and leap keenly into battle.

Striking Scorpions are merciless killers without exception. They have made fear their closest ally, and revel in the hunt and the kill. The Aspect's most sinister skill is the legacy of their Phoenix Lord, Karandras – the ability to become one with the shadows and thus creep towards targets without ever being seen. Striking Scorpions are masters of maximising every potential hiding place as they slink through terrain; their patient yet murderous nature has been the doom of many an enemy whose attention drifted from the shadows for even a moment. They have been known to emerge unexpectedly from cover right at the heart of the foe, wreaking so much havoc that they have single-handedly turned entire battles.

The signature attack of a Striking Scorpion is made by the devices housed in pods on either side of the warrior's helmet, known as mandiblasters. These short-ranged weapons deliver a deadly energy sting in close combat. Activated by a psychic pick-up, they fire a hail of needle-thin shards that act as conductors for a highly charged laser. The foe scarcely has time to reel in shock at the sudden appearance of the Aspect Warriors before the mandiblaster sting hits home, wounding or killing its target. Capitalising on the advantage provided by their opening volley, the Striking Scorpions then deliver a blistering flurry of blows, pressing home more and more attacks before their overwhelmed prey can recover.

The symbol of these Aspect Warriors is the scorpion rune, which represents the slow, stalking killer and the sudden blow – two aspects of war perfected by the Striking Scorpions. The emblem has dark connotations in Aeldari myth, and is no sign of nobility, but the Aspect Warriors wear it with pride nonetheless.

KARANDRAS, THE SHADOW HUNTER

Amongst the most mysterious and menacing of the Phoenix Lords, Karandras rarely speaks, and never breathes a word of his origins. It is from him that the Striking Scorpions learned the sinister patience of the hunter. He goes to war wielding a mighty claw named Arhra's Bane, a great biting blade known in the Aeldari tongue as *Isirmathil* and a mandiblaster of surpassing craftsmanship called the Scorpion's Bite.

THE FALLEN PHOENIX

Karandras is not the oldest of the Striking Scorpion Exarchs, for that honour belongs to Arhra, the Father of Scorpions. Arhra was the most sinister of all the Phoenix Lords; the Fallen Phoenix who – some rumours claim – burns with the dark light of Chaos. Karandras is said to have duelled his rival for weeks, forcing Arhra's defection before taking his place and tempering his murderous nature with the patience of the hunter. It is whispered in the shattered reaches of the webway that Arhra still lives, and that he fled to the darkest corners of Aeldari civilisation to begin his bloodthirsty teachings anew. Many of these voices claim that Arhra defected to the Dark Kin – the Drukhari – where he founded an order of merciless warriors who fight in his name.



DARK REAPERS

The skull-helmed visage of the Dark Reapers is a spine-chilling sight in itself, but to the Aeldari, it has a symbolism altogether darker than simple death. These Aspect Warriors exemplify the War God as Destroyer, and their formidable warsuits echo that of their founder, Maugan Ra. Also known as the Harvester of Souls, this Phoenix Lord is among the most grim and foreboding of all Asuryani.

The credo that the kiss of death can be delivered from afar with grace and ruthless efficiency is central to the way of the Reaper. Their role is one of long-ranged fire support, and their midnight-coloured armour incorporates a complex set of interlocking plates and powered limb-supports that absorb the recoil of their weapons. Advanced helmet-mounted sensor vanes allow the Dark Reapers to lock on to fast-moving targets, while a sophisticated mind-link enables them to 'see' from the muzzles of their weapons, improving their accuracy still further. Added together, these capabilities make it all but impossible to evade the Dark Reapers' fire. Much of the punishing training these Aspect Warriors undertake is dedicated to making the perfect shot. They are expected to display incredible feats of coordination, focus and balance, giving them an unflinching and obsessive nature. Should Dark Reapers fail in battle, they must atone for it once they return to their shrine.

MAUGAN RA, THE HARVESTER OF SOULS

Of Asurmen's pupils, Maugan Ra was the most independent. He fashioned baroque, occult weapons, preferring dark and malefic artefacts that could slay his foes from afar. As his craft progressed, he learned that even the most outlandish armaments could be used with the precision of a scalpel. This, combined with his mastery of every element of ranged combat, dictated the disciplines of the Dark Reaper Aspect. Maugan Ra hails from Craftworld Altansar, a world-vessel that, despite the valiant efforts of its people, was pulled into the Eye of Terror after the Fall. Only Maugan Ra escaped, and his daring efforts ten thousand years later to rescue his lost people are recounted in the macabre *Bás-Finscéali* lays. His kin suffered much during their millennia trapped in the warp, and thus the Harvester of Souls' hatred for the servants of the Dark Gods knows no bounds.

'Our rune symbolises the scythe that harvests the living. We invert the triangular warrior rune, ensuring that what is associated with us is morbidity, merciless intent and unconventional talent. Our baleful gaze haunts the battlefield from afar, and death blooms wherever our scrutiny falls – no matter the apparent strength, speed or endurance of our victims.'

- Tishriel Ysbwrieli, Dark Reapers Exarch of the Shrine of the Twilight Moon

FIRE DRAGONS

The Fire Dragon Aspect Warriors style themselves upon the dragon of Aeldari myth, the sinuous fire-breathing reptile that represents wanton destruction. Fire Dragons are masters of wielding weapons that use heat and fire, and take savage delight in the devastation they cause. Such is their affinity with fire that it is not unheard of for their Exarchs to manifest a burning corona when consumed with battle-lust.

Every Fire Dragon undergoes many hazardous trials and rituals to hone their abilities. Thanks to this training, they know at a glance which parts of a target will be most susceptible to their weapons. This transcends the mere study of schematics, and becomes as much spiritual knowledge as tactical expertise. It is said that Fire Dragon Exarchs know instinctively how to destroy any armoured behemoth with just a single shot, even if they have never seen that particular engine of war before.

The ritual weapons of the Fire Dragons are fusion guns. These can reduce otherwise impenetrable armour plating to a cloud of super-heated vapour in a single moment. Asuryani fusion weapons cause the molecules of the target to hyper-vibrate, generating so much heat that the victim bursts into flames before turning to molten liquid and then evaporating. Fire Dragons also carry discus-shaped fusion charges, which they attach to their enemies' fortifications and lumbering war engines before detonating them with a psychically delivered trigger word. Nowhere is safe from the white-hot rage of these Aspect Warriors – a truth made all the clearer by their wide usage of Falcon grav-tanks to close with their chosen foe.

FUEGAN, THE BURNING LANCE

Fuegan is the Phoenix Lord of the Fire Dragons and the founder of the Aspect. He has schooled his disciples in mastering the powers of the dragon; rather than regarding oblivion only as a force of discord, he hopes that through selective destruction the Aeldari can bring harmony. To the Asuryani, Fuegan is a mighty hero, often depicted holding the cosmic serpents of wisdom and entropy in his fiery grasp.

Fuegan has devoted himself fully to the destruction of the Asuryani's enemies, pitilessly eradicating them one by one. He has spent the millennia travelling the ancient tunnels of the webway, emerging only when it serves his noble cause. Of late, the flames of Fuegan's firepike, Searsong, have burned hotter and more often than ever before. Legend tells that the Burning Lance will be the last of the Phoenix Lords to fall in the final battle against Chaos – the *Rhana Dandra*, the 'End of All Days'.

SWOOPING HAWKS

In ancient times, the Aeldari believed that the spirit of someone murdered would pass into a hawk and hover above the killer as a mark of guilt. The Swooping Hawks take their name from these wild hunting birds, for they are synonymous with vengeance and retribution.

The wargear of the Swooping Hawks is fashioned from fine cellular material, cunningly constructed so as to be astonishingly light. Their wings, made from vibrating feather plates and incorporating small gravitic lifters, enable them to soar far above the battlefield with incredible grace, speed and agility. Swooping Hawks can launch high into the air at a moment's notice before descending upon their foes. Their Exarchs teach them the intricacies of flight and how to perform daring skyleaps in the heat of battle. They learn to harry the enemy's flanks with salvoes from their lasblasters and disrupt hostile manoeuvres with attacks from above. In addition to lasblasters, Swooping Hawks carry grenade packs loaded with anti-personnel and anti-tank explosives. Soaring overhead, they bombard enemy positions with these sophisticated devices, sowing destruction with a hail of plasma detonations.

All Asuryani who look upon the majestic glow of the Swooping Hawks find their morale bolstered. This is in no small part because of what they represent. Just as the Aspect's winged warrior rune speaks of a return to a position of ascendancy after a period of darkness, so the Swooping Hawks symbolise the heights of greatness to which all Aeldari aspire.

BAHARROTH, THE CRY OF THE WIND

Baharroth was the first Exarch to master aerial combat, and was the founder of the Swooping Hawk shrines. The most vibrant and youthful of the Phoenix Lords, he revelled in the sensation of sunlight on his wings. Despite their differences, Baharroth and Maugan Ra share a deep bond. They are brothers as the sun is to the moon, and many of the Aeldari's deadliest foes have met their doom on the edge of their blades.

The Asuryani consider Baharroth's presence a sign of victory to come, for he appears above the battlefield as a glorious hero, shining with a brilliance of his own making. Looping and soaring through flak-churned skies, the Cry of the Wind looses pinpoint blasts of blinding fire from his bespoke Hawk's Talon, the Fury of the Tempest. He is also a master of close-quarters combat, and strikes with the resplendent sword known as the Shining Blade. Legend tells that this elegantly curved weapon was forged by the daughters of Vaul in the dying fires of a supernova, and that some of that long-gone star's power lives on, captured within the sword's impossible gleam.

According to the Asuryata, Baharroth's final death will come at the Rhana Dandra. All Aeldari fear that this apocalyptic event will happen in their lifetime. With the forces of Chaos ascendant and Phoenix Lords being sighted with greater frequency, these fears might be well placed.

'Only when you have soared through the 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. And only one who has travelled but ultimately turned away from each of these paths can understand the Autarch.'

- Anthrillien Morningchild, Autarch of Yme-Loc

CRIMSON HUNTERS

The ritual wargear of the Crimson Hunters is not a blade or sidearm, but a sleek aerial fighter that represents the pinnacle of Asuryani aeronautics. Known as Nightshade Interceptors, these formidable craft are specifically designed to hunt down and destroy enemy aircraft of any kind. They are just as much part of the Crimson Hunters' battle gear as the power swords of the Howling Banshees or the wings of the Swooping Hawks.



The Aspect Shrines of the Crimson Hunters are unlike any others. They are not buildings or landscapes, but tunnel-linked collections of transparent atria that float around the periphery of their craftworlds. It is within these realms of captive sky that the Crimson Hunters duel, their weapons of choice the potent laser and plasma weapons gracing each Nightshade Interceptor's curving fuselage. During these breakneck training battles, the Crimson Hunters set these armaments only to illuminate rather than to pierce armour. With this technique they learn exactly how to avoid the most dangerous enemy munitions and fight in the most realistic circumstances without suffering losses to friendly fire. In these relentless exercises, as in war, the Crimson Hunters are led by their Exarchs – the most skilled of their kind. These peerless marksmen rarely fail to strike their targets, even when moving at maximum speed.

By training against their own peers – some of the most gifted fighter pilots in the galaxy – the Crimson Hunters ensure that the act of destroying the aircraft of lesser races is a simple exercise, and one that proves their superiority over the comparatively sluggish pilots that pollute the skies of the galaxy.

The Crimson Hunters embody the war god Khaine's ability to leave a more powerful foe reeling and ready for slaughter. Weaving through whole squadrons of enemy aircraft and outmanoeuvring larger foes, they use their immense firepower to destroy priority targets, taking next to no damage in return. It has to be this way. For the Asuryani, victory with heavy losses is hardly victory at all; their race cannot afford wars of attrition on the ground or in the air. To survive, the craftworlds must always be capable of defeating foes of vastly greater number.

THE BLOODY BLADES OF KHAINE

Amongst the myths of the Aeldari is the tale of the Bloody-Handed God's triumph over the White Wyrm Oghanothir, an armoured serpent whose titanic bulk was such that it eclipsed the sun whenever it rose up to strike. The legend tells that Khaine hunted this great beast across the stars, eventually finding its nest in the heart of a hollow moon. Just as the monster emerged from its lair, Khaine hurled a pair of bloody blades fashioned from the gore that dripped from his left hand. These darting daggers took the beast's eyes from their sockets and ensured that its death was a feat within Khaine's reach. It is these blinding blades that the Crimson Hunters seek to emulate in battle – they aim to be nothing more than lightning-fast blurs that are all but impossible for a foe to track.



HOSTS OF THE DEAD

'The universe is tripartite: the sunlight of the material plane, the darkness of the spirit plane and the twilight of the spaces betwixt the two.'

- Spiritseer Iyanna Arienal of Craftworld Iyanden

The Aeldari are a dying race, and the galaxy is dangerous and unforgiving. The Asuryani of the craftworlds are not numerous enough to defend themselves from every attacker, or to crush nascent threats as they arise. They need warriors, and are forced to call upon the spirits of the dead to fill their ever-thinning ranks.

For the Aeldari, death does not guarantee respite from war, for the race's need is greater than that of its constituent souls. With the guidance of a seer it is possible for an Aeldari spirit to separate itself from the infinity circuit and flow into a spirit stone put aside for that purpose. Once one of these stones is linked with a wraithbone warrior-construct, the living intellect within it is granted a near-impervious host. Known as ghost warriors, these formidable creations are a major weapon in a craftworld's arsenal.



Though they are piloted by Aeldari spirits and would be empty shells without them, wraith constructs function very differently to living Asuryani. They lack the same kind of alacrity and vitality, and their consciousness is never as fully individual or alert. Somehow, the piloting souls exist at once in the real world and the spirit world, and experience reality as a dream where thoughts and feelings are as tangible as steel. Living Aeldari appear like bright beacons in their vision, serving as guides and points of reference amidst their ethereal perceptions. Nonetheless, wraith constructs can communicate telepathically, and as many of them have millennia of experience to draw upon, some will even be summoned to take part in councils of war. This is especially true of the statuesque Wraithlords, which are only piloted by the spirits of great heroes with the mental strength to operate such large host vessels. In battle, these towering warrior-nobles fight in much the same manner as they did in life. Hence those who once specialised in fire support take to the field with multiple heavy weapons, while those who favoured close combat now wield a sentient scimitar known as a ghostglaive.

The most common incarnations of ghost warriors are the Wraithguard. Standing twice the height of living Aeldari, they are as tough as they are elegant, and can weather a huge amount of punishment while they bring their potent heavy firepower to bear. The arcane beams of their terrifying weapons open a localised rift between the warp and realspace for a fraction of a second, tearing foes apart or sending them screaming into the immaterium.

Alike in stature to the Wraithguard, but very different in their manner and purpose, are the Wraithblades. In place of ranged firepower, these constructs wield paired ghostswords, or ghostaxes and forceshields. Wraithblades are terrifying even to the Asuryani, some of whom fear to speak their true name – *Klaivaulch* – lest it incite the wrath of Khaine. They possess a dreadful pent-up rage, and are kept apart from other ghost warriors to preserve the latter's peace. The sensor vanes built into their wraithbone shells are said to suppress their most furious urges, for they are extremely eager to close with the enemy. Few Spiritseers can agree on the exact source of this wrathful nature, but one theory points to the spirit stones that power Wraithblades' psychically charged weapons. The waystones used to create these are mostly recovered from crone worlds – daemon-infested planets that are all that remain of the ancient Aeldari empire. Some stones are found already inhabited by ancient spirits embittered by millennia of confinement. It is these twisted souls, some say, that drive the Wraithblades' unquenchable viciousness.

WRAITHKNIGHTS

Wraithknights are enormous war machines, much larger even than Wraithlords. In addition to the Aeldari soul that resides in the large spirit stone on its chest, each Wraithknight also houses a living Asuryani pilot behind its armoured breastplate. This pilot and the spirit are invariably twins. The psychic link between Aeldari twins is so strong that they can sense each other's proximity, their mood and even their thoughts. Should one die, in extreme cases it can cause the other to fade away in sympathy. When such pairs are installed within a Wraithknight, the living twin enters a near-permanent battle trance; a twilight existence that helps them not only commune with the spirit of their dead sibling, but also with the essences of former incumbents who once operated their war machine. This combination of minds enables the pilot to operate a Wraithknight in such a way that it can move with similar grace and agility to a living Aeldari warrior. The result is a wraith construct unlike any other, capable of incredible feats of heroism.

HEMLOCK WRAITHFIGHTERS

Within the sinister aircraft known as Hemlock Wraithfighters lies a psychically reactive wraithbone core, somewhat like a miniature infinity circuit in function. Along with their Spiritseer pilot, Hemlock Wraithfighters also harbour multiple essences of dead Aeldari. These souls serve as co-pilots who can fly the vehicle if the pilot is incapacitated – a real danger given the immense pressures of sharing a weapon-shell with the souls of the departed. The whispering voices the pilots constantly hear have been known to drive them insane. Worse still, those Spiritseers who commune with their co-pilots too often risk having their own spirit drawn from their body and into the Hemlock's wraithbone core, leaving only an empty husk behind.

Yet it is the Wraithfighter's weapons that make its use such an atrocity to some Aeldari. Its heavy distortion scythes can separate a body from its soul, scramble Necron engrams or sever a Tyranid from the Hive Mind. The Aeldari call this act the Cutting of the Crone's Cord, and tradition has it that only Morai-Heg can rightfully do such a thing, for it is the work of a god, not a mortal. The voices speaking out against the Hemlock Wraithfighter grow fewer with each passing year, however. More and more Autarchs state outright that such archaic rules exist only for less desperate times, and that now the Asuryani have little choice but to unleash such dread weapons if they are to survive the horrors of the galaxy.

SPIRITSEERS

Spiritseers are those upon the Witch Path called to commune with the dead – a chilling concept even for the Asuryani. They walk with the souls of the departed in the spirit world of the infinity circuit, tending to them and seeking out their wisdom on the craftworld's behalf. Over time, the number of Spiritseers has increased; as the Asuryani continue to dwindle, their need for their kin in the infinity circuit grows, whether for guidance, war or both. None but them can truly guide the craftworld's ghost warriors, and the level of clarity and focus they provide to the wraith constructs renders them even more lethal. When a Spiritseer is near, every shot and blade swing of the ghost warriors finds its mark with greater surety.

Spiritseers' actions are seen by many of their fellow craftworlders as a kind of necromancy, a necessary evil that must be endured if their race is to survive. The work of a Spiritseer, delving into the afterlife again and again, leaves an indelible mark upon them. Their affinity for the dead grows stronger with each visit, and each time it becomes harder for them to return to the world of the living. For some, leaving becomes impossible, though they still serve the craftworld from the twilight realm. From the newest Spiritseer to the oldest, all live a life intertwined with death. This is reflected not only in the solemn demeanour many of them bear, but also in the elegant armour they fashion for themselves. Many of the defensive runes with which such suits are decorated are associated with Ynnead, God of the Dead.

'Our race has not had the luxury of debating moral philosophy in millennia. When it did, our ancestors laughed at the thought. Now I dismiss it also, as we attempt to survive their folly.'

- Autarch Intrisiel of Biel-Tan, after the unleashing of a hundred Hemlock Wraithfighters at the Battle of a Million Terrors

HARLEQUINS

Harlequins are blindingly swift and agile warrior-artists, constantly in motion as they leap towards the foe. To their enemy they appear as a riot of prismatic colour that confuses, dazzles and terrorises. Relying on their terrific speed and skill over brute strength, the Harlequins' weaving battle dance renders them all but impossible for their foes to strike.

In battle, Harlequins appear as a fractal, polychromatic blur, thanks not only to the vivid colours many of them wear, but also to the technology incorporated into their holo-suits. These are known as *dathedi* to the Aeldari, meaning 'between colours'. They include a programmable hologram field that causes the outline of the wearer to explode into a cloud of tiny, multi-coloured fragments with every step and gesture – an effect that only becomes more intense as the Harlequin moves faster. Even when a holo-suit's wearer is stationary, their outline blurs with the surrounding terrain.

To the Harlequins, every step of a battle is part of a dance, known as a *saedath*. The screams of the dying are their accompaniment, thundering gunfire is their backbeat and the roaring of engines a symphony. Their foes are unwilling partners in these performances; seeing their very worst fears reflected in the Harlequins' masks, they suffer a psychoresponsive bombardment that is distracting and confusing. These masks often evoke the features of characters from Aeldari myth, and can change their visages, patterns and colours in a moment.

When an Aeldari joins the Harlequins, they enter a warband known as a masque, which is as much a performing company as it is a martial force. Each masque's constituent members fight with an incredible synchronicity, choreographed by their Lead Players and Troupe Masters – the latter of which command their itinerant warriors with all the skill of a master general and impresario both. It takes an Aeldari to appreciate the sheer genius of the Harlequins' actions. To other races, a masque's deeds are little more than a riotous confusion of sound, colour and violence. Only the Aeldari can see the carefully orchestrated patterns, the close teamwork and the perfect timing behind every blade thrust and burst of fire. Harlequins make art into war and war into art, keeping impeccable rhythm as they turn the annihilation of their foes into an incredible spectacle.



Every Harlequin is a devoted servant of Cegorach, the Laughing God, a sworn enemy of the Chaos Gods who is depicted as an enigmatic, vindictive and sinister trickster, compassionless and quick to mock. He is said to know every path within the labyrinth of the webway. Whatever the truth, the Harlequins themselves have incredible knowledge of that quasi-dimensional place. Aeldari legends record that Cegorach's pranks punished gods and mortals alike whenever they expressed overweening pride, and to this day stories such as the Theft of Khaine's Blade and the Wedding of Screams relay this theme to audiences throughout Aeldari society. Cegorach's is the only authority the Harlequins recognise, and each of their wars is fought in his name. Most Harlequins reserve their greatest hatred for She Who Thirsts, fighting for the Laughing God's revenge against the being who nearly wiped out the Aeldari pantheon. Yet it is not only Cegorach's hatred that the Harlequins reflect – all share their god's capacity for capriciousness and unpredictability. Even in death they look to their own mysterious deity; unlike the Asuryani, Harlequins do not wear waystones, for they trust that when they die, Cegorach will recover their souls before they can be consumed by Slaanesh.

Though most of the races to encounter the Harlequins will only know them as warriors, they are far more than that. They are also sublime performers, versed in their race's mythic cycles and the allegorical and metaphorical tales that stem from them. They travel endlessly to every corner of Aeldari civilisation, captivating audiences with music, dance, ritual combat, nuanced oration, theatrics and a suite of illusory and psychoactive effects. Almost every story derived from Aeldari myth has its own accompanying play. While all of these are entertaining, some are also cautionary tales, reminders of the ancient Aeldari's past failures presented as a warning to their modern descendants.

Harlequins also act as emissaries between Aeldari factions, for none besides them are permitted to walk as freely amongst all of their race's territories. They have even brokered uneasy alliances between the Asuryani and Drukhari, when the needs of the species have been great. The Harlequins also work to purge the webway of Chaos and alien taint; a task made much more difficult since the emergence of the Great Rift, which caused irreparable damage to the network. This has forced many Harlequin masques to become more vicious and manipulative, resorting in many cases to blackmail and the commitment of atrocities to ensure the webway's safety.



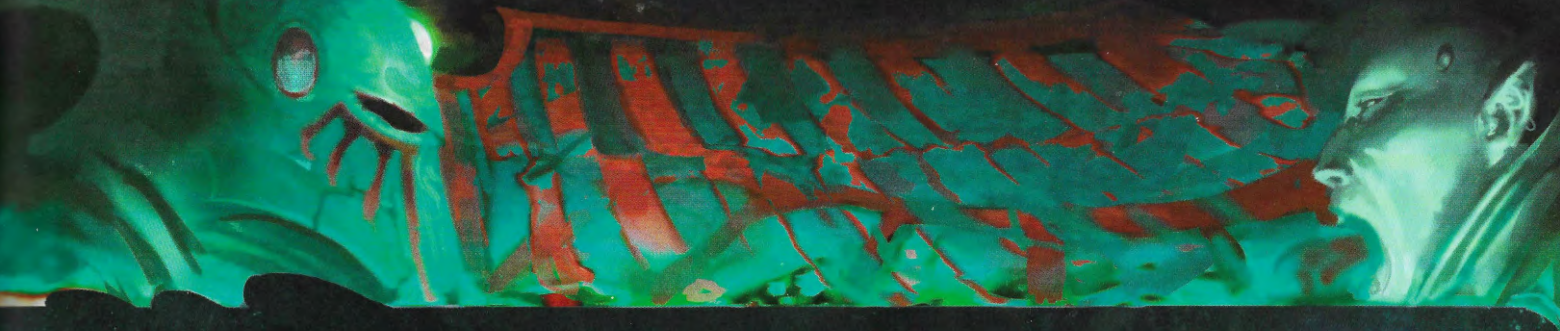
THE BLACK LIBRARY

Resembling a huge, impossible craftworld, the Black Library houses much of the Aeldari's most precious knowledge. The lore kept safe in this unfathomable structure includes everything the Aeldari know of Chaos and the warp, as well as information on the nature of psychic power collected by other races. Such is the extent of the secrets kept within it that the origin tale of Chaos itself is but a mere fragment. Unlike the craftworlds of the Asuryani, the Black Library can exist only within the labyrinthine dimension of the webway. Inside, it is a place of winding corridors, starlit chambers and shadow-drowned oubliettes. Its hidden entrances are warded by veils of riddle and illusion, as well as dread guardians whose very nature many Aeldari do not comprehend. However, the Black Library's primary defenders are the Harlequins. In this role the warriors of the Laughing God must be eternally vigilant, for countless evil forces desire the Black Library's contents for themselves. Grimoires of dark magic, records of Chaos cults, moonthorn caskets imprisoning daemonic artefacts, ancient blades and alien skulls have all been coveted by daemon hosts, Imperial Inquisitors, Drukhari Archons and Necron Overlords. For all its defences, the Black Library's boundaries have been breached on occasion. In recent years, the notorious sorcerer Ahriman of the Thousand Sons achieved such a feat, taking items of precious knowledge for his own secretive purposes.



'The Harlequins fight alongside us, that much is certain. But do they fight with us? For us? That, I have less faith in. Whatever they once were is gone, subsumed by their masks, their saedath, their Laughing God and his enigmatic agenda. So must I wonder; are we naught more than tools to them? Or do the servants of Cegorach use us and our Drukhari and Exodite cousins just as we manipulate and direct the younger races of this troubled galaxy? If so, to what ends? Their strength is welcome, but their intentions trouble me deeply.'

- Farseer Gaeloch of Craftworld Iybraesil



SOLITAIRES

Known to those of their race as *arebennian*, Solitaires can move faster than even the naked eye of an Aeldari can follow. They are capable of such feats of acrobatics that none even amongst the Harlequins know what their true limits are. Tales abound of Solitaires running up sheer fortress walls, spilling from shadows inside locked bunkers and even slowing time itself. Their incredible speed and agility make it all but impossible for their enemies to land a blow on them in close combat, or to fire a shot at them that finds its mark. The Solitaire resembles little more to them than a shimmering blur that flits great distances with every blink of the eyes.

Solitaires are sublime masters of the weapons known as the Harlequin's kiss and the Harlequin's caress. The former is a sharpened tube attached to the wearer's forearm, which can be punched through armour and flesh. Once it has penetrated, high-tensile monofilament wire uncoils from within the weapon, reducing the target's insides to a gory soup in a heartbeat. Just as deadly, the Harlequin's caress encases the wearer's hand in a phase field that lets them reach through a foe's armour and pluck out their heart as easily as if they were running their fingers through thin air.

The strangest of all Harlequins, Solitaires conceal themselves amongst Aeldari society, wandering alone. None formally belong to any Harlequin group, and only on occasion will they join a masque to perform or fight. When they reveal themselves, wearing their grotesque masks, they speak and are spoken to only in a ritual form, and are held in fear and awe by their kin. They inspire such feelings because they alone play the role of Slaanesh in the Harlequins' performances. As part of this portrayal they follow the Path of Damnation – their souls are not collected by Cegorach upon their death, thus enabling She Who Thirsts to claim them. As a result they are all the more dangerous in battle, for they will fight tirelessly to avoid such a fate. It is said that, despite the dark end that awaits the Solitaires – indeed, perhaps because of it – they are touched by Cegorach. Some believe they share the Laughing God's insight into what happened before the Fall, what will happen at the Rhana Dandra and even the nature of the universe itself.

DEATH JESTERS

Death Jesters, known to the Aeldari as *margorach*, play the role of Death in the Harlequins' ritual dances, and possess a dark sense of humour. This leads them to seek new and inventive ways to terrorise, torment and kill their victims. In battle they are known to chuckle as they fire salvoes from their shrieker cannons, and to hum cheerful tunes as they disembowel enemies with the reaping blade at the end of their weapon's barrel. Should they inflict a death that especially entertains them, it is not unheard of for them to pause their fighting purely to take a deep bow, or to offer mocking applause to their unfortunate victim.

Though they are killers par excellence, merely inflicting death is not enough to make war worthwhile for a Death Jester. For them, it must be accompanied by grim, ironic humour to be satisfying. They find much amusement in killing enemy officers who are in the middle of giving rousing speeches, terrifying sappers into running into their own minefields or trapping tanks in craters made by their own cannon fire. There are few in the galaxy with the same talent for this kind of cruelty, and Death Jesters weave a tapestry of tragic comedy on every battlefield they survey.

Death Jesters move amongst the Harlequin masques at will, wearing armour said to incorporate the bones of their predecessors. Though their dedication to the Laughing God and the defeat of the Harlequins' foes is undeniable, they are treated with wary amusement by their fellows, for they are as morbid and unpredictable as they are talented.

SHADOWSEERS

Masters of trickery and misdirection, Shadowseers are enigmatic warriors with prodigious psychic ability. In the Harlequins' performances they play the role of Fate, acting as narrators who deliver monologues as the other Players whirl, spin and cavort around them. It is the Shadowseers' psychic powers, and the hallucinogenic payloads of their *creidann* grenade launchers, that create the diverse range of illusions in their performances. With peerless showmanship they conjure blasts of multicoloured light, pyrotechnic marvels and swirling mists. In battle, these same grenade launchers fire according to pre-programmed patterns, hurling canisters of mind-altering gas at the enemy. The dispersal and timing of these packages are set to complement the ritualistic assault performed by the Harlequins around them. Any foes caught in the blast experience sprays of kaleidoscopic light and perceive friend and foe alike as horrific monsters. Many targets are driven mad, turning their weapons upon one another or even themselves.

Shadowseers carry miststaves – weapons that channel their wielder's mental force to crush armour plates and shatter bones. Even a glancing blow from one of these mysterious weapons can scramble the perceptions of living targets, clouding the mind with contradictory illusions and reducing sight to a slow motion blur. Should a Shadowseer ever be given the opening to press the head of their miststave to a victim's temple and focus their full willpower through it, they can blank their enemy's mind, drive them utterly insane or even implant new memories and desires that enslave the unfortunate target to the Shadowseer's whims.

Shadowseers are skilled in reading the skeins of fate, though they hone this second sight in a different way to the Farseers of the Asuryani. They are not concerned with the manipulation of events, but rather the fulfilment of ancient prophecy and myth, and who or what will play which role in such stories – wittingly or otherwise. Often acting as envoys between the different realms of the Aeldari, Shadowseers take great pains to ensure their identities are never discovered. Whether moving amongst the craftworlds, the Exodite worlds or the Dark City of Commorragh, they adopt stage names that hark back to obscure legends, and don faceless masks to reveal nothing of their thoughts, emotions or intentions.



HARLEQUIN MASQUES

Harlequin masques are both artistic bands of performers and martial cliques of deadly warriors. Whether their stage is a pristine amphitheatre or a bloody war zone, every member knows their duties, thanks to their deep familiarity with the mythic Aeldari characters they portray. Armed with such knowledge, they are all the more lethal on the battlefield.

So many are the tales we tell! So deep and inexhaustible are the wells of myth! The Final Hunt, the Flight of the Three, the Forging of the Chains, the First Jape, the Stand of Eldanesh, the Rage of Ulthanash – these are a mere handful.

Besides their personal role, each Harlequin is also fully versed in the roles of their fellow Players. Thanks to this, when masques make war they fight with a near prescient efficiency, knowing where their comrades will be ahead of time. Though a masque's various Harlequin Troupes are woven together by their Lead Players and Troupe Masters, they require little direction. In battle, a masque is therefore less a group of individuals than a single coordinated entity, with a level of synchronicity and discipline that few other forces can attain.

In the ancient days before the Fall, the followers of Cegorach were theatrical performers more than they were warriors, but the organisation of the masques has barely changed since those times. Each is centred around three distinct Troupes. The Light Troupe is characterised by heroic protagonists and swift action. The Dark Troupe is its polar opposite, associated with violent endings and malevolent antagonists. The Twilight Troupe represents transition, and is linked to the webway and a character's moral and fateful journey. As each Player and each Troupe has its own unique role, so each masque plays its part alongside others in one of the Grand Masques, such as the Midnight Sorrow, the Veiled Path or the Frozen Stars.

When a masque strikes, it does so without warning. Troupes, jetbikes and light anti-grav gunships surge from hidden webway portals, weaving a path into the heart of the foe. The Players dart from enemy to enemy in a polychromatic blitz, their performances punctuated by bloody bursts from enemy throats, limbs and torsos. The Harlequins' vehicles streak overhead, engaging their adversaries in an aerobatic ballet, the explosions caused by their weapons forming a deafening crescendo. After inflicting untold devastation, they vanish as swiftly as they came.

The Harlequins have defeated many nefarious warlords and undone countless abhorrent schemes over time, and in doing so have shielded the lesser races from great harm without them ever knowing. But this is not the intent of the Harlequins, or at least not an end in itself. If Cegorach's followers fight for the survival of any of the galaxy's species, it is their own, though the continued presence of another race may suit their needs for a time.



Even to other Aeldari, the motives behind the Harlequins' choices of targets are difficult to understand. In truth, the devotees of Cegorach believe that each of their foes plays a role – though almost always unwittingly – in events foretold in ancient myths and prophecies. Whenever the Harlequins engage such an enemy, therefore, the battle that follows is rich with spiritual meaning for them, holding greater significance than simple victory or defeat. Each of the mythic plays the masques perform has a deeply symbolic battlefield counterpart, known as a saedath. This is a battle plan with an allegorical edge that informs target priority, overall strategy, and whether or not the Light, Dark or Twilight Troupe should take the lead. Each saedath is highly intricate; when the Harlequins decide on which of them they will perform, they consider the nature of their enemy and the terrain, but also factors that an outsider would consider much less relevant. These include the time of day, the season, whether they are on a planet, moon or asteroid, and the position of other astronomical features in relation to the intended battlefield. Conversely, some masques are specialists in saedaths and mythic cycles that set such factors aside in favour of focused plans for each battle.

There are hundreds of saedaths, many of them well-suited to particular foes or situations. Those often performed include the Hundred Swords of Vaul, the Torments of the Fiery Pit and Isha's Weeping. Others are used much more rarely, perhaps as the speciality of a certain masque, or when called for by the most dire or auspicious of wars. The Serpent's Brood saedath, for example – whose ritual steps echo the deeds of the Cosmic Serpent's demigod young – can only be enacted by masques entirely mounted in anti-grav vehicles. Other examples include the Heroes' Path, Faolchú's Blade and Cegorach's Jest. The first of these involves a Death Jester, Shadowseer, and Solitaire slipping behind enemy lines. The second sees a formation of anti-grav craft fighting as the ritual embodiment of the Great Hawk's consort as she bore the sword Anaris to Eldanesh. Meanwhile, Cegorach's Jest evokes the Laughing God's humbling of Kurnous by stealing one of his antlers, acted out by anti-grav craft that blast a path for Players to seize their prize.





THE MIDNIGHT SORROW

Amongst the most widespread of Grand Masques, the Harlequins of the Midnight Sorrow hate the forces of Chaos with an intensity that exceeds even that of other devotees of Cegorach, and care for nothing besides the defeat of She Who Thirsts. They see no price as too high to achieve victory. While all Aeldari give up a portion of their personality when they follow Cegorach, they normally retain a core of their former selves. Yet many members of this Grand Masque have lost even this sliver of individuality thanks to their mania.



THE VEILED PATH

These Harlequins are capricious even by the standards of their kind, and their name is associated with back-stabbing. They are known for being tricksters, manipulators and riddle-smiths, and have broken far more pacts with their kin than they have kept. The Veiled Path's many machinations involve almost every species of the galaxy. Their two-faced nature also comes through in their fighting style, which involves hallucinogenic acts of double-meaning and bewildering mirage. Veiled Path Harlequins appear to take much glee in such things, but this too may well be an act.



THE FROZEN STARS

The playful and sinister Harlequins of the Frozen Stars have an irrepressible sense of humour, striking their foes wherever, whenever and however will yield the greatest and grisliest amusement. These Aeldari hold a great hope that their race will one day have a resurgence, and fight continuously to bring this about, following visions their Shadowseers have gleaned from a tangle of potential futures. The mirth of Frozen Stars Harlequins is swift to turn cruel and malevolent; they see all other races as vermin, and fight furiously to defend the maiden worlds throughout the Eastern Fringe.



THE SOARING SPITE

The Harlequins of the Soaring Spite base their entire existence on the tales of the Cosmic Serpent's brood. Masters of aerial warfare, when they take to the battlefield every one of their number is mounted within an anti-grav transport, or pilots a jetbike or gunship. Those of this Grand Masque share a natural bond with the Asuryani of Saim-Hann, and their exploits are also enormously popular in the arenas of Commorragh. Since the Dathedian opened, Soaring Spite Players have brought together great airborne hosts of jetbikes, flyers and grav-tanks from across Aeldari society.



THE DREAMING SHADOW

The Dreaming Shadow see it as their solemn duty to prevent the rebirth of the Necron Empire. Some amongst the other Grand Masques resent them for this focus, seeing it as a distraction from the war with She Who Thirsts, but this only bonds the Dreaming Shadow together more. Harlequins of this Grand Masque spend more time in battle than in performance, creating spectacles for other Aeldari only when they need to recruit. They will gladly take even unwilling candidates in their struggle to ensure that the dead stay dead and the slumbering never wake.



THE SILENT SHROUD

Few Grand Masques are as sinister and unsettling as the Silent Shroud. Its warrior-performers fight without uttering a sound; even their weapons are muffled through esoteric technologies. Everything Silent Shroud Harlequins do is cloaked in secrecy and stealth, and they appear from nowhere to conduct impromptu performances or strike the foe. They fight in such perfect concert that some Aeldari attribute this to more than skill, speculating that those of the Silent Shroud use elaborate neurotechnology, or even that they are nothing more than ghosts of the webway trapped in mortal raiment.

THE YNNARI

The Ynnari follow Ynnead, the Whispering God. Known also as the Reborn, they have the power to imbibe the soul energy of the dead, granting them unnatural vigour and deadly psychic powers. The Ynnari believe that the Aeldari can be saved from oblivion – and from She Who Thirsts – by the rise of Ynnead, and fight tirelessly to fully awaken him.

Drawn from every element of Aeldari civilisation, the Ynnari are a rapidly growing cult unified by their belief that the God of the Dead can save their people and defeat their ancient nemesis. Such a notion is not new; some amongst the Asuryani have long believed that as more of their race die, the spirits within the infinity circuits will form a gestalt consciousness, and that when the last of them passes, Ynnead will awaken and destroy Slaanesh. However, there are others who believe that the Whispering God can be stirred from his slumber sooner, without the need for every Aeldari to die.

Amongst those convinced of the latter concept is Eldrad Ulthran, who attempted to initiate Ynnead's early apotheosis on the crystal moon of Coheria. His plot might have succeeded, but was foiled by the alien-hunting Space Marines of the Deathwatch. As a result, merely a fraction of Ynnead's growing sentience and power was stirred, and this came to be imparted into a single soul: Yvraine, Daughter of Shades. In that instant, Yvraine became a conduit for deathly energies, capable of absorbing the souls of dead Aeldari so that they live on through her. As high priestess of Ynnead, she now leads her followers across the stars.

The uncanny abilities attained by those who pledge themselves to Ynnead carry enormous potential for the Aeldari race. It means that the spirits of the departed can be kept from Slaanesh while harboured within the living. This rules out the need for spirit stones, the intervention of Cegorach or the world-spirits of the Exodites. It even offers salvation to the Drukhari, who evade Slaanesh only by sustaining themselves on the pain and misery they inflict upon others. The deeds of the Reborn have already shaped the galaxy, being instrumental in restoring the Primarch Roboute Guilliman.



YVRAINE

DAUGHTER OF SHADES, EMISSARY OF YNNEAD

Possessed of an elegant and exotic appearance, Yvraine is a fearsome warrior and psyker who has known much pain and struggle in her long life. While some Aeldari believe her to be the herald of their race's salvation, others consider her a mortal danger, saying that one who gains so much strength from death cannot be trusted.

Yvraine has spent a portion of her life amongst almost every one of the Aeldari's many factions, and until founding the Ynnari she was a restless soul. Originally hailing from Craftworld Biel-Tan, she first indulged her warlike nature on the Path of the Warrior, before following the Path of the Seer. Later in life, Yvraine became an Outcast, crossing the stars with a band of Rangers. Still, she knew she had not found her true calling. While travelling aboard the Corsair vessel *Lanathrialle*, Yvraine felt the call of the void, and joined the ship's crew. Over time her vicious streak and sense of opportunism saw her become commander of the ship, and she took the name Amharoc, meaning 'Pitiless One'.

Yvraine's restlessness and lack of fulfilment became apparent to her crew, however. Believing her a pretender, they mutinied and abandoned her in Commorragh. Here, totally humiliated, Yvraine desperately fought to earn herself a place in the Wych Cults. This she achieved thanks to her fighting skill – eventually gaining the rank of Succubus – but in a duel in one of the Dark City's arenas she was slain. In that moment, a portion of Ynnead's spirit joined with her and restored her to life. Since then, Yvraine has travelled to every corner of Aeldari society, gaining followers with her message of hope and her voice of commanding authority.

Yet Yvraine also brings schism. Exodites, Harlequins, Asuryani and even Drukhari all argue fiercely over whether the Daughter of Shades is a beacon of salvation, a distraction from the battle against Chaos or an agent of their doom. Following the fracturing of Biel-Tan, many have even suggested that Ynnead's emissary is in fact a daemon of Slaanesh in disguise, or a secret weapon wielded by the Dark Gods of Chaos.

Though possessing a magnificent poise and regal grace, Yvraine is a merciless killer when her ire is raised. With her immense psychic power further enhanced by her Gyrinx familiar, she can raise her followers from the dead and slay her foes with but a glance.



THE VISARCH

BLADE OF YNNEAD

The Visarch strides into the fray with the surety of a master swordsman. In him is an echo of the Aeldari at the height of their power. Acting as Yvraine's escort, teacher and confidante, he is a linchpin in the Ynnari inner circle. Any who would harm his mistress must first meet him blade to blade – no enviable task.

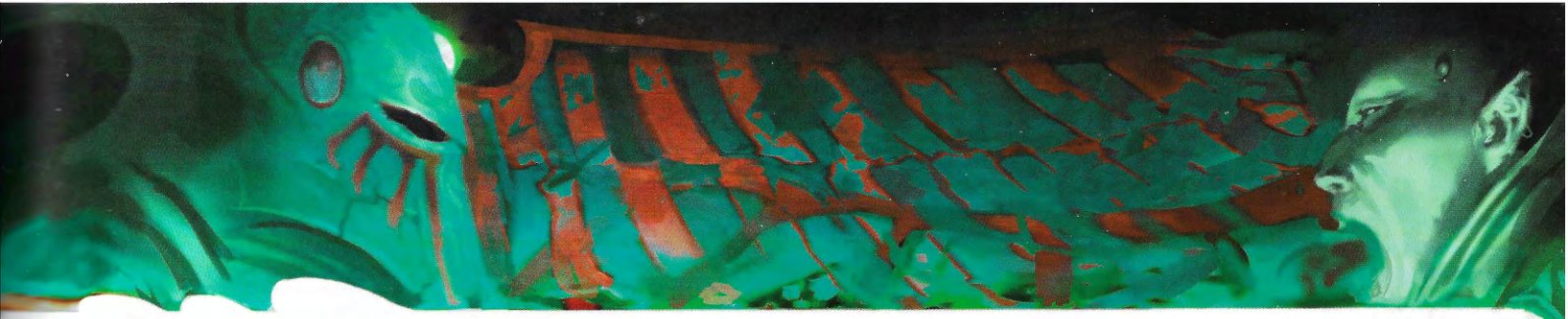
In Ynnead is our final hope. Of this I am certain. For countless years did I fight for the resurgence of our race as a scion of Biel-Tan, and never in all my years was progress made. Yet with the God of the Dead, we can halt our extinction.

The Visarch is Yvraine's chosen champion, and epitomises the matchless grace of the Aeldari in form as well as deed. He wears many faces upon his battle plate, just as he harbours many souls within his mortal form. Like all of the Reborn the Visarch has one dominant personality, but he can channel the essences of these other souls to suit his immediate needs. Where one personality's skills are less optimal, another rises to the fore, lending him a critical edge when duelling his enemies and making him all the more lethal. Thus the Visarch can strike with the sure sword of an Exarch, channel the murderous rampage of an Incubus or use the acrobatic prowess of a Wych as necessary.

The main weapon of the Visarch is the Sword of Silent Screams, a blade that steals its victim's voice as well as their life. It is one of the Croneswords of Aeldari legend, of which there are said to be five, each one made from a digit of Morai-Heg's hand. Myth tells that these blades were strewn across the Aeldari empire as a defence against the final doom of the race. The Ynnari believe that if they claim all five Croneswords and bring them together, they will act as a focal point for Ynnead's complete ascension, enabling the god to rise and destroy Slaanesh without every Aeldari first having to die. Four are now within the Aeldari's possession: Yvraine, the Visarch and the Yncarne each wield one, and the fourth is the Spear of Twilight. The fifth, however, has been claimed by the daemon Shalaxi Helbane, and placed within the Palace of Slaanesh in the warp.

The Visarch was once known as Laarian Starspeaker, a Dire Avengers Exarch of the Silvered Blade Shrine. It was he who taught Yvraine on Biel-Tan, when she followed the Path of the Warrior, and the two formed an incredibly strong bond. He was greatly saddened when she left his shrine, and when he learned years later that Yvraine had been reduced to fighting in the arenas of Commorragh, his spirit broke. In a nigh-unprecedented decision amongst his kind, he left Biel-Tan to find her. He eventually took control of the Scarlet Incubi in the Dark City, after a bloody duel with their leader. Perhaps it was this act, or his general mastery of the arts of death, that forged his connection with the Whispering God. Not even the Visarch can say for sure, but ever since then he has served Ynnead, his foremost role being to keep Yvraine safe from harm.





THE YNCARNE

DEATHLY AVATAR OF YNNEAD

The towering, swirling entity known as the Yncarne dwarfs all Aeldari warriors around it. This being is a macabre angel both strangely beautiful and terrifying to behold. If this is truly the embodiment of the Aeldari's saviour, it is a dark one indeed.

The Yncarne is an extremely unsettling entity, a manifestation of morbid energies that communicates only through death and the manipulation of spiritual power. Much like the Aeldari's nemesis Slaanesh, the Yncarne is androgynous, for death takes all in the end, regardless of age, gender or status, and the creature was born from the sacrifice of countless different Aeldari souls.

The Yncarne is thought of by many as the Avatar of Ynnead, much in the way that Kaela Mensha Khaine has his own incarnations on the mortal plane. This comparison is valid, yet also flawed, for there is but one Yncarne. Though Ynnead's power waxes with each new death, only a fraction of the god's potential has so far emerged in realspace. The two gods' incarnations also differ greatly in substance; where the Avatar of Khaine is a statue of iron, fire and blood, the Yncarne manifests as a shuddering chill that is both invigorating and shocking, like a deluge of ice water. Furthermore, the coalescence of the Yncarne was a direct result of the fracture of Biel-Tan and the immense psychic trauma that triggered it – a trauma initiated by daemonic intrusion. Some of the Reborn's detractors have been bold enough to claim that the Yncarne, far from being the nemesis of Slaanesh in physical form, is in actuality polluted by the very forces it was intended to bring low.

Some of those who meditate on the Yncarne's strange nature have seen a commonality with the daemons of the Dark Prince. To the Ynnari this is heresy, and they argue that superficial similarities are inevitable given that Slaanesh was itself born out of the excesses of the Aeldari race. Indeed, it is not unheard of for devotees of Ynnead to demand honour duels when such debates grow particularly fierce.

In times of peace, the Yncarne will fold itself between dimensions, dwelling in the veil between realspace and the warp. Only a bounty of deathly energies can call it forth into the material realm. When the Yncarne manifests in reality, it does so with a hideous tearing sound; the corpse-strewn ground cracks and glows white, before the Yncarne's towering form bursts from the earth amongst an ectoplasmic storm. The creature drifts towards its prey amidst a vortex of Aeldari souls, whispering and hissing with the voices of the dead. Death itself strengthens the Yncarne, whose presence in turn not only invigorates the Ynnari around it, but lends them an icy determination. When the Yncarne fights, it resembles a roaring psychic hurricane as it rips the life from its enemies. Those not turned to dust by its very gaze, or sent tumbling to the ground as soulless husks, it slices in two with Vilith-zhar, the Sword of Souls. A quicksilver blade that can change shape at need, this terrifying weapon is the largest of the Croneswords that have been discovered, and it can banish even a Greater Daemon of Chaos if its strike lands true.



'We once risked our sanity to rule the stars, and paid the price. Now we risk our lives, our homes, even our souls. But the phoenix will rise from the flames, of this I am certain. What sacrifice cannot be borne in the name of redemption?'

- Yvraine, Daughter of Shades



CORSAIRS

The piratical Corsairs of the Aeldari raid and reave throughout the galaxy. In autonomous fleets and bands, aboard sleek ships adorned with the sigils of their lords and ladies, Corsairs prowl shipping lanes, gaseous nebulae and dangerous badlands, seeking wealth and prestige in lightning-fast attacks.

Corsairs are known in the Aeldari tongue as the *Anhrathe*. They reject the strict Path system adhered to by their craftworld cousins, yet have not fallen completely into the depths of hedonistic depravity embraced by their kin of Commorragh. The Anhrathe revel in the freedom to indulge their whims in an existence of adventure and profit, and seek lives of great danger and even greater reward. Free from what they see as chains of oppression or trepidation, they hope to wrest whatever destiny they desire from the galaxy.

Corsairs come from all strata of Aeldari society. They count amongst their number Outcasts from Asuryani craftworlds, Drukhari of Commorragh, former Harlequins and even Aeldari who once belonged to the Ynnari, though conversely some Corsairs have thrown their lot in with the followers of Ynnead. There are as many reasons to join the Corsair fleets as there are Corsairs themselves, though most do so seeking riches, fame and glory, often hoping to one day gain control of their own warband. Some become Corsairs to escape rules and discipline; others have nowhere else to go after being ostracised from their former peers. Still others give in entirely to nihilism, believing that if their race is doomed to extinction, then little remains for them but to adventure, kill, take what they want and enjoy their species' dying days to the fullest.

The commanders who lead each Corsair fleet are mostly as arrogant as they are capricious. Many style themselves as royalty or affect a tribal nobility, though few are truly descended from regal bloodlines of a bygone age. Their crews include trusted followers, blood relatives, misfits from other Aeldari societies and rogues escaping punishment who would willingly follow their masters into terrifying firestorms for a promised share of riches. They wear outlandish clothing and armour, individually styled to the taste of the wearer. Artificial scales, the pelts of savage beasts or feathers from exotic creatures adorn their gear. Some carry trophies purloined from their victims; others bear surgically implanted enhancements, such as psychoreactive ocular devices or neuro-augmentors.

Many of these artificial augmentations eschew the subtle design philosophies of the craftworlds, and are brazenly worn to broadcast the wearer's disdain for civilised aesthetics. Such practices add to the Corsairs' reputation as wild and dangerous outsiders, and many of them embrace this, relishing in the knowledge that their independence is shocking and unsettling to the Asuryani, whose stringent rules they feel they have escaped.

Each Corsair is an agile and imaginative warrior, expert at improvisation and using their environment against their foes. They are able to pilot a variety of craft, ranging from single-seated jetbikes to enormous Naiad-class cruisers and other starships. Unlike the Drukhari, Corsairs do not suppress the innate psychic ability of their race. Psychically powerful Way Seekers guide their ships through the interdimensional labyrinth of the webway, and some of their spiritual mystics carry waystones with which to capture the essences of fallen Aeldari – saving them from an eternity of torment in the warp.



THE VOIDSCARRED

The Corsairs known as the Voidscarred are amongst the most hardened of their kind, and many have spent centuries plying the stars. These individuals naturally find each other, for few other Anhrathe can relate to the wide variety of harrowing and invigorating experiences many of them have had. All are possessed of strong personalities and immense warrior skill, with unique combat preferences and fighting styles. Amongst them are lethal snipers, heavy weapons experts, master bladesmen and potent psykers. All have tested their abilities against myriad foes, whether battling Orks, Tyranids, Gnostari, Humans, the forces of the Arch-enemy or even other Aeldari. Many of the Voidscarred will have earned a degree of infamy amongst their own kind for their ruthless deeds, or for the extent to which their souls have been hardened by a lifetime of void travel.

Corsairs primarily carry out their devastating raids for personal gain, with few agendas beyond their own success. Their fleets are a law unto themselves, and most of their piratical bands operate as entirely independent fiefdoms, governed from no central nexus of power. Rather, they strike out from myriad habitats and stations hidden in drifting clouds of debris, secreted in asteroid fields or rogue planetoids, or even within the roiling tidal zones of empyric flux found at the edges of warp storms.

Some Corsairs act as privateers for individual Asuryani craftworlds. While many are driven by mercenary motives, others do so out of some measure of affinity with the craftworld – it might be the one from which their lord once hailed, or perhaps the Corsairs owe a blood debt to the Asuryani concerned. These privateer bands may have fought alongside their more puritanical kin for hundreds or thousands of years. Their powerful vessels provide a source of trade, act as an informant network and help to defend the gigantic world-ships of the Asuryani against attack. Despite these ties of convenience, however, there are many Asuryani who barely tolerate the presence of Corsairs on their craftworlds, for they are wary of the Anhrathe's unrestrained nature and its potentially unhealthy influence upon their disciplined people.

The Dark City of Commorragh is also visited by Corsairs, whose motives vary widely. Those of Drukhari blood may well return there often, to play politics or speak with associates. Others, coming to Commorragh as traders, will be disgusted by what they find and seek to offload their wares before leaving swiftly. By contrast, some are indifferent to the Drukhari's activities; so long as wealth and technology flows, they care not where it comes from. There are even some Corsairs who revel in the rampant avarice of their dark cousins, bargaining their hard-won prizes for esoteric technologies and rare materials. These black-hearted souls occasionally join the realspace raids of the Drukhari, joyously fighting and pillaging alongside them. Yet even these Corsairs keep a weather eye on their supposed allies during such assaults, ever conscious of the Drukhari's insatiable hunger for inflicting torment.



'The void is wealth. The void is freedom. I reject the tightly bound chords of the Path. I reject the pettiness of Commorrite politics. I reject the plain frugality of the Exodites. I reject the masks of the clown and the mime. I most certainly reject death. The stars belonged to my ancestors. Thus they belong to me. Thus I go where I will, take what I will and kill whom I will.'

– Lady Hale'dritheа of the Black Suns



FLEETS OF INFAMY

There are many Corsair bands who have etched their names into the history of their race, or into the dread tales of fearful merchantman crews across the galaxy. Many of their stories are draped in glory or stained in the blood of innocents, and are recounted everywhere from the spirit lodges of the Exodite worlds to the shadow-haunted alleyways of Commorragh.

Corsairs value their individuality and independence deeply, and though some maintain alliances with other Aeldari forces, many pursue their own agendas. Disinclined to follow the desires of others, they establish their own reaver bands in the hope of winning fame and wealth. Some of these bands are wiped out early in their existence, perhaps in an overambitious raid or by a furious enemy purgation operation. Others naturally fold as their members leave to pursue other dreams, or are absorbed by larger Corsair fleets. Of those that survive, some grow to become powerful and infamous. So often are new groups formed, broken up and destroyed that it is impossible to list them all. Each adopts its own barbaric yet elegant panoply and a grandiose name, gathering riches and glory until fate finally catches up with them.

Some Corsair fleets have gained immense reputation and notoriety, their names whispered in fear by merchant captain and naval admiral alike. The phenomenally wealthy Golden Squadron count even Rogue Traders amongst those in their employ, the Imperial explorers having bowed before Baron Aurithil Ethenis, offering him tribute in exchange for his favour. The Necron-hating Starkillers won renown while fighting alongside their Asuryani kin to exterminate all Humans in the Kabaal System, thus preventing the awakening of a Necron tomb world there. Meanwhile, the Twilight Swords are believed to be searching the Heathen Stars for some mysterious prize. Clad in red and gold, they relish the fury of melee combat and are allies with Kaelor Craftworld.



THE ELDRITCH RAIDERS

Prince Yriel formed the Eldritch Raiders out of the Asuryani who followed him in his exile from Iyanden. All were veterans of naval conflict, fiercely loyal to Yriel, and all knew their ships intimately. Around this core of skilled warriors, Yriel went on to form the most successful Corsair fleet ever to navigate deep space. They have stormed tens of thousands of ships, including some previously operated by such powerful enemies as the Kreg, the Hrud and the Khrave. When he absorbed two rival Corsair fleets into his own – Xian's Black Raiders and the Scarlet Command – Yriel's fleet grew even more powerful. The Eldritch Raiders have fought the forces of Chaos and the Imperium in countless battles. Without its people even knowing, Craftworld Il'saraidh was saved from an invasion of ruthless Khorne worshippers when Yriel's fleet ambushed and cut apart the followers of the Blood God. The Exodite worlds of the Gyrian-theh'lyld Cluster also owe the Eldritch Raiders their thanks, for the Corsairs have kept several Adeptus Mechanicus explorator fleets from the Exodites' territories.



THE STEELEYE REAVERS

Lady Kaelis Carnelia has plagued the Sidhestar Systems for centuries. Her skin is like translucent alabaster, and is scoured by her courtesans every time she comes into contact with a member of the inferior races. Thanks to her feline cunning and an astonishing gift of foresight, Carnelia has ruled unchallenged for an unprecedented length of time. When her Corsairs attack they leave an elongated iris design as their calling card, whether burnt into the buckled prows of enemy ships, carved into the flesh of defeated enemies or even imprinted into psychoreactive material and used to blind the third eye of Imperial Navigators. Carnelia's success is owed at least in part to the five wraith construct bodyguards that accompany her everywhere. The souls inside these immensely valuable acquisitions were siphoned from the gigantic cabochon of spirit stone embedded in the bridge of Carnelia's flagship – an artefact of surpassing value that houses all of the ship's previous captains. Able to function perfectly in a vacuum, Carnelia's Wraithguard have proven an invaluable asset.



THE SUNBLITZ BROTHERHOOD

Rather than being led by a single figure, the hot-tempered Corsairs of the Sunblitz Brotherhood are led by three brothers – triplets – called Lord Phaendris the Unyielding Fire, Duke Siriolas the Storm of the Stars and Count Erandael the Glory of the Setting Sun. All three have a deep contempt for the lesser races, and expect the same of their followers, though all reserve their deepest hatred for a different species. Phaendris aims his greatest ire at Humanity, for that race seems doomed to repeat the Aeldari's ancient mistakes. Siriolas detests the Necrons, for refusing to accept the defeat that – according to myth – the Aeldari inflicted upon them millions of years ago. Erandael spits upon hearing of the greenskins, whom he sees as no better than vermin ripe for extermination. The brothers rarely fight as one, for such is their rivalry that they would frequently anger each other. Nonetheless, they are bound by a furious loyalty, and will brook no insult to one of their kin from any outsider. They are quick to be offended by other Corsairs, and hold a long-running resentment for the Void Dragons.

THE VOID DRAGONS

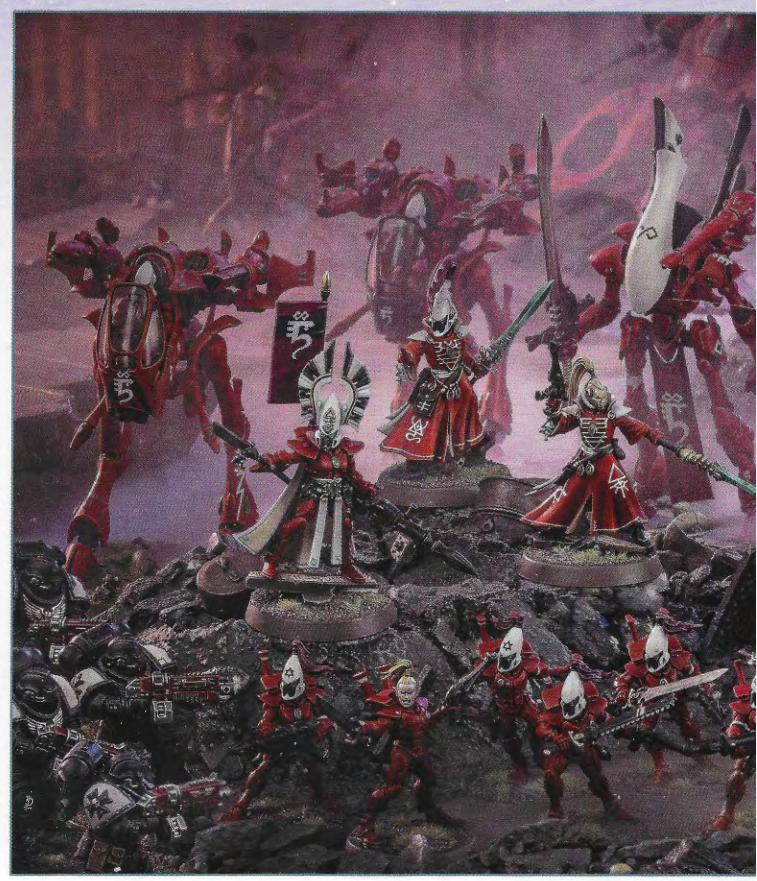
One of the most infamous of the Corsair warbands, the Imperial Navy estimates that the Void Dragons operate more than three-and-a-half-thousand ships. Their warriors go to war clad in menacing black and red armour adorned with stylised drakes and wyrms. The Void Dragons have been identified throughout the length and breadth of the galaxy, from the Cadian Gate, the T'au Empire and the Nachmund Gauntlet to the Laevenir Archipelago and the Betalis System. Their attacks hold to no predictable pattern, and they have been recorded ambushing virtually all of the galaxy's major factions. The Void Dragons are led by the haughty Princess Saarania, whose vanity is matched only by her superlative skills as an admiral, general and fighter. Saarania is one of the most powerful Aeldari in the galaxy, and she is regularly petitioned by craftworlds and Harlequin masques for military aid. Even Asdrubael Vect – Supreme Overlord of Commorragh – pays close attention to Saarania's movements, keeping in personal contact while striving to sneak spies and assassins aboard her ships.

COLOURS OF THE ASURYANI

Every craftworld boasts its own unique colours, heraldry and iconography, all of which survive from ages long-passed and represent stories, myths and parables.

The foremost symbol an Asuryani warrior will wear is their craftworld's distinctive rune, each of which has a complex meaning that can refer to past events, moral lessons, aspirations for the future or other concepts. The Asuryani display these runes proudly on banners, armour, vehicles and more.

Craftworlds typically use similar styles to differentiate infantry squads and vehicle squadrons and mark the warhosts they belong to. For example, Guardians often utilise a system of coloured bands upon their power pack vanes to identify distinct groups of warriors. They also typically wear helmet plumes of a consistent colour across their unit, and identify their warhost by the colour of their faceplates. Of course, this can vary considerably from craftworld to craftworld. Some choose much more anarchic schemes, or deliberately avoid marking out their squads for a multitude of reasons both pragmatic and traditional. In contrast, Aspect Warriors generally favour the iconography of their chosen shrine over that of their craftworld, opening up a whole other range of esoteric symbols and heraldic colours.



Should the Tyranids of Hive Fleet Leviathan conquer the Imperial world of Korkos, they will plough on into a cluster of exposed maiden worlds. Knowing this, the Asuryani of Biel-Tan have mustered a great host to halt the Tyranids in their tracks.



Black Templars Space Marines face the wrath of Craftworld Saim-Hann on the world of Gregor II. With their Avatar at the fore, the Asuryani sweep through the Adeptus Astartes in a blur of crimson.







Iyanden Guardian Defender



Ulthwé Storm Guardian



Alaitoc Guardian Defender



Biel-Tan Storm Guardian



Saim-Hann
Guardian Defender



Saim-Hann
Storm Guardian



Saim-Hann
Guardian Defender



Saim-Hann
Guardian Defender

When Dark Angels Space Marines drew close to Aeldari treasures hidden on a long-abandoned Imperial world, Maugan Ra came to Iyanden, demanding forces to aid him in stopping the sons of the Lion.



FILE: 5649TE – AELDARI//ASURYANI//ASPECT WARRIORS//HOWLING BANSHEES







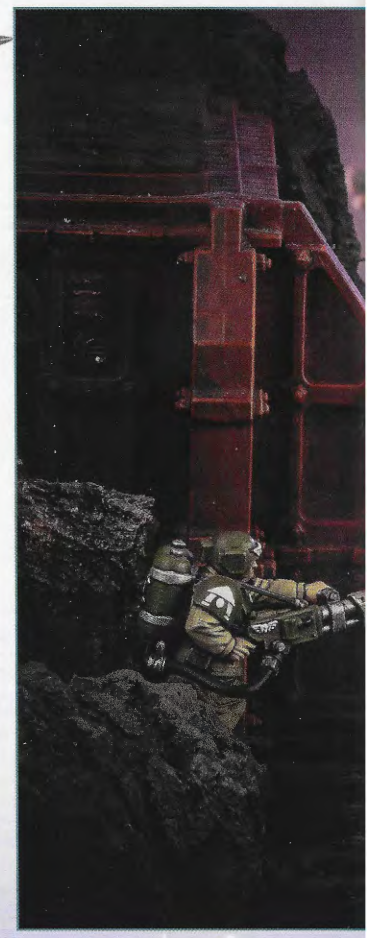
Howling Banshee Exarch with mirrorswords



Jain Zar



Howling Banshee







Maugan Ra



Dark Reaper Exarch with Reaper launcher



Dark Reaper Exarch with shuriken cannon



Dark Reaper Exarch with tempest launcher



Dark Reaper

During an attack against an Imperial mining outpost on the world of Tekton VIII, Howling Banshees of Biel-Tan slaughtered hundreds of defenders, leaping and darting around platforms, rocky outcrops and buildings of crude Human construction.





Dire Avenger with
Avenger shuriken catapult



Warp Spider Exarch with
powerblades and death spinners



Striking Scorpion Exarch with Scorpion's
claw and Scorpion chainsword

The Swordwind of Biel-Tan is one of the most effective fighting forces in the galaxy. Combined, the unique skills and wargear of its Aspect Warriors can deal with almost any threat arrayed against them.





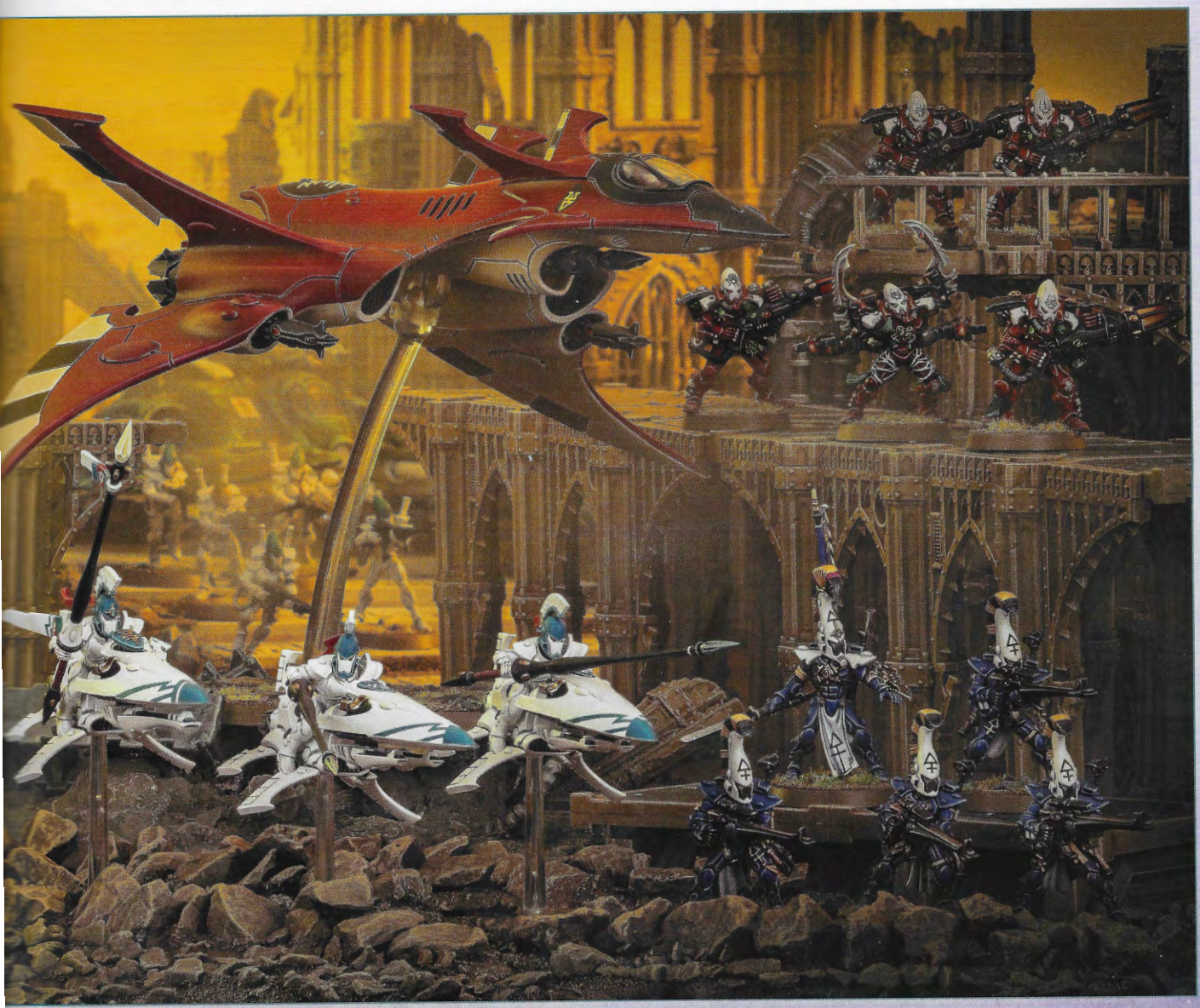
Fire Dragon Exarch
with firepike



Swooping Hawk Exarch
with Hawk's talon



Shining Spear with
laser lance





The Necrons have long been a hated foe of the Asuryani of Alaitoc. When the legions of the Szarekhan Dynasty attacked the maiden world of Landariel, Alaitoc Rangers and Shroud Runners moved in swiftly to stop them.



FILE: T416PM – ASURYANI//RANGERS



Saim-Hann Ranger



Alaitoc Ranger



Saim-Hann
Shroud Runner



Saim-Hann Ranger



Saim-Hann Ranger



Saim-Hann Ranger





When led by the psychic mastery of a Farseer and the strategic brilliance of an Autarch, the warlike Wild Riders of Saim-Hann are easily able to outmatch forces of much greater size, often without sustaining any losses.







Biel-Tan Night Spinner

The Asuryani of Ulthwé brought many heavy weapons to the factory world of Karygpha after their Farseers scried that countless Chaos cults were growing there. When the Imperial leadership refused to listen to them, the Asuryani declared war on the entire world.

The Aeldari hate Chaos in all its forms. When the Black Legion corrupted the hive world of Xanthel and erected dozens of Noctilith Crowns, Asuryani of Saim-Hann raced to slaughter the Heretic Astartes and topple their profane constructs.



FILE: J655HB – AELDARI COMMAND ELEMENTS



Prince Yriel

Saim-Hann Warlock with witchblade

Saim-Hann Farseer with singing spear

Iyanden Autarch with death spinner, Scorpion chainsword and Autarch jump generator



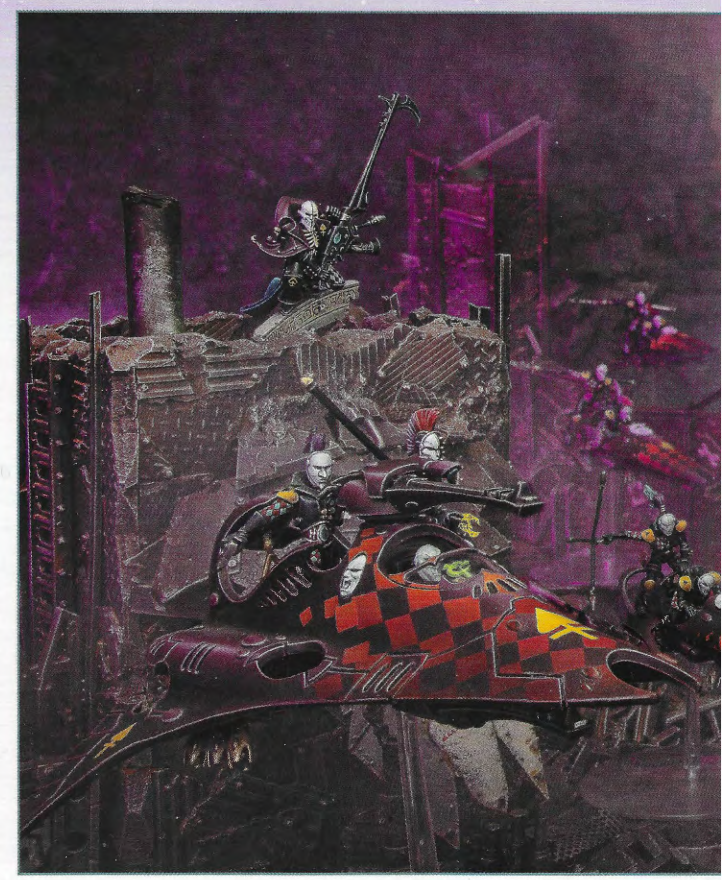
Avatar of Khaine

When Eldrad Ulthran had a vision of skeletal androids overrunning the Nerenthud Sub-sector, he gathered an army of followers to destroy a host of Necron legions before they fully awoke on their tomb world.



HUES OF THE HARLEQUINS

The masques of the Harlequins are a spectacular sight on the battlefield, their Players and vehicles garbed in kaleidoscopic combinations of pattern and colour.



Though different Harlequin masques usually set themselves apart with their own unified liveries, how these are displayed can vary from Harlequin to Harlequin and from vehicle to vehicle. For example, Harlequins of the Grand Masque of the Midnight Sorrow typically adopt blacks and deep purples as their primary colours, alongside diamond patterns of crimson and cyan. They may wear these patterns on a single limb of their clothing, on both legs, on both arms or in a quartered or halved fashion. When such warriors race across the battlefield together, these vivid costume choices combine with the effects of their holo-suits to make it all but impossible for foes to pick them out as clear targets.

Some Harlequin forces also use a variety of different symbols and iconography to identify their various Troupes and vehicles, dictated as much by their individual aesthetic preferences as by any tactical benefits on the battlefield. Diamonds, triangles and arrows are often favoured as distinguishing devices on vehicles, and form part of a runic numerical system stretching back thousands of years. Similar markings can also be found upon the raiment of many Players, who will sometimes use them to identify which Troupe they belong to. In this way, some Harlequins choose to signify whether they fight within Troupes of the Light, the Dark or the Twilight.



Player of the Midnight Sorrow with Harlequin's kiss



Player of the Midnight Sorrow with neuro disruptor



Player of the Midnight Sorrow with Harlequin's caress



Troupe Master of the Midnight Sorrow



Player of the Midnight Sorrow with Harlequin's blade

The Aeldari look upon the Orks with disgust, loathing their brutish nature and penchant for anarchy. Such a dangerous race cannot be tolerated anywhere for long, and Harlequin forces frequently purge greenskin populations.





Player of the
Silent Shroud



Player of the
Penumbral Masque



Player of the
Reaper's Mirth



Player of the
Shattered Mirage



Player of the
Dance Without End

Harlequins of the Masque of the Veiled Path are unpredictable tricksters. Having lured daemons of Khorne into open battle on Meradha, they strike out to destroy the warp-infused edifices tethering the monsters to realspace.







Shadowseer





Death Jester





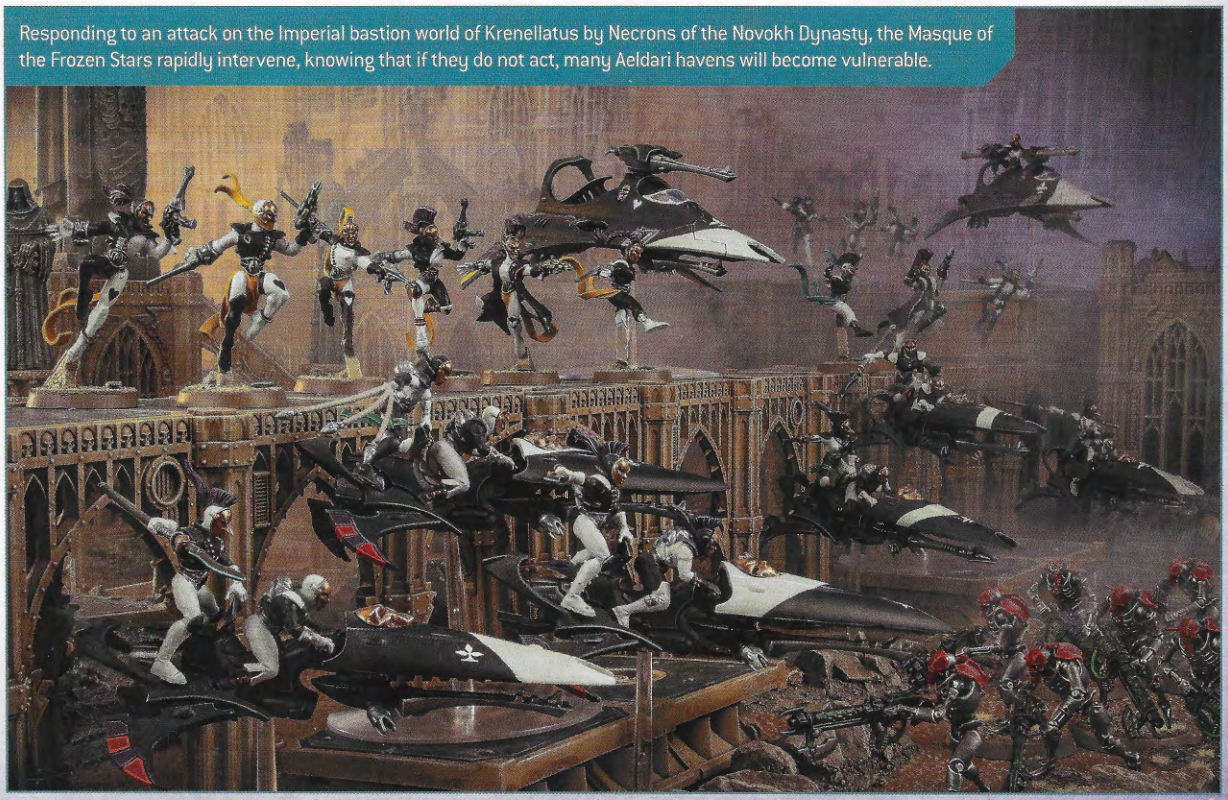
Solitaire



Voidweaver with prismatic cannon

Starweaver

Responding to an attack on the Imperial bastion world of Krenellatus by Necrons of the Novokh Dynasty, the Masque of the Frozen Stars rapidly intervene, knowing that if they do not act, many Aeldari havens will become vulnerable.

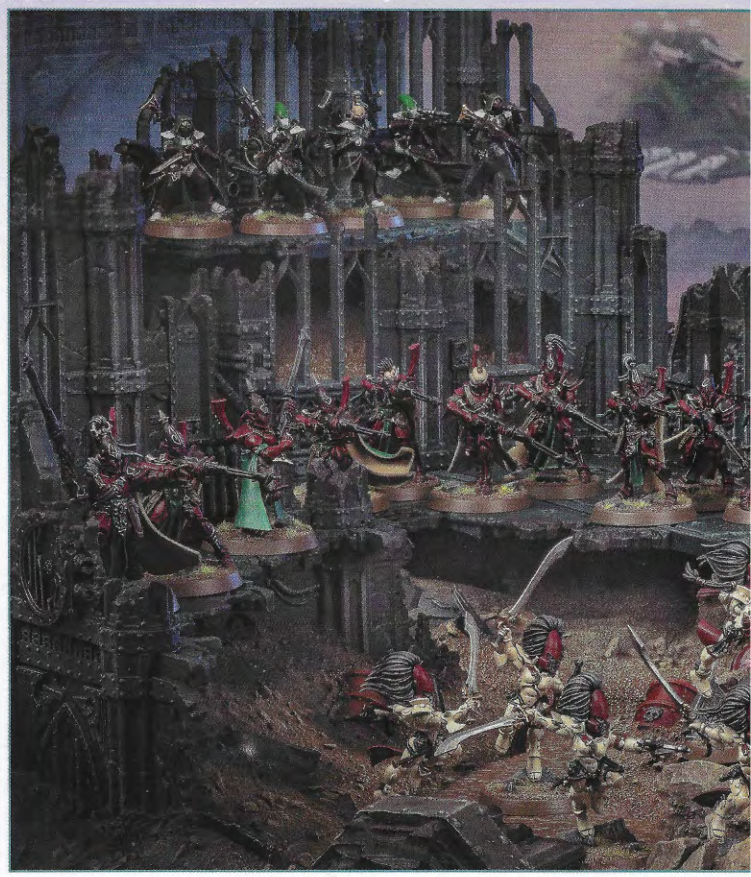


SHADES OF DEATH

The Ynnari are an eclectic mix of Aeldari from across the galaxy, drawing members from every strata and branch of their society. Some joined Yvraine as individuals, leaving their family, warband, cult or kabal behind. In contrast, others sided with Ynnead en masse, entire kin-groups, warhosts and even craftworlds having aligned themselves with the Reborn. As a result, Ynnari hosts bear all manner of colours and symbols, depending on where their warriors originated from.

Ynnead is a macabre deity on the threshold of ascendance, and the garb of the Ynnari's leaders reflects this. They sport rich apparel and baroque armour, coloured in the deep reds, blacks and purples reminiscent of the ghost halls and memorial gardens of the ancient Aeldari empire. Some of those who join the Ynnari abandon the colours of their former organisations and societies completely, adopting the hues worn by Yvraine and the Visarch to better proclaim their allegiance to the cause. These individuals see only one path forward for the Aeldari race: utter dedication to Ynnead.

More recent converts – or those who still wish to pay homage to their former beliefs and ideals – may instead sport crimson ribbons. This is taken from ancient Aeldari funerary practice, as a traditional sign of sorrow. Yet for the Ynnari, it also symbolises resolution and dignity; they will die willingly, for doing so will only lend their race more power to defeat She Who Thirsts.





Together, the triumvirate of Ynnead spearhead the Ynnari movement. Around them, warriors from every branch of Aeldari society coalesce to further the cause of the Whispering God.



Ahriman of the Thousand Sons Heretic Astartes Legion has long sought the secret knowledge held by the Aeldari, but the Ynnari are as fiercely opposed to his purpose as any of their scattered kin.

Some Asuryani Aspect Warriors have joined the Ynnari, though their Aspects embody a facet of the war god Khaine. As a symbol of their new allegiance, many no longer wear their full war masks.







Ynnari Howling Banshee Exarch



Ynnari Dark Reaper







Yvraine, Emissary of Ynnead

PANOPLY OF PIRACY

Most Corsairs belong to a warband, though the size of these ranges from fewer than a dozen Aeldari to as many as tens of thousands or more. Each of these forces is an independent entity with its own iconography and colours, their identities varying as widely as the warriors who make up their ranks.

Having rejected their former ways of life to ply the stars, Aeldari who become Corsairs are highly individualistic and independent warriors. While they mostly adhere to the colours favoured by their chosen warband, many Corsairs sport a variety of personal flourishes – some of them relics of their former lives, others acquired over many years of plundering. Some may be seen wearing helmets from their time as Kabalite Warriors or Asuryani battle-seers; others wear the pelts of creatures they have slain, or don flowing cloaks and loincloths of unknown origin. Alongside the symbols of their warband, many also proudly bear personal and family iconography.

For many Corsairs, their choice of garments, icons and trinkets is a deliberate, public rejection of where they have come from – a level of personal expression they may have been denied in their past lives. This being said, the Corsairs are still Aeldari, and common threads exist between their aesthetic preferences and those of the rest of their kind. Thus much of their symbology still represents the heroes and myths of old, and gemstones and traditional protective runes are worn widely.



Voidreaver Felarch with neuro disruptor



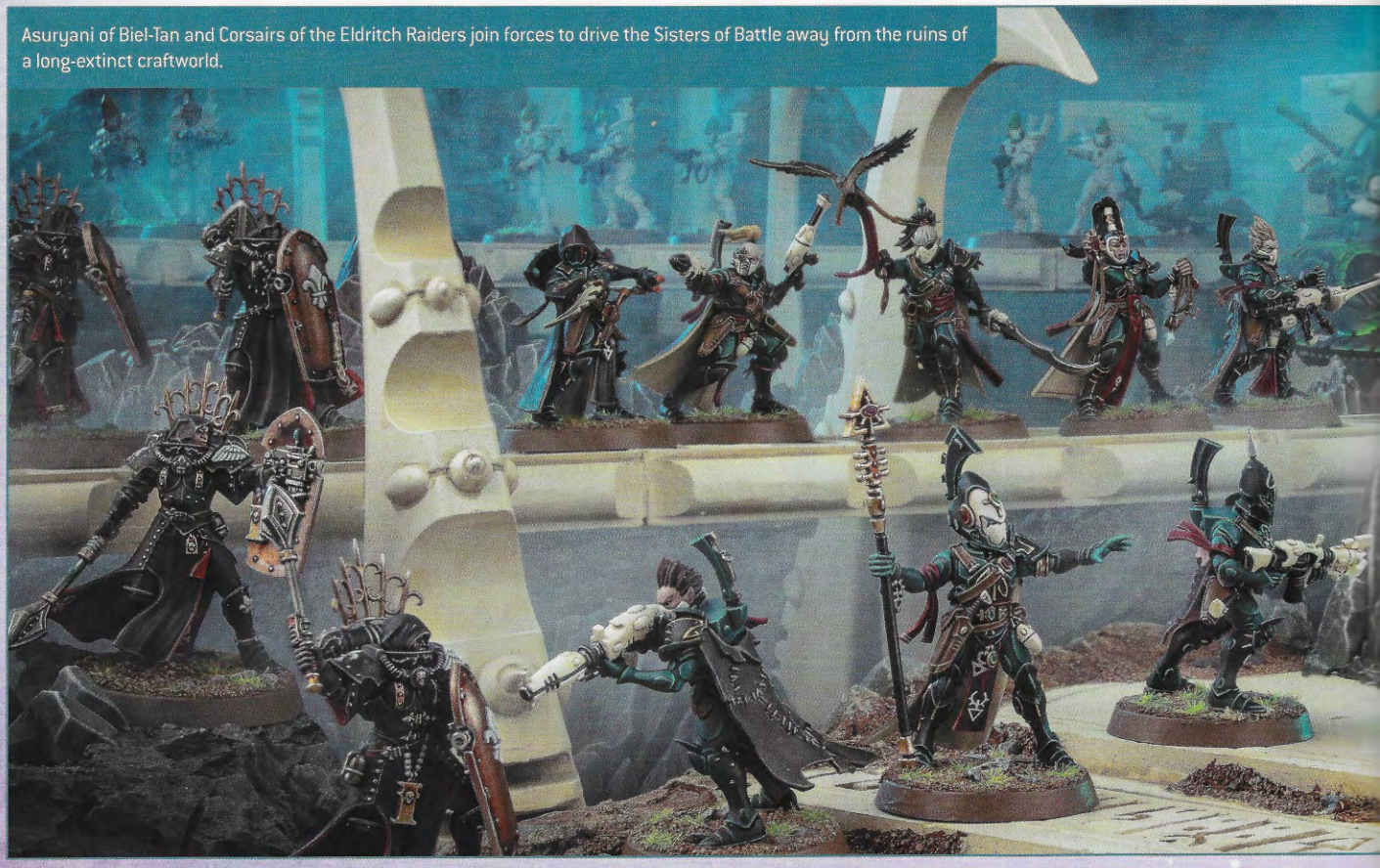
Voidscarred Shade Runner



Voidreaver with Corsair shredder



Voidreaver with Corsair blaster



Asuryani of Biel-Tan and Corsairs of the Eldritch Raiders join forces to drive the Sisters of Battle away from the ruins of a long-extinct craftworld.



Voidreaver with shuriken cannon



Voidscarred with Faolchú



Voidscarred Way Seeker



Voidscarred Soul Weaver



Voidscarred with shuriken pistol and fusion pistol



Voidscarred with Ranger long rifle





Voidreaver with shuriken pistol and Aeldari power sword



Voidreaver with shuriken rifle





THE RULES

Welcome to the rules section of *Codex: Aeldari*. On the following pages you will find all the rules content you need to bring every aspect of the Craftworlds, Harlequins and Corsairs to life on your tabletop battlefields. Maybe you're inspired to dive straight into some open play games; maybe you want to shape your own tales of glory and infamy with narrative play; perhaps you can't wait to pit yourself against your opponents in nail-biting matched play contests; whichever appeals to you – even if it's a bit of all three – this section of your Codex provides a modular toolbox that allows you to get the most out of your collection.

Of course, there's no need to take it all in at once! Some of the content on the following pages – things like your army's datasheets and the rules for its weapons – will be useful no matter what kind of game you're playing. Others, such as your army's Stratagems, Warlord Traits and Relics, will become relevant once you start playing games with Battle-forged armies. Then there's content like Exarch Powers and Pivotal Roles that you will unlock by including particular models in your tabletop army. You can include such new elements at your own pace; whether you're a brand new hobbyist playing your first few games or a veteran general ready to cause carnage, there's plenty here to provide you with countless hours of fresh and exciting gameplay.

On top of this, your Asuryani forces have access to brand new Strands of Fate rules, and your Harlequins can test the Luck of the Laughing God, allowing them to scry the paths of the future or enact the will of Cegorach on the battlefield. On the following pages you will find everything you need to use these rules in your games of Warhammer 40,000, not to mention bespoke Crusade content, including systems allowing your Asuryani units to walk the Paths of the Aeldari and enabling your Harlequins to stage Grand Performances and reap the accolades.

FACTION ICONS KEY

Some pages in this section display an icon on their margin tab. These are designed to help you identify the Aeldari faction that most or all of the rules on those pages relate to.

CRAFTWORLD RULES
This icon highlights rules relating to **<CRAFTWORLD>** units.

YNNARI RULES
This icon highlights rules relating to **YNNARI** units.

HARLEQUINS RULES
This icon highlights rules relating to **HARLEQUINS** units.

'The Aeldari psyche is a powerful weapon. It can slay a distant foe with a pulse of thought. Like any other, it must be used with skill. Since the coming of the Dathedian its edges grow sharper than ever before, its grip more perilous to grasp. The slightest misstep can see its wielder, and even the reality in which they stand, laid open and bloody.'

- Eldrad Ulthran



BATTLE-FORGED RULES

DETACHMENT ABILITIES (PG 83-97)
Units in Asuryani or Harlequins Detachments gain additional abilities to better reflect how their armies operate together and wage war on the battlefield. You can find out more about Detachment abilities in the Battle-forged Armies section of the Warhammer 40,000 Core Book.

STRATAGEMS (PG 98-104)
Asuryani and Harlequins armies have access to unique battlefield strategies and tactics that they can utilise to best their foes in any theatre of war; these are represented by the Stratagems in this section, which you can spend Command points to use in your games. You can find out more about Stratagems and Command points in the Warhammer 40,000 Core Book.

EXARCH POWERS (PG 105-109)
Aspect Warrior units in your Asuryani army can be upgraded to gain new Exarch Powers based on the teachings of their particular shrine, each adhering to their own ancient code of war.

PIVOTAL ROLES (PG 110-111)
Harlequins character units in your army can be upgraded to take on new Pivotal Roles, giving them unique abilities based on the personas they choose to portray in their performances.

MATCHED PLAY RULES

CHAPTER APPROVED RULES (PG 112-113)
If you are playing a battle that instructs you to select secondary objectives, then you will be able to choose from the Aeldari ones printed here, which represent tactical goals unique to the faction's armies. You can find out more about selecting secondary objectives in many matched play mission packs, including the Eternal War mission pack found in the Warhammer 40,000 Core Book.

ARMY RULES

RELICS (PG 114-118)
Asuryani or Harlequins character models can take powerful artefacts and ancient weapons called Relics into battle; these items and the rules they bestow are described in this section.

WARLORD TRAITS (PG 119)
Asuryani or Harlequins Warlords can have one of the Warlord Traits presented in this section. These help to personalise the leader of your force and better reflect their individual combat prowess and command style on the battlefield.

PSYCHIC DISCIPLINES (PG 120-123)
If your army includes any Psykers, they may be able to access psychic powers from one or more of the psychic disciplines presented in this section. These represent the eldritch energies psychically gifted Aeldari are able to wield. You can find out more about psychic powers in the Warhammer 40,000 Core Book.

CRUSADE RULES

CRUSADE (PG 124-141)
The Aeldari have access to a host of additional rules that enhance your Crusade experience and further personalise your Crusade force. These include bespoke Agendas, Requisitions, Battle Traits and Crusade Relics that reflect the rich background of both Asuryani and Harlequins armies. Amongst the rules presented in this section are the Paths of the Aeldari, a brand new way to represent your Aeldari proceeding along the paths that define their long lives, as well as rules allowing Harlequins to put on Grand Performances, and Ynnari rules that see them absorbing the soul energy of the slain to resurrect their god.

DATASHEETS

DATASHEETS (PG 142-189)
This section is essential to all Aeldari players, regardless of preferred play style, containing as it does the datasheets for Asuryani, Harlequins and Anhrathe units. Each datasheet describes, among other things, the profiles of its models, the wargear they can be equipped with and the abilities they have. You can find out more about datasheets in the Warhammer 40,000 Core Book.

WARGEAR

WEAPON PROFILES (PG 190-193)
This section provides an alphabetised list of all the weapons that Aeldari units can be equipped with, and should be used in conjunction with the datasheets section.

POINTS

POINTS VALUES (PG 194-197)
If you are playing a game that uses points values, you can use the alphabetised lists in this section to determine the cost of each unit from your army. These values will be reviewed and updated annually.

RULES REFERENCE

GLOSSARY (PG 198)
In this section you will find a glossary of rules terms used in this Codex. This is intended to work alongside the glossary found in the Warhammer 40,000 Core Book, and aid in resolving any complex rules interactions that may arise.

REFERENCE (PG 199-200)
Here you will find a handy bullet-pointed rules reference that summarises some common Aeldari rules.

COMBAT PATROL

Combat Patrol is the smallest size game, and the Aeldari force below is a great way to start – regardless of whether you want to play an open play game, forge a narrative with a Crusade army or compete in a matched play mission.

Created from the contents of the Combat Patrol: Aeldari boxed set, this force can be used in a Battleforged army, and in itself comprises a Patrol Detachment, as described in the Warhammer 40,000 Core Book.

On the battlefield, the Guardian Defenders are a solid and dependable unit. Equipped with versatile shuriken catapults, the squad is accompanied by a Heavy Weapon Platform that can carry a variety of deadly armaments to deal with hordes of foes, heavily armoured troops or even mighty vehicles and monsters. As part of a Battle-forged army, this unit will also gain the Objective Secured ability, enabling them to hold on to objectives even when outnumbered by the enemy.

The Farseer is a potent psyker and acts as Warlord of the force. Selecting powers from a wide range of psychic disciplines, they always have the tools available to bolster their allies or destroy their foes, and their ghosthelm ensures that they can manifest these without suffering Perils of the Warp. The Farseer's Runes of the Farseer ability is especially useful, boosting your army's Strands of Fate ability for greater strategic flexibility.

The Windriders are a valuable rapid response asset that can deploy into the heart of battle, either to secure lightly guarded objectives or to support slower-paced infantry. When bolstered by the psychic abilities of your Farseer, these swift warriors can lay down a fearsome hail of shuriken fire, shredding even the most heavily armoured foes.

The Wraithlord provides a solid support unit to the army. Able to wield a variety of devastating heavy weapons, this towering construct can bring doom to enemy vehicles or monsters from afar, or stride forward to swing its deadly ghostglaive at close range, weathering all but the most punishing enemy attacks thanks to its tough wraithbone body.



ASURYANI DETACHMENT ABILITIES

An **ASURYANI** Detachment is one that only includes models with the **ASURYANI** keyword (excluding models with the **UNALIGNED** keyword).

- **ASURYANI** Detachments gain the Leaders of the Warhost ability.
- **<CRAFTWORLD>** units in **ASURYANI** Detachments gain the Craftworld Attributes ability (pg 84).
- Troops units in **ASURYANI** Detachments gain the Objective Secured ability (this ability is described in the Warhammer 40,000 Core Book).

LEADERS OF THE WARHOST

- You can include a maximum of one **AUTARCH** model in each **ASURYANI** Detachment in your army.

TRAVELLING PLAYERS

If your army is Battle-forged, one **HARLEQUINS** Patrol Detachment in your army can have this ability. A Detachment with this ability is ignored for any mission pack rules that require every unit in your army to have at least one Faction keyword in common (e.g. the Eternal War mission pack). This means that you can, for example, include one **HARLEQUINS** Patrol Detachment as part of an **ASURYANI** or **DRUKHARI** army.

HARLEQUINS units within such a Detachment are excluded when determining your Army Faction, and when determining if every unit in your army has a certain keyword or ability. For example, such units do not prevent other **ASURYANI** units from your army from using rules such as Strands of Fate (pg 143), and do not prevent other **DRUKHARI** units from your army from using rules such as Power From Pain (see *Codex: Drukhari*). Likewise, such units do not prevent you from using Asuryani or Drukhari Chapter Approved Rules (e.g. secondary objectives), provided all other units in your army have the appropriate keyword.



CRAFTWORLDS

If your army is Battle-forged, **<CRAFTWORLD>** units in **ASURYANI** Detachments gain access to the following craftworld rules, provided all **<CRAFTWORLD>** units in your army are from the same craftworld. If every **<CRAFTWORLD>** unit in an **ASURYANI** Detachment is from the same craftworld, that Detachment is referred to as a **CRAFTWORLD** Detachment. Note that, for the purposes of these craftworld rules, the Ynnari are treated as a craftworld and the **YNNARI** keyword is considered to be a replacement for the **<CRAFTWORLD>** keyword (see page 142).

CRAFTWORLD ATTRIBUTES

All **<CRAFTWORLD>** units (excluding **AVATAR OF KHAINE** units) in a **CRAFTWORLD** Detachment will gain a Craftworld Attribute. You will find the Craftworld Attributes associated with each craftworld on pages 85-89.

If your chosen craftworld is not one of the ones listed on pages 85-89, you must instead create a Craftworld Attribute for it, as described on pages 90-91.

WARLORD TRAITS

Each craftworld has an associated Craftworld Warlord Trait. If an **ASURYANI <CRAFTWORLD> CHARACTER** model gains a Warlord Trait, they can have the relevant Craftworld Warlord Trait instead of a Warlord Trait from page 119.

STRATAGEMS

Each craftworld has an associated Craftworld Stratagem. If your army includes a **CRAFTWORLD** Detachment (excluding Auxiliary Support or Super-heavy Auxiliary Detachments), then you will gain access to the relevant Craftworld Stratagem.

TREASURES OF THE AELDARI RELICS

Each craftworld has an associated Craftworld Treasures of the Aeldari Relic. If your army is led by a **<CRAFTWORLD> WARLORD**, you can, when mustering your army, give the relevant Craftworld Relic to a **<CRAFTWORLD> CHARACTER** model from your army instead of giving them a Relic from pages 114-118. Named characters (such as **ELDRAD ULTHRAN**) cannot be given any Treasures of the Aeldari Relics.

Note that some Relics replace one of the model's existing items of wargear. Where this is the case, you must, if you are using points values, still pay the cost of the wargear that is being replaced. Write down any Treasures of the Aeldari Relics your models have on your army roster.



ULTHWÉ

Craftworld Ulthwé lies close to the Eye of Terror, remaining ever watchful over that horrific warp storm. Ulthwé is renowned for the number and skill of its psykers.

ATTRIBUTE: FORESIGHT OF THE DAMNED

All Aeldari are psychically attuned, but none more so than those of Ulthwé. Perhaps tainted by their long proximity to the Eye of Terror, their intuition borders well into prescience.

- Each time a unit with this attribute is selected to shoot or fight, you can re-roll one wound roll when resolving that unit's attacks.
- Each time you take a Psychic test for a **PSYKER** unit with this attribute, if it is the first Psychic test taken for that unit this turn, add 1 to the result.
- Models with this attribute have a 6+ invulnerable save.
- Each time a model with this attribute would lose a wound as a result of a mortal wound, roll one D6: on a 5+, that wound is not lost.

WARLORD TRAIT: FATE READER

Using their prescience to discern the enemy commander's intentions, this warlord can react before the foe's plans even come into action.

After you make a Strands of Fate roll (pg 143), if this **WARLORD** is on the battlefield, you can choose to retain one additional dice.

RELIC: THE GHOSTHELM OF ALISHAZIER

The millennia-old Farseer Alishazier of Ulthwé harboured a deep terror that she would one day join the ranks of her crystallised predecessors. Unable to accept such a fate, she invested her psyche into the circuitry network of her ghosthelm, so that her spirit might forever keep others of her Path safe from harm.

ULTHWÉ PSYKER model only.

- The bearer knows one additional psychic power from the Runes of Fortune discipline (pg 123).
- Each time a Psychic test is taken for the bearer, on an unmodified result of 9+, that psychic power or psychic action cannot be denied.

DISCIPLINE OF THE BLACK GUARDIANS 1CP

Aeldari – Battle Tactic Stratagem

The Black Guardians of Ulthwé are professional soldiers that have a discipline and skill exceeding that of their civilian counterparts in other craftworlds.

Use this Stratagem in your Shooting phase or the Fight phase, when you select an **ULTHWÉ GUARDIANS** unit to shoot or fight. Until the end of the phase, each time a model in that unit makes an attack, add 1 to that attack's hit roll.



'The Rhana Dandra. The end of our race. How long have we said it is inevitable? Every prophecy points to its culmination. Yet can it not be postponed? And is our fatalistic acceptance of our destruction the very thing that will bring it about?'

- Theuria of Ulthwé



CRAFTWORLDS

ALAITOC

Few Asuryani are as strict in their adherence to the Path as those of Alaitoc. As a result of this harshness, a higher proportion of their people reject the Path altogether and become Rangers.

ATTRIBUTE: FIELDCRAFT

Through a combination of stealth, superior scouting reports and peerless camouflage, Alaitoc units are able to obscure themselves upon the battlefield, moving effortlessly around their clumsy foe.

- Each time a ranged attack is made against a unit with this attribute, if the attacker is more than 12" away, the unit with this attribute is treated as having the benefits of Light Cover against that attack (see the Warhammer 40,000 Core Book).
- Each time a ranged attack is made against an **INFANTRY** or **BIKER** unit with this attribute that is entirely on or within a terrain feature, if the attacker is more than 12" away, then the unit with this attribute is treated as having the benefits of Dense Cover against that attack (see the Warhammer 40,000 Core Book).
- You can ignore any or all modifiers to the Move characteristic of **INFANTRY** units with this attribute, and you can ignore any or all modifiers to Advance rolls made for such units.

WARLORD TRAIT: MASTER OF AMBUSH

This warlord is adept at directing the activities of nearby warriors, allowing some of their number to accomplish complex tasks while their fellows provide covering fire.

- In your Command phase, you can select one **ALAITOC INFANTRY CORE** unit within 9" of this **WARLORD**. Until the end of the turn, if that unit is performing an action, it can still make attacks with ranged weapons without that action failing.
- At the start of the first battle round, before the first turn begins, if this **WARLORD** is on the battlefield, you can select one other friendly **ALAITOC RANGERS** unit on the battlefield. Remove that unit from the battlefield, and set it up anywhere on the battlefield that is more than 9" away from the enemy deployment zone and any enemy models (if both players have abilities that redeploy units before the first turn begins, roll off; the winner chooses who redeploys their units first).

RELIC: SHIFTSHROUD OF ALANSSAIR

Long before the first cameleoline cloak, there was the Shiftshroud of Alanssair – a garment that didn't so much camouflage or obscure its wearer as shift them from their plane of existence. Made using secrets gleaned from starfarers far more ancient than the Aeldari, anyone wrapped in its fibres could all but disappear from plain sight. At one time, some dozen such Shiftshrouds could be found preserved beneath crystal in Alaitoc; now, only one remains, the others lost to the ages. Should a commander of Alaitoc have need of this powerful relic, they will withdraw it from the world-ship's deepest vault.

ALAITOC INFANTRY model only. While the bearer is receiving the benefits of cover, it cannot be selected as the target of a ranged attack unless it is the closest eligible target for that attack and the attacking model is within 12".

PATHFINDER AMBUSH — 1CP

Aeldari – Strategic Ploy Stratagem

While the bulk of the Alaitoc warhost engages the foe, small forces of Rangers and Pathfinders work to ambush and harass enemy forces arriving in the war zone.

Use this Stratagem in the Reinforcements step of your opponent's Movement phase, after an enemy unit has been set up on the battlefield. Select one **ALAITOC RANGERS** unit from your army that is either on the battlefield or in Strategic Reserves.

- If that **RANGERS** unit is in Strategic Reserves, set it up anywhere on the battlefield within 18" of that enemy unit and more than 9" away from any enemy models.
- At the end of the phase, that **RANGERS** unit can shoot as if it were your Shooting phase, but until the end of the phase, it can only target the enemy unit that was just set up on the battlefield (and only if that enemy unit is an eligible target).



BIEL-TAN

The Asuryani of Biel-Tan believe that the Aeldari will one day regain their empire of old. Knowing that to achieve this will require much spilling of blood, many of them follow the Path of the Warrior.

ATTRIBUTE: SWORDWIND

Biel-Tan warhosts encapsulate the deadly swiftness of the Swordwind, striking with power, speed and precision.

- Each time a unit with this attribute Advances or makes a Battle Focus move (pg 142), treat a roll of 1-2 as 3 instead.
- Each time a unit with this attribute is selected to shoot or fight, you can re-roll one hit roll when resolving that unit's attacks.

WARLORD TRAIT: NATURAL LEADER

Tactical acumen and the use of targeting matrices are second nature to this battle-seasoned warlord.

In your Command phase, you can select one friendly **BIEL-TAN CORE** unit within 6" of this **WARLORD**. Until the end of the turn, each time a model in that unit makes an attack, you can re-roll the hit roll.

RELIC: THE SPIRIT STONE OF ANATH'LAN

Anath'lan was once one of Craftworld Biel-Tan's most skilled Farseers. Alas, pride caused him to misread the runes, dooming a maiden world to a bitter demise. Unable to forgive himself, Anath'lan died of grief. His spirit stone refused to bond with the infinity circuit, and to this day guides other Asuryani away from the error that led to his own disgrace.

BIEL-TAN PSYKER model only.

- The bearer knows one additional psychic power from their chosen discipline.
- Once per Psychic phase, you can re-roll one Psychic test taken for the bearer.

WRATH OF THE SHRINES 1CP

Aeldari – Battle Tactic Stratagem

Since the fracture of Biel-Tan's infinity circuit, those dedicated to the craftworld's Aspect Shrines fight all the harder to ensure that their world-ship is not lost entirely.

Use this Stratagem in your Shooting phase or the Fight phase, when a **BIEL-TAN ASPECT WARRIOR** unit from your army is selected to shoot or fight. Until the end of the phase, each time a model in that unit makes an attack, an unmodified hit roll of 6 scores 1 additional hit.

'There is no art more beautiful and diverse than the art of Death.'

- Laconfir of Biel-Tan



CRAFTWORLDS

IYANDEN

Once the most populous of craftworlds, Iyanden is a shadow of its former self, having suffered numerous invasions. Now its dead far outnumber the living, and must be relied upon to fight.

ATTRIBUTE: STOIC ENDURANCE

The tenacity of those from Iyanden is the stuff of legends. Their craftworld has suffered much, yet the spirits of both its living and its dead remain unbowed.

- Each time a Combat Attrition test is taken for a unit with this attribute, add 1 to that Combat Attrition test.
- Each time an attack is allocated to a model with this attribute, if that attack has an Armour Penetration characteristic of -1 or -2, worsen the Armour Penetration characteristic of that attack by 1 (e.g. AP -2 becomes AP -1).

WARLORD TRAIT: ENDURING RESOLVE

Resolute in mind and body, this warlord's willpower is second to none, and serves them well on the battlefield.

Each time this **WARLORD** would lose a wound, roll one D6: on a 5+, that wound is not lost.

RELIC: PSYTRONOME OF IYANDEN

The Asuryani psychic engineers known as Bonesingers are patient artisans who understand that true craftsmanship takes time. Growing and shaping wraithbone is both art and science, and cannot be rushed without ill effects. Yet the times have grown dire, and needs dictate that the artefact known as the Psytronome be removed from beneath its dome of preservation and taken to battle. Very much a weapon of last resort, this small pendant pulses when activated, resonating at such a frequency that its vibrations echo through all realms, including the warp. For reasons unknown, this regular thrum boosts the growth and vitality of wraithbone – but such vigour comes at a cost. After such an unprecedented burst of energy, the wraithbone becomes brittle, often cracking open.

IYANDEN model only. In your Command phase, you can select one friendly **IYANDEN SPIRIT HOST** unit within 9" of the bearer. Until the start of your next Command phase:

- Add 1 to the Attacks characteristic of models in that unit.
- If that unit is a **WRAITHGUARD** unit, it gains the Battle Focus ability (pg 142).

GUIDED WRAITHSIGHT 1CP

Aeldari – Strategic Ploy Stratagem

When the armies of Craftworld Iyanden march to battle, their ghost warriors are at the centre. Amongst these wraith constructs walk the Spiritseers, their minds bridging the gap between the real world and the spirit realm.

Use this Stratagem in your Shooting phase or the Fight phase. Select one **IYANDEN SPIRITSEER** model from your army and one friendly **IYANDEN SPIRIT HOST** unit. Until the end of the phase, that **SPIRIT HOST** unit is considered to be within range of that **SPIRITSEER** model's Spirit Mark ability.

'With Ynnead's grace, we gave the Humans their demigod. A king reborn, with a deathly blade, just as the Anchorite's prophecy foresaw. Will it buy us enough time to defeat our true foe? That is a truth that even Morai-Heg herself could not forsee.'

-Prince Yriel of Iyanden, after the resurrection of Roboute Guilliman



SAIM-HANN

Renowned for their love of speed, the people of Saim-Hann are deeply tribal and traditional, and their craftworld was one of the first to flee the decaying Aeldari empire.

ATTRIBUTE: WILD HOST

Each member of a Saim-Hann Wild Host longs to be the first into the fight, the one to win all the glory; nothing will stand between them and their quarry.

- You can re-roll charge rolls made for units with this attribute.
- Units with this attribute are eligible to declare a charge in a turn in which they Fell Back.

WARLORD TRAIT: WILD RIDER CHIEFTAIN

To the bravest goes the glory, as they say aboard Saim-Hann.

- Add 1 to this **WARLORD**'s Attacks characteristic.
- This **WARLORD** is eligible to perform a Heroic Intervention if it is within 6" horizontally and 5" vertically of any enemy unit, instead of 3" horizontally and 5" vertically. Each time this **WARLORD** makes a Heroic Intervention move, it can move up to 6" instead of 3". All other rules for Heroic Interventions still apply.

RELIC: TALISMAN OF TIONCHAR

Marking the wearer as a former champion of the clan challenge known as Tionchar, this warrior is a superlative fighter, demonstrating matchless skill, agility and determination.

SAIM-HANN model only.

- Each time the bearer makes a melee attack, if the bearer made a charge move or Heroically Intervened this turn, add 1 to the Strength and Damage characteristics of that attack and improve the Armour Penetration characteristic of that attack by 1.

WARRIORS OF THE RAGING WINDS 1CP

Aeldari – Battle Tactic Stratagem

Like the bloody spear of Khaine, the Wild Rider clans strike from above, their riders and pilots screaming war cries into the raging winds.

Use this Stratagem at the start of your Charge phase. Select one **SAIM-HANN BIKER** unit from your army. Until the end of the phase, that unit is eligible to declare a charge even if it Advanced this turn.

'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



CRAFTWORLDS

FAR-FLUNG CRAFTWORLDS

If your chosen craftworld does not have an associated Craftworld Attribute on pages 85-89, you must instead create their Craftworld Attribute by selecting Far-flung Craftworld Attributes from the list here. Unless otherwise stated, your craftworld has two Far-flung Craftworld Attributes from the following list:

IN THE FOOTSTEPS OF THE ANCIENTS

Some Asuryani are refugees whose own craftworld has been lost, and who have been taken in by another world-vessel. Others seek to emulate the successes of the more active craftworlds, or simply hold traditions similar to their more well known brethren.

You cannot select this Far-flung Craftworld Attribute if you have selected any other Far-flung Craftworld Attributes, and if you select this Far-flung Craftworld Attribute you cannot select a second. Select one of the following craftworlds: Ulthwé, Alaitoc, Biel-Tan, Iyanden, Saim-Hann.

- Use the Craftworld Attribute of the craftworld you selected, as listed on pages 85-89.
- If a **CHARACTER** model with this attribute gains a Warlord Trait, they can have a Craftworld Warlord Trait associated with the craftworld you selected, instead of a Warlord Trait from page 119. If a **CHARACTER** model has such a Warlord Trait, replace all instances of the **<CRAFTWORLD>** keyword on that Warlord Trait (e.g. **IYANDEN**), if any, with the name of the craftworld that this **CHARACTER** model is from.
- Unless the only units with this attribute are part of an Auxiliary Support, Super-heavy Auxiliary and/or Fortification Network Detachment, you will gain access to the Craftworld Stratagem associated with the craftworld you selected. When using such a Stratagem, replace all instances of the **<CRAFTWORLD>** keyword on that Stratagem (e.g. **IYANDEN**) with the craftworld that the units with this attribute have.

CHILDREN OF KHAINE

This craftworld holds a special reverence for Khaine, and its warriors are ruthless in the extreme.

Each time a model with this attribute makes a melee attack, on an unmodified wound roll of 6, add 1 to the Damage characteristic of that attack.

CHILDREN OF MORAI-HEG

The story of Morai-Heg teaches that wisdom cannot come without sacrifice, and that even in dire circumstances, legends can be born.

Each time a model with this attribute makes an attack, if that model's unit is below its Starting Strength, add 1 to that attack's hit roll.

CHILDREN OF PROPHECY

This craftworld's many seers know how best to avoid the dangers of those that hunger in the immaterium.

Each time a Psychic test or Deny the Witch test is taken for a **PSYKER** unit with this attribute, you can re-roll any or all dice results of 1-2.

CHILDREN OF THE OPEN SKIES

The vast training domes of this craftworld are perfect for honing the skills of their Windriders and other swift warriors.

- Add 1" to the Move characteristic of models with this attribute. If a model with this attribute can **FLY**, add 2" to its Move characteristic instead of 1".
- Each time an Advance roll is made for a unit with this attribute, treat a dice roll of 1-2 as 3 instead.

DIVINERS OF FATE

The Farseers of this craftworld study the twists of fate, steering their kin from situations that might otherwise see them slain.

Each time you make a Strands of Fate roll (pg 143), if every unit in your army has this attribute (excluding **AGENTS OF THE AELDARI**, **ANHRATHE** and **UNALIGNED** units), you can roll one additional D6.

ELITE CITIZENRY

Many craftworlds train even their ordinary citizenry to the same degree as the professional soldiers of other races.

- Add 1 to the Leadership characteristic of models with this attribute.

Each time a unit with this attribute is selected to fight, you can re-roll one hit roll when resolving that unit's attacks.

EXPERT CRAFTERS

These craftworlders display a heightened affinity for crafting wraithbone into beautiful sculptures and potent weapons alike.

Each time a unit with this attribute is selected to shoot or fight, you can re-roll one wound roll when resolving that unit's attacks.

GRIM

The Asuryani of this craftworld have been to the forbidden places of the galaxy and triumphed against its many horrors. For them the darkness holds no fear, for they have faced such dire situations before and emerged victorious.

Each time a Combat Attrition test is taken for a unit with this attribute, add 1 to that Combat Attrition test.

HAIL OF DOOM

When gathered in large numbers, the focused shuriken fire of the Asuryani falls upon the foe like a rain of blades. Even the toughest plate can be slashed to ribbons by this hail of deadly projectiles.

Each time a model with this attribute makes an attack with a shuriken weapon (pg 143), an unmodified hit roll of 6 automatically wounds the target (and is treated as an unmodifed wound roll of 6).

HEADSTRONG

When the call of war is sent out and the fury of Khaine pumps through their veins, these Aeldari can barely contain their need to get to grips with their foes and destroy them.

You can re-roll Advance rolls and charge rolls made for units with this attribute.

HUNTERS OF ANCIENT RELICS

Since the Fall, many relics of the Aeldari's glorious past have been lost, but there are some who see these treasures as the key to their race's survival, and will fight all the harder to recover them.

While a unit with this attribute is performing an action, that unit can shoot without that action failing.

MASTERFUL SHOTS

These Asuryani have mastered warfare in dense terrain, and need only the merest glimpse of a target to make a kill.

Each time a model with this attribute makes a ranged attack, the target does not receive the benefits of Light Cover against that attack (see the Warhammer 40,000 Core Book).

MASTERS OF CONCEALMENT

Turning their talents to self-preservation, the warriors of this craftworld utilise complex camouflage fields to conceal themselves.

Each time a ranged attack is made against a unit with this attribute, if the attacker is more than 12" away, then the unit with this attribute is treated as having the benefits of Light Cover against that attack.

MOBILE FIGHTERS

In the blink of an eye, this craftworld's transports descend, disgorging deadly warriors before the stunned foe can react.

Each time a model with this attribute makes an attack, if that model's unit disembarked from a **TRANSPORT** model this turn, add 1 to that attack's wound roll.

SAVAGE BLADES

While many craftworlds do not encourage their warriors to put themselves in harm's way, others positively encourage them to destroy their enemies blade to blade.

Each time a model with this attribute makes a melee attack, if that model's unit made a charge move, was charged or performed a Heroic Intervention this turn, improve the Armour Penetration characteristic of that attack by 1.

SWIFT STRIKES

The inhabitants of this craftworld are able to maintain a superb aim, even while moving at high speeds.

In your Shooting phase, each time a unit with this attribute is selected to shoot, unless that unit Fell Back this turn, until the end of the phase, it counts as having Remained Stationary.

STUDENTS OF VAUL

Some craftworlds utilise wraithbone vehicle hulls infused with additional empathic circuits. When attacked, the pilot can divert a portion of their consciousness to repairing and regrowing the most serious damage, allowing them to fight at peak efficiency long enough to see victory won.

Each time an attack with a Damage characteristic of 1 is allocated to a **VEHICLE** model with this attribute, add 1 to any armour saving throws made against that attack.

SUPERIOR SHURIKENS

Utilising more aerodynamic shurikens, superior gravitic accelerators or potent trajectory calculators, the warriors of this craftworld are able to project shurikens over a greater distance.

Add 3" to the Range characteristic of shuriken weapons (pg 143) models in a unit with this attribute are equipped with.

VENGEFUL

The Asuryani look down upon those they see as the lesser races, and care little if such creatures perish. They regard such adversaries as interlopers and upstarts, and relish in their slaughter.

Each time a model with this attribute makes an attack with a melee weapon, an unmodified hit roll of 6 scores 1 additional hit.

WARDING RUNES

These warriors decorate their armour and wargear with ancient Aeldari runes of warding. Malign energies that would slay them are mysteriously turned aside.

Models with this attribute have a 6+ invulnerable save. Each time a model with this attribute would lose a wound as a result of a mortal wound, roll one D6: on a 5+, that wound is not lost.

WEBWAY WARRIORS

The warriors of this craftworld know many of the secret paths of the webway, and can use them to launch devastating ambushes on their foes.

When a Reinforcement unit with this attribute is set up on the battlefield for the first time, until the end of the turn, each time a model in that unit makes an attack, an unmodified hit roll of 6 scores 1 additional hit.

WRATH OF THE DEAD

Most Aeldari find the use of ghost warriors to be distasteful, but sometimes the essences of the fallen become restless, and are eager to vent their fury at the living.

WRAITH CONSTRUCT units (excluding **AIRCRAFT** units) with this attribute are eligible to perform Heroic Interventions as if they were a **CHARACTER** unit.

THE YNNARI

The Ynnari draw their numbers from every portion of Aeldari society, believing that Ynnead is the only hope for their race.

A **CRAFTWORLD** Detachment that is from the Ynnari can also include **HARLEQUINS** units, **<KABAL> DRUKHARI** units, **<WYCH CULT> DRUKHARI** units, **INCUBI** units and **SCOURGES** units (see *Codex: Drukhari*), but for each of these units it includes, it must also include one **ASURYANI** unit with the same Battlefield Role. A **YNNARI** Detachment that includes any of these units in this way is still considered to be an **ASURYANI** Detachment, but the following additional rules apply:

- **HARLEQUINS** and **DRUKHARI** units included in a **YNNARI** Detachment loses the **<SAEDATH>**, **<KABAL>** or **<WYCH CULT>** faction keyword (if they had one), and gains the **YNNARI** faction keyword. Note that because the **YNNARI** keyword is considered to be a replacement for the **<CRAFTWORLD>** keyword, these units will gain Craftworld Attributes as specified on page 84.
- **YNNARI PSYKERS** cannot know any powers from the Runes of Fate discipline, but can know powers from the Revenant discipline instead of one other discipline they have access to. For example, when generating psychic powers for a **YNNARI FARSEER** model, you can select powers from the Revenant and/or Runes of Fortune disciplines, but never from the Runes of Fate discipline.
- **HARLEQUINS TRANSPORT** models in a **YNNARI** Detachment lose every instance of the **<SAEDATH>** keyword from the Transport ability on their datasheet.
- **YNNARI HARLEQUINS** units cannot be given any Pivotal Role upgrades.
- **YNNARI DRUKHARI** units cannot be given any Lords of Commorragh or Favoured Retinue upgrades (see *Codex: Drukhari*).

You cannot include **PHOENIX LORD** models, **ANHRATHE** units, **AVATAR OF KHAINE** models, **SOLITAIRE** models or named characters that do not have the **YNNARI** keyword in a **YNNARI** Detachment.

Transports

- **ASURYANI** units can only embark within **ASURYANI YNNARI TRANSPORT** models if they also have the **YNNARI** keyword.
- **DRUKHARI** units can only embark within **DRUKHARI YNNARI TRANSPORT** models if they also have the **YNNARI** keyword.
- **HARLEQUINS** units can only embark within **HARLEQUINS YNNARI TRANSPORT** models if they also have the **YNNARI** keyword.
- **THE VISARCH** and **YVRAINE** can embark within any **YNNARI TRANSPORT** model.

Murderers and Mercenaries

When Drukhari Scourges and Incubi pledge themselves to the cause of the Ynnari, their devotion is greatly rewarded.

If you are playing a matched play game, or a game that uses a points limit, then the points value of models in **YNNARI INCUBI** or **YNNARI SCOURGES** units is increased as shown below:

YNNARI INCUBI units	+4pts/model
YNNARI SCOURGES units	+2pts/model

If you are playing a game that uses Power Ratings, add 1 to the Power Rating of each of these units for every 5 models that unit contains.

ATTRIBUTE: STRENGTH FROM DEATH

To the Ynnari, the life forces released by the newly dead are invigorating in the extreme, the souls of the fallen spurring a burst of activity in them.

- At the start of the Fight phase, if a unit with this attribute is within Engagement Range of any enemy units, it can fight first that phase.
- Each time an attack is made by a model with this attribute, if that model's unit is below its Starting Strength, add 1 to that attack's hit roll.

WARLORD TRAIT: WARDEN OF SOULS

This warrior of the Reborn is the keeper of many souls; their mastery over deathly energy is unparalleled.

- At the start of your Command phase, this **WARLORD** regains 1 lost wound.
- When this **WARLORD** is selected to fight, if any enemy units within Engagement Range of this **WARLORD** are below Starting Strength, until the end of the phase, add 1 to this **WARLORD**'s Strength and Attacks characteristics.

RELIC: THE LOST SHROUD

This cloak was woven from the ectoplasmic by-product that trailed from Craftworld Biel-Tan's ravaged infinity circuit after the daemon invasion that saw it sundered. Although its daemonic ties cause it to be regarded as highly dangerous, within its shimmering weave the deathless blessing of Ynnead is exceedingly powerful.

YNNARI model only. Each time an attack is allocated to the bearer:

- Subtract 1 from the Damage characteristic of that attack (to a minimum of 1).
- If that attack has an unmodified Damage characteristic of 1, add 1 to any armour saving throw made against that attack.

INEVITABLE FATE 1CP

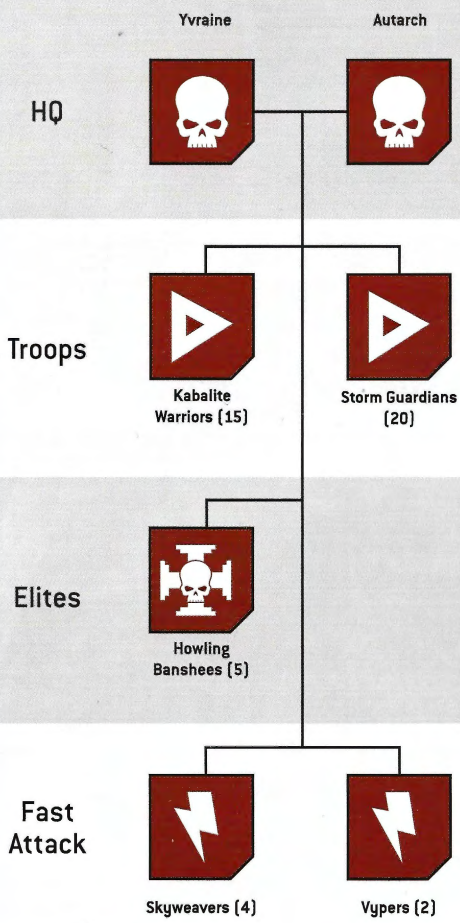
Aeldari – Battle Tactic Stratagem

Knowing the boons they will gain from the death of their foes, the Ynnari gladly wipe out any who stand against them.

Use this Stratagem when a **YNNARI** unit from your army is selected to shoot or fight. Until the end of the phase, each time a model in that unit makes an attack that targets a unit that was below Half-strength when that model's unit was selected to shoot or fight, add 1 to that attack's wound roll.

The example below shows Wes' Incursion-sized army for a narrative play battle. This army is made up of a single **YNNARI** Patrol Detachment and includes a mix of **ASURYANI**, **HARLEQUINS** and **DRUKHARI** units. Because Wes has included four **ASURYANI** units in this Detachment (an Autarch, a unit of Guardians, a unit of Vypers and a unit of Howling Banshees), he can also include up to four **DRUKHARI** or **HARLEQUINS** units with the same Battlefield Roles. Hence a unit of **DRUKHARI** Kabalite Warriors has been included because the Detachment also contains a unit of Guardians (both Troops units), and a unit of **HARLEQUINS** Skyweavers has been included because the Detachment also contains a unit of Vypers (both Fast Attack units). Every unit in this Detachment has replaced their **<CRAFTWORLD>**, **<SAEDATH>** or **<KABAL>** keyword with **YNNARI**, except Yvraine, who already has the **YNNARI** keyword. Because every unit in this army has the **YNNARI** keyword, each gains the Strength From Death ability (pg 92), and this Detachment's Kabalite Warriors and Guardians units gain the Objective Secured ability. Wes has given Yvraine the Warden of Souls Warlord Trait (pg 92), and has given the Autarch the Firesabre Relic (pg 115). In addition, he has used the Champion of the Aeldari Stratagem to give the Autarch the Falcon's Swiftness Warlord Trait (pg 119).

YNNARI PATROL DETACHMENT



HQ
- Yvraine
- Autarch

TROOPS
- 1 unit of 15 Kabalite Warriors
- 1 unit of 20 Storm Guardians

ELITES
- 1 unit of 5 Howling Banshees

FAST ATTACK
- 1 unit of 4 Skyweavers
- 1 unit of 2 Vypers

EXAMPLE ARMY

The example presented here shows Wes' Aeldari army, assembled for a Strike Force-sized narrative play battle. Wes' army includes an **ASURYANI** Battalion Detachment from **BIEL-TAN** Craftworld and a **HARLEQUINS** Patrol Detachment.

The **ASURYANI** Battalion Detachment includes a Farseer, which Wes has selected to be the army's **WARLORD**. Because this Detachment is from **BIEL-TAN** Craftworld, Wes has chosen to give the Farseer the Spirit Stone of Anath'lan Relic and the Natural Leader Warlord Trait (pg 87). As every **<CRAFTWORLD>** unit in his army is from **BIEL-TAN**, these units all gain the Biel-Tan Craftworld Attribute, Swordwind (pg 87). Because the **HARLEQUINS** units in this army are included in a Patrol Detachment, they do not prevent the army's **<CRAFTWORLD>** units from gaining their Craftworld Attribute. Wes has also upgraded this Detachment's Fire Dragons unit to have the Dragon's Bite Exarch Power (pg 109). As a result of including an **ASURYANI** Detachment in his army, Wes has access to the Stratagems found on pages 98-104.

The second Detachment in Wes' army is a **HARLEQUINS** Patrol Detachment. This Detachment includes a Troupe Master, a Troupe unit, a Death Jester and a unit of Skyweavers. Wes has decided that these units will follow the **LIGHT** Saedath. Because every **<SAEDATH>** unit in his army is following this Saedath, they gain the Blaze of Light Saedath Characterisation (pg 96).

As Wes has selected the Farseer to be the **WARLORD**, and this model is not a **HARLEQUINS** model, the Lead Role rule does not apply (pg 96), but Wes has used the Champion of the Aeldari Stratagem to give his Troupe Master the Player of the Light Warlord Trait (pg 96), and has used the Treasures of the Aeldari Stratagem to give this model the Suit of Hidden Knives Relic (pg 116). Truly a formidable foe!

HQ

- Farseer
- Jain Zar
- Troupe Master

TROOPS

- 1 unit of 10 Guardian Defenders
- 1 unit of 10 Storm Guardians
- 1 unit of 5 Rangers
- 1 Troupe unit of 12 models

ELITES

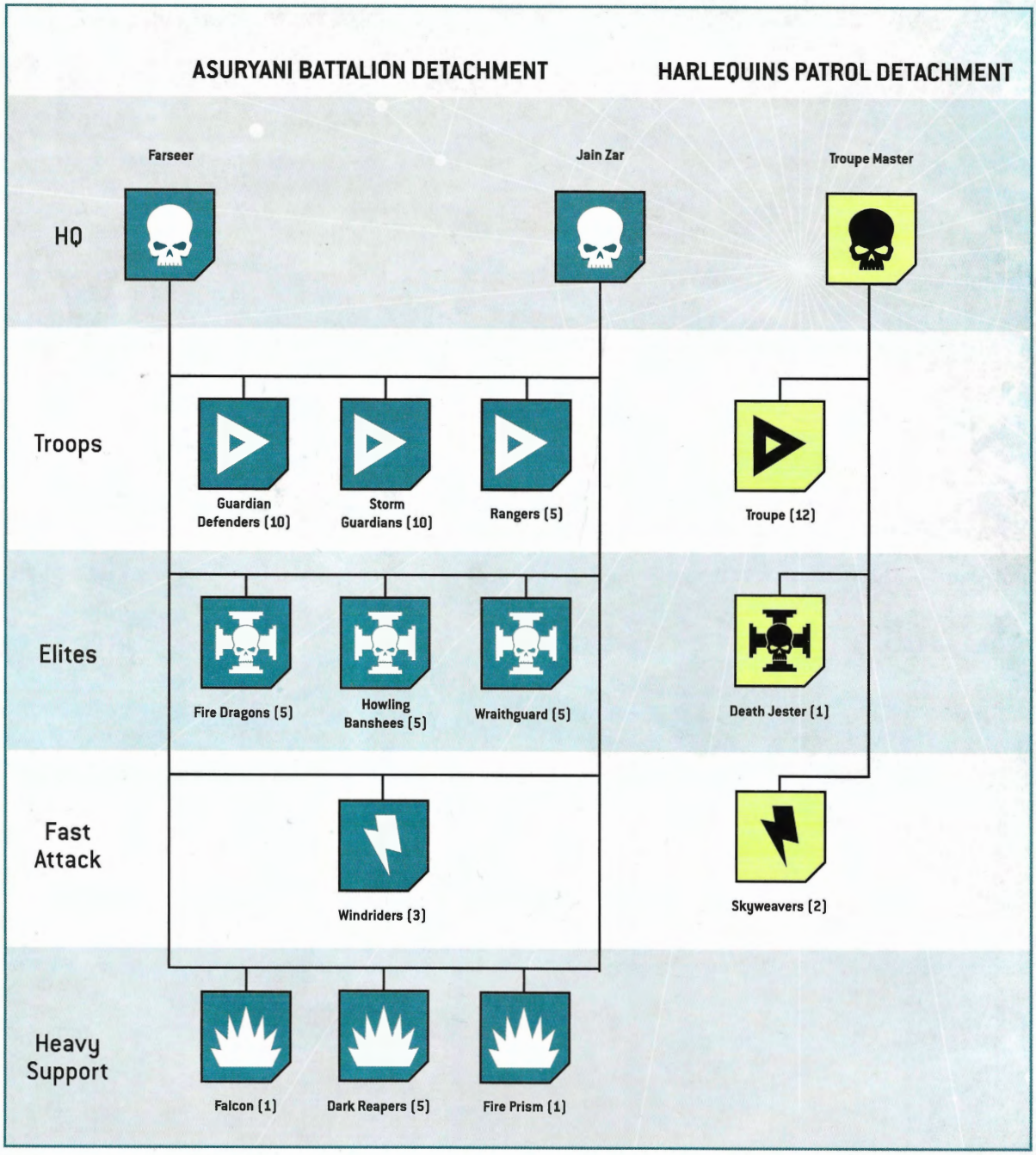
- 1 unit of 5 Fire Dragons
- 1 unit of 5 Howling Banshees
- 1 unit of 5 Wraithguard
- 1 Death Jester

FAST ATTACK

- 1 unit of 3 Windriders
- 1 unit of 2 Skyweavers

HEAVY SUPPORT

- 1 Falcon
- 1 unit of 5 Dark Reapers
- 1 Fire Prism


ASURYANI BATTALION DETACHMENT
HARLEQUINS PATROL DETACHMENT
HQ
Troops
Elites
Fast Attack
Heavy Support
Farseer
Jain Zar
Troupe Master
Guardian Defenders (10)
Storm Guardians (10)
Rangers (5)
Troupe (12)
Fire Dragons (5)
Howling Banshees (5)
Wraithguard (5)
Death Jester (1)
Windriders (3)
Skyweavers (2)
Falcon (1)
Dark Reapers (5)
Fire Prism (1)

HARLEQUINS DETACHMENT ABILITIES

A **HARLEQUINS** Detachment is one that only includes models with the **HARLEQUINS** keyword (excluding models with the **UNALIGNED** keyword).

- **HARLEQUINS** Detachments gain the Lead Role ability.
- **<SAEDATH>** units in **HARLEQUINS** Detachments gain the Saedath Characterisations ability.
- Troops units in **HARLEQUINS** Detachments gain the Objective Secured ability (this ability is described in the Warhammer 40,000 Core Book).

LEAD ROLE

- If your army includes any **TROUPE MASTER** models, if your **WARLORD** is a **HARLEQUINS** model, that **WARLORD** must be a **TROUPE MASTER** model.

THE SAEDATHS

If your army is Battle-forged, **<SAEDATH>** units in **HARLEQUINS** Detachments gain access to the following saedath rules, provided every **<SAEDATH>** unit in your army following a saedath is following the same saedath. If every **<SAEDATH>** unit in a **HARLEQUINS** Detachment is following the same saedath, that Detachment is referred to as a **SAEDATH** Detachment.

SAEDATH CHARACTERISATIONS

All **<SAEDATH>** units in a **SAEDATH** Detachment will gain a Saedath Characterisation. On the following pages you will find the Saedath Characterisations associated with each saedath.

WARLORD TRAITS

Each saedath has an associated Saedath Warlord Trait. If a **<SAEDATH> CHARACTER** model gains a Warlord Trait, it can have the relevant Saedath Warlord Trait instead of a Warlord Trait from page 119.

STRATAGEMS

Each saedath has an associated Saedath Stratagem. If your army includes a **<SAEDATH>** Detachment (excluding Auxiliary Support Detachments), then you will gain access to the relevant Saedath Stratagem.

TREASURES OF THE AELDARI RELICS

Each saedath has an associated Saedath Treasures of the Aeldari Relic. If your army is led by a **HARLEQUINS <SAEDATH> WARLORD**, you can, when mustering your army, give the relevant Saedath Relic to a **HARLEQUINS <SAEDATH> CHARACTER** model from your army instead of giving them a Treasures of the Aeldari Relic from pages 114-118.

Note that some Relics replace one of the model's existing items of wargear. Where this is the case, you must, if you are using points values, still pay the cost of the wargear that is being replaced. Write down any Treasures of the Aeldari Relics your models have on your army roster.

LIGHT

CHARACTERISATION: BLAZE OF LIGHT

Masques led by a Troupe of the Light move at great speeds through their enemy in a storm of bright light and colour, dazzling their perceptions then flickering out of view again.

- Each time an attack is made against a unit with this characterisation, if the attacking model is more than 12" away, an unmodified hit roll of 1-3 for that attack fails, irrespective of any abilities that the weapon or the model making that attack may have.
- Each time a unit with this characterisation makes a Normal Move or Advances in your Movement phase, in your following Shooting phase, that unit counts as having Remained Stationary.

WARLORD TRAIT: PLAYER OF THE LIGHT

This heroic protagonist pauses briefly to strike a mocking pose, their enemies laying slain around their feet, before disappearing again to continue their murderous dance elsewhere.

- This **WARLORD** is eligible to perform a Heroic Intervention if it is within 6" horizontally and 5" vertically of any enemy unit, instead of 3" horizontally and 5" vertically. Each time this **WARLORD** makes a Heroic Intervention move, it can move up to 6". All other rules for Heroic Interventions still apply.
- Each time this **WARLORD** fights, if it made a charge move or performed a Heroic Intervention this turn, then until that fight is resolved, add 1 to the Strength and Attacks characteristics of this **WARLORD**.

RELIC: SHADOW STONE

This opalescent gem shifts endlessly between the shades of dawn, dusk and darkest night. Gazing into its depths, a Shadowseer bears witness to the innermost secrets of all those close by.

LIGHT SHADOWSEER model only.

- Add 3" to the range of the bearer's aura abilities (to a maximum of 9").
- Each time the bearer successfully manifests a psychic power from the Phantasmancy discipline, add 3" to the range of that psychic power's effects.

CAPRICIOUS REFLECTIONS 1CP

Harlequins – Strategic Ploy Stratagem

To their foes, Players in masques led by the Light resemble nothing more than dazzling luminescence and colour.

Use this Stratagem in your opponent's Charge phase, when a **LIGHT** unit from your army is selected as a target of a charge. If that unit is not within Engagement Range of any enemy units, it can make a Normal Move of up to 6". Until the end of the phase, that unit cannot fire Overwatch or Set to Defend. Your opponent can then select new targets for that charge.

DARK

CHARACTERISATION: DARK DEEDS

Troupes of the Dark are characterised by violent endings and villainous antagonists. Their Players delight in portraying the less desirable side of the Aeldari, often manifesting out of the very shadows and plunging their blades deep. Even as they are slain, these Players exact cackling revenge upon their slayers, their departing soul said to steal away that of their foe as both are released together.

- Each time a model with this characterisation is destroyed by a melee attack, if that model has not fought this phase, do not remove it from play. The destroyed model can fight after the attacking model's unit has finished making attacks, and is then removed from play.
- Each time a model with this characterisation makes a melee attack, improve the Armour Penetration characteristic of that attack by 1.

WARLORD TRAIT: PLAYER OF THE DARK

Those who lead Troupes of the Dark portray the most cruel and macabre personalities, and their violent acts exist as vivid living nightmares in the folklore of the Aeldari and their enemies alike.

Each time this **WARLORD** makes a melee attack, on an unmodified wound roll of 5+, the target suffers 1 mortal wound in addition to any normal damage.

RELIC: THE GHOULMASK

The Tale of the Six Spirits describes how Cegorach drove away the malign ghosts of the warp by twisting his features into that which each feared most – banishing those whose own weapon was fear. The hideous Ghoulmask embodies that victory, its surface woven with psychocircuitry that rapidly assesses the empyric composition of hostile psychic manifestations and banishes them.

DARK model only.

- In your opponent's Psychic phase, the bearer can attempt to deny one psychic power as if it were a **PSYKER**. If the bearer is a **PSYKER**, the bearer can attempt to deny one additional psychic power in each of your opponent's Psychic phases.
- The bearer has the following ability: '**Hideous Form (Aura):** While an enemy unit is within 3" of this model, that unit loses the Objective Secured ability (see the Warhammer 40,000 Core Book).'

THE SILKEN KNIFE — 1CP

Harlequins – Strategic Ploy Stratagem

Masques led by Players of the Dark slip from the shadows into the heart of the foe with barely a whisper. Before the enemy are aware they are under attack, their bodies lie strewn as a gruesome tableau.

Use this Stratagem at the start of the Charge phase. Select one enemy unit. Until the end of the phase, each time that enemy unit is selected as the target of a charge by a **DARK** unit, that enemy unit cannot fire Overwatch or Set to Defend.

TWILIGHT

CHARACTERISATION: TWILIGHT FALLS

Standing forever on the threshold between life and death, the Players of the Twilight are synonymous with maintaining the natural order, preventing evil spirits from bedevilling the living.

- Each time a unit with this characterisation fights, if it made a charge move, was charged, or performed a Heroic Intervention this turn, then until that fight is resolved, add 1 to the Attacks characteristic of models in that unit.
- Each time a model with this characterisation makes a pile-in or Consolidation move, it can move up to an additional 2".

WARLORD TRAIT: PLAYER OF THE TWILIGHT

The leaders of the Twilight see cycles of transition in everything, obsessing over each detail before revealing their true genius.

- While this **WARLORD** is on the battlefield, each time you or your opponent spends any Command points to use a Stratagem, you can roll one D6 for each Command point spent: on a 6, you gain 1 Command point.
- While this **WARLORD** is on the battlefield, each time you roll four or more dice for a Luck of the Laughing God roll (pg 144), you gain 1 Command point.

RELIC: TWILIGHT FANG

During the Tale of the Serpent's Gift, Cegorach is said to have tricked the Cosmic Serpent into gifting him one of its fangs in the mistaken belief that it would receive the Light of the Brightest Star in return. So it did, yet as that star set, so the light faded and the Cosmic Serpent realised it had been fooled. Its wrath grew more terrible as the star's light slipped away; so it is with this blade, said to be fashioned from the very fang that the Laughing God stole. As the hour grows later and the battle's crescendo draws nigh, so the blade flashes ever faster through the air, chased by shuddering, shadowy after-images that solidify suddenly into their own stabbing fangs.

TWILIGHT TROUPE MASTER model with Aeldari power sword only. This Relic replaces an Aeldari power sword and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Twilight Fang	Melee	Melee	+2	-3	2

Abilities: Each time the bearer fights, until that fight is resolved, add the current battle round number to the Attacks characteristic of the bearer.

MALICIOUS FRENZY — 1CP

Harlequins – Battle Tactic Stratagem

Laughing like lunatics, Troupes led by Players of the Twilight channel their hatred and hysteria into a burst of martial destruction.

Use this Stratagem when a **TWILIGHT** unit from your army is selected to fight. Each time a model in that unit makes an attack, an unmodified hit roll of 6 automatically wounds the target.

STRATAGEMS

If your army is Battle-forged and includes any **ASURYANI** or **HARLEQUINS** Detachments (excluding Auxiliary Support Detachments), you have access to the Stratagems shown on the following pages.

THE GREAT ENEMY 1CP

Aeldari – Battle Tactic Stratagem

The Chaos God Slaanesh is reviled by the Aeldari, who despise its followers with a ferocious loathing.

Use this Stratagem in the Fight phase, when an **ASURYANI**, **HARLEQUINS** or **YNNARI** unit from your army is selected to fight. Until the end of the phase, each time a model in that unit makes a melee attack that targets a **SLAANESH** unit, you can re-roll the hit roll and the wound roll.

MATCHLESS AGILITY 1CP

Aeldari – Battle Tactic Stratagem

Grace in battle and merciless efficiency are prized virtues in craftworld armies. Like the shimmering blades of Khaine, the Asuryani carve through the ranks of their enemies.

Use this Stratagem in your Shooting phase, when an **ASURYANI** unit from your army makes a Battle Focus move (pg 142). Do not roll one D6 to determine the distance that unit can move; instead, until the end of the phase, that unit can move up to 6".

LIGHTNING FAST REACTIONS 1CP

Aeldari – Battle Tactic Stratagem

The Aeldari can process battlefield events at baffling speed, making their physical reactions so fast that they are able to dodge attacks that would hit any other target.

Use this Stratagem in your opponent's Shooting phase or the Fight phase, when an **ASURYANI**, **HARLEQUINS** or **YNNARI** unit from your army (excluding **MONSTER** units) is selected as the target of an attack. Until the end of the phase, each time an attack is made against that unit, subtract 1 from that attack's hit roll.

BLADESTORM 1CP

Aeldari – Battle Tactic Stratagem

The well-trained Aeldari are able to lay down a hail of fire from their shuriken weapons, their superior reflexes allowing them to track even the most sudden movement and place every shot perfectly.

Use this Stratagem in the Shooting phase, when an **ASURYANI** or **HARLEQUINS** unit from your army is selected to shoot. Until the end of the phase, each time a model in that unit makes an attack with a shuriken weapon (pg 143), an unmodified hit roll of 6 scores 1 additional hit.

MARTIAL CITIZENRY 1CP

Aeldari – Battle Tactic Stratagem

Even the civilian populations of the craftworlds don armour when the call to war goes out. Despite not being a professional soldiery, these warriors have experience of battle beyond that of many trained soldiers of other races.

Use this Stratagem in your Shooting phase or the Fight phase, when a **GUARDIANS** unit from your army is selected to shoot or fight. Until the end of the phase, each time a model in that unit makes an attack, re-roll a hit roll of 1.

FIRE AND REPOSITION 1CP

Aeldari – Battle Tactic Stratagem

Aeldari Rangers are experts at moving through dense terrain, firing pinpoint shots from their weapons before moving to new positions.

Use this Stratagem when an **OUTCASTS** unit from your army makes a Battle Focus move (pg 142) and any of its models wish to move over any part of an Area Terrain feature. That unit can move the full distance rolled (do not subtract 3").

AVENGERS OF ASURYAN 2CP

Aeldari – Battle Tactic Stratagem

Dire Avengers and their weapons share an almost symbiotic link, the catapults capable of sensing their wielders' anguish, and punishing their target appropriately.

Use this Stratagem at the end of your Shooting phase. Select one **DIRE AVENGERS** unit from your army that is below its Starting Strength; that unit can shoot again.

UNPARALLELED MASTERY 1CP

Aeldari – Epic Deed Stratagem

The incredible discipline of the Aeldari makes them amongst the most formidable psykers in the galaxy.

Use this Stratagem at the start of your Psychic phase. Select one **FARSEER**, **SHADOWSEER**, **YVRAINE** or **THE YNCARNE** model from your army. That unit can attempt to manifest one additional psychic power this phase.

MULTIFACETED MIND 1CP

Aeldari – Epic Deed Stratagem

The minds of Aeldari psykers function at terrifying speed, enabling them to perform several tasks simultaneously.

Use this Stratagem in your Psychic phase, after attempting to perform a psychic action with a **FARSEER**, **SHADOWSEER** or **YVRAINE** model from your army. That unit can attempt to manifest one psychic power this phase.

THE PHOENIX REBORN 1CP

Aeldari – Epic Deed Stratagem

It is fated that the Phoenix Lords will meet their final doom at the Rhana Dandra, the final great battle against Chaos. Until that time they are eternally reborn, rising to fight again.

Use this Stratagem when a **PHOENIX LORD** model from your army is destroyed. You can choose to roll one D6 at the end of the phase instead of using any rules that are triggered when that model is destroyed. If you do, then on a 4+, set that model back up on the battlefield as close as possible to where they were destroyed and not within Engagement Range of any enemy models, with D3 wounds remaining. This Stratagem cannot be used to set the same model back up more than once per battle.

THE AVATAR RESURGENT 2CP

Aeldari – Epic Deed Stratagem

The Avatar of Khaine is a roaring manifestation of battle rage, single-minded in the destruction of its enemies. Even mortal blows cannot prevent it from slaking its thirst for battle.

Use this Stratagem in the Fight phase, when an **AVATAR OF KHAINE** model from your army that has not already been selected to fight this phase is destroyed. Do not remove that model from play – add 2 to that model's Attacks characteristic, and it can fight after the attacking model's unit has finished making attacks. After resolving the destroyed model's attacks, it is then removed.

BATTLE PSYKERS 2CP

Aeldari – Epic Deed Stratagem

Warlocks in conclave are able to split their attention, some of their number dedicating their powers to protecting their allies, while the remainder concentrate on bringing down their foes.

Use this Stratagem when a **WARLOCKS** unit from your army that contains four or more models manifests a psychic power from the Runes of Battle discipline. Instead of selecting one of that power's effects, you can select both of its effects.

CHAMPION OF THE AELDARI 1CP

Aeldari – Requisition Stratagem

The Aeldari race harbours innumerable warriors of superb skill and tactical expertise.

Use this Stratagem before the battle, when you are mustering your army, if your **WARLORD** has the **ASURYANI** or **HARLEQUINS** keyword. Select one **ASURYANI CHARACTER** or **HARLEQUINS CHARACTER** model from your army and determine one Warlord Trait for that model; that model is only regarded as your **WARLORD** for the purposes of that Warlord Trait. Each Warlord Trait in your army must be unique (if randomly generated, re-roll duplicate results), and you cannot use this Stratagem to give a model two Warlord Traits. You can only use this Stratagem once, unless you are playing a Strike Force battle (in which case you can use this Stratagem twice), or an Onslaught battle (in which case you can use this Stratagem three times).

TREASURES OF THE AELDARI 1CP

Aeldari – Requisition Stratagem

In times of great need, the leaders of the Aeldari will allow the use of a wide array of ancient treasures, arming their kin with artefacts of extraordinary power.

Use this Stratagem before the battle, when you are mustering your army, if your **WARLORD** has the **ASURYANI** or **HARLEQUINS** keyword. If your **WARLORD** has the **HARLEQUINS** keyword you can select one **HARLEQUINS CHARACTER** model from your army. If your **WARLORD** has the **ASURYANI** keyword, you can select one **ASURYANI CHARACTER** model from your army. The selected **CHARACTER** model can be given one Treasures of the Aeldari Relic (this must be a Relic they can have). Each Relic in your army must be unique, and you cannot use this Stratagem to give a model two Relics. You can only use this Stratagem once, unless you are playing a Strike Force battle (in which case, you can use this Stratagem twice) or an Onslaught battle (in which case, you can use this Stratagem three times).

RELICS OF THE SHRINES 1CP

Aeldari – Requisition Stratagem

When the Aeldari march to war, their greatest warriors bring forth weapons and artefacts of great power, used in ritual battle by the exemplars of the Aspect Shrines.

Use this Stratagem before the battle, when you are mustering your army, if your **WARLORD** has the **ASURYANI** keyword. Select two models in your army that have the word 'Exarch' in their profile. Each of these models can be given one Aspect Shrine Relic (pg 118); this must be a Relic they could have. Each Relic in your army must be unique, and you cannot use this Stratagem to give a model two Relics. You can only use this Stratagem once, unless you are playing a Strike Force battle (in which case, you can use this Stratagem twice) or an Onslaught battle (in which case, you can use this Stratagem three times).

SEER COUNCIL 1CP

Aeldari – Requisition Stratagem

Many Farseers are accompanied to battle by a council of Warlocks who provide tactical advice, ensure their safety and amplify their psychic abilities.

Use this Stratagem before the battle, when you are mustering your army. Select one **FARSEER** model from your army and select one **WARLOCKS** unit from your army that contains 2 or more models. While that **FARSEER** model is within 6" of that **WARLOCKS** unit, add 1 to Psychic tests taken for that **FARSEER** model. While that **FARSEER** model is within 3" of that **WARLOCKS** unit, enemy models cannot target that **FARSEER** model with ranged attacks. You can only use this Stratagem once.

LINKED FIRE 2CP

Aeldari – Strategic Ploy Stratagem

Fire Prisms can combine their destructive power to unleash all-powerful beams of laser energy.

Use this Stratagem at the start of your Shooting phase. Select one **FIRE PRISM** model from your army, then select one or two other friendly **FIRE PRISM** models within 12" of and visible to that model. Until the end of the phase, each time the first **FIRE PRISM** model you selected shoots using the focused lance profile of its prism cannon:

- That model makes 2 additional attacks with that weapon (using that weapon's focused lance profile) for each other **FIRE PRISM** model you selected.
- Invulnerable saving throws cannot be made against any attacks made by that model with that weapon.

Until the end of the phase, each other **FIRE PRISM** model you selected cannot make any attacks with its prism cannon.

FEIGNED RETREAT 1CP/2CP

Aeldari – Strategic Ploy Stratagem

The Aeldari are forever elusive, and their actions are unpredictable and deceptive. What appears to be a full retreat one moment is revealed as the prelude to a devastating attack the next.

Use this Stratagem in your Movement phase, when an **ASURYANI**, **HARLEQUINS** or **YNNARI** unit from your army Falls Back. You can select for that unit to be eligible to shoot this turn or eligible to declare a charge this turn, or both. If you select both, this Stratagem costs 2CP; otherwise, it costs 1CP.

FOREWARNED 2CP

Aeldari – Strategic Ploy Stratagem

Farseers are able to unravel the strands of fate, allowing them to forewarn their craftworld's warriors of enemy ambushes.

Use this Stratagem at the end of the Reinforcements step of your opponent's Movement phase. Select one **<CRAFTWORLD>** unit from your army within 12" of a friendly **<CRAFTWORLD> FARSEER** model. That **<CRAFTWORLD>** unit can shoot as if it were your Shooting phase, but its models can only target a single eligible enemy unit that was set up as Reinforcements this turn and that is within 18" of their unit when doing so.

THE TEARS OF ISHA 1CP/2CP

Aeldari – Strategic Ploy Stratagem

Spirit stones are said to originate from the tears wept by the goddess Isha when she was sundered from her mortal children, and it is believed that she intervenes to prevent their destruction.

Use this Stratagem in your Command phase. Select one **<CRAFTWORLD> WRAITH CONSTRUCT** model from your army. That model regains up to D3 lost wounds. If the selected model is within 6" of a friendly **<CRAFTWORLD> SPIRITSEER** model, that model regains 3 lost wounds instead. If you select a **TITANIC** model, this Stratagem costs 2CP; otherwise, it costs 1CP.

FIRE AND FADE 2CP

Aeldari – Strategic Ploy Stratagem

The Aeldari are masters at using hit and run tactics, engaging a target with a flurry of shots before quickly manoeuvring into cover or out of sight.

Use this Stratagem in your Shooting phase, after making attacks with an **ASURYANI**, **HARLEQUINS** or **YNNARI** unit (excluding **AIRCRAFT** units) from your army. That unit can immediately make a Normal Move of up to 7". Unless that unit is a **HARLEQUINS** unit, it cannot embark within a **TRANSPORT** model at the end of this move. Until the end of the turn, that unit is not eligible to declare a charge. Units with the Battle Focus ability (pg 142) cannot make a Battle Focus move in a turn in which they are selected for this Stratagem.

PHANTASM 2CP

Aeldari – Strategic Ploy Stratagem

The Aeldari are masters of misdirection, and they employ holo-emitters and psychic phantasms to fool enemy scouts.

Use this Stratagem at the start of the first battle round, before the first turn begins. Select up to three **ASURYANI**, **HARLEQUINS** or **YNNARI** units (exluding **TITANIC** units) from your army and redeploy them. If the mission uses the Strategic Reserves rules, any of those units can be placed into Strategic Reserves without having to spend any additional CPs, regardless of how many units are already in Strategic Reserves. If both players have abilities that redeploy units, roll off; the winner chooses who redeploys their units first. You can only use this Stratagem once.

ELDRITCH STORM 3CP

Aeldari – Strategic Ploy Stratagem

The Farseers of the Asuryani are capable of generating vast psychic storms that can toss heavily armoured troops around like leaves.

Use this Stratagem in your Command phase, if a **FARSEER** model from your army is on the battlefield. Select one point on the battlefield within 24" of a **FARSEER** model from your army and place a marker on that point. In your next Psychic phase, **FARSEER** models from your army that are within 24" of that marker can perform the following psychic action:

Empower Storm (Psychic Action – Warp Charge 5): Any number of **FARSEER** models from your army can attempt to perform this psychic action.

At the start of your next Shooting phase, roll one D6 for each unit within 6" of the centre of the marker you placed, subtracting 2 if the unit being rolled for is an **INFANTRY CHARACTER** unit. On a 2+, that unit suffers D3 mortal wounds and an additional 1 mortal wound for each time the Empower Storm psychic action was successfully completed this turn. That marker is then removed. You can only use this Stratagem once.

WEBWAY STRIKE 1CP/3CP

Aeldari – Strategic Ploy Stratagem

Aeldari forces of many kinds make use of the ancient labyrinth of webway portals to strike the enemy seemingly from nowhere.

Use this Stratagem before the battle, when declaring reserves and transports (if you are playing a mission without this step, use this Stratagem during deployment instead). If you spend 1CP, you can set up one **ASURYANI INFANTRY**, **ASURYANI BIKER**, **HARLEQUINS INFANTRY**, **HARLEQUINS BIKER**, **YNNARI INFANTRY** or **YNNARI BIKER** unit from your army in the webway instead of setting it up on the battlefield. If you spend 3CPs, you can place two **ASURYANI INFANTRY**, **ASURYANI BIKER**, **HARLEQUINS INFANTRY**, **HARLEQUINS BIKER**, **YNNARI INFANTRY** or **YNNARI BIKER** units in the webway instead.

In the Reinforcements step of one of your Movement phases, you can set up any units in the webway anywhere on the battlefield that is more than 9" away from any enemy models. You can only use this Stratagem once.

WIREWEAVE GRENADES 1CP

Aeldari – Wargear Stratagem

Amongst the various deadly devices used by those on the Path of the Outcast, wireweave grenades extend monofilament wires that slice and entangle their enemy at ankle height.

Use this Stratagem at the start of your opponent's Movement or Charge phase. Select one enemy unit (excluding units that can **FLY**) within 12" of a **SHROUD RUNNERS** unit from your army, and roll one D3:

- That enemy unit suffers a number of mortal wounds equal to the result (to a maximum of 1 mortal wound per model in that enemy unit).
- Until the end of the phase, subtract the result from that enemy unit's Move characteristic (to a minimum of 0").
- Until the end of the phase, your opponent must subtract the result from charge rolls made for that enemy unit (to a minimum of 0").

You can only use this Stratagem once per turn.

SHIELD DISCHARGE 1CP

Aeldari – Wargear Stratagem

The energy shields used by the Aeldari can be set to blast their defensive projections outwards, disorientating the foe.

Use this Stratagem at the start of your Charge phase. Select one model from your army equipped with a serpent shield or Wave Serpent shield, then select one enemy unit within 12" of that model. Until the end of the turn:

- That enemy unit cannot fire Overwatch or Set to Defend.
- Each time a model in that enemy unit makes a melee attack, subtract 1 from that attack's hit roll.

After using this Stratagem, the selected model is no longer considered to be equipped with a serpent shield or Wave Serpent shield.

GRENADE PACK 1CP

Aeldari – Wargear Stratagem

Swooping Hawks utilise complex grenade packs as they swoop across the battlefield. Enemies who find themselves under their path are showered with explosive plasma grenades.

Use this Stratagem in your Movement phase, after a **SWOOPING HAWKS** unit from your army makes a Normal Move or Advances. Select one enemy unit that any models in that **SWOOPING HAWKS** unit moved across this phase. Roll one D6 for each model in that **SWOOPING HAWKS** unit, subtracting 1 if that selected enemy unit has the **CHARACTER** keyword (excluding **VEHICLE** or **MONSTER** units). For each 4+, that selected enemy unit suffers 1 mortal wound (to a maximum of 6 mortal wounds).

STARHAWK MISSILE 1CP

Aeldari – Wargear Stratagem

Some Aeldari warriors and vehicles carry starhawk missiles for their missile launchers, which are specifically designed to target enemy flyers.

Use this Stratagem in your Shooting phase, when an **ASURYANI** model from your army targets an **AIRCRAFT** unit with an Aeldari missile launcher. That model can only make one attack with that weapon this phase, but when resolving that attack, add 1 to that attack's hit roll. If a hit is scored, the target suffers 2D3 mortal wounds and the attack sequence ends.

RESONATOR SHARD 1CP

Aeldari – Wargear Stratagem

Many Rangers are equipped with resonator shards. These wraithbone spikes can be placed in concealment near the enemy and attuned to the consciousness of nearby Aeldari artillery crew, guiding their indirect fire down with impressive accuracy.

Use this Stratagem in your shooting phase, when a unit from your army that contains any models equipped with a D-cannon, doomweaver or shadow weaver is selected to shoot. Until the end of the phase, each time an attack is made by a model in that unit equipped with a D-cannon, doomweaver or shadow weaver that targets an enemy unit within 12" of any friendly **RESONATOR SHARD** units, you can re-roll the hit roll.

FUSION CHARGES 1CP

Aeldari – Wargear Stratagem

The Fire Dragons are skilled in the placement of fusion charges – grenade-sized explosives that produce a blast of intense heat when locked onto enemy war machines, reducing armour to vapour.

Use this Stratagem in the Fight phase, when a **FIRE DRAGONS** unit from your army is selected to fight. Select one model in that unit; that model can only make one attack this phase, and must target an enemy **VEHICLE** unit with that attack, but if a hit is scored, that **VEHICLE** unit suffers 2D3 mortal wounds and the attack sequence ends.

PRISMATIC BLUR — 2CP

Aeldari – Battle Tactic Stratagem

The Harlequins accelerate into a lightning-fast sprint, weaving and tumbling to magnify the effects of their holo-fields.

Use this Stratagem in the Movement phase, when a **HARLEQUINS INFANTRY** unit from your army Advances more than 8". Until the start of your next Command phase, models in that unit have a 3+ invulnerable save.

CEGORACH'S JEST — 1CP/2CP

Aeldari – Battle Tactic Stratagem

The Dance of Cegorach's Jest sees enemy units harried mercilessly unto their absolute destruction.

Use this Stratagem in your opponent's Movement phase, when an enemy unit within Engagement Range of a **HARLEQUINS INFANTRY** unit from your army Falls Back. After that enemy unit has finished that move, select one **HARLEQUINS INFANTRY** unit from your army that was within Engagement Range of that enemy unit at the start of the phase. The selected unit can either consolidate up to 6" or shoot as if it were your Shooting phase. If the selected unit shoots, it can only target that enemy unit. If the selected unit consolidates, this Stratagem costs 2CP; otherwise, it costs 1CP.

VIRTUOSOS OF THE WEBWAY — 1CP

Aeldari – Battle Tactic Stratagem

Harlequins make their home in the webway. None know its portals and tunnels better than they.

Use this Stratagem at the end of your Movement phase. Select one **HARLEQUINS** unit from your army that is not within Engagement Range of any enemy models. Remove that unit from the battlefield. That unit is placed into Strategic Reserves.

MURDEROUS SPECTACLE — 2CP

Aeldari – Battle Tactic Stratagem

Some Harlequins enjoy launching themselves into the bloody spectacle of war, seizing the enemy's attention through explosive bursts of violence.

Use this Stratagem in your Charge phase, when a **HARLEQUINS INFANTRY** unit from your army makes a charge move. Until the end of the turn, add 1 to the Damage characteristic of melee weapons models in that unit are equipped with (to a maximum of 3).

WAR DANCERS — 3CP

Aeldari – Battle Tactic Stratagem

The Harlequins' steps and strikes flow together into a blur of light as they overwhelm their enemies.

Use this Stratagem at the end of the Fight phase. Select one **HARLEQUINS TROUPE** unit from your army within Engagement Range of any enemy units; that unit can fight again. You can only use this Stratagem once per battle round.

NO PRICE TOO STEEP — 2CP

Aeldari – Epic Deed Stratagem

Death is seen as just another sacrifice to the Harlequins, one they are ever willing to make in order to defeat the scourge of Chaos once and for all.

Use this Stratagem in the Fight phase, when a **HARLEQUINS CHARACTER** model from your army that has not already been selected to fight this phase is destroyed. Do not remove that model from play – it can fight after the attacking model's unit has finished making attacks. If that model is a **SOLITAIRE** model, or was destroyed by a **CHAOS** unit, until the end of the phase, add 1 to that model's Attacks and Strength characteristics. After resolving the destroyed model's attacks, it is then removed.

HEROES' PATH — 1CP

Aeldari – Epic Deed Stratagem

The Dance of the Heroes' Path depicts how overbearing pride led Eldanesh and Ulthanash on a deadly quest into the den of the Prince of the Yggh.

Use this Stratagem at the start of your Command phase. Select one **TROUPE MASTER** model from your army that is on the battlefield, and select one **DEATH JESTER** or **SHADOWSEER** model from your army that is on the battlefield. Until the end of the turn:

- Add 2" to the Movement characteristic of the selected models.
- Each time a charge roll is made for any of the selected models, add 1 to the result.

TORMENTS OF THE FIERY PIT — 1CP

Aeldari – Epic Deed Stratagem

This dance sees the suffering of Vaul transformed into incandescent – if fleeting – might.

Use this Stratagem in the Fight phase, when a **HARLEQUINS CHARACTER** model (excluding **SOLITAIRE** models) from your army that has lost any wounds is selected to fight. Until the end of the phase, add 1 to the Strength and Attacks characteristics of that model.

DRAMATIC ENTRANCE 1CP

Aeldari – Epic Deed Stratagem

None can match the breathtaking athleticism of the Harlequins.

Use this Stratagem in the Heroic Interventions step of your opponent's Charge phase. Select one **HARLEQUINS INFANTRY** unit from your army. Until the end of the phase, that unit is eligible to perform a Heroic Intervention, and can do so if it is within 6" horizontally and 5" vertically of any enemy unit (instead of 3" horizontally and 5" vertically), and when performing a Heroic Intervention with that unit, you can move each model in that unit up to 6". All other rules for Heroic Interventions still apply.

FAVOURED OF THE LAUGHING GOD 1CP

Aeldari – Requisition Stratagem

One amongst the masque seems different this day, their presence magnified, their skill sublime. Who – or what – now lurks behind their mask?

Use this Stratagem after nominating a **HARLEQUINS** model (excluding named characters) to be your **WARLORD**. That model gains one additional Warlord Trait; this must be from the Harlequins Warlord Traits table (pg 119). Each Warlord Trait in your army must be unique (if randomly generated, re-roll duplicate results). You can only use this Stratagem once.

THE CURTAIN FALLS 1CP

Aeldari – Strategic Ploy Stratagem

As their deadly performance draws to a close, the players exit the stage, moving on to the next in a blaze of light and the shrieking of engines.

Use this Stratagem in the Fight phase, after a **HARLEQUINS INFANTRY** unit from your army has finished making its attacks, but before it makes a consolidation move. Instead of consolidating as normal, if every model in that unit is within 6" of a friendly **<SAEDATH> TRANSPORT** model, that unit can embark within that **TRANSPORT** model as if it were your Movement phase, even if that unit has disembarked this turn, provided that **TRANSPORT** model has enough transport capacity available for the whole unit to embark.

MOCKING LAUGHTER 1CP

Aeldari – Strategic Ploy Stratagem

Often the last thing the foes of the Harlequins hear is the echoing laughter of a Death Jester, taking great delight in their misfortune.

Use this Stratagem at the start of the Morale phase. Select one enemy unit within 12" of a **DEATH JESTER** model from your army. Until the end of the phase:

- Your opponent cannot select that unit for the Insane Bravery Stratagem (see the Warhammer 40,000 Core Book), nor can they use any rule that would let them re-roll a Morale test for that unit.
- If a Morale test taken for that unit is failed, any action that unit is performing immediately fails.

HAYWIRE CHARGES 1CP

Aeldari – Wargear Stratagem

Haywire grenades send out a powerful electromagnetic pulse that can cripple enemy vehicles.

Use this Stratagem in your Shooting phase, when a **HARLEQUINS HAYWIRE GRENADE** unit from your army is selected to shoot. Select one model in that unit; that model can only make one attack this phase, and must target an enemy **VEHICLE** unit within 6" of it, but if a hit is scored, that **VEHICLE** unit suffers D3 mortal wounds and the attack sequence ends.

KISS OF DEATH 1CP

Aeldari – Wargear Stratagem

Harlequins equipped with a Harlequin's kiss cause catastrophic damage to their foes as they plunge their weapons through the thickest armour.

Use this Stratagem in the Fight phase, when a **HARLEQUIN'S KISS** unit is selected to fight. Until that fight is resolved, each time a model in that unit makes a melee attack, an unmodified wound roll of 6 inflicts 1 mortal wound on the target in addition to any normal damage. A unit can only suffer a maximum of 6 mortal wounds per phase due to this Stratagem. A unit cannot be selected for this Stratagem and the Oblivion's Caress Stratagem in the same phase.

OBLIVION'S CARESS 2CP

Aeldari – Wargear Stratagem

The gentlest touch from a Harlequin's caress sends the target into agony – even the most potent shielding is no defence.

Use this Stratagem in the Fight phase, when a **HARLEQUIN'S CARESS** unit is selected to fight. Until that fight is resolved, each time a model in that unit makes a melee attack, invulnerable saving throws cannot be made against that attack. A unit cannot be selected for this Stratagem and the Kiss of Death Stratagem in the same phase.

A DEADLY EMBRACE 1CP

Aeldari – Wargear Stratagem

As the Harlequins close with their foe, those equipped with a Harlequin's embrace create a delicate web of monofilament. These wires envelop their foe before contracting, slicing them apart.

Use this Stratagem after a **HARLEQUIN'S EMBRACE** unit from your army makes a charge move or performs a Heroic Intervention. Select one enemy unit (excluding **VEHICLE** or **MONSTER** units) within Engagement Range of that unit and roll one D6 for each model in that **HARLEQUIN'S EMBRACE** unit. For each 4+, that enemy unit suffers 1 mortal wound (to a maximum of 6 mortal wounds).



EXARCH POWERS

The Exarchs of the Aspect Warrior Shrines have long travelled the Path of the Warrior. Their skills honed over countless decades of war, they are amongst the finest fighters of the Asuryani.

If your army is Battle-forged and includes any **ASURYANI** Detachments (excluding Auxiliary Support and Super-heavy Auxiliary Detachments), then when you are mustering your army, you can upgrade **ASPECT WARRIOR** units from your army that contains an Exarch model by giving them one Exarch Power, chosen from those presented here. To do so, select one **ASPECT WARRIOR** unit that contains a model that has the word 'Exarch' in their profile, and select one of the appropriate Exarch Power upgrades from those listed on pages 106-109. That unit gains the ability listed under that Exarch Power.

You can also select any **CRIMSON HUNTER** unit from your army and upgrade that model to be an Exarch. When you do so, select one of the appropriate Exarch Powers listed on the right for that model.

Each time you upgrade a unit to have an Exarch Power, its Power Rating is increased by 1. If you are playing a matched play game, or a game that uses a points limit, then the points value of that model is also increased by the amount shown in the tables on pages 105-109. Make a note on your army roster each time you upgrade a unit to have an Exarch Power. Unless otherwise stated, each unit can only have one Exarch Power.

If a unit has an Exarch Power, its Exarch model will also gain bonuses to its characteristics, as follows:

Add 1 to that model's Wounds characteristic.	+1 W
If that model is a Crimson Hunter, Dark Reaper, Swooping Hawk or Fire Dragon Exarch, improve its Ballistic Skill characteristic by 1.	+1 BS
If that model is a Striking Scorpion, Howling Banshee, Shining Spear or Warp Spider Exarch, add 1 to its Attacks characteristic.	+1 A

Your army (or Crusade force) cannot include more than one unit with the same Exarch Power (or more than one **CRIMSON HUNTER** model upgraded to be an Exarch).

A Crusade force cannot start with any units upgraded to have Exarch Powers – to gain these abilities, you must purchase the Exemplar of the Shrines Requisition (pg 126).

CRIMSON HUNTERS

Few, if any, can equal the airborne grace, skill and lethality of the Crimson Hunters. Their Exarchs are sufficiently deadly that they make even the ace pilots of the galaxy's other races look like fumbling new recruits.

EXARCH POWER	POINTS
Eyes of Khaine	+30
Strafing Assault	+20
Swooping Evasion	+25

EYES OF KHAINE

This Exarch is an expert in guiding their aircraft on attack runs against their airborne foes. Against their aerobatic prowess, even the swiftest enemies seem clumsy.

Each time this model makes an attack that targets an enemy unit that can **FLY**, that attack automatically hits the target.

STRAFING ASSAULT

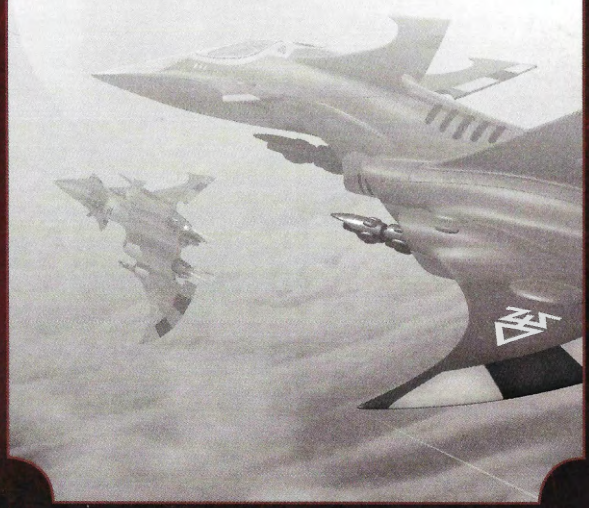
This warrior's blazing weapons strike with pinpoint accuracy at the weak spots of their target, even while moving at supersonic speeds.

Each time this model makes a ranged attack, the target does not receive the benefits of cover against that attack.

SWOOPING EVASION

With an almost preternatural ability to sense danger and the trajectory of incoming projectiles, this Exarch dances effortlessly through enemy anti-aircraft fire without pausing their perfect attack runs.

This model has a 5+ invulnerable save.



DIRE AVENGERS

Devotees of Asuryan himself, those who walk the path of the Dire Avenger become adept at both attack and defence. Their Exarchs are masters of a swift and flexible warrior stance that capitalises on everything it means to be Asuryani.

EXARCH POWER	POINTS
Defensive Stance	+20
Shredding Fire	+25
Stand Firm	+10

DEFENSIVE STANCE

Entering a battle trance, time seems to slow down for the Exarch and their warriors, allowing them to bring their ranged weapons to bear despite the close proximity of the foe.

In your Shooting phase, while this unit contains a Dire Avenger Exarch model, models in this unit can make attacks with ranged weapons even while this unit is within Engagement Range of any enemy units, and can do so even if other friendly units are also within Engagement Range of any of those enemy units. If they do so, these attacks can only target enemy units within Engagement Range of this unit.

SHREDDING FIRE

Calling upon Asuryan to bless their weapons, the Exarch and their warriors shred their foes with devastating volleys of shuriken fire.

While this unit contains a Dire Avenger Exarch model, each time a model in this unit makes a ranged attack with a shuriken weapon (pg 143), the Shuriken ability takes effect on an unmodified wound roll of 5+ for that attack, instead of 6.

STAND FIRM

Taking the example of Asuryan, these warriors stand resolute before the storm.

While this unit contains a Dire Avenger Exarch model:

- This unit has the Objective Secured ability (see the Warhammer 40,000 Core Book). If this unit already has the Objective Secured ability, then for the purposes of determining which player controls an objective marker, each model in this unit counts as two models.
- Add 1 to the Leadership characteristic of models in this unit.

WARP SPIDERS

Warp Spider Exarchs are masters of misdirection. Their minds spin constantly with tactical ruses and vicious predatory schemes, made all the more deadly for their ability to think beyond the dull physical dimensions of realspace.

EXARCH POWER	POINTS
Spider's Lair	+15
Surprise Assault	+15
Web of Deceit	+15

SPIDER'S LAIR

This Exarch and their warriors are experts in rapidly creating a web of monofilament wires, luring the enemy into close confines where they are entangled and sliced apart even after their slayers have flickered away.

Once per battle, at the end of your Movement phase, if this unit is wholly within an Area Terrain feature and contains a Warp Spider Exarch model, you can select for that terrain feature to be webbed. If you do so, until the start of your next turn:

- Enemy units treat that terrain feature as if it had the Difficult Ground terrain trait.
- Each time an enemy unit ends any type of move (excluding pile-in or consolidation moves) within that terrain feature, roll one D6: on a 2+, that enemy unit suffers D3 mortal wounds.

SURPRISE ASSAULT

Rapid target acquisition is the speciality of this Exarch and their warriors, materialising into realspace and slaying their unsuspecting foes in a storm of monofilament threads.

If this unit was set up preparing a sudden assault (pg 143) and contains a Warp Spider Exarch model, when this unit is set up on the battlefield for the first time, until the end of the turn, each time a model in this unit is selected to shoot, it makes 1 additional attack with each death spinner it is equipped with.

WEB OF DECEIT

Those who think they have this Exarch and their warriors cornered often find their quarry vanished, before suddenly coming under fire again from an unexpected direction.

Once per battle, if this unit contains a Warp Spider Exarch model, instead of making a Battle Focus move (pg 142), you can remove this unit from the battlefield and set it up again anywhere on the battlefield that is more than 9" away from any enemy models.

SHINING SPEARS

Like elite cavalrymen, the Shining Spears fight from the saddles of their jetbike steeds with blistering speed and skill. So supremely graceful are their Exarchs that it is as though they ride the zephyrs of the wind and strike with the fury of the hurricane.

EXARCH POWER	POINTS
Expert Lancers	+20
Heartstrike	+15
Lightning Attacks	+20

EXPERT LANCERS

This Exarch leads their warriors in deadly strikes, swooping down on their jetbikes to deliver a killing blow with every pass.

In the Fight phase, each time a model in this unit makes an attack, if this unit made a charge move this turn and contains a Shining Spear Exarch model, add 1 to that attack's hit roll.

HEARTSTRIKE

Even while travelling at tremendous speeds, this Exarch is able to make pinpoint killing strikes against their enemy without fail.

Each time this unit's Shining Spear Exarch model makes a melee attack, an unmodified wound roll of 5+ inflicts 1 mortal wound on the target in addition to any normal damage.

LIGHTNING ATTACKS

The Shining Spear shrines teach that mobility is the key to victory, and as such their devotees seek to destroy each target and move onto the next before their foe can respond.

Each time this unit makes a consolidation move, if it contains a Shining Spear Exarch model, it can move an additional 6".



HOWLING BANSHEES

Speed, grace and overwhelming force are the hallmarks of the Howling Banshee shrines. Their Exarchs exhibit the greatest ability of all, their very presence enhancing the terrifying capacity for murder that their followers can unleash.

EXARCH POWER	POINTS
Graceful Avoidance	+20
Nerve-shredding Shriek	+10
Piercing Strikes	+15

GRACEFUL AVOIDANCE

Those who try to match blades with a Howling Banshee find their deadliest blows meeting nothing but air, as their foe dances around them before delivering the fatal strike.

While this unit contains a Howling Banshee Exarch model, models in this unit have a 4+ invulnerable save against melee attacks.

NERVE-SHREDDING SHRIEK

Working in concert with the spirits of past wearers of their ritual armour, this Exarch releases a multi-frequency, mournful screech from their mask, bursting organs and incapacitating any foe who hears it.

Each time this unit finishes a charge move, you can select one enemy unit within Engagement Range of this unit's Howling Banshee Exarch model and roll one D6: on a 2+, that enemy unit suffers 1 mortal wound, and until the end of the turn, subtract 1 from Combat Attrition tests taken for that enemy unit.

PIERCING STRIKES

With a flourish, this Exarch extends their weapon in the perfect killing blow, driving it deep into their enemy with ferocious precision.

Add 1 to the Damage characteristic of melee attacks made by this unit's Howling Banshee Exarch model.

'Ours are the screams that pierced the mind of Khaine. You shall hear our coming – for we shall announce it – and upon hearing our cry you shall know that your death approaches.'

- Dalhesh, Howling Banshee

STRIKING SCORPIONS

Striking Scorpions rely upon stealth to stalk their prey. When they attack, their Exarchs lead them in lightning-fast explosions of violence that see their enemies reduced to bloody shreds in a frenzy of chainblade and shuriken attacks.

EXARCH POWER	POINTS
Crushing Blows	+15
Deadly Ambush	+20
Scorpion's Sting	+30

CRUSHING BLOWS

This Exarch's speed and dexterity belie their great power. Every strike of their weapons crushes their unfortunate foes.

Each time this unit's Striking Scorpion Exarch model makes a melee attack that targets a non-**TITANIC** unit, if a hit is scored, that attack automatically wounds the target.

DEADLY AMBUSH

Lurking in perfect stillness, the Exarch and their warriors become one with the shadows. As their unsuspecting foe approaches, they leap into action, swifty destroying them in a blur of mandiblaster fire and tearing chainblades before blending into their surroundings once again.

While this unit contains a Striking Scorpion Exarch model and is wholly within an Area Terrain feature, each time a melee attack is made by a model in this unit, add 1 to that attack's hit roll and improve the Armour Penetration characteristic of that attack by 1.

SCORPION'S STING

This Exarch utilises their mandiblasters with expert precision, directing deadly volleys at the most vulnerable points of the foe.

Each time this unit is selected to fight, if this unit contains a Striking Scorpion Exarch model, until that fight is resolved, replace the ability of this unit's Striking Scorpion Exarch model's mandiblasters with the following:

'Each time the bearer makes a melee attack that targets a non-**VEHICLE** unit, an unmodified wound roll of 5+ inflicts 1 mortal wound on the target in addition to any normal damage.'

DARK REAPERS

Those who fight as Dark Reapers become living embodiments of death. Bent upon the annihilation of their foes by any means necessary, the Exarchs of the Dark Reapers are grim and cruel-hearted figures who are terrible to behold.

EXARCH POWER	POINTS
Bringer of Death	+25
Focused Fire	+15
Reaper's Reach	+15

BRINGER OF DEATH

This Exarch is completely at one with their weapon, entering a killing trance until their foes lie in ruins. Their ritual weapon acquires new targets even as each projectile streaks towards the previous victim, resulting in a hail of fire unmatched.

- If this unit's Dark Reaper Exarch model is equipped with a Reaper launcher or shuriken cannon, each time that model is selected to shoot, it makes 1 additional attack with that weapon.
- If this unit's Dark Reaper Exarch model is equipped with an Aeldari missile launcher or tempest launcher, each time that model makes a ranged attack, the target does not receive the benefits of cover against that attack.

FOCUSED FIRE

With steely focus, this Exarch eliminates all other distractions from their consciousness. All that exists is the potent tool of destruction they wield, and its luckless victims.

Each time this unit's Dark Reaper Exarch model makes a ranged attack, add 1 to that attack's wound roll.

REAPER'S REACH

Some Exarchs train their warriors to maximise the reach of their weapons by constantly moving and firing. Such warriors are able to switch from a run to a stable firing position in the blink of an eye.

While this unit contains a Dark Reaper Exarch model, models in this unit do not suffer the penalty to hit rolls incurred for firing Heavy weapons in the same turn that their unit has moved.

FIRE DRAGONS

The Fire Dragons burn with the heat of Vaul's own forge. Just as the Master Smith could melt down and destroy his creations, so the Exarchs of the Fire Dragons can unleash powers of fiery unmaking upon living warrior and war engine alike.

EXARCH POWER	POINTS
Blazing Fury	+20
Burning Heat	+25
Dragon's Bite	+15

BLAZING FURY

Channelling the fury of previous wearers of their armour, this Exarch's weapons and those of their warriors blaze with barely restrained fire.

While this unit contains a Fire Dragon Exarch model, add 4" to the Range characteristic of ranged weapons models in this unit are equipped with.

BURNING HEAT

With the benefit of centuries of experience, there is no foe this Exarch cannot identify the weaknesses of, coordinating the fire of their warriors into overwhelming surges of targeted heat.

While this unit contains a Fire Dragon Exarch model, each time a model in this unit makes a ranged attack that targets a unit within 9", if a hit is scored, that attack automatically wounds the target.

DRAGON'S BITE

Those familiar with the Dragon of Aeldari myth know that while its fire was deadly, those who drew close exposed themselves to its equally dangerous bite.

Each time this unit's Fire Dragon Exarch model makes a ranged attack that targets a **VEHICLE** or **MONSTER** unit that is within half range when this unit is selected to shoot:

- If that attack is made with a Dragon fusion gun or firepike, add 2 to the Damage characteristic of that attack.
- If that attack is made with a Dragon's breath flamer, add 1 to the Damage characteristic of that attack, and when resolving that attack, you can re-roll the wound roll.

SWOOPING HAWKS

Swooping Hawks rely upon speed and firepower to tear their foes apart at range, committing to melee only when they need to strike a killing blow. The Exarchs of these soaring Aspect Warriors perfectly embody this way of war.

EXARCH POWER	POINTS
Rapid Redeployment	+20
Suppressing Fire	+15
Winged Evasion	+15

RAPID REDEPLOYMENT

This Exarch knows the perfect time to call a retreat – their warriors respond instantly, guns blazing as they take to the sky.

While this unit contains a Swooping Hawk Exarch model, this unit is eligible to shoot in a turn in which it Fell Back.

SUPPRESSING FIRE

This Exarch and their warriors are experts in providing supporting fire from on high, forcing their enemies to duck for cover as their allies close in, before swooping away to another critical location.

In your Shooting phase, after this unit has shot, you can select one enemy unit that was the target of a ranged attack made by this unit's Swooping Hawk Exarch model this phase and roll 3D6. If the result is greater than that enemy unit's Leadership characteristic, until the start of your next Shooting phase that enemy unit cannot fire Overwatch, Set to Defend or perform any actions (if that unit was performing an action, that action immediately fails).

WINGED EVASION

With the gentlest flicker of their iridescent wings, this Exarch and their warriors flit effortlessly through even the staunchest enemy fire.

Each time this unit is selected as the target of a ranged attack, if it contains a Swooping Hawk Exarch model, until the end of the phase, each time a ranged attack is made against this unit, subtract 1 from that attack's hit roll.



PIVOTAL ROLES

While some of the roles assumed by Harlequins are minor and fleeting, others become so inescapable that they define the Player's whole life from that point on. Taking on such an important role is no small feat, and only the greatest Players can do them justice.

If your army is Battle-forged and includes any **HARLEQUINS** Detachments (excluding Auxiliary Support Detachments), then when you muster your army, you can upgrade **HARLEQUINS CHARACTER** models from each Detachment in your army. To do so, select a model you wish to upgrade, then select one of the Pivotal Role upgrades listed beneath the relevant heading on these pages. That model gains the ability listed under that Pivotal Role. Make a note on your army roster each time you upgrade a unit using these rules.

Each time you upgrade a **HARLEQUINS CHARACTER** model in this way, its Power Rating is increased by 1. If you are playing a matched play game, or a game that uses a points limit, then the points value of that model is also increased by the amount shown in relevant table on these pages. Each model can only be given one of the upgrades listed below.

An army (and a Crusade force) cannot contain more than one model from the same saedath that has the same upgrade (e.g. it cannot contain two **DARK DEATH JESTER** models with the Rift Ghoul Pivotal Role).

A Crusade force cannot start with any **HARLEQUINS CHARACTER** models upgraded with Pivotal Roles – to gain these abilities, your force must prepare a Grand Performance (pg 132-133).

TROUPE MASTERS

PIVOTAL ROLE	POINTS
Prince of Light	+20
Queen of Shards	+25
Veiled King	+20

PRINCE OF LIGHT (AURA)

And the Prince of Light stood firm against the tide of darkness, his warriors empowered by his luminescent form.

While a friendly **<SAEDATH> CORE** unit is within 6" of this model, each time a charge roll is made for that unit, add 1 to the result.

QUEEN OF SHARDS

No shield could protect against the Queen's blows, her every strike seeming to split into a thousand blades that plunged into the defences of her foes.

Each time this model makes a melee attack, on an unmodified wound roll of 5+, invulnerable saving throws cannot be made against that attack.

VEILED KING

And so the King vanished, before plunging his blade into his unsuspecting foe's back. None could stand before this unseen killer as he went about his bloody work.

Each time this model makes a melee attack, unless the target is a **VEHICLE** or **MONSTER** unit, an unmodified wound roll of 2+ is always successful.

DEATH JESTERS

PIVOTAL ROLE	POINTS
Harvester of Torment	+15
Lord of Crystal Bones	+20
Rift Ghoul	+20

HARVESTER OF TORMENT

And so the harvester drank in the agonies of his foe, his firearm singing a dirge as he played it from side to side, the enemy falling before him in droves.

Each time this model makes a ranged attack, an unmodified hit roll of 6 scores 3 additional hits.

LORD OF CRYSTAL BONES

All those who witnessed the Lord of Crystal Bones' magnificent raiment were cowed by his might, and lowered themselves in obeisance.

Each time this model shoots, if any hits are scored, unless the target is a **VEHICLE** or **MONSTER** unit, until the start of your next turn:

- Subtract 2" from the Move characteristic of models in the target unit (to a minimum of 0").
- The target cannot fire Overwatch or Set to Defend.

RIFT GHOUL

The Rift Ghoul's entropic touch withered his foe to dust. Even the greatest shelter was no protection from his stalking form, as he satiated his despicable obsession.

Each time this model makes an attack:

- The target does not receive the benefits of cover against that attack.
- On an unmodified wound roll of 4+, that attack inflicts 1 mortal wound on the target in addition to any normal damage.

SOLITAIRES

PIVOTAL ROLE	POINTS
Prince of Sins	+20
Spectre of Despair	+15
Thirsting Darkness	+20

PRINCE OF SINS

And when they witnessed the Prince of Sins, they found themselves weighed down by their misdeeds. Those who considered themselves virtuous found themselves helpless in the face of their own misdemeanors.

Each time an attack is made against this model:

- Subtract 1 from that attack's hit roll.
- That attack's hit roll cannot be re-rolled.

SPECTRE OF DESPAIR

And so the Spectre of Despair haunted them for all their days. His dread grin was seen in every shadow, until his victims were convinced he could appear from thin air. When least expected he would do so, ethereal blades flashing, leaving only bodies wearing an expression of hopelessness.

- During deployment, you must set up this model haunting the foe instead of setting it up on the battlefield. In the Reinforcements step of one of your Movement phases, you can set this model up anywhere on the battlefield that is more than 9" away from any enemy models.
- Each time a charge roll is made for this model, roll one additional D6 and discard one of the dice.

THIRSTING DARKNESS

The Thirsting Darkness could not be denied, drawing ever closer, even as the children of Isha fled before its dread tendrils. Surrounded by the gloaming mists, none could escape their onrushing doom.

- Each time this model Advances, do not make an Advance roll. Instead, until the end of the phase, add 6" to the Move characteristic of this model.
- Each time this model piles in or consolidates, this model can move an additional 3".

SHADOWSEERS

PIVOTAL ROLE	POINTS
Agent of Pandemonium	+30
Gloom Spider	+20
Mirror Architect	+25

AGENT OF PANDEMONIUM (AURA)

The enemy's senses were overwhelmed by the madness of the Agent of Pandemonium. At every turn they were confronted with mayhem conjured to baffle the senses, lost in a kaleidoscope of colour and sound.

While an enemy unit is within 6" of this model, subtract 1 from the Attacks characteristic of models in that unit.

GLOOM SPIDER

The Gloom Spider wove her web, each strand binding and entangling until her victims could not move or speak. Then her children came to feed.

In your Command phase, select one enemy unit within 12" of this model. Until the start of your next Command phase, enemy units cannot benefit from that enemy unit's aura abilities.

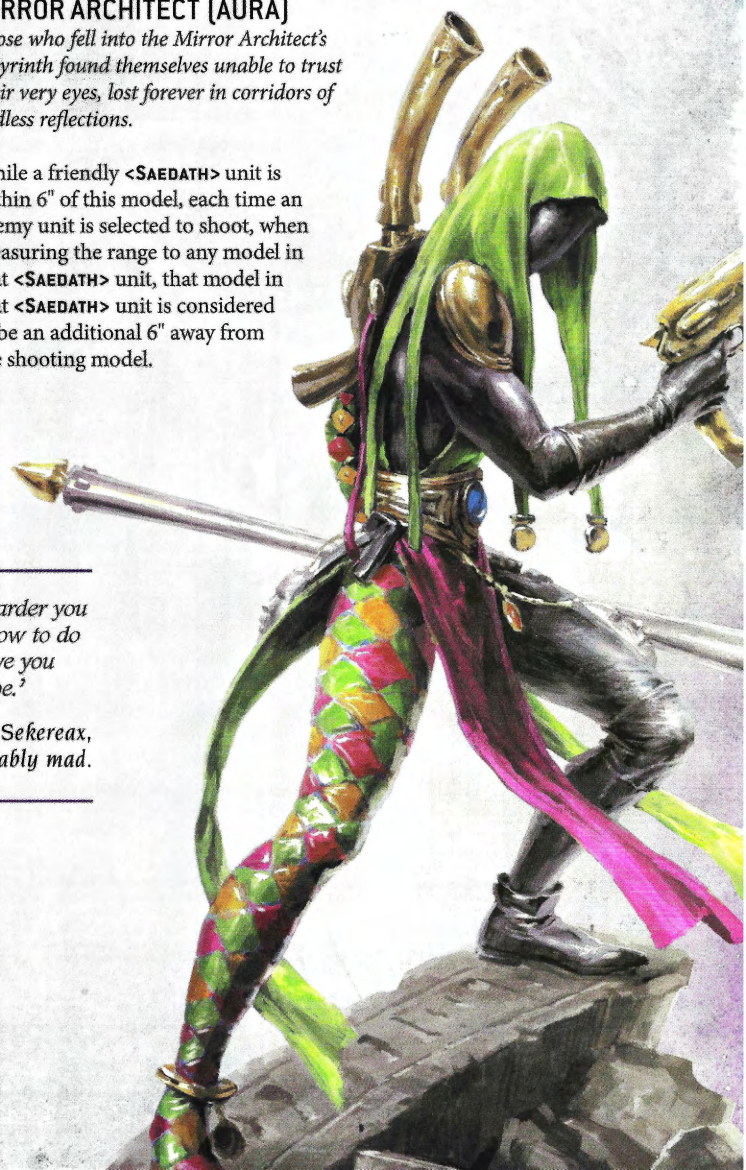
MIRROR ARCHITECT (AURA)

Those who fell into the Mirror Architect's labyrinth found themselves unable to trust their very eyes, lost forever in corridors of endless reflections.

While a friendly **<SAEDATH>** unit is within 6" of this model, each time an enemy unit is selected to shoot, when measuring the range to any model in that **<SAEDATH>** unit, that model in that **<SAEDATH>** unit is considered to be an additional 6" away from the shooting model.

'The more you resist me, the more you give way to my will. The harder you struggle, the deeper I twist the knife. Your perceptions are mine now to do with as I choose, so step aside and drop your blades or I shall drive you down into a pit of nightmares whence you shall never, ever escape.'

- Shadowseer Ylraith the Dread to Archon Sekereax, shortly before the Archon was driven irrevocably mad.



ASURYANI CHAPTER APPROVED RULES

If every model in your army (excluding **UNALIGNED** units) has the **ASURYANI** or **YNNARI** keyword, you can, if you are playing a matched play battle that instructs you to select secondary objectives (e.g. a mission from the Eternal War mission pack in the Warhammer 40,000 Core Book), select one of them to be from the Asuryani secondary objectives listed below.

Like all other secondary objectives, each of the secondary objectives listed below has a category, and they follow all the normal rules for secondary objectives (for example, when you select secondary objectives, you cannot choose more than one from each category, you can score no more than 15 victory points from each secondary objective you select during the mission, etc.).

WARPCRAFT

SCRY FUTURES

Progressive Objective

By reaching out and touching certain battlefield artefacts, the seers of the craftworlds can ascertain those objects' future roles in the many paths of fate, thus determining their strategic importance.

If you select this objective, then **ASURYANI PSYKER** units from your army can attempt the following psychic action, as described in the Warhammer 40,000 Core Book:

Scry Futures (Psychic Action – Warp Charge 4): One **PSYKER** unit from your army can attempt to perform this psychic action in your Psychic phase if it is within range of an objective marker that has not yet been scryed by your army. If this psychic action is successfully completed, select one unscryed objective marker that **PSYKER** unit is within range of. That objective marker is said to have been scryed by your army, and the warp charge value of this psychic action is increased by 1 for your army for the remainder of the battle.

Score 3 victory points each time a unit from your army completes the Scry Futures psychic action.

NO MERCY, NO RESPITE

WRATH OF KHAINE

Progressive Objective

For the Asuryani, the Aspect Warriors are paragons of war. When they don their war masks, none can escape their wrath.

- Score 1 victory point at the end of the battle round if one or more enemy units were destroyed by a melee attack made by an **ASPECT WARRIOR** unit from your army this battle round.
- Score 1 victory point at the end of the battle round if one or more enemy units were destroyed by a ranged attack made by a different **ASPECT WARRIOR** unit from your army this battle round.
- Score 2 victory points at the end of the battle round if one or more enemy units were destroyed by a melee attack made by an **ASPECT WARRIOR** unit from your army this battle round, and one or more enemy units were destroyed by a ranged attack made by a different **ASPECT WARRIOR** unit from your army this battle round.

SHADOW OPERATIONS

SCOUT THE ENEMY

Progressive Objective

Scouting ahead of the main Asuryani warhost, Rangers track the movements of enemy units and relay their findings to the warhost's commanders.

Units from your army can attempt the following action:

Scout the Enemy (Action): One unit from your army can start to perform this action at the end of your Movement phase if it is not within 6" of your deployment zone. If the unit performing this action is a **RANGERS** unit, it is completed at the end of the turn; otherwise, it is completed at the start of your next turn. When this action is completed:

- Score 2 victory points if the unit performing this action is not wholly within your opponent's deployment zone.
- Score 4 victory points if the unit performing the action is wholly within your opponent's deployment zone.

BATTLEFIELD SUPREMACY

THE HIDDEN PATH

Progressive Objective

Many armies unsuspectingly fight in the shadow of hidden webway gates. The Aeldari battle endlessly to preserve these secret portals.

If you select this secondary objective, and your army contains a **WEBWAY GATE** unit, that unit cannot be set up within 6" of your deployment zone. If your army does not contain a **WEBWAY GATE** unit, in your first Command phase, select one objective marker that is not within 6" of your deployment zone. At the end of each of your Command phases:

- If your army includes a **WEBWAY GATE** unit, score a number of victory points equal to the current battle round number if a unit from your army (excluding **WEBWAY GATE** units) is within 3" of that **WEBWAY GATE** unit and there are no enemy models within 3" of that **WEBWAY GATE** unit.
- If your army does not include a **WEBWAY GATE** unit and you control the selected objective marker with an **ASURYANI** unit from your army, score a number of victory points equal to the current battle round number.

HARLEQUINS CHAPTER APPROVED RULES

If every model in your army (excluding **UNALIGNED** units) has the **HARLEQUINS** keyword, you can, if you are playing a matched play battle that instructs you to select secondary objectives (e.g. a mission from the Eternal War mission pack in the Warhammer 40,000 Core Book), select one of them to be from the Harlequins secondary objectives listed below.

Like all other secondary objectives, each of the secondary objectives listed below has a category, and they follow all the normal rules for secondary objectives (for example, when you select secondary objectives, you cannot choose more than one from each category, you can score no more than 15 victory points from each secondary objective you select during the mission, etc.).

NO MERCY, NO RESPITE

A DEADLY PERFORMANCE

Progressive Objective

To witness the Harlequins in battle is to be dazzled by a barrage of light and sound as they slaughter foe after foe. These deadly warriors are never still, racing from enemy to enemy with blades lashing out.

At the end of your turn, score 3 victory points if two or more of the following conditions apply:

- A **HARLEQUINS** unit from your army controls an objective marker that you did not control at the start of this turn.
- A **HARLEQUINS** unit from your army is wholly within your opponent's deployment zone.
- 2 or more enemy units were destroyed by an attack made with a ranged weapon by a **HARLEQUINS** model from your army during this turn.
- 3 or more enemy units were destroyed by an attack made with a melee weapon by a **HARLEQUINS** model from your army during this turn.

BATTLEFIELD SUPREMACY

TAKE YOUR PLACES

Progressive Objective

For the Harlequins, every battlefield is an opportunity to tell a story. Each one must be performed perfectly, every player taking their place on the stage at the correct moment.

If you select this secondary objective, after both sides have finished deploying, you must set up one additional objective marker in your opponent's deployment zone, then your opponent must set up one additional objective marker in your deployment zone and one additional objective marker within 6" of the centre of the battlefield. These objective markers cannot be set up within 9" of each other, within 6" of a battlefield edge or within 1" of another objective marker. These 'Take Your Places' objective markers represent the positions that must be taken up by the Harlequins for their performance, but do not count as objective markers for any rules purposes other than for this secondary objective.

- At the end of your turn, you score 2 victory points if you control two of these Take Your Places objective markers.
- At the end of your turn, you score 4 victory points instead if you control all three of these Take Your Places objective markers.

WARPCRAFT

WEAVE VEIL

Progressive Objective

Shadowseers move across the battlefield unseen, closing in on their enemies before reaching out with their psychic abilities to block their foes' perceptions. Unable to trust their own senses, the enemy begin sending contradictory reports back to their commanders. The mistrust and confusion this sows is a great source of amusement for a Shadowseer's fellows, who move swiftly to take advantage.

If you select this objective, then **SHADOWSEER** models from your army can attempt the following psychic action, as described in the Warhammer 40,000 Core Book:

Weave Veil (Psychic Action – Warp Charge 4): One **SHADOWSEER** model from your army can attempt to perform this psychic action in your Psychic phase if it is within 12" of an enemy unit that has not yet been veiled by your army. If this psychic action is successfully completed, select one enemy unit that has not yet been veiled by your army and is within 12" of the **SHADOWSEER** model that completed this action. That enemy unit is said to have been veiled by your army, and the warp charge value of this psychic action is increased by 1 for your army for the remainder of the battle.

Score 3 victory points each time a unit from your army completes the Weave Veil psychic action.

RELICS

If your army is led by an **ASURYANI** or **HARLEQUINS WARLORD**, you can, when mustering your army, give one of the following Treasures of the Aeldari Relics to an **ASURYANI** or **HARLEQUINS CHARACTER** model from your army. Alternatively, you can give up to two Aspect Shrine Relics (pg 118) – that is, a Relic that states 'Exarch model only' – to models in your army that have the word 'Exarch' in their profile (e.g. 'Dire Avenger Exarch'). Each Aspect Shrine Relic can only be selected once. Named characters cannot be given any of the following Relics.

Note that some Relics replace one of the model's existing items of wargear. Where this is the case, you must, if you are using points values, still pay the cost of the wargear that is being replaced. Write down any Relics your models have on your army roster.

KURNOUS' BOW

This pistol was created in honour of Kurnous, who would fashion an arrow unique to each prey he hunted. Its psycho-sympathetic ammunition reacts to the vulnerabilities of the foe, turning a shot that should have merely wounded into a killing blow.

ASURYANI model with shuriken pistol only. This Relic replaces a shuriken pistol and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Kurnous' Bow	18"	Pistol 3	5	-	-

Abilities: Shuriken (pg 143). Each time an attack is made with this weapon, if that attack successfully wounds the target, it inflicts 1 mortal wound on the target and the attack sequence ends.

THE PHOENIX GEM

At the height of the War in Heaven, Isha drew down the heat of a hundred stars into a glittering gem to save Asuryan. It is said that the Phoenix Gem is the only surviving fragment of this ancient stone, and still retains the power to return life to the fallen.

ASURYANI model only. The first time the bearer is destroyed, roll one D6: on a 2+, keep it to one side. At the end of the current phase, set the bearer back up again, as close as possible to its previous position and not within Engagement Range of any enemy models, with D3 wounds remaining.

SHARD OF ANARIS

When Khaine was shattered in battle with Slaanesh, the blade Anaris too was splintered, the fragments of both weapon and wielder coming to rest within the craftworlds.

ASURYANI model equipped with Banshee blade or star glaive only. This Relic replaces a Banshee blade or star glaive and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Shard of Anaris	Melee	Melee	+1	-3	1

Abilities: Each time the bearer fights, it makes D3+3 additional attacks with this weapon.





FAOLCHÚ'S WING

The great falcon Faolchú, upon the death of Eldanesh, gifted a single golden pin feather to his heirs. Legend tells that this artefact is that selfsame token of grief, handed down through generations of Aeldari, and surviving even the tumult of the Fall.

ASURYANI INFANTRY model only.

- The bearer has a Move characteristic of 12" and the **FLY** keyword.
- At the end of your Movement phase, select one enemy unit the bearer moved across during that phase, and roll one D6: on a 2+, that unit suffers D3 mortal wounds.

FIRESABRE

Many legends speak of Draoch-var, the great drake whose wrathful strength toppled the pillars of the Temple of Isha. Reputedly, this sword was forged from Draoch's razored fang in celebration of Ulthanash's victory. It burns with a fury that can never be quenched, and its fire spreads like a living thing.

ASURYANI model with Banshee blade or star glaive only. This Relic replaces a Banshee blade or star glaive and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Firesabre	Melee	Melee	+3	-4	2

Abilities: Each time an attack is made with this weapon, an unmodified hit roll of 6 inflicts 1 mortal wound on the target in addition to any normal damage.

SUNSTORM

It is said that at the outbreak of the War in Heaven, Asuryan rode for seven nights across the stars to bring warning to his fellow gods. This jetbike, named after Asuryan's steed, has a speed unmatched, its rider streaking across the battlefield like a falling star.

ASURYANI BIKER model only.

- The bearer has a Move characteristic of 20".
- The bearer has the Objective Secured ability (see the Warhammer 40,000 Core Book).

AEGIS OF ELDANESH

This majestic suit of wraithbone armour dates from the earliest days of the Aeldari, and is said to be crafted from a shard of Eldanesh's own armour. Though Eldanesh fell in battle against the Bloody-Handed God, his children stride impervious through the fires of battle.

AUTARCH model only.

- The bearer has a Save characteristic of 2+.
- Each time an attack is allocated to the bearer, subtract 1 from that attack's Damage characteristic (to a minimum of 1).

THE WEEPING STONES

Carved from psychoactive rubies, these runic stones resemble the beads of blood that drip from the hand of Khaine. In battle, these stones rearrange themselves, revealing elements of the future.

ASURYANI PSYKER model only. While the bearer is on the battlefield, each time you make a Strands of Fate roll (pg 143), you can roll one additional D6.

THE STORIED SWORD

An exquisite and perfectly weighted weapon, the Storied Sword has a starmetal blade and a tooled wraithbone grip. Inscribed upon the sword in minute script is the entire tale of the Fall of the Aeldari, as narrated by the Shadowseers. As the wielder of this weapon fights, they find their mind filling with images of that terrible time – impossible psychic snapshots of the greatest tragedy ever to befall their race. Driven into a killing fury by the horrors they have seen, the wielder fights all the harder, determined to prevent any such terrible events from transpiring ever again.

HARLEQUINS model with Aeldari power sword only. This Relic replaces an Aeldari power sword and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
The Storied Sword	Melee	Melee	+2	-3	2

Abilities: Each time an attack is made with this weapon, that attack automatically hits the target.

THE SUIT OF HIDDEN KNIVES

This remarkable holo-suit contains a sub-weave of psychocrystalline blades that flicker in and out like razor-sharp fans as the wearer fights. For most beings, wearing such a thing would be a death sentence. For the perfectly poised Harlequins, it is a thrilling challenge and a potent weapon, allowing them to slice and stab their enemies with every weave, dodge and pirouette they perform.

HARLEQUINS model only. At the end of the Fight phase, the bearer can make 3 additional melee attacks (these attacks cannot target **TITANIC** units). When resolving these attacks, each time a hit is scored, the target suffers 1 mortal wound and the attack sequence ends.

CRESCENDO

This masterwork shuriken pistol was first bestowed upon a Troupe Master of the Veiled Path. Supposedly, it was given as a gift by a wanderer of the webway, who members of that masque claim was none other than the Laughing God. While many doubt the word of the Veiled Path in this, there can be no denying that Crescendo is a beautifully crafted and uniquely potent firearm. When the pistol's trigger is pulled, micro-distortion engines engage within its housing, allowing an impossible volley of firepower to be unleashed.

HARLEQUINS model with shuriken pistol only. This Relic replaces a shuriken pistol and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Crescendo	12"	Pistol 6	4	-3	2

Abilities: Shuriken [pg 143]





CEGORACH'S ROSE

Representing the barbed gift given in jest by the Laughing God to the crone Morai-Heg, Cegorach's Rose contains thorned monofilaments of shadowsilk. Existing in the penumbra between realspace and the labyrinth dimension, these shadowsilk strands bypass even the thickest armour as though it did not exist. Once within the body of the victim, the rose's threads uncoil, a blossom of molecule-thin blades unfurling at the end of each. The foe is slain instantly as a thicket of bloody, bladed roses blossoms within their chest.

HARLEQUINS model with Harlequin's kiss only. This Relic replaces a Harlequin's kiss and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Cegorach's Rose	Melee	Melee	+2	-2	3

Abilities: Each time an attack is made with this weapon, you can re-roll the wound roll. The bearer has the **HARLEQUIN'S KISS** keyword.

THE STARMIST RAIMENT

At first glance there is little to distinguish the Starmist Raiment from a typical holo-suit, save that it is woven through with gossamer-thin strands of what looks like liquid silver. Yet when the wearer moves, they are engulfed in a shimmering cloud of refracted starlight that blinds and confuses the foe. This effect is magnified when the wearer moves quickly, the blurred glow swelling to become a blazing corona almost impossible to see through. So does the wearer mimic Aelos, the heavenly star flung by Cegorach himself, that smote Vaul's treacherous assistant Ghaevyll and blinded him for his deceits.

HARLEQUINS model only.

- Each time an attack is made against the bearer, that attack's hit roll and wound roll cannot be re-rolled.
- Once per battle, in your Command phase, you can declare that the bearer will mimic Aelos. If you do so, until the start of your next Command phase, the bearer has a 3+ invulnerable save.

THE LAUGHING GOD'S EYE

A pendant of rune-carved wraithbone, this potent artefact is said to draw the watchful eye of Cegorach himself. Psychic powers flicker and die in the pendant's presence, for the Laughing God will not suffer his children to be beset by any tendril of the warp. This aura of abnegation extends not only to the pendant's wearer, but billows like a concealing cloak to shield nearby allies. So does Cegorach watch over his followers, guarding them from the predations of She Who Thirsts.

HARLEQUINS model only. The bearer has the following ability: '**The Laughing God's Eye (Aura):** While a friendly **HARLEQUINS** unit is within 6" of this model, each time a model in that unit would lose a wound as a result of a mortal wound, roll one D6: on a 5+, that wound is not lost.'

THE AVENGING BLADE

This diresword contains the spirit stone of an ancient Exarch who was slain in agony after being betrayed by those of the Dark Kin. Each strike with the blade unleashes this fallen Exarch's fury in searing bursts of psychic energy.

Dire Avenger Exarch model with diresword only. This Relic replaces a diresword and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
The Avenging Blade	Melee	Melee	+2	-	-

Abilities: Each time an attack is made with this weapon, if that attack successfully wounds the target, it inflicts 1 mortal wound on the target and the attack sequence ends.

DRAGON'S FURY

Incorporated into ornate vambraces, these flared projectors are capable of creating an incandescent wall of armour-melting flame, stopping charging foes in their tracks.

Fire Dragon Exarch model only. Each time the bearer's unit is selected as the target of a charge, subtract 2 from the charge roll.

SHADOWSTING

This biting blade is said by some to be the sister to Isirmathil, the mighty weapon of the Phoenix Lord Karandras. Its deadly teeth slice through the foe with barely a whisper.

Striking Scorpion Exarch model with biting blade only. This Relic replaces a biting blade and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Shadowsting	Melee	Melee	+3	-2	2

Abilities: Each time the bearer fights, it makes 2 additional attacks with this weapon.

CRONESCREAM

At a mental command, this mask unleashes a blast of the psychoempathic energy it stores from the wearer's battle cries.

Howling Banshee Exarch model only. Once per battle, at the start of the Fight phase, you can select one enemy unit within Engagement Range of the bearer and roll one D6: on a 2+, that enemy unit suffers D3 mortal wounds, and an additional 1 mortal wound for each charge move the bearer has made during the battle.

THE PHOENIX PLUME

This single feather, worn upon the Exarch's helm, is taken from psychocrystalline avians. Its cries are said to alert the craftworld's defences to the presence of malefic power.

Swooping Hawk Exarch model only.

- The bearer has a 4+ invulnerable save.
- Each time a model in the bearer's unit would lose a wound, roll one D6: on a 5+, that wound is not lost.

THE SPIDER'S BITE

These blades contain microscopic pores filled with the venom of the arachnoids that inhibit the craftworld's infinity circuit. Anything that feels their bite is slowly turned into immovable wraithbone.

Warp Spider Exarch model with powerblades only. This Relic replaces powerblades and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
The Spider's Bite	Melee	Melee	+2	-4	2

Abilities: Each time an attack is made with this weapon, on an unmodified wound roll of 6 that attack has a Damage characteristic of 3.

KHAINE'S LANCE

This ornate jetbike's nose projects a potent energy field that blasts a gap in the enemy's defences.

Shining Spear Exarch model only. Each time the bearer finishes a charge move, select one enemy unit within Engagement Range of the bearer and roll one D6. On a 4+:

- That enemy unit suffers D3 mortal wounds.
- That enemy unit is not eligible to fight this phase until after all eligible units from your army have done so.

SHRINE SKULL

When one of these trophies is brought forth, the bearer becomes the manifestation of Khaine's will in his role as the destroyer.

Dark Reaper Exarch model with Reaper launcher only. If an enemy unit has any models destroyed by an attack made by the bearer, until the end of the turn, subtract 1 from Combat Attrition tests taken for that enemy unit.

WARLORD TRAITS

If an **ASURYANI CHARACTER** model is your **WARLORD**, you can use the Asuryani Warlord Traits table below to determine what Warlord Trait they have. You can either roll one D6 to randomly generate one, or you can select one. When you have determined a Warlord Trait for an **ASURYANI CHARACTER** model, replace all instances of the **<CRAFTWORLD>** keyword in their Warlord Trait (if any) with the name of the craftworld that your model is drawn from.

If a **HARLEQUINS CHARACTER** model is your **WARLORD**, you can use the Harlequins Warlord Traits table below to determine what Warlord Trait they have. You can either roll one D3 to randomly generate one, or you can select one.

ASURYANI WARLORD TRAITS

1. AMBUSH OF BLADES

The warlord commands their kin to level a storm of blades, energy blasts and razor-edged shurikens into the foe.

In your Command phase, select one friendly **<CRAFTWORLD> CORE** or **<CRAFTWORLD> CHARACTER** unit within 9" of this **WARLORD**. Until the start of your next Command phase, each time a model in that unit makes a melee attack, improve the Armour Penetration characteristic of that attack by 1.

2. WALKER OF MANY PATHS

The hard-earned skills of this war leader have been honed by walking the many Paths of the Aeldari.

Once per turn, you can re-roll one hit roll, one wound roll or one damage roll made for this **WARLORD**.

3. FALCON'S SWIFTNESS

This warlord moves across broken ruins and blasted battlefields with astonishing agility as they close with those they hunt.

- Add 2" to this **WARLORD**'s Move characteristic.
- This **WARLORD** can ignore the effects of the Difficult Ground terrain trait.
- Each time this **WARLORD** makes a Battle Focus move (pg 142), do not roll a dice. Instead, this **WARLORD** can move up to 6".

4. FATE'S MESSENGER

The strands of fate coil and twist around this warlord, the paths of destiny manipulated to keep them from harm so that they might strike back at their foes.

Once per turn, when a saving throw made for this **WARLORD** is failed, you can change the Damage characteristic of that attack to 0.

5. MARK OF THE INCOMPARABLE HUNTER

This warlord is a skilled hunter and a master marksman. They place their shots precisely where they are most needed, each kill tipping the course of the battle to their advantage.

Each time this **WARLORD** makes a ranged attack:

- Add 1 to the Strength characteristic of that attack.
- An unmodified wound roll of 6 inflicts one mortal wound on the target in addition to any normal damage.

6. SEER OF THE SHIFTING VECTOR

This warlord is wise enough to read the skeins of destiny, seeing many possible futures amidst the mayhem of combat.

While this **WARLORD** is on the battlefield, each time you or your opponent spends any Command points to use a Stratagem, you can roll one D6 for each Command point spent: on a 6, you gain 1 Command point.

HARLEQUINS WARLORD TRAITS

1. FAVOUR OF CEGORACH

To be possessed of supernatural fortune is a sure sign of Cegorach's favour.

Once per turn, when you make a hit roll, wound roll or saving throw for this **WARLORD**, after making the roll, you can treat the result as an unmodified roll of 6 instead.

2. FRACTAL STORM

In the cut and thrust of battle, this warlord performs rapid movements that maximise the effect of their holo-suit to better evade their enemy's blows.

Each time an attack is made against this **WARLORD**, your opponent cannot re-roll the hit roll, the wound roll or the damage roll for that attack.

3. A FOOT IN THE FUTURE

This warlord flows like starlight across the field of battle.

- Each time this **WARLORD** Advances, do not make an Advance roll. Instead, until the end of the phase, add D3+3" to the Move characteristic of this **WARLORD**.
- Each time you make a charge roll for this **WARLORD**, you can add 6 to the result.

NAMED CHARACTERS AND WARLORD TRAITS

If one of the following named characters gains a Warlord Trait, they must have the corresponding one shown on the right.

Named Character	Warlord Trait
Eldrad Ulthran	Fate Reader (pg 85)
Illic Nightspear	Mark of the Incomparable Hunter (see above)
Prince Yriel	Enduring Resolve (pg 88)
The Visarch	Walker of Many Paths (see above)
Yvraine	Warden of Souls (pg 92)

PSYCHIC DISCIPLINES

Before the battle, generate the psychic powers for **PSYKERS** from your army that know powers from the Phantasmancy, Runes of Battle, Runes of Fate, Runes of Fortune or Revenant disciplines using the tables on the following pages. You can either roll one D6 to generate each power randomly (re-rolling duplicate results), or you can select which powers each **PSYKER** knows.

When a **PSYKER** from your army manifests a psychic power from the Phantasmancy, Runes of Battle, Runes of Fate or Runes of Fortune disciplines, replace all instances of the **<CRAFTWORLD>** or **<SAEDATH>** keyword on that psychic power (if any) with the name of the craftworld or saedath that your **PSYKER** is drawn from. If that **PSYKER** is an **ANHRATHE** unit, instead replace all instances of the **<CRAFTWORLD> ASURYANI** keywords on that psychic power (if any) with the **ANHRATHE** keyword.

Each psychic power in the Runes of Battle discipline has two effects. Each of these effects is treated as a different psychic power, so the same **PSYKER** can manifest the same Runes of Battle psychic power twice in the same Psychic phase, provided you select a different effect each time.

PHANTASMANCY DISCIPLINE

1. TWILIGHT PATHWAYS

Eerie half-lit tunnels blink into existence, opening new paths of manoeuvre and attack.

Blessing: *Twilight Pathways* has a warp charge value of 6. If manifested, select one friendly **<SAEDATH> CORE** or **<SAEDATH> CHARACTER** unit within 6" of this **PSYKER**. That unit can immediately make a Normal Move, Advance or Fall Back as if it were your Movement phase. If it does so, that unit is not eligible to declare a charge this turn.

2. FOG OF DREAMS

The Shadowseer sends forth their consciousness like a creeping mist, baffling the senses of the enemy.

Blessing: *Fog of Dreams* has a warp charge value of 6. If manifested, select one friendly **<SAEDATH> CORE** or **<SAEDATH> CHARACTER** unit within 12" of this **PSYKER**. Until the start of your next Psychic phase, that unit can only be selected as the target of a ranged attack if it is the closest eligible target for that attack or is within 12" of the shooting model.

3. MIRROR OF MINDS

A maddening clash of wills consumes the victim's mind as reality falls away.

Witchfire: *Mirror of Minds* has a warp charge value of 7. If manifested, select one enemy unit within 18" of this **PSYKER**. That enemy unit suffers D3 mortal wounds, then roll off with your opponent. If you win or draw that roll off, that enemy unit suffers 1 mortal wound. Repeat this roll off process until either that enemy unit has suffered 6 mortal wounds, that enemy unit is destroyed, or your opponent wins the roll off.

4. VEIL OF TEARS

Sketching a gesture in the air, the Shadowseer snatches the image of the Harlequins from the minds of their foes, hiding them from sight.

Malediction: *Veil of Tears* has a warp charge value of 7. If manifested, select one enemy unit within 18" of and visible to this **PSYKER**. Until the start of your next Psychic phase, models in that enemy unit cannot target **<SAEDATH>** units from your army that are more than 18" away with ranged attacks.

5. SHARDS OF LIGHT

Blades of polychrome energy dazzle the foe, inflicting horrific and disorientating psychosomatic wounds.

Witchfire: *Shards of Light* has a warp charge value of 6. If manifested, select one enemy unit within 18" of and visible to this **PSYKER**.

- That enemy unit suffers 1 mortal wound. If it is a **VEHICLE** or **MONSTER** unit, or a unit that contains 6 or more models, it suffers D3 mortal wounds instead.
- Until the start of your next Psychic phase, subtract 2 from the Leadership characteristic of models in that enemy unit.

6. WEBWAY DANCE (AURA)

The veils between realspace and the webway grow thin, allowing the Harlequins to jink away from danger with quicksilver speed, only to reappear unharmed moments later.

Blessing: *Webway Dance* has a warp charge value of 7. If manifested, until the start of your next Psychic phase, this **PSYKER** gains the following ability:

Webway Dance (Aura): While a friendly **<SAEDATH>** unit is within 6" of this **PSYKER**, each time a model in that unit would lose a wound, roll one D6: on a 6, that wound is not lost.

RUNES OF BATTLE

1. CONCEAL/REVEAL

The psyker takes command of the darkness around them, using it to conceal their kin or reveal any opponents who skulk in the shadows.

Conceal/Reveal has a warp charge value of 6. If manifested, select one of the following effects:

- **Conceal (Blessing):** Select one friendly **<CRAFTWORLD> ASURYANI CORE** unit within 18" of this **PSYKER**. Until the start of your next Psychic phase, that unit receives the benefits of Light Cover (see the Warhammer 40,000 Core Book).
- **Reveal (Malediction):** Select one enemy unit within 18" of this **PSYKER**. Until the start of your next Psychic phase, each time an **ASURYANI** model from your army makes an attack, that enemy unit does not receive the benefits of cover against that attack.

2. EMBOLDEN/HORRIFY

The psyker reaches into the minds of the battlefield's combatants, instilling their allies with valour or sapping courage from their enemies.

Embolden/Horrify has a warp charge value of 7. If manifested, select one of the following effects:

- **Embolden (Blessing):** Select one friendly **<CRAFTWORLD> ASURYANI CORE** or **<CRAFTWORLD> ASURYANI CHARACTER** unit within 18" of this **PSYKER**. Until the start of your next Psychic phase:
  - Add 2 to that unit's Leadership characteristic.
  - At the start of the Fight phase, if that unit is within Engagement Range of any enemy units, it can fight first that phase.
- **Horrify (Malediction):** Select one enemy unit within 18" of this **PSYKER**. Until the start of your next Psychic phase:
  - Subtract 2 from the Leadership characteristic of that unit.
  - At the start of the Fight phase, if that unit is within Engagement Range of any units from your army, that unit is not eligible to fight this phase until after all eligible units from your army have done so.

3. ENHANCE/DRAIN

Calling upon Khaine's immortal favour, the psyker enhances the combat skills of their allies or weakens those of their foes.

Enhance/Drain has a warp charge value of 6. If manifested, select one of the following effects:

- **Enhance (Blessing):** Select one friendly **<CRAFTWORLD> ASURYANI CORE** unit within 18" of this **PSYKER**. Until the start of your next Psychic phase, each time a model in that unit makes a melee attack, add 1 to that attack's hit roll.
- **Drain (Malediction):** Select one enemy unit within 18" of this **PSYKER**. Until the start of your next Psychic phase, each time a model in that unit makes a melee attack, subtract 1 from that attack's hit roll.

4. PROTECT/JINX

Chained by runes of power, fate itself is bound to the will of the psyker. Such power is the difference between life and death.

Protect/Jinx has a warp charge value of 7. If manifested, select one of the following effects:

- **Protect (Blessing):** Select one friendly **<CRAFTWORLD> ASURYANI CORE** unit within 18" of this **PSYKER**. Until the start of your next Psychic phase, improve the Save characteristic of models in that unit by 1 (to a maximum of 2+).
- **Jinx (Malediction):** Select one enemy unit within 18" of this **PSYKER**. Until the start of your next Psychic phase, worsen the Save characteristic of models in that unit by 1 (to a maximum of 6+).

5. QUICKEN/RESTRAIN

The psyker twists time, their outline blurring as they and their fellows move like phantoms across the field. Those cursed by such temporal manipulations find themselves moving as if through deep water.

Quicken/Restrain has a warp charge value of 6. If manifested, select one of the following effects:

- **Quicken (Blessing):** Select one friendly **<CRAFTWORLD> ASURYANI CORE** or **<CRAFTWORLD> ASURYANI CHARACTER** unit within 18" of this **PSYKER**. That unit can immediately make a Normal Move, Advance or Fall Back as if it were the Movement phase. If it does so, that unit is not eligible to shoot or declare a charge with this turn.
- **Restrain (Malediction):** Select one enemy unit within 18" of this **PSYKER**. Until the start of your next Psychic phase:
  - Halve the Move characteristic of models in that unit.
  - That unit cannot perform actions (if that unit is currently performing an action, it immediately fails).

6. EMPOWER/ENERVATE

The psyker helps their comrades to strike at their full potential, imbuing them with the strength of the Aeldari heroes of old whilst diminishing the powers of their foes.

Empower/Enervate has a warp charge value of 7. If manifested, select one of the following effects:

- **Empower (Blessing):** Select one friendly **<CRAFTWORLD> ASURYANI CORE** unit within 18" of this **PSYKER**. Until the start of your next Psychic phase, each time a model in that unit makes a melee attack, add 1 to that attack's wound roll.
- **Enervate (Malediction):** Select one enemy unit within 18" of this **PSYKER**. Until the start of your next Psychic phase, each time a model in that unit makes a melee attack, subtract 1 from that attack's wound roll.

RUNES OF FATE

1. GUIDE

The psyker twists the strands of destiny to their will, picking out targets from amidst the swirling chaos of battle and guiding the shots of their allies to where they might do the most harm.

Blessing: *Guide* has a warp charge value of 6. If manifested, select one friendly **<CRAFTWORLD> ASURYANI CORE** or **<CRAFTWORLD> ASURYANI CHARACTER** unit within 18" of this **PSYKER**. Until the start of your next Psychic phase, each time a model in that unit makes an attack, you can re-roll the hit roll. If the result of the Psychic test was 10 or more, you can select one friendly **<CRAFTWORLD> ASURYANI CORE** or **<CRAFTWORLD> ASURYANI CHARACTER** unit within 24" of this **PSYKER** instead.

2. DOOM

With a simple manipulation of that which is to come, the psyker grants a darkened fate to a chosen foe. While this shadow rests upon the enemy's soul, death seeks them out above all others, each blow or shot that comes their way rendered inescapably lethal.

Malediction: *Doom* has a warp charge value of 7. If manifested, select one enemy unit within 18" of this **PSYKER**. Until the start of your next Psychic phase, each time a **<CRAFTWORLD> ASURYANI CORE** or **<CRAFTWORLD> ASURYANI CHARACTER** unit from your army makes an attack that targets that enemy unit, you can re-roll the wound roll. If the result of the Psychic test was 10 or more, you can select one enemy unit within 24" of this **PSYKER** instead.

3. FORTUNE

The psyker scries possible futures to foresee imminent danger, then aids their allies in avoiding it. The terrors of the warp recoil from the psyker's mind, while shots pass through thin air where Asuryani warriors stood but a moment before.

Blessing: *Fortune* has a warp charge value of 6. If manifested, select one friendly **<CRAFTWORLD> ASURYANI CORE** or **<CRAFTWORLD> ASURYANI CHARACTER** unit within 18" of this **PSYKER**. Until the start of your next Psychic phase, each time a model in that unit would lose a wound, roll one D6: on a 5+, that wound is not lost. If the result of the Psychic test was 10 or more, you can select one friendly **<CRAFTWORLD> ASURYANI CORE** or **<CRAFTWORLD> ASURYANI CHARACTER** unit within 24" of this **PSYKER** instead.

4. EXECUTIONER

The psyker summons an astral doppelganger and unleashes it upon the foe. This vengeful apparition carves a path through the enemy's ranks, each kill spurring it on as it rips apart flesh in a blaze of psychic energy.

Witchfire: *Executioner* has a warp charge value of 7. If manifested, select one enemy unit (excluding **CHARACTER** units with a Wounds characteristic of 9 or less) within 18" of this **PSYKER**. That enemy unit suffers D3 mortal wounds. If any enemy models are destroyed as a result of these mortal wounds, that enemy unit suffers an additional D3 mortal wounds. If the result of the Psychic test was 10 or more, you can select one enemy unit (excluding **CHARACTER** units with a Wounds characteristic of 9 or less) within 24" of this **PSYKER** instead.

5. WILL OF ASURYAN

Sensing an approaching crux of destiny, the psyker summons the certainty and confidence of ancient days. Doubt and fear are washed from their mind, and those nearby gain grim resolve from the psyker's indomitable aura.

Blessing: *Will of Asuryan* has a warp charge value of 6. If manifested, select one friendly **<CRAFTWORLD> ASURYANI CORE** or **<CRAFTWORLD> ASURYANI CHARACTER** unit within 18" of this **PSYKER**. Until the start of your next Psychic phase:

- That unit gains the Objective Secured ability (see the Warhammer 40,000 Core Book).
- Each time a Morale test is taken for that unit, it is automatically passed.
- If that unit is performing an action, it can still make attacks with ranged weapons without that action failing.

If the result of the Psychic test was 8 or more, you can select one friendly **<CRAFTWORLD> ASURYANI CORE** or **<CRAFTWORLD> ASURYANI CHARACTER** unit within 24" of this **PSYKER** instead.

6. MIND WAR

The psyker reaches out to attack the mind of an enemy in a desperate mental duel. Foes find their thoughts invaded by the crushing presence of the invader, whose ancient and inscrutable will triggers a cascade of psychosomatic trauma, extinguishing the victim's personality with horrific ease.

Witchfire: *Mind War* has a warp charge value of 7. If manifested, select one enemy **CHARACTER** model within 18" of this **PSYKER**. Roll one D6 and add this **PSYKER'S** Leadership characteristic to the result of your roll. Your opponent then rolls one D6 and adds the Leadership characteristic of that enemy **CHARACTER** model to the result of their roll. If your total result is greater than your opponent's total result, that enemy **CHARACTER** model suffers a number of mortal wounds equal to the difference. If the result of the Psychic test was 10 or more, you can roll 2D3 instead of one D6, and add the result to the Leadership characteristic of this **PSYKER**.

RUNES OF FORTUNE

1. FATEFUL DIVERGENCE

Exerting their will upon destiny, the psyker shifts the paths of fate to aid the fortunes of their people.

Blessing: *Fateful Divergence* has a warp charge value of 6. If manifested, you gain 1 Command point.

2. WITCH STRIKE

Focusing a still greater portion of their power into their weapon, each strike from the psyker blasts foes with potent aetheric energies.

Blessing: *Witch Strike* has a warp charge value of 5. If manifested, select one model in this **PSYKER** unit (if this **PSYKER** unit is an **ANHRATHE** unit, you must select its Way Seeker model). Until the start of your next Psychic phase, each time the selected model makes a melee attack, if that attack successfully wounds the target, it inflicts 1 mortal wound on the target and the attack sequence ends.

3. GHOSTWALK

Channelling energies from their runic armour, the psyker imbues their allies with ethereal speed.

Blessing: *Ghostwalk* has a warp charge value of 5. If manifested, select one friendly **<CRAFTWORLD> ASURYANI CORE** or **<CRAFTWORLD> ASURYANI CHARACTER** unit within 12" of this **PSYKER**. Until the start of your next Psychic phase, add 2 to charge rolls made for that unit.

4. CRUSHING ORB

The psyker captures their foe in a sphere of kinetic energy, then crushes it inwards with a gesture.

Witchfire: *Crushing Orb* has a warp charge value of 6. If manifested, select one enemy unit within 18" of and visible to this **PSYKER** and roll three D6, adding 2 to each result if that enemy unit is a **VEHICLE** or **MONSTER** unit, or it contains 6 or more models. For each 4+, that enemy unit suffers 1 mortal wound.

5. FOCUS WILL

The psyker channels their mind to aid a fellow seer in wielding their mental might and resisting the efforts of enemy sorcerers.

Blessing: *Focus Will* has a warp charge value of 6. If manifested, select one friendly **<CRAFTWORLD> ASURYANI PSYKER** unit within 24" of this **PSYKER**. Until the start of your next Psychic phase, add 2 to Psychic tests and Deny the Witch tests taken for that unit.

6. IMPAIR SENSES

The psyker dims the foe's senses, dazzling their minds with strange images and patterns.

Malediction: *Impair Senses* has a warp charge value of 6. If manifested, select one enemy unit within 18" of and visible to this **PSYKER**. Until the start of your next Psychic phase, that enemy unit cannot be affected by the aura abilities of units from your opponent's army.

REVENANT DISCIPLINE

1. GAZE OF YNNEAD

The psyker's eyes blaze with fire as they channel the power of Ynnead, the Whispering God.

Witchfire: *Gaze of Ynnead* has a warp charge value of 6. If manifested, select one enemy unit within 18" of this **PSYKER** and roll one D6, subtracting 2 from the result if that unit had a Starting Strength of 1. On a 1 or less, that unit suffers 1 mortal wound. On a 2-5, that unit suffers D3 mortal wounds. On a 6, that unit suffers D6 mortal wounds.

2. STORM OF WHISPERS

The psyker's voice joins with those of the dead to drive the foe utterly insane.

Witchfire: *Storm of Whispers* has a warp charge value of 6. If manifested, roll three D6 for each enemy unit within 9" of this **PSYKER**. For each 4+, the enemy unit being rolled for suffers 1 mortal wound.

3. WORD OF THE PHOENIX

The psyker calls upon the revenant energies of the mythical phoenix to restore the life force of fallen warriors.

Blessing: *Word of the Phoenix* has a warp charge value of 6. If manifested, select one friendly **YNNARI INFANTRY** unit (excluding **WRAITH CONSTRUCT** units) within 6" of this **PSYKER**. One of that unit's destroyed models (or D3 of its destroyed models if that unit has the Troops Battlefield Role) can be added back to that unit with full wounds remaining. These models can only be set up within Engagement Range of enemy units that are already within Engagement Range of the unit they are being added back to.

4. UNBIND SOULS

The psyker reaches out with their mind to weaken the bond between soul and body, debilitating the enemy.

Malediction: *Unbind Souls* has a warp charge value of 6. If manifested, select one enemy unit within 18" of this **PSYKER**. Each time a **YNNARI** model from your army makes a melee attack that targets that enemy unit, an unmodified hit roll of 6 automatically wounds the target.

5. SHIELD OF YNNEAD

The psyker manifests a shield of spiritual energy around their allies, sheltering the devotees of Ynnead.

Blessing: *Shield of Ynnead* has a warp charge value of 6. If manifested, select one friendly **YNNARI** unit (excluding **TITANIC** units) within 12" of this **PSYKER**. Until the start of your next Psychic phase, models in that unit have a 4+ invulnerable save.

6. ANCESTORS' GRACE

Drawing upon the greatness that is the genetic legacy of all Aeldari, the psyker bolsters their fellows.

Blessing: *Ancestors' Grace* has a warp charge value of 7. If manifested, select one friendly **YNNARI** unit within 18" of this **PSYKER**. Until the start of your next Psychic phase, each time a model in that unit makes a melee attack, add 1 to that attack's wound roll.

CRUSADE RULES

In this section you'll find additional rules for playing Crusade battles with the Asuryani, Harlequins and Ynnari, such as Agendas, Battle Traits, Crusade Relics and bespoke narrative systems for these forces. You can find out more about Crusade armies in the Warhammer 40,000 Core Book.

This section contains the following additional rules:

AGENDAS (PG 125)
ASURYANI and **HARLEQUINS** units attempt to achieve unique Agendas in Crusade battles. These Agendas reflect the unique goals and methods of these armies. You can find out more about Agendas in Crusade mission packs, such as that presented in the Warhammer 40,000 Core Book.

REQUISITIONS (PG 126-127)
Asuryani and Harlequins armies have access to a number of additional Requisitions, suited to their methods of waging war.

PATHS OF THE AELDARI (PG 128-129)
On these pages you will find a series of rules allowing **AELDARI** units from your Crusade army to walk the Path of the Warrior, the Seer or the Outcast.

SOULS FOR YNNEAD (PG 130)
The rules in this section can be used if your Order of Battle includes any **YNNARI** units. Such units can collect Soul points from performing certain actions, then spend these on Soul Bonds to gain new abilities, heal wounds or even summoning the Yncarne.

PSYCHIC FORTITUDES (PG 131)
The potent psykers of the Aeldari can choose to hone their psychic might with a new selection of Psychic Fortitudes when they gain a Battle Honour.

GRAND PERFORMANCES (PG 132-133)
This section enables **HARLEQUINS** units from your army to perform mighty Tales. Once suitably rehearsed, they can stage a Grand Performance and reap the rewards of a story well told.

PATH OF DAMNATION (PG 134)
SOLITAIRE models in your army can use these rules to walk the Path of Damnation – an endeavour that promises great power, but also carries great peril to the participant's soul.

BATTLE TRAITS (PG 135)
ASURYANI, **HARLEQUINS** and **ANHRATHE** units can be given a Battle Trait chosen from this section. These help to better reflect the unique upgrades and Battle Honours bestowed on such units as they grow in experience.

CRUSADE RELICS (PG 136-137)
In addition to the Crusade Relics presented in the Warhammer 40,000 Core Book, **ASURYANI** and **HARLEQUINS CHARACTER** models can quest for one of the Crusade Relics described here.

SHOWCASE CRUSADE ARMIES (PG 138-141)
Here you will find two beautifully painted Aeldari Crusade armies, each with a commentary on their composition and the narrative themes that inspired their creators.

AVATARS OF THE GODS
The Avatars of the gods require potent rituals to be summoned into being. These demand great preparation, and are not conducted lightly.

- **AVATAR OF KHAINE** models cannot be added to your Crusade army unless the Court of the Young King Requisition has been purchased (pg 126). You must purchase this Requisition each time you wish to add an **AVATAR OF KHAINE** model to your Order of Battle.
- **THE YNCARNE** cannot be added to your Crusade army unless you have purchased the Summon the Yncarne Soul Bond (pg 130). You must purchase this Soul Bond each time you wish to add **THE YNCARNE** to your Order of Battle.
- **AVATAR OF KHAINE** models and **THE YNCARNE** never gain experience points.
- **AVATAR OF KHAINE** models and **THE YNCARNE** never accrue Battle Scars. If an **AVATAR OF KHAINE** model or **THE YNCARNE** fails an Out of Action test, roll one D6: on a 1, remove that unit from your Order of Battle. On a 2-6, there is no effect.

WANDERING LEGENDS
The Phoenix Lords are great warriors of legend. Their skills and abilities dazzle even the most experienced Aeldari.

PHOENIX LORD units included in your Crusade army are considered to be named characters for all rules purposes.

WALKING THE PATH ALONE
Some who embark upon the Path of the Seer choose to do so alone, focusing on their own prowess rather than collaborating with fellow seers.

The Fresh Recruits Requisition (see the Warhammer 40,000 Core Book) cannot be used to increase the unit size of **WARLOCKS CHARACTER** units from your Order of Battle.

THE DARK KIN
Drukhari who take up the cause of the Ynnari leave behind many of their former selfish concerns.

- If every **DRUKHARI** unit from your army is a **YNNARI** unit, you cannot select any Drukhari Agendas (see *Codex: Drukhari*).
- **YNNARI DRUKHARI** units can gain Battle Traits, Weapon Enhancements, Crusade Relics and Battle Scars listed in *Codex: Drukhari* as normal.
- A **YNNARI DRUKHARI** unit cannot be an **ASCENDANT LORD** unit (see *Codex: Drukhari*).

AGENDAS

If your Crusade army includes any **ASURYANI** or **HARLEQUINS** units, you can select an Agenda from the Aeldari Agendas listed below. This is a new category of Agendas, and follows all the normal rules for Agendas (for example, when you select Agendas, you cannot choose more than one Aeldari Agenda).

PATHS OF FATE

Aeldari Agenda

The paths of future events are revealed to the Aeldari by their seers. At any given point in a battle, a new path might come to light, leading the seers to direct their kin to important new targets.

Keep a Future Paths tally for each **ASURYANI** unit from your army. At the start of your Command phase, roll one D3 and consult the table below to randomly generate a keyword. If your opponent's army does not contain any units with that keyword that are on the battlefield, you must re-roll the result.

D3	KEYWORD
1	**CHARACTER**
2	**INFANTRY**
3	**VEHICLE**

Each time an **ASURYANI** unit from your army destroys an enemy unit with the keyword you most recently generated, add 1 to that unit's Future Paths tally.

At the end of the battle, each unit gains 1 experience point for every mark on its Future Paths tally (to a maximum of 4).

RECOVER SPIRIT STONES

Aeldari Agenda

Every spirit stone recovered from the body of a slain Aeldari warrior is a soul denied to She Who Thirsts.

Keep a Spirit Stones tally for each **ASURYANI** unit from your army. Each time an **ASURYANI INFANTRY** or **ASURYANI BIKER** unit from your army is destroyed, after removing the final model in that unit, place a Spirit Stone marker as close as possible to that model's location when it was destroyed. Add 1 to a unit's Spirit Stones tally each time that unit successfully completes the Recover Spirit Stones action (see below).

ASURYANI INFANTRY and **ASURYANI BIKER** units from your army can perform the following action:

Recover Spirit Stones (Action): At the end of your Movement phase, one unit from your army that is within 3" of a Spirit Stone marker and not within Engagement Range of any enemy models can start to perform this action. This action is completed at the end of your turn. If completed, add 1 to that unit's Spirit Stones tally and remove that Spirit Stone marker from the battlefield.

At the end of the battle, each unit gains 1 experience point for every mark on its Spirit Stones tally (to a maximum of 4).

FIGHT FOR THE FUTURE

Aeldari Agenda

Though the Aeldari fear She Who Thirsts, when confronted by the children of this deity, they will fight them tooth and nail. To do any less is to risk consigning their souls to oblivion.

Keep a Fight for the Future tally for each **AELDARI** unit from your army. Each time an **AELDARI** unit destroys a **CHAOS** unit, add 1 to that **AELDARI** unit's Fight for the Future tally. If that **CHAOS** unit was a **SLAANESH** unit, add 2 to that **AELDARI** unit's tally instead.

At the end of the battle, each unit that has any marks on its Fight for the Future tally gains 1 experience point. If that unit has 3 or more marks, it gains 3 experience points instead.

A PERFECT REHEARSAL

Aeldari Agenda

The Harlequins of the Laughing God are warrior-players, their strategic battle plans telling ancient tales as well as bringing them victory.

At the start of the battle, if you are in the Rehearsal phase of a Tale (pg 132), identify which three models in your opponent's army have the highest Wounds characteristics (excluding **AIRCRAFT** models) – these models are performance targets. If any models are tied, you can select which of those will be performance targets. At the end of the battle, if all three performance targets have been destroyed by **HARLEQUINS** units from your army:

- You can select one of the bullet points listed under your current Tale's Rehearsal phase. Treat the requirements for that bullet point as having been accomplished.
- Each **HARLEQUINS** unit from your army that destroyed any of these performance targets gains 2 experience points.

SOULS FOR STRENGTH

Aeldari Agenda

The Ynnari are as capable of bloodthirst as any Aeldari. Slaying a foe at close quarters only quickens the rate at which they gain strength from death.

Each time an enemy unit is destroyed by a melee attack made by a model in a **YNNARI** unit from your army, add 1 to your Soul points total (pg 130). At the end of the battle, if five or more enemy units have been destroyed by a melee attack made by a model in any **YNNARI** unit from your army, each **YNNARI** unit on your army roster gains 1 experience point.

REQUISITIONS

If your Crusade force includes any **ASURYANI** or **HARLEQUINS** units, you can spend Requisition points (RPs) on any of the following Requisitions in addition to those presented in the Warhammer 40,000 Core Book.

COURT OF THE YOUNG KING 1RP

The Young King is one of the craftworld's Aspect Warriors, chosen by the Seer Council and expected to serve for no longer than one year. Should it be decided that the Avatar of Khaine will be summoned, the craftworld's Exarchs will gather and send the Young King into the Avatar's chamber at the world-vessel's heart. Eventually, the chamber's door will open again, and an Avatar of the Bloody-Handed God will stride forth, filling the assembled Exarchs with Khaine's fury before leading them and their warriors into battle.

Purchase this Requisition at any time. Select one **ASPECT WARRIOR** unit from your Order of Battle that has 5 or more experience points and that contains a model with the word 'Exarch' in their profile:

- That **ASPECT WARRIOR** unit loses any Exarch Power upgrades it had (pg 105). Reduce the unit's Power Rating accordingly.
- That **ASPECT WARRIOR** unit cannot gain any experience points from the next battle in which it is included on your army roster.
- Add one **AVATAR OF KHAINE** model to your Order of Battle with the same **<CRAFTWORLD>** keyword as that **ASPECT WARRIOR** unit.

You cannot purchase this Requisition if doing so would cause your total Power Level to exceed your Crusade force's Supply Limit.

THE GHOST WARRIORS WALK 1RP

Spirit stones of Aeldari warriors are often recovered and interred into wraithbone bodies to fight again alongside their living brethren.

Purchase this Requisition when an **ASURYANI INFANTRY** or **ASURYANI BIKER** unit from your Crusade force gains its second or subsequent Battle Scar. Remove that unit from your Order of Battle and replace it with one **WRAITHGUARD** or **WRAITHBLADES** unit with the same **<CRAFTWORLD>** keyword. If that **ASURYANI INFANTRY** or **ASURYANI BIKER** unit was a **CHARACTER** unit, you can instead replace it with one **WRAITHLORD** unit with the same **<CRAFTWORLD>** keyword. That new unit starts with the same number of experience points as the unit it replaced, and gains the appropriate number of Battle Honours for its rank. You cannot purchase this Requisition if doing so would cause your total Power Level to exceed your Crusade force's Supply Limit.

EXEMPLAR OF THE SHRINES 1RP

Those who have dedicated themselves to the Aspect Shrines develop unique fighting styles that ensure the warriors in their charge bring down the wrath of Khaine himself.

Purchase this Requisition when an **ASPECT WARRIOR** unit from your Order of Battle that contains a model with the word 'Exarch' in their profile that does not have an Exarch Power upgrade gains a rank. That unit gains one Exarch Power as described on page 105; make a note on that unit's Crusade card and increase its Power Rating accordingly. You cannot purchase this Requisition if doing so would cause your total Power Level to exceed your Crusade force's Supply Limit.

RENEWED DETERMINATION 1RP

Aeldari commanders who have led their kin to victory over the forces of the Dark Prince find their faith in the cause renewed.

Purchase this Requisition after winning a battle, if your opponent's army contained any **SLAANESH** units. Your **WARLORD** gains 5 experience points.

Torc Ciaradh felt the battle-lust pulsing through Craftworld Kinshara. Each beat came ever so slightly quicker than the one before. Her heart beat in time with it, her senses alive in a way they had never been before. She could make out the subtlest carvings on the enormous gates of the Avatar's chamber, each one telling a story from Aeldari mythology. She could smell every note of the incense she had been bathed in before being brought here. The petals of a dozen different flowers; sap from a score of fruit tree species; oils crushed from countless herbs – she identified them all. Torc felt as one with the wraithbone beneath her feet, the stuff of her craftworld.

What would they think of us now, to see us like this?

Torc thought of the legendary Bonesingers of Ceith-caillí, the creators of the star-dock that fathered all of the craftworlds.

Would they be proud of what we have done since the Fall?

Torc knew that she was willing to give up everything for her race. That she was standing here now, as the Young King, proved that beyond all doubt.

This did not stop the trepidation that gnawed at her mind as the heat pouring from the Avatar's chamber washed over her. Sweat beaded her forehead, but not entirely because of the scorching temperature.

'Torc Ciaradh, Shining Spear of the Gilded Lance Shrine. The time has come,' chanted Exarch Iradil Glaermril of the Striking Scorpions.

'The Avatar is ready to be woken,' spoke Exarch Kalistri Aryimelli of the Howling Banshees.

'It desires blood, and it shall receive it,' Exarch Maur Rillietar of the Dire Avengers recited. 'Step forwards.'

The gates opened. The Avatar roared.

PATHS OF THE AELDARI REQUISITIONS

PATH OF THE WARRIOR 1RP

Those who pursue the Path of the Warrior leave their former lives behind and join one of the many Aspect Shrines throughout their craftworld. Warriors who become lost on this path ascend as Exarchs – fierce exemplars of their chosen ways of battle.

Purchase this Requisition at any time. Select one of the following options:

- Select one **GUARDIANS**, **WARLOCKS** or **OUTCASTS** unit from your Order of Battle that contains between 5 and 10 models. Remove that unit from your Order of Battle and replace it with one **ASPECT WARRIOR** unit (excluding **CRIMSON HUNTER** and **CHARACTER** units). That unit gains the **PATH OF THE WARRIOR** keyword and begins walking the Path of the Warrior (pg 128). That new **ASPECT WARRIOR** unit starts with the same number of experience points as the unit it replaced, and gains the appropriate number of Battle Honours for its rank. You cannot purchase this Requisition if doing so would cause your total Power Level to exceed your Crusade force's Supply Limit.
- Select one **ASPECT WARRIOR** unit from your Order of Battle. That unit gains the **PATH OF THE WARRIOR** keyword and begins walking the Path of the Warrior.

PATH OF THE SEER 1RP

Those who walk the Path of the Seer open their minds to developing the innate psychic talents all Aeldari possess. Almost exclusively made up of Aeldari who have walked the Path of the Warrior, the Warlocks of this Path destroy their foes and aid their allies with potent psychic powers.

Purchase this Requisition at any time. Select one of the following options:

- Select one **PATH OF THE WARRIOR** unit from your Order of Battle. Remove that unit from your Order of Battle and replace it with one **WARLOCKS** unit. That unit gains the **PATH OF THE SEER** keyword and begins walking the Path of the Seer (pg 129). That new **WARLOCKS** unit starts with the same number of experience points as the unit it replaced and gains the appropriate number of Battle Honours for its rank. You cannot purchase this Requisition if doing so would cause your total Power Level to exceed your Crusade force's Supply Limit.
- Select one **WARLOCKS** or **SPIRITSEER** unit from your Order of Battle. That unit gains the **PATH OF THE SEER** keyword and begins walking the Path of the Seer.

PATH OF THE OUTCAST 1RP

For some Aeldari, their sense of wanderlust becomes too much to bear. Such souls forsake their craftworld ties to travel the stars as Rangers, or to join crews of piratical Corsairs.

Purchase this Requisition at any time. Select one of the following options:

- Select one **ASPECT WARRIOR**, **GUARDIANS** or **WARLOCKS** unit (excluding **CHARACTER** units) from your Order of Battle. Remove that unit from your Order of Battle and replace it with one **OUTCASTS** or **ANHRATHE** unit. That unit gains the **PATH OF THE OUTCAST** keyword and begins walking the Path of the Outcast (pg 129). That new **OUTCASTS** or **ANHRATHE** unit starts with the same number of experience points as the unit it replaced and gains the appropriate number of Battle Honours for its rank. You cannot purchase this Requisition if doing so would cause your total Power Level to exceed your Crusade force's Supply Limit.
- Select one **OUTCASTS** or **ANHRATHE** unit (excluding **CHARACTER** units) from your Order of Battle. That unit gains the **PATH OF THE OUTCAST** keyword and begins walking the Path of the Outcast.

AN EXCEPTIONAL TALENT 1RP

Many who become trapped on the Path of the Seer become Farseers, blessed with the foresight to guide their ailing race through the many dangers that assail it.

Purchase this Requisition while a **WARLOCKS** unit from your Order of Battle that contains 3 or more models is on the final step of the Path of the Seer (pg 129). One model of your choice leaves that **WARLOCKS** unit and becomes a **FARSEER** model. When it does so, reduce that **WARLOCKS** unit's Starting Strength by 1, and add a new **FARSEER** model (excluding named characters) to your Order of Battle.

- That new **FARSEER** model starts with the same number of experience points as that **WARLOCKS** unit, and gains the appropriate number of Battle Honours for its rank.
- That new **FARSEER** model does not retain any Battle Scars that **WARLOCKS** unit has accrued.
- That new **FARSEER** model is treated as being on the final step of the Path of the Seer, and has all the abilities from the previous steps of that Path.

You cannot purchase this Requisition if doing so would cause your total Power Level to exceed your Crusade force's Supply Limit.

PATHS OF THE AELDARI

After the Fall, the surviving Asuryani established a series of social reforms to ensure their focus and discipline, and to avoid lives spent in pursuit of personal glory or selfish desires. Once a craftworlder starts upon one of the Paths, they dedicate themselves to it until they have mastered it. Provided their chosen Path has not consumed them, they then shift their attention to another.

Designer's Note: *Although the journey along the various Paths of the Aeldari is a highly personal pursuit for each participant, it is not unknown for groups of warriors to progress and transition between Paths simultaneously. The rules found here capture this, allowing you to represent a closely bonded group of Aeldari as they move through the various Paths together.*

Many units from your army can be selected to walk one of the Paths of the Aeldari. On this page you will find a series of new Requisitions allowing you to move your units from one Path to another, granting them new abilities. Once a group of warriors have spent too long on one Path, however, they may become trapped on that Path, its tenets consuming the remainder of their long existence. If your Crusade force includes any **ASURYANI** units, you can purchase the Paths of the Aeldari Requisitions found on page 127.

When a unit begins walking a Path, it starts at the first step on that Path, as shown in the tables on the right. In order to progress along each Path, that unit will have to gain Path points. Each Path will specify how a unit walking that path can gain Path points, and how many Path points are required to move to the next step of that Path. Keep a note of each unit's Path points.

After a battle, if a unit has enough Path points it can move to the next step of its current Path. To do so, delete the listed number of Path points from that unit's total, and that unit gains the ability listed on that next step. Each time a unit moves to the next step of a Path, add 1 to that unit's Crusade points total. The abilities that unit gained from each earlier step of a Path are not lost when it moves to the next step of a Path, or moves to a different Path. Once a unit has moved to the final step of their chosen Path, that unit cannot leave that Path, and cannot be selected to move to a different Path.

Example: *Darren has a unit of 5 Rangers in his army. He has decided that these Rangers have tired of the life of an Outcast, and wish to start walking the Path of the Warrior. He selects to replace that unit of 5 Rangers with a unit of 5 Dire Avengers. These Dire Avengers begin on the first step of the Path of the Warrior: Newcomers to the Shrine. Once that Dire Avengers unit has gained 5 Path points, Darren can select for it to move to the second step on the Path of the Warrior. Darren deletes 5 Path points from that unit's total, and that unit gains the Warriors of the Shrine ability.*



PATH OF THE WARRIOR

- Gain 1 Path point each time this unit destroys an enemy unit.
- Gain 1 Path point if, at the end of the battle, this unit is within range of an objective marker you control.
- Lose 1 Path point each time this unit fails an Out of Action test.
- Lose 1 Path point at the end of the battle if this unit has not destroyed any enemy units and is not within range of an objective marker you control.

FIRST STEP

NEWCOMERS TO THE SHRINE

No effect.

5 PATH POINTS

SECOND STEP

WARRIORS OF THE SHRINE

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

8 PATH POINTS

THIRD STEP

EXPERIENCED WARRIORS

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

12 PATH POINTS

FINAL STEP

DEVOTED OF KHAINE

When this unit reaches this step, you can use the Exemplar of the Shrines Requisition (pg 126) once for 0RP. If you do so, you must select this unit, even if this unit already has an Exarch Power upgrade. This unit can have one additional Exarch Power upgrade.



PATH OF THE SEER

- Gain 1 Path point each time this unit destroys an enemy unit.
- Gain 1 Path point at the end of the battle, if during that battle this unit manifested four or more psychic powers.
- Lose 1 Path point each time this unit fails an Out of Action test.
- Lose 1 Path point at the end of the battle if this unit has not destroyed any enemy units and has manifested fewer than four psychic powers.

FIRST STEP

RUNECASTERS

No effect.

5 PATH POINTS

SECOND STEP

BATTLE PSYKERS

Each time this unit attempts to manifest *Smite* or a Witchfire psychic power, add 1 to the Psychic test.

8 PATH POINTS

THIRD STEP

PATHSCRYERS

Each time this unit attempts to manifest a Blessing psychic power, add 1 to the Psychic test.

12 PATH POINTS

FINAL STEP

SEERS OF FUTURE PATHS

This unit knows one additional psychic power from a discipline it has access to.

Each time this unit manifests a psychic power with an unmodified Psychic test of 10 or more, that psychic power cannot be denied.



PATH OF THE OUTCAST

- Gain 1 Path point each time this unit destroys an enemy unit.
- Gain 1 Path point if, at the end of the battle, this unit is not within 12" of your deployment zone.
- Lose 1 Path point each time this unit fails an Out of Action test.
- Lose 1 Path point at the end of the battle if this unit has not destroyed any enemy units and is within 12" of your deployment zone.

FIRST STEP

FORWARD SCOUTS

No effect.

5 PATH POINTS

SECOND STEP

EAGLE-EYED RANGERS

Each time a model in this unit makes an attack, the target does not receive the benefits of Light Cover against that attack.

8 PATH POINTS

THIRD STEP

SWIFT INFILTRATORS

Add 2" to the Move characteristic of models in this unit.

12 PATH POINTS

FINAL STEP

ELITE ASSASSINS

Each time a model in this unit makes an attack with a Ranger long rifle or a shuriken weapon, an unmodified hit roll of 6 scores one additional hit.

SOULS FOR YNNEAD

All of the Ynnari work towards a single goal: the resurrection of Ynnead, the Whispering God. They believe that it is only through this deity that the Aeldari race can be saved from the predations of Slaanesh, who ever hungers for their souls. The Ynnari fight with incomparable determination to see their mission achieved, willing to sell their lives if necessary. To meet them in battle is to face a foe not only unafraid of death, but empowered by it.

While your Order of Battle contains any **YNNARI** units, you can choose to collect Soul points. If you do so, keep a Soul points tally for your Crusade army, noting the total on your Order of Battle (the Crusade Goals, Information and Notable Victories section is ideal for this). This total represents the growing power of the followers of Ynnead within your army, and these points can be saved up over the course of a number of battles and spent in a variety of ways to empower your **YNNARI** units.

While your army contains any **YNNARI** Detachments, each time a **YNNARI** unit from your army achieves any of the following during a battle, add 1 to your Soul points tally:

- That unit destroys an enemy **WARLORD**.
- That unit destroys an enemy unit with a Starting Strength of 6 or more.
- At the end of the battle, that unit controls an objective marker that is not in your deployment zone.
- That unit destroys the enemy unit on your opponent's Army Roster with the greatest number of experience points (at the start of the battle, if several enemy units are tied in this way, you must select one of those units for the purposes of this rule).
- At the end of your Psychic phase, that unit successfully manifested any psychic powers from the Revenant discipline (pg 123) that phase.

SOUL BONDS

Soul points can be spent on the Soul Bonds presented on the right. Each of these displays a Soul points cost; each time you purchase a Soul Bond, subtract its cost from your Soul points tally.

10 SOUL POINTS

SUMMON THE YNCARNE

The accumulated energies of death have caused the Yncarne to appear, silently waiting to fight alongside those devoted to Ynnead.

Purchase this Soul Bond before any battle, when mustering your army. Add one **THE YNCARNE** to your Order of Battle. You cannot purchase this Soul Bond if doing so would cause your total Power Level to exceed your Crusade force's Supply Limit.

5 SOUL POINTS

TEACHINGS OF YNNEAD

Through careful study, this psyker has mastered more of Ynnead's power, turning the sinister energies of death against their battlefield foes.

Purchase this Soul Bond before any battle, when mustering your army. Select one **YNNARI PSYKER** unit from your Order of Battle (excluding named characters or **THE YNCARNE**). That unit immediately gains one Psychic Fortitude (pg 131). Increase that unit's Crusade points total by 1.

2 SOUL POINTS

DREAD REVIVAL

Even the most heavily wounded warrior can be revived with careful application of the power of the dead.

Purchase this Soul Bond after any battle. When you do so, select one **YNNARI** unit from your Order of Battle. You can use the Repair and Recuperate Requisition (see the Warhammer 40,000 Core Book) on that unit once for 0RP.

2+ SOUL POINTS

KNOWLEDGE OF THE LOST

When they absorb the souls of the fallen, the Ynnari take on not only their life essence but also their collected experiences and skills.

Purchase this Soul Bond after any battle, at the start of the Update Experience Points step. When you do so, select one **YNNARI** unit from your army roster. For every 2 Soul points spent on this Soul Bond, that unit gains 1 experience point.

5 SOUL POINTS

SOUL-BONDED RELIC

By bonding the spirit stones of the dead into even the most mundane objects, the Ynnari are able to create artefacts empowered by the souls of their fallen kin.

Purchase this Soul Bond after any battle, when a **YNNARI CHARACTER** unit gains a rank. Instead of selecting a Crusade Relic, you can give that **CHARACTER** unit one Soul-bonded Relic (pg 137).

1+ SOUL POINTS

SAFE HOUSING

Hardy wraithbone bodies give Aeldari souls safe sanctum from which to further the cause of Ynnead.

Purchase this Soul Bond at any time. Add one **YNNARI WRAITH CONSTRUCT** unit to your Order of Battle, with a Power Rating equal to the number of Soul points spent on this Soul Bond. That unit gains 6 experience points (and therefore gains the Blooded rank). Select one Battle Honour for that unit as normal.

PSYCHIC FORTITUDES

When an **AELDARI PSYKER** unit gains a Psychic Fortitude, you can use one of the tables below. If you do so, roll one D6 and consult the appropriate table to randomly determine what Psychic Fortitude the unit gains, or choose a Psychic Fortitude from the appropriate table that tells the best narrative for your unit. All the normal rules for Psychic Fortitudes apply (e.g. a unit cannot have the same Psychic Fortitude more than once). As with any Battle Honour, make a note on the unit's Crusade card when it gains a Psychic Fortitude and increase its Crusade points accordingly, as described in the Warhammer 40,000 Core Book.

PSYKER CHARACTER UNITS ONLY

D6	PSYCHIC FORTITUDE
1	**Channelled Wrath** *Focusing their psychic abilities through their weapon, this psyker ensures that a portion of their psychic might empowers their strikes.* In your Psychic phase, if this **PSYKER** successfully manifests any psychic powers, until your next Psychic phase, add 1 to the Damage characteristic of melee weapons this **PSYKER** is equipped with.
2	**Mantra of Disruption** *This psyker's mind is like a fortress, circled with potent runes of denial. Enemy powers wither in the face of such resolve.* Each time this **PSYKER** attempts to Deny the Witch, a Deny the Witch test result of 9 or more is automatically passed.
3	**Warding Meditations** *This psyker is closely attuned to their craftworld's infinity circuit. With a gesture they are able to ward off the malefic creatures of the warp.* • Each time a **DAEMON** unit makes a melee attack that targets this **PSYKER**, subtract 1 from that attack's hit roll. • Each time a **SLAANESH DAEMON** unit makes a melee attack that targets this **PSYKER**, subtract 1 from that attack's wound roll.
4	**Expansive Mind** *Their mind as agile as their body, this psyker is able to develop and explore their psychic potential with ease.* Each time you use the Psychic Meditations Requisition (see the Warhammer 40,000 Core Book), if you select this **PSYKER**, that Requisition costs ORP.
5	**Layered Consciousness** *This psyker is able to process multiple streams of thought simultaneously, conducting the tides of the warp with consummate skill.* In your Psychic phase, this **PSYKER** can attempt to manifest one psychic power even if it attempted to perform a psychic action in the same phase.
6	**Reader of Strategy** *This psyker has a firm grasp of tactics, able to scry the many future paths for strategic advantage.* This **PSYKER** can attempt to perform the following psychic action: '**Determine the Battle Flow (Psychic Action – Warp Charge 4):** If successful, you gain 1 Command point.'

ASURYANI WARLOCKS UNITS ONLY

D6	PSYCHIC FORTITUDE
1-2	**Collective Denial** *These Warlocks are adept at working as a group to swiftly disperse enemy psychic activity.* Add 1 to Deny the Witch tests taken for this unit. While this unit contains between 3 and 6 models, add 2 to Deny the Witch tests taken for this unit instead. While this unit contains 7 or more models, add 3 to Deny the Witch tests taken for this unit instead.
3-4	**Rage of Khaine** *Any enemy minds that attempt to prevent the power focused by these Warlocks find themselves burned by the molten rage of the Bloody-Handed God.* Each time this unit attempts to manifest *Smite* or a Witchfire psychic power, if an enemy **PSYKER** attempts to deny that psychic power but the Deny the Witch test is failed, that enemy **PSYKER** suffers 1 mortal wound.
5-6	**Empowered by Battle** *Whispering arcane mantras as their blades cut down the foe, a cold focus falls over these Warlocks.* In your Psychic phase, while this unit is within Engagement Range of any enemy units, add 2 to psychic tests taken for this unit.

Farseer Tamishar Cegodari sat cross-legged in his private chambers. He cast the runes, taking a handful from a velvet pouch he had placed on the floor before him.

What he saw did not please him.

The Veil that Descends at Midnight. The Thousand Tears that Fall Weightily. The Barbed Blade that Tears and Bites. The Insatiable Maw that Gapes Wide. The Scaled Hide that Blocks the Strike.

The Solitaire.

Much death appears to lay in store, he thought. Much misery. But not without hope.

Dozens of images flashed in Tamishar's mind's eye. He saw scores of alien species tearing each other apart across numerous worlds. Intermingled with their corpses were Asuryani, Anhrathe and Harlequins. He saw the penetrating eyes of the Hunter, and a group of siblings in funereal dress. He saw a Falcon and Serpent entwined.

There was only one place that fitted all he observed: the Laevenir Archipelago.

Then a shadow fell over it all. It was not as the shadow at the end of day, signifying the passage of time. Cegodari sensed its presence. His brain felt as if it had been pierced by the fangs of some monstrous beast. It was not malicious. It merely hungered. This feeling dominated its entire existence, drove its every action. It was the Great Devourer.

Kinshara will be needed for war once again.

Tamishar carefully collected each of the runes, placing each back within the pouch, which he tied to his belt. He stood up in a wash of robes. It was time to warn the craftworld, and gather allies.

GRAND PERFORMANCES

For the Harlequins, waging war is simply another method of telling the tales of the Aeldari, and they take great satisfaction in playing each role to perfection. While the other races of the galaxy may not appreciate their artistry, such performances can win the Players great prestige amongst their peers, opening up even greater roles in future performances.

If your Crusade army includes any **HARLEQUINS** units, you can select for them to begin preparations for a Grand Performance. If you do so, your **HARLEQUINS** units will take part in a series of battles as part of the Rehearsal phase. Once you believe they are prepared, you can elect for your **HARLEQUINS** units to take part in a Grand Performance before reaping the accolades of a tale well told.

REHEARSAL PHASE

At the start of the Rehearsal phase, you must select which Tale you want your Harlequins to perform; your Crusade army can only perform a single Tale at any one time. Once you have selected a Tale, make a note of that Tale and any progress towards its completion on your Order of Battle (the Crusade Goals, Information and Notable Victories section is ideal for this).

There are three Tales listed on these pages: The Trials of Khaine, The Forging of Anaris and Cegorach's Lament. Each has a series of preparations that must be accomplished. Once these have been accomplished, you gain the rewards listed, and can then move onto the Grand Performance phase of that Tale.

You can choose to end a Tale at any time during its Rehearsal phase and begin a new Rehearsal phase of a different Tale. However, once you complete a Rehearsal phase and gain the rewards from it, you must complete the Grand Performance phase of the same Tale before you can begin a new Rehearsal phase.

GRAND PERFORMANCE PHASE

Before any battle, after you have completed the Rehearsal phase of a Tale, during the Resolve Pre-battle Abilities step you can declare that your army will be making a Grand Performance during that battle. At the end of that battle, your army will gain a number of Accolade points based on how well it performed, as specified on the right. Your army then gains the reward listed in that Tale that corresponds with the total number of Accolade points it gained (e.g. if your army gained 5 Accolade points during a Grand Performance of The Trials of Khaine, it gains the Accomplished Performance reward).

At the start of the Update Crusade cards step of that battle, record how many Accolade points your army gained, and which reward it gained as a result. Once a reward has been gained, all Accolade points are lost. That Tale has now been completed, and you can choose to begin a new Rehearsal phase of one of the three Tales if you wish.

THE TRIALS OF KHAINE

This tale portrays the many trials of Khaine in his battles against the Yngir. Its culmination tells of Khaine as he strikes down the Nightbringer, tainting his form with the Aspect of the Reaper and forever instilling the fear of death in mortal creatures.

REHEARSAL PHASE

To complete this Rehearsal phase, you must accomplish both of the following:

- **HARLEQUINS** units from your army have destroyed a total of 5 or more **WARLORD** units since your army began performing this Tale.
- **HARLEQUINS CHARACTER** models from your army have destroyed enemy models with a combined Wounds characteristic of 75 or more since your army began performing this Tale.

Reward: One **HARLEQUINS CHARACTER** model from your Order of Battle can be given a Pivotal Role upgrade, as specified on page 110. You cannot gain this reward if you do not have a suitable **CHARACTER** model, or if doing so would cause your total Power Level to exceed your Crusade force's Supply Limit.

GRAND PERFORMANCE PHASE

Accolade points are gained for the following:

- Gain 1 Accolade point for each enemy unit destroyed by a **HARLEQUINS** unit from your army during the battle.
- Gain 1 Accolade point if the enemy **WARLORD** was destroyed by a **HARLEQUINS** unit from your army during the battle. Gain 2 Accolade points instead of 1 if that **WARLORD** was destroyed by a **HARLEQUINS** unit from your army that had a Pivotal Role upgrade (pg 110).
- Gain 3 Accolade points if any enemy **C'TAN SHARD** units were destroyed by a **HARLEQUINS** unit from your army during the battle. Gain 5 Accolade points instead if any of those **C'TAN SHARD** units were **C'TAN SHARD OF THE NIGHTBRINGER** units.

REWARDS

MASTERPIECE OF THEATRE (10+ ACCOLADE POINTS)

- Each **HARLEQUINS** unit on your army roster for this battle gains 5 experience points.
- You gain 2 Requisition points.

ACCOMPLISHED PERFORMANCE (4-9 ACCOLADE POINTS)

- Each **HARLEQUINS** unit on your army roster for this battle gains 3 experience points.
- You gain 1 Requisition point.

A LITTLE AMATEURISH (0-3 ACCOLADE POINTS)

- Each **HARLEQUINS** unit on your army roster for this battle gains 1 experience point.

THE FORGING OF ANARIS

This story tells of Vaul, the Craftsman, and his labours forging the final unfinished blade for Khaine. Vaul eventually took up this blade in battle against Khaine, but was defeated and toppled from the heavens, crippled and chained forever to his anvil by the Lord of Murder.

REHEARSAL PHASE

To complete this Rehearsal phase, you must accomplish both of the following:

- At the end of five or more battles fought while performing this Tale, **HARLEQUINS** units from your army controlled one or more objective markers at the end of a battle that were not in your deployment zone.
- **HARLEQUINS** units from your army have destroyed 10 or more enemy models equipped with any Relics or Crusade Relics since your army began performing this Tale.

Reward: One **HARLEQUINS CHARACTER** model from your Order of Battle can be given a Pivotal Role upgrade (pg 110). You cannot gain this reward if doing so would cause your total Power Level to exceed your Crusade force's Supply Limit.

GRAND PERFORMANCE PHASE

Accolade points are gained for the following:

- Gain 1 Accolade point for each objective marker controlled by a **HARLEQUINS** unit from your army at the end of the battle.
- Gain 1 Accolade point for each **HARLEQUINS CHARACTER** model from your army that destroyed any enemy units during the battle. Gain 2 Accolade points instead of 1 if that enemy unit was destroyed by a **HARLEQUINS CHARACTER** model from your army with a Pivotal Role upgrade (pg 110).
- Gain 3 Accolade points if your **HARLEQUINS WARLORD** lost at least 3 wounds during the battle but was not destroyed.

REWARDS

MASTERPIECE OF THEATRE (10+ ACCOLADE POINTS)

- Each **HARLEQUINS** unit on your army roster for this battle gains 5 experience points.
- One **HARLEQUINS** unit on your army roster for this battle can be given one Weapon Enhancement (see the Warhammer 40,000 Core Book). This must be given to a melee weapon. Increase that unit's Crusade points total by 1.

ACCOMPLISHED PERFORMANCE (4-9 ACCOLADE POINTS)

- Each **HARLEQUINS** unit on your army roster for this battle gains 3 experience points.
- You can use the Rearm and Resupply Requisition (see the Warhammer 40,000 Core Book) up to two times for ORP.

A LITTLE AMATEURISH (0-3 ACCOLADE POINTS)

- Each **HARLEQUINS** unit on your army roster for this battle gains 1 experience point.

CEGORACH'S LAMENT

This tragedy tells the story of Cegorach in the wake of the Fall, and his efforts to thwart Slaanesh. After fleeing to the webway as Khaine battled She Who Thirsts, Cegorach ensured that all who harboured the sin of pride would find themselves victims of his vindictive pranks.

REHEARSAL PHASE

To complete this Rehearsal phase, you must accomplish both of the following:

- 20 or more enemy units have been destroyed by any **HARLEQUINS** units from your army in the same turn as those **HARLEQUINS** units Fell Back.
- **SHADOWSEER** models from your army have successfully manifested 10 or more psychic powers from the Phantasmancy discipline since your army began performing this Tale.

Reward: One **HARLEQUINS CHARACTER** model from your Order of Battle can be given a Pivotal Role upgrade (pg 110). You cannot gain this reward if doing so would cause your total Power Level to exceed your Crusade force's Supply Limit.

GRAND PERFORMANCE PHASE

Accolade points are gained for the following:

- Gain 1 Accolade point each time you roll four or more D6 for a Luck of the Laughing God roll (pg 144) during the battle.
- Gain 1 Accolade point for each objective marker you control at the end of the battle that has any **HARLEQUINS CHARACTER** models from your army within range of it.
- Gain 3 Accolade points if the enemy **WARLORD** was destroyed by a **SOLITAIRE** model from your army during the battle. Gain 4 Accolade points instead of 3 if that **WARLORD** was destroyed by a **SOLITAIRE** model from your army with a Pivotal Role upgrade (pg 110).

REWARDS

MASTERPIECE OF THEATRE (10+ ACCOLADE POINTS)

- Each **HARLEQUINS** unit on your army roster for this battle gains 5 experience points.
- You can purchase the Repair and Recuperate Requisition (see the Warhammer 40,000 Core Book) once for each **HARLEQUINS** unit on your army roster for this battle for ORP.

ACCOMPLISHED PERFORMANCE (4-9 ACCOLADE POINTS)

- Each **HARLEQUINS** unit on your army roster for this battle gains 3 experience points.
- You can purchase the Repair and Recuperate Requisition once for each **SOLITAIRE** model on your army roster for this battle for ORP.

A LITTLE AMATEURISH (0-3 ACCOLADE POINTS)

- Each **HARLEQUINS** unit on your army roster for this battle gains 1 experience point.

PATH OF DAMNATION

The Solitaires of the Harlequins stand apart from their fellows, rarely speaking and being regarded with a mix of awe and fear. Playing the role of Slaanesh, their souls are damned, and they carry this heavy burden throughout their lives.

If your Order of Battle contains any **SOLITAIRE** models, you can keep track of their journey along this Path. While this Path grants them great power, they exist in a constant fight to preserve their soul, staving off the predatory grasp of Slaanesh in order to continue playing this important role in the stories of the Harlequins.

REQUISITIONS

If your Crusade force includes any **SOLITAIRE** models, you can spend Requisition points (RPs) on the following Requisitions in addition to those presented in the Warhammer 40,000 Core Book.

ROLE OF THE DAMNED — 1RP

Though a terrible one, the role played by the Solitaire is of great importance in all of the Harlequins' performances.

Purchase this Requisition after a Grand Performance battle (pg 132). Gain 1 additional Accolade point for each of the following conditions that are satisfied:

- The enemy **WARLORD** was destroyed by a **SOLITAIRE** model from your army during the battle.
- A **SOLITAIRE** model from your army is on the battlefield at the end of the battle and not within 6" of any friendly **HARLEQUINS** units.

PATH OF DAMNATION — 1RP

Even to the last, this Solitaire fights with every ounce of their being to stave off the attention of Slaanesh. If successful, their powers are magnified, but if they fail, their soul is damned forever.

Purchase this Requisition when a **SOLITAIRE** model from your Order of Battle fails an Out of Action test. Instead of determining a Battle Scar for that model, roll 2D6, subtracting 1 from the result for each Damnation point that model has (see below). On a 2 or less, remove that **SOLITAIRE** model from your Order of Battle. On a 3 or more, that model gains one Path of Damnation bonus.

Each time a **SOLITAIRE** model gains a Path of Damnation bonus, roll one D6 and consult the table on the right to randomly determine what Path of Damnation bonus that model has gained, or choose the Path of Damnation bonus that you think tells the best narrative for your model. A model can have more than one Path of Damnation bonus, but it cannot have the same Path of Damnation bonus more than once (if a duplicate result is rolled, roll again until a different result is rolled). Each time a model gains a Path of Damnation bonus, add 1 to that model's Crusade points total.

Note that each of these bonuses also confers a number of Damnation points on that model. Keep a note of each **SOLITAIRE** model's Damnation points total on its Crusade card.

PATH OF DAMNATION BONUSES

D6	TRAIT
1	**Soulmarked** *Slaanesh has marked this Solitaire's soul. Though this mark wards away other malefic magics, such shelter comes at a grave cost.* This model gains 2 Damnation points. This model can never be targeted or affected by psychic powers in any way, unless that psychic power was manifested by a **SLAANESH PSYKER**.
2	**Blazing Light** *This Solitaire moves faster than the eye can see.* This model gains 1 Damnation point. Add 2" to this model's Move characteristic.
3	**Might of Cegorach** *This Solitaire is a mighty warrior, their strength honed in countless battles.* This model gains 1 Damnation point. Add 1 to this model's Strength characteristic.
4	**Fade from Sight** *This Solitaire hunts from the shadows, unseen before bursting into action.* This model gains 2 Damnation points. While this model is receiving the benefits of cover, it cannot be selected as the target of a ranged attack unless the attacking model is within 12".
5	**Shielded by Cegorach** *This Solitaire believes Cegorach protects them, for any who wound them are struck by invisible forces.* This model gains 1 Damnation point. At the end of any Fight phase in which this model lost any wounds, roll one D6 for each enemy unit within 3" of this model. On a 4+, the enemy unit being rolled for suffers 1 mortal wound.
6	**Warpwalk** *This Solitaire is able to escape their foes in a flash of multicoloured light.* This model gains 1 Damnation point. Once per battle, at the start of your opponent's Command phase, you can remove this model from the battlefield and place it into Strategic Reserves.

BATTLE TRAITS

When an **ASURYANI** or **HARLEQUINS** unit gains a Battle Trait, you can use one of the tables below instead of one of the tables in the Warhammer 40,000 Core Book to determine what Battle Trait the unit has gained. To do so, roll one D6 and consult the appropriate table, or choose a Battle Trait from the appropriate table that tells the best narrative for your unit. If a unit gains one of these Battle Traits, replace all instances of the **<CRAFTWORLD>** or **<SAEDATH>** keyword on that Battle Trait (if any) with the name of the craftworld or saedath that unit is drawn from. All the normal rules for Battle Traits apply (e.g. a unit cannot have the same Battle Trait more than once). As with any Battle Honour, make a note on the unit's Crusade card when it gains a Battle Trait and increase its Crusade points accordingly, as described in the Warhammer 40,000 Core Book.

GUARDIAN UNITS ONLY

D6	TRAIT
1-2	**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.* While this unit is below Half-strength: • Add 1 to the Leadership characteristic of models in this unit. • Each time a model in this unit makes an attack, add 1 to that attack's hit roll.
3-4	**Resilient Warriors** *Despite only being a citizen levy, there is little that can prevent these warriors from donning their armour and striding forth to safeguard the future of their race.* Out of Action tests taken for this unit are automatically passed.
5-6	**Experienced Fighters** *These Guardians has been called to battle many times, and have often triumphed in the face of adversity.* Each time this unit is selected for the Martial Citizenry Stratagem (pg 98), that Stratagem costs 0CP.

ANHRATHE UNITS ONLY

D6	TRAIT
1-2	**Close Quarters Raiders** *These Corsairs are adept at fighting in tight environments, taking what they need with blades flashing.* Improve the Weapon Skill characteristic of models in this unit by 1.
3-4	**Agile Interception** *Whether using their fellow warriors as bait or simply striking opportunistically, these Anhrathe descend on distracted targets with deadly force.* This unit is eligible to perform Heroic Interventions as if it were a **CHARACTER** unit.
5-6	**Expert Shots** *These Anhrathe fight with a chilling focus, no distraction able to spoil their lethal aim.* Improve the Ballistic Skill characteristic of models in this unit by 1.

WRAITHGUARD AND WRAITHBLADE UNITS ONLY

D6	TRAIT
1-2	**Ghost Sight** *These warrior-constructs see the material universe in a haze of soul energy. No physical barrier can prevent them from finding their enemy.* Each time a model in this unit makes an attack that targets a unit within 12", the target does not receive the benefits of cover against that attack.
3-4	**Aetheric Focus** *These constructs have a close connection with their Spiritseer warders. This bond helps their wraithbone forms to heal and rebuild even as attacks rain down upon them.* Once per turn, while a friendly **<CRAFTWORLD> SPIRITSEER** model is within 6" of this unit, the first time a saving throw is failed for this unit this turn, the Damage characteristic of that attack is changed to 0.
5-6	**Sublime Will** *These constructs have seen much battle, and are determined to bring death to their craftworld's foes, ignoring damage they suffer in battle.* At the start of each player's Command phase, one model in this unit regains up to 1 lost wound.

HARLEQUINS TROUPE UNITS ONLY

D6	TRAIT
1-2	**Children of Cegorach** *These Players are as swift and unpredictable as they are deadly.* Each time a model in this unit makes an attack, you can ignore any or all hit roll, Weapon Skill and Ballistic Skill modifiers for that attack.
3-4	**Deadly Tricksters** *Acting as an honour guard for their Shadowseer, these warriors are adept at exploiting the confusion caused by their psyker's powers, laughing as they strike down their foes.* At the end of your Psychic phase, if this unit is within 6" of a friendly **SHADOWSEER** model that successfully manifested any psychic powers from the Phantasmancy discipline this phase, until the end of the turn, add 1 to wound rolls for attacks made by this unit.
5-6	**Mocking Killers (Aura)** *These Harlequins often play supporting roles to a Death Jester, and share that warrior's macabre sense of humour. The demise of lesser beings brings great amusement to them.* While an enemy unit is within 3" of this unit, subtract 1 from Combat Attrition tests taken for that enemy unit.

ASURYANI AND HARLEQUINS CRUSADE RELICS

When an **ASURYANI** or **HARLEQUINS CHARACTER** model gains a Crusade Relic, you can instead select one of the Relics listed below. All the usual rules for selecting Crusade Relics, as described in the Warhammer 40,000 Core Book, apply.

ARTIFICER RELICS

An **ASURYANI** or **HARLEQUINS CHARACTER** model can be given one of the following Artificer Relics instead of one of the ones presented in the Warhammer 40,000 Core Book.

Blazing Star of Vaul

The Bonesinger Keáirde was the most famed Aeldari weaponsmith before the Fall, and his works have never been duplicated. The shurikens fired from weapons he crafted are infused with his peerless spirit, and leave trails of light in their wake. So rapidly do they fly that a volley of these projectiles is akin to a meteor storm, and to this day the few surviving weapons of his craft are still known as Blazing Stars of Vaul.

ASURYANI model equipped with shuriken pistol only. This Relic replaces a shuriken pistol and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Blazing Star of Vaul	12"	Pistol 8	4	-1	1

Abilities: Shuriken

Mask of Secrets

Many believe the Mask of Secrets to be no more than a dark fable, yet it is very real, kept within a shadowed vault deep within the Black Library. All who look upon this mask see distorted reflections of their own faults and failings, the slightest doubt or regret 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 the mask remains upon their face, yet it is said that in the long run they must pay a terrible price for this temporary boon.

HARLEQUINS model only. The bearer has the following abilities:

- Each time an attack is made against the bearer, your opponent cannot re-roll the hit roll and cannot re-roll the wound roll.
- **Mask of Secrets (Aura):** While an enemy unit is within 6" of the bearer, subtract 1 from the Leadership characteristic of models in that unit.
- While an enemy unit is within Engagement Range of the bearer, subtract 2 from the Leadership characteristic of models in that unit.

ANTIQUITY RELICS

An **ASURYANI** or **HARLEQUINS CHARACTER** model of Heroic rank or higher can be given one of the following Antiquity Relics instead of one of the ones presented in the Warhammer 40,000 Core Book. Add 1 to a unit's total Crusade points for each Antiquity Relic it has – this is in addition to the +1 from gaining a Battle Honour, for a total of +2.

Shimmerplume of Achillrial

Achillrial was a fearless champion of great renown and one of the first of the Autarchs. Upon his appointment to the Path of Command he was gifted a helm that could capture light itself, 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 inordinate amount of the enemy's fire, no shot could fell him. It was treachery that ultimately undid Achillrial and led to the downfall of his craftworld of Féin-Cineál. Of that world-ship, only the Shimmerplume of Achillrial remains.

AUTARCH model only.

- Each time an attack is made against the bearer, subtract 1 from that attack's hit roll.
- Each time the bearer is selected as a target of a charge, your opponent must roll 1 fewer dice for that charge roll (e.g. 1D6 instead of 2D6).

Serpent's Tail

The monofilament wire encased within this ornate Harlequin's kiss is incredibly tightly wound. When the weapon pierces the target's body, this lashing wire flails around as though with a life of its own, tearing the victim to bloody pieces and lacerating their fellows. This horrific dismemberment – and the subsequent look of horror on the faces of the victim's comrades – brings great amusement to the bearer, their mocking laughter echoing across the battlefield.

HARLEQUINS model equipped with Harlequin's kiss only. This Relic replaces a Harlequin's kiss and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Serpent's Tail	Melee	Melee	+2	-3	2

Abilities: The bearer has the **HARLEQUIN'S KISS** keyword. Each time the bearer fights, if you used the Kiss of Death Stratagem (pg 103) when the bearer was selected to fight, an unmodified wound roll of 6 inflicts D3 mortal wounds on the target in addition to any normal damage, instead of 1.

LEGENDARY RELICS

An **ASURYANI** or **HARLEQUINS CHARACTER** model of Legendary rank can be given one of the following Legendary Relics instead of one of the ones presented in the Warhammer 40,000 Core Book. In addition, in order to give a model a Legendary Relic, you must also pay 1 Requisition point (if you do not have enough Requisition points, you cannot give that model a Legendary Relic). Add 2 to a unit's total Crusade points for each Legendary Relic it has – this is in addition to the +1 from gaining a Battle Honour, for a total of +3.

Kaela Mensha Shelwe, Song of the Bloody-Handed

This legendary blade is said to be 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 is said to contain the amalgamated spirits of every Young King that was 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, and even the tiniest nick caused by its edge refuses to heal.

ASURYANI model with Banshee blade or witchblade only. This Relic replaces a Banshee blade or witchblade and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Song of the Bloody-Handed	Melee	Melee	+7	-4	3

Abilities: If an enemy unit is destroyed by an attack made with this weapon, that unit's Out of Action test is failed on a result of 1-3, instead of a 1.

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 own power, the role has no script, and so must be entirely improvised.

HARLEQUINS model (excluding models that have a Pivotal Role upgrade) only.

- Add 1 to the bearer's Strength, Toughness, Wounds and Attacks characteristics.
- Once per battle, if the bearer is on the battlefield, when you use an Aeldari Epic Deed Stratagem, that Stratagem costs 0CP.
- Once per battle, if the bearer is on the battlefield, when you make a Luck of the Laughing God roll (pg 144), you can re-roll any or all of the dice for that Luck of the Laughing God roll.
- The bearer cannot be given any Pivotal Role upgrades (pg 110).

SOUL-BONDED RELICS

When a **YNNARI CHARACTER** model gains a Soul-bonded Relic (see pg 130), you can select one from those presented below. These are treated as Crusade Relics for all rules purposes (e.g. when a **CHARACTER** model gains one of these Relics, increase that model's Crusade points total by 1).

Soulblast Blade

The spirit stones bonded to this blade simmer with barely restrained fury. When the sword bites into its foe, this anger is released in a surge of entropic energy, withering the victim and siphoning their life force. Once drained of its essence, the target's shrivelled husk is blasted apart.

YNNARI model with Aeldari power sword or Banshee blade only. This Relic replaces an Aeldari power sword or Banshee blade and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Soulblast blade	Melee	Melee	+2	-3	3

Abilities: If an enemy unit is destroyed by an attack made with this weapon, roll one D6 before removing the last model in that unit from play. On a 4+, each enemy unit within 3" of that last model suffers 1 mortal wound.

Soulsight Crown

Communing with the souls of the powerful seers who dwell in this crown's spirit stones, the wearer can draw on millennia of experience to augment their own potent psychic abilities.

YNNARI PSYKER model only.

- The bearer knows one additional psychic power from the Revenant discipline.
- Each time the bearer successfully manifests a psychic power from the Revenant discipline, it regains 1 lost wound.

Soulguard Plate

This lightweight wraithbone armour incorporates the souls of countless warriors. Each of these boosts the wearers physique beyond even the already impressive capabilities of their kind.

YNNARI model only.

- The bearer has a Save characteristic of 3+.
- Add 1" to the bearer's Move characteristic.
- Add 1 to the bearer's Strength characteristic.

Soulsever Pistol

Each shuriken spat forth from this weapon's barrel is suffused with entropic energy. As it cuts through its victim, it snags a portion of their soul, dragging it from their ravaged form.

YNNARI model with shuriken pistol only. This Relic replaces a shuriken pistol and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Soulsever pistol	12"	Pistol 3	5	-1	2

Abilities: Shuriken

CRUSADE ARMY

CRAFTWORLD ULTHWÉ

This beautiful force of Asuryani belongs to Darren Latham, a Citadel Miniatures Designer and former member of the 'Eavy Metal team.

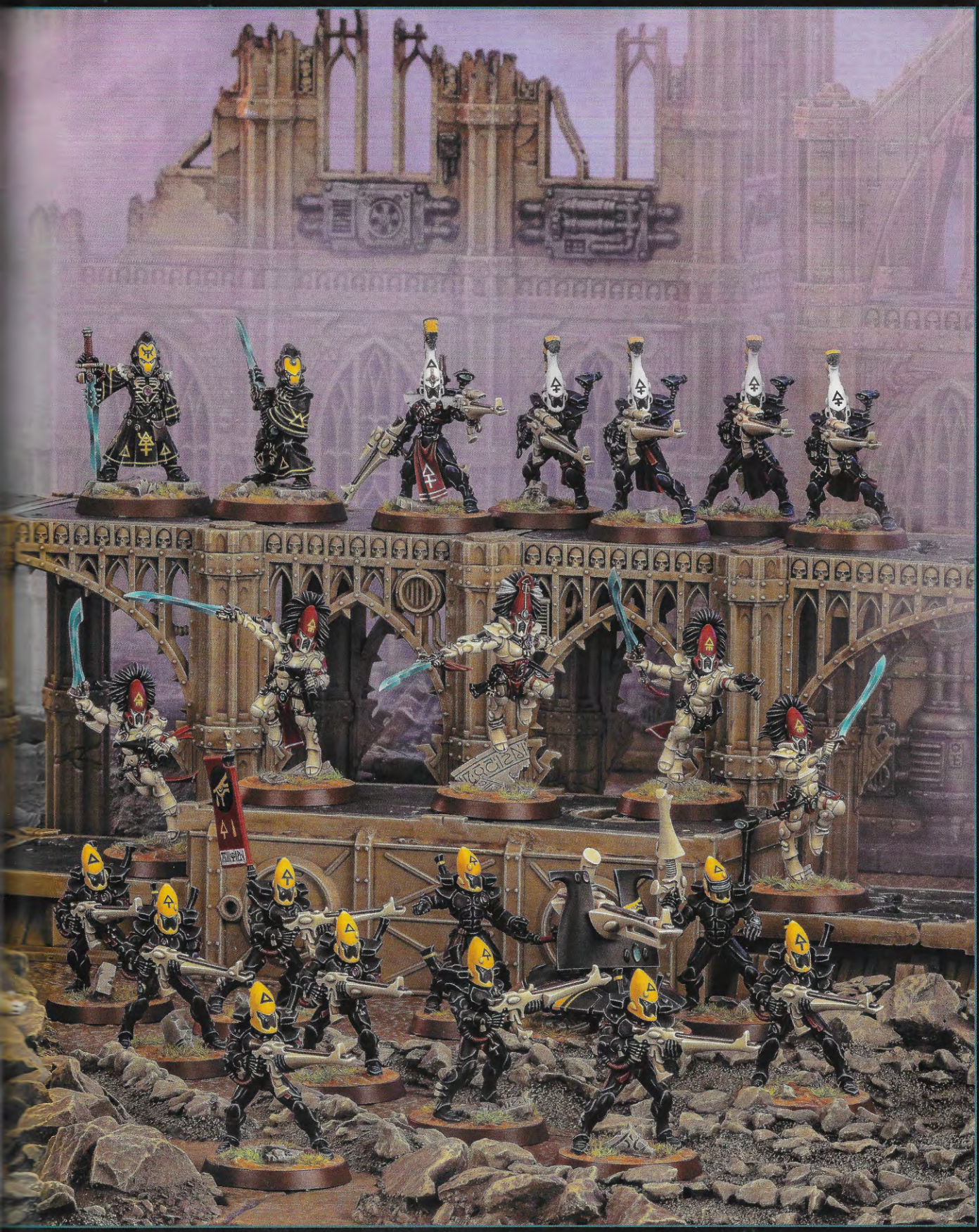
Darren chose to paint this Ulthwé force because he has always liked the craftworld's colour scheme and background. Back when Warhammer 40,000 was in its third edition Darren had an Ulthwé collection, and when the game entered its ninth edition he decided he wanted to revisit the craftworld with an updated army. Darren opted for the classic yellow and black colour scheme the warriors of Ulthwé wore in the earlier era he recalls, as he enjoys the colour placement options this striking combination offers – and he likes colourful armies.

Darren started his force with a squad of Guardians, as every self-respecting Asuryani player should, in his opinion! This is particularly fitting for an Ulthwé army, as the craftworld is renowned for its use of such troops. After completing this unit, Darren painted his Autarch, which he has named Lathriel Swiftblade. Veteran readers will recognise the classic Autarch model he used as the basis for this conversion, as well as the power sword arm taken from a vintage metal Howling Banshee Exarch.

Ulthwé is a craftworld with a large number of powerful psykers. It is highly fitting, therefore, that Darren has added to his force not only the immensely powerful Farseer Eldrad Ulthran, but also a pair of Warlocks. To round off the army, Darren added some Dire Avengers, Wraithguard and Howling Banshees, because he loves the models. Across his Aspect Warrior units, Darren has blended the colours of Craftworld Ulthwé with those associated with the different Aspect Shrines.

Darren has taken the opportunity to place a number of smaller narrative touches throughout the army. The models are bedecked with runes, and some bear back banners displaying the symbol of Ulthwé. The use of red on loincloths and banners has a strong unifying effect, and Darren's Guardians all have a yellow band on the vanes of their backpacks to indicate which squad they belong to – a fact that will increase in importance as he adds more warriors to his host. The models' bases have been themed to suggest they are exploring some kind of ruined Aeldari temple. This kind of touch prompts all kinds of interesting questions you can ask about your army's character and objectives. The answers can be any that you wish, and all add depth to your collection. Darren has come up with a simple but highly effective narrative for his army: he sees them as Eldrad's exiles, warriors loyal to the great Farseer who stayed with him after he was banished from Ulthwé. This ties in neatly with the force's basing theme, and prompts yet more questions: What does Eldrad want? What skeins of fate are leading him on this mission? As you can see, Darren has created a force that is not only visually and narratively coherent, but able to perform well in every phase of the game, giving him many tactical options and a strong foundation to build upon.





CRUSADE ARMY

HARLEQUINS

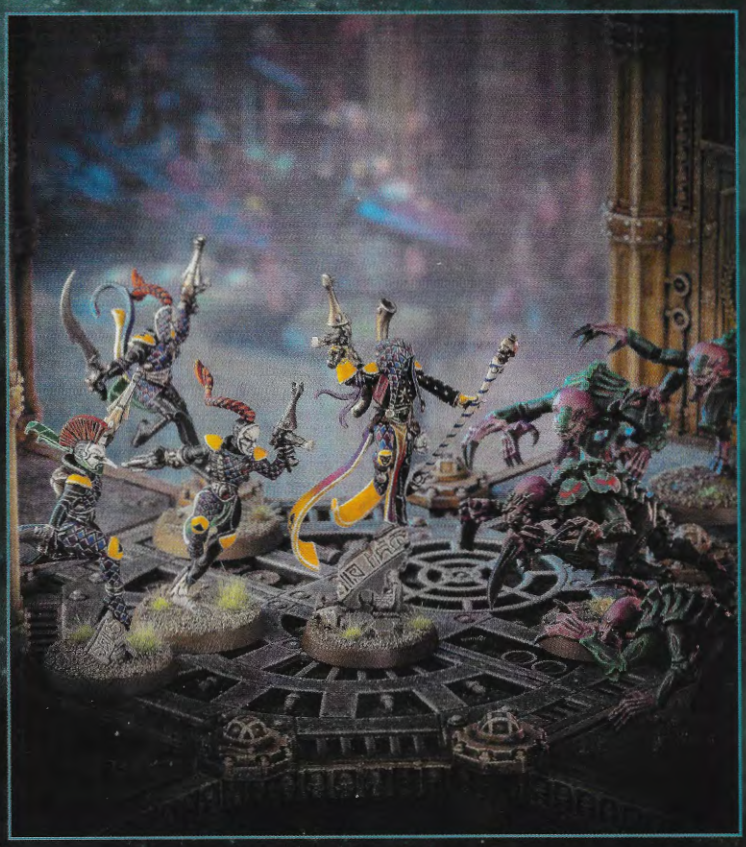
This dazzling host of Harlequins from the Grand Masque of the Midnight Sorrow is part of a larger collection belonging to Warhammer 40,000 Armies and Battlefields Painter Harvey Snape.



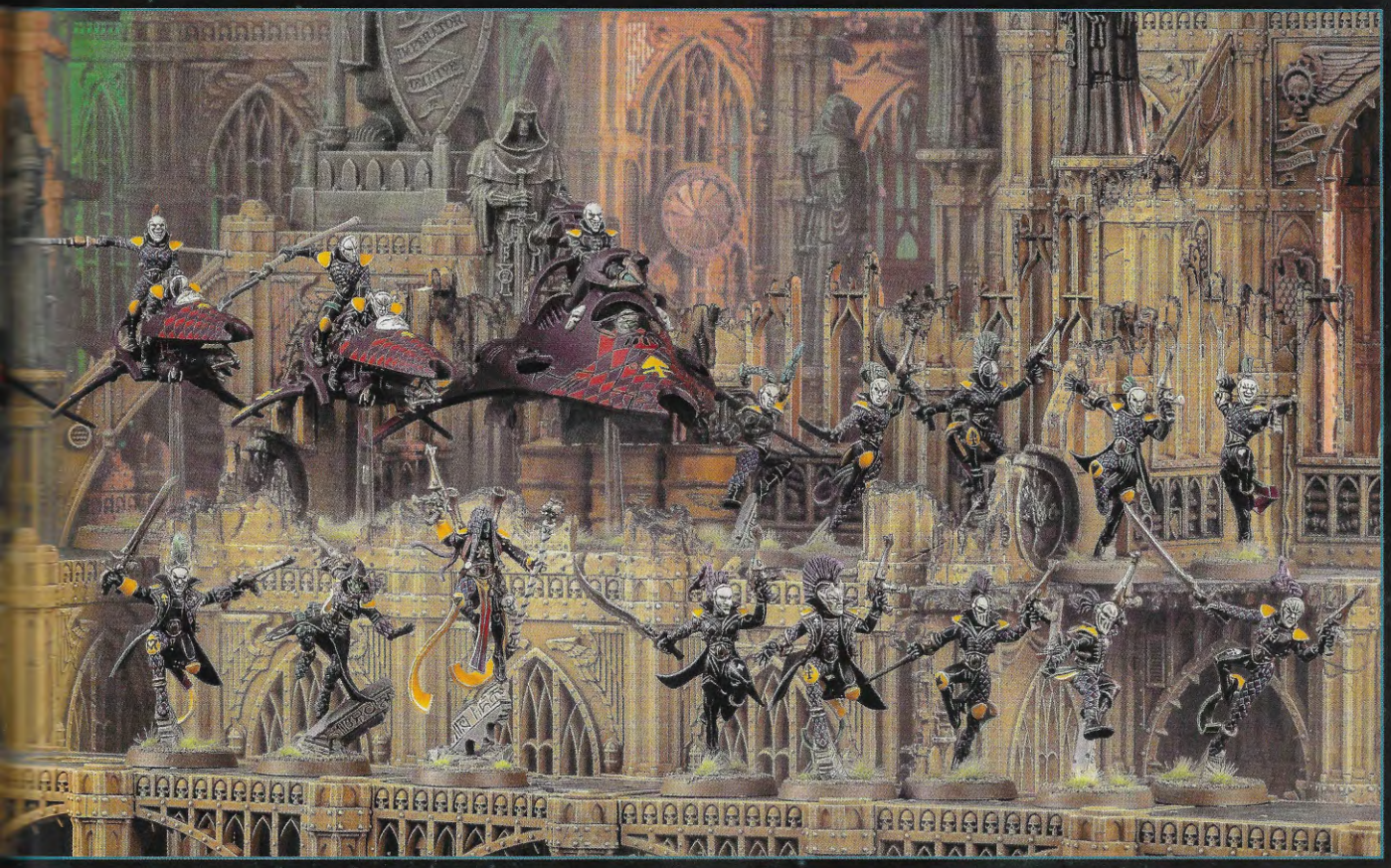
Harvey chose to collect a Harlequins force out of his love of the faction's background as warrior-performers, as well as for the challenge of painting the diamonds of their striking colour scheme. Many hours of careful work have gone into painting these beautiful miniatures, and the effect is stunning.

In addition to painstakingly following the Grand Masque of the Midnight Sorrow colours, Harvey has also painted the ribbons and plumes on his infantry to mark them out as Troupes of the Light, Dark or Twilight. Red plumes and blue ribbons indicate those of the Light, while purple and turquoise plumes indicate those of Dark and the Twilight respectively. This is a simple yet highly effective way to tell squads apart on the tabletop while reflecting the rich background of the faction.

Harvey's collection is well balanced, including miniatures of every kind from the Harlequins range. He primarily chose to do this because he wanted to paint every type of miniature the army has to offer. As well as keeping a nice variety of models on Harvey's painting desk, this has also given him a wide range of squads and vehicles to choose from when preparing for his next battle, resulting in a tactically flexible force that will keep his opponent guessing. He is particularly fond of his Solitaire, who has bested a Space Marine Captain and a Tyranid Hive Tyrant in blistering duels, as well as his Shadowseer, whose psychic might once brought down a monstrous Carnifex. With the Harlequins, it is relatively easy to build up a collection of every unit in the range, which means that you can tailor your army for each game you play. This reflects the faction's narrative; the followers of Cegorach have countless saedaths, some of which are tailored for certain enemies and battlefields, and varying your army list can be a great way of representing this. For bonus points, why not give every army list you write a unique name that could be the saedath it will be performing!



The inclusion of a Shadowseer, Death Jester and Solitaire in Harvey's force enables him to represent a ritualistic spiritual formation known as the Heroes' Path. When three of these warriors fight together, they mimic the combined fury of the legendary Aeldari heroes Eldanesh and Ulthanash, who fought together in the lair of the Prince of the Ygghs. While the Death Jester represents grim Ulthanash, the Shadoweer embodies fate-touched Eldanesh, and the Solitaire evokes the monstrous pride that led the competing heroes to take up their dangerous quest. The wonderful thing about the depth and complexity of Aeldari mythology is that you can take any combination of Harlequins miniatures and invent any number of ancient cautionary tales or mythological adventures they might be representing in battle, then play out those epic stories on the tabletop.





DATASHEETS

This section contains the datasheets that you will need to fight battles with your Aeldari miniatures, as well as an explanation of the selectable keywords found on those datasheets and details of army-specific abilities. You can find out how to use datasheets in the Warhammer 40,000 Core Book.

ASURYANI DATASHEETS

The following describes the keywords, wargear and abilities found on many **ASURYANI** datasheets later in this section.

THE <CRAFTWORLD> KEYWORD

Many datasheets in this section have the **<CRAFTWORLD>** keyword. This is a keyword that you can select for yourself, as described in the Warhammer 40,000 Core Book, with the guidance detailed below. Many **ASURYANI** units are drawn from one of the craftworlds or the Ynnari. When you include a unit with the **<CRAFTWORLD>** keyword in your army, you must nominate which craftworld it is from (or if it is from the Ynnari), then replace the **<CRAFTWORLD>** keyword in every instance on its datasheet with the name of your chosen craftworld (or with the **YNNARI** keyword). This could be one of the craftworlds detailed in a Warhammer 40,000 publication, or one of your own design.

Example: *If you include an* **AUTARCH** *model in your army and you decide it is from the Biel-Tan Craftworld, its keyword becomes* **BIEL-TAN** *and its Path of Command ability reads 'While a friendly* **BIEL-TAN CORE** *unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.'*

Some datasheets already specify which craftworld a unit is from (e.g. **ELDRAD ULTHRAN** has the **ULTHWÉ** keyword, and so is from Craftworld Ulthwé).

If your army is Battle-forged, you cannot include units from more than one craftworld in the same Detachment. You can find out more about Battle-forged armies in the Warhammer 40,000 Core Book.

Designer's Note: *The Ynnari are drawn from many craftworlds, as well as from the ranks of the Harlequins and even the Drukhari of Commorragh. For the sake of simplicity, and to ensure smooth interactions between the rules presented in this book, we treat the Ynnari as if they were a craftworld for rules purposes, with the additional caveats presented on page 92.*

WARGEAR & WEAPON LISTS

The weapon profiles found on a unit's datasheet describe the primary weapons that models in that unit can be equipped with. Some weapons are only referenced on a datasheet; profiles for these, and all other weapons, can be found on pages 190-193.

ABILITIES

A unit's datasheet will list all the abilities it has. Certain abilities that are common to many units are only referenced on the datasheets rather than described in full. These are described below.

BATTLE FOCUS

When the warriors of the Aeldari go to war, they enter a state of semi-trance, enabling them to attack with pinpoint precision then move away before retribution can be brought to bear.

- This unit is eligible to shoot in a turn in which it Advanced, but if it does so, then until the end of the phase, models in this unit can only make attacks with Assault or Pistol weapons they are equipped with, and when resolving those attacks, this unit is treated as having Remained Stationary.
- In your Shooting phase, after this unit has finished making its attacks, unless it Fell Back or Advanced this turn, this unit can make a Battle Focus move. When it does so, roll one D6: each model in this unit can make a Normal Move of up to a distance in inches equal to the result, as if it were your Movement phase. A unit that makes a Battle Focus move cannot embark within a **TRANSPORT** model at the end of that move, and until the end of the turn, such a unit is not eligible to declare a charge. A unit cannot make a Battle Focus move if it arrived as Reinforcements this turn, and a unit cannot make more than one Battle Focus move per turn.

Battle Focus Moves Through Area Terrain

If a unit makes a Battle Focus move and any of its models wish to move over any part of an Area Terrain feature, subtract 3" from the distance models in that unit can move when making that Battle Focus move (to a minimum of 0). This penalty applies even if every part of that Area Terrain feature is 1" or less in height, but is not cumulative with any other penalties that Area Terrain feature may impose (e.g. the Difficult Ground terrain trait).

FAVOURED OF KHAINE

The Phoenix Lords are legendary warriors who come to the aid of the Aeldari in times of need. They are formidable opponents in battle, and nigh on impossible to kill.

- This model has a 4+ invulnerable save.
- This model can only lose a maximum of 3 wounds in each phase.
- This model can never have a Relic or a Warlord Trait.

STRANDS OF FATE

The Aeldari live on the brink of extinction. As such, their Farseers have become adept at reading future events, seeing the many strands of fate ahead of their people and the consequences of following each one. Taken at the right time, a simple action can avoid calamitous outcomes, aiding the Aeldari in their continued struggle for survival.

If every unit from your army has the **ASURYANI** keyword and is drawn from the same craftworld (excluding models with the **ANHRATHE** or **UNALIGNED** keywords), then at the start of each battle round, you can make a Strands of Fate roll. To do so, roll six D6. You can then retain a number of these dice depending on the size of battle you are playing, as shown below.

BATTLE SIZE	NUMBER OF DICE RETAINED
Combat Patrol	2
Incursion	3
Strike Force	4
Onslaught	5

Keep these retained dice to one side as a reminder of their results, or make a note of them. Each instance of a dice result allows you to manipulate a different type of roll once during this battle round, as shown below.

DICE RESULT	TYPE OF ROLL
1	Advance roll
2	Charge roll
3	Psychic test
4	Hit roll
5	Wound roll
6	Saving throw

Before making a roll of any of the types shown above for a unit with the Strands of Fate ability, if any of your retained dice have a result corresponding with that type of roll (as shown above) and have not been used to manipulate a roll this battle round, you can manipulate that roll. If you do so:

- If that type of roll involves one D6 (e.g. a hit roll), do not roll a dice; that roll is treated as an unmodified roll of 6.
- If that type of roll involves more than one D6 (e.g. a Psychic test), treat one of those dice as an unmodified roll of 6 (do not roll that dice), then roll any other dice and add up the results as normal.

Example: *Wes is playing a Strike Force battle. At the start of the battle round, he makes a Strands of Fate roll by rolling six D6. The dice results are 1, 2, 2, 4, 5, 5. Because he is playing a Strike Force battle, Wes then chooses four of these results to retain, deciding on 2, 2, 5, 5. Because he selected two results of 2, on up to two occasions during that battle round, before making a charge roll, Wes can choose for one of the dice of that charge roll to be treated as an unmodified roll of 6. Because he also selected two results of 5, on up to two occasions during that battle round, before making a wound roll, Wes can choose for that wound roll to be treated as an unmodified roll of 6.*

DEPLOYMENT ABILITIES

The following abilities, which are used during deployment, are common to many **ASURYANI** units.

ADVANCED POSITIONS

Some Asuryani warriors are able to move into forward positions under the very nose of their enemy, evading detection using stealth or sheer speed and agility.

During deployment, when you set up this unit, if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 9" away from the enemy deployment zone and any enemy models.

SUDDEN ASSAULT

Whether diving upon the foe from a great height or utilising short warp jumps to appear in the enemy's midst, these warriors seem to strike out of nowhere with all guns blazing.

During deployment, if every model in this unit has this ability, you can set up this unit preparing a sudden assault instead of setting it up on the battlefield. If you do so, then in the Reinforcements step of one of your Movement phases you can set up this unit anywhere on the battlefield that is more than 9" away from any enemy models.

WEAPON ABILITIES

The following ability is common to many weapons wielded by both **ASURYANI** and **HARLEQUINS** units.

SHURIKEN WEAPONS

These deadly devices launch monomolecular wraithbone ammunition at high speeds. A clean hit slices through even the thickest armour as if it were paper.

Many Aeldari weapons are shuriken weapons. Such a weapon will have an ability that reads 'Shuriken'. Each time an attack is made with a shuriken weapon, on an unmodified wound roll of 6, improve that attack's Armour Penetration characteristic by 2.

HARLEQUINS DATASHEETS

The following describes the keywords, wargear and abilities found on many **HARLEQUINS** datasheets later in this section.

THE <SAEDATH> KEYWORD

Many **HARLEQUINS** datasheets in this section have the **<SAEDATH>** keyword. This is a keyword that you can select for yourself, as described in the Warhammer 40,000 Core Book, with the guidance detailed below. All **HARLEQUINS** units (excluding **SOLITAIRE** units) belong to a Troupe representing one of the three forms: Light, Dark and Twilight. When the Harlequins go to war, they draw on mythological tales to determine which of these forms should take the lead, and thus which saedath the whole force will employ. When you include a unit with the **<SAEDATH>** keyword in your army, you must nominate which saedath your army is following – Light, Dark or Twilight – then replace the **<SAEDATH>** keyword in every instance on its datasheet with **LIGHT**, **DARK** or **TWILIGHT**, depending on which saedath you nominated. If your army is Battle-forged, you cannot include units from more than one saedath in the same Detachment.

WARGEAR & WEAPON LISTS

The weapon profiles found on a unit's datasheet describe the primary weapons that models in that unit can be equipped with. Some weapons are only referenced on a datasheet; profiles for these, and all other weapons, can be found on pages 190-193. The Shuriken ability is described on page 143.

ABILITIES

A unit's datasheet will list all the abilities it has. Certain abilities that are common to many units are only referenced on the datasheets rather than described in full. These are described below.

HARLEQUIN'S PANOPLY

Harlequins go to battle clad in distinctive outfits, including anti-gravitic flip-belts, terrifying shape-shifting masks and holo-suits that can break up the wearer's image as they move. These combine with the Harlequins' natural abilities to make them a particularly formidable and elusive foe.

- Models in this unit have a 4+ invulnerable save.
- Each time this unit makes a Normal Move, Advances, Falls Back or makes a charge move, until that move is finished, models in this unit can move horizontally through models and terrain features (they cannot finish a move on top of another model, or its base).
- Each time a melee attack is made against this unit, subtract 1 from that attack's hit roll.

RISING CRESCENDO

The warriors of the Laughing God flow like water around their foes, falling back then darting forward again as their grand performance reaches its culmination.

- This unit is eligible to declare a charge in a turn in which it Advanced.
- This unit is eligible to shoot and declare a charge in a turn in which it Fell Back.

LUCK OF THE LAUGHING GOD

Cegorach is a capricious god, taking great delight in intervening to aid his followers and thwart their enemies.

If every unit from your army has the **HARLEQUINS** keyword and is performing the same saedath (excluding units with the **UNALIGNED** keyword), then at the start of each battle round, you gain a number of Luck re-rolls depending on the size of battle you are playing, as shown below.

BATTLE SIZE	LUCK RE-ROLLS
Combat Patrol	1
Incursion	2
Strike Force	3
Onslaught	4

In addition, you can make a Luck of the Laughing God roll to try to increase the number of Luck re-rolls gained. To do so, roll up to six D6. If every result is unique, you gain a number of additional Luck re-rolls equal to the number of D6 rolled.

Each Luck re-roll can be used to re-roll one hit roll, wound roll, damage roll, saving throw or Advance roll made for a unit from your army with the Luck of the Laughing God ability. Any Luck re-rolls not used by the end of that battle round are lost.

Example: *Wes is playing a Strike Force battle. Because of this, Wes gains 3 Luck re-rolls at the start of the battle round. Wes then makes a Luck of the Laughing God roll and decides to roll three D6. He rolls a 1, 3 and 5. Because each of these results is unique, until the end of that battle round Wes gains an additional 3 Luck re-rolls, for a total of 6.*

AVATAR OF KHAINE

14 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Avatar of Khaine (8+ wounds remaining)	10"	2+	2+	7	8	14	7	10	2+
	Avatar of Khaine (4-7 wounds remaining)	9"	2+	3+	7	8	N/A	6	10	2+
	Avatar of Khaine (1-3 wounds remaining)	8"	2+	4+	7	8	N/A	5	10	2+

An Avatar of Khaine is equipped with: the Wailing Doom. Your army can only include one **AVATAR OF KHAINE** model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
The Wailing Doom (shooting)	12"	Assault 1	12	-4	D6+2	Each time an attack is made with this weapon, if a hit is scored, draw a straight line between the closest point of the bearer's base (or hull) and that of the closest model in the target unit. Make one wound roll against the target unit, and each other unit this line passes over.
The Wailing Doom (melee)	Each time an attack is made with this weapon, select one of the profiles below to make that attack with.					
- Piercing strike	Melee	Melee	x2	-5	D6+2	-
- Sweeping blow	Melee	Melee	User	-2	2	Each time an attack is made with this weapon profile, make 2 hit rolls instead of 1.

ABILITIES

Battle Focus, Strands of Fate (pg 142-143)

Avatar of the Bloody-Handed God: This model can never have a Relic or a Warlord Trait.

Molten Form: This model has a 4+ invulnerable save. Each time an attack is allocated to this model, halve the Damage characteristic of that attack (rounding up).

Khaine Awakened (Aura): While a friendly **ASURYANI CORE** unit is within 12" of this model, each time a Combat Attrition test is taken for that unit, you can ignore any or all modifiers.

The Bloody-Handed (Aura): While a friendly **ASURYANI CORE** unit is within 6" of this model, you can re-roll charge rolls made for that unit.

Burning Demise: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within D6" suffers D3 mortal wounds.

FACTION KEYWORDS: **AELDARI, ASURYANI, <CRAFTWORLD>**
KEYWORDS: **CHARACTER, MONSTER, DAEMON, AVATAR OF KHAINE**



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 spurting lifeblood with each swing and thrust.

ANCIENT MYTHS OF THE AELDARI

The Aeldari cling tenaciously to their folklore and traditions, and frequently draw comparisons between mythic events and those of the present day. Every Aeldari is familiar with the epic songs and dances that form their mythic cycles, and references to these tales are immediately understood by others of their race. The principal characters of the mythic cycles are the gods, their mortal descendants the Aeldari, and the monstrous adversaries they fought. There are countless mortal heroes descended from the gods, who founded the great houses still echoed today upon the craftworlds. These include the great hero Eldanesh, who was slain by Khaine and whose blood is said to drip from that god's hand. Rivals to Eldanesh were the descendants of his brother Ulthanash, whose bloodline exists upon craftworld Iyanden to this day.

The Avatar of Khaine is a living symbol of the Aeldari myths. Each is a shard of Khaine himself, created when the Lord of Murder was defeated by She Who Thirsts during the Fall. Even these shards sport the bloody hand – the eternal mark of shame given to Khaine by Asuryan for his butchering of Eldanesh.



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. In battle, they flow around weapon blasts and blade thrusts with a natural grace that makes their foes seem predictable and slow.

FARSEER SKYRUNNER

6 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Farseer Skyrunner	16"	2+	2+	3	4	6	2	9	4+

A Farseer Skyrunner is equipped with: shuriken pistol; twin shuriken catapult; witchblade.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Shuriken pistol	12"	Pistol 1	4	-1	1	Shuriken
Singing spear (shooting)	12"	Assault 1	9	0	3	-
Twin shuriken catapult	18"	Assault 4	4	-1	1	Shuriken
Singing spear (melee)	Melee	Melee	User	0	3	Each time an attack is made with this weapon, an unmodified wound roll of 2+ is always successful.
Witchblade	Melee	Melee	User	-1	2	Each time an attack is made with this weapon, an unmodified wound roll of 2+ is always successful.

WARGEAR OPTIONS

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

ABILITIES

Battle Focus, Strands of Fate (pg 142-143)

Rune Armour: This model has a 4+ invulnerable save.

Ghosthelm: This model never suffers Perils of the Warp.

Ride the Wind: Each time this model Advances, do not make an Advance roll. Instead, until the end of the phase, add 6" to the Move characteristic of this model.

Runes of the Farseer: At the start of each battle round, after making a Strands of Fate roll but before selecting which of those dice to retain (pg 143), for each **FARSEER** model from your army that is on the battlefield and not within Engagement Range of any enemy units, you can re-roll one of those dice.

PSYKER

This model can attempt to manifest two psychic powers in your Psychic phase and attempt to deny two psychic powers in your opponent's Psychic phase. It knows *Smite* and two psychic powers from the Runes of Fortune discipline (pg 123) and/or the Runes of Fate discipline (pg 122).

FACTION KEYWORDS: **AELDARI, ASURYANI, <CRAFTWORLD>**
KEYWORDS: **CHARACTER, FLY, BIKER, PSYKER, FARSEER, FARSEER SKYRUNNER**



ELDRAD ULTHRAN

8 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Eldrad Ulthran	7"	2+	2+	3	4	6	3	9	6+

Eldrad Ulthran is equipped with: shuriken pistol; the Staff of Ulthamar and witchblade. Your army can only include one **ELDRAD ULTHRAN** model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Shuriken pistol	12"	Pistol 1	4	-1	1	Shuriken
The Staff of Ulthamar and witchblade	Melee	Melee	+2	-2	2	Each time an attack is made with this weapon, an unmodified wound roll of 2+ is always successful.

ABILITIES

Battle Focus, Strands of Fate (pg 142-143)

Armour of the Last Runes: This model has a 4+ invulnerable save. Each time an attack is made against this model, an unmodified wound roll of 1-3 for that attack fails, irrespective of any abilities that the weapon or the model making that attack may have.

Ghosthelm: This model never suffers Perils of the Warp.

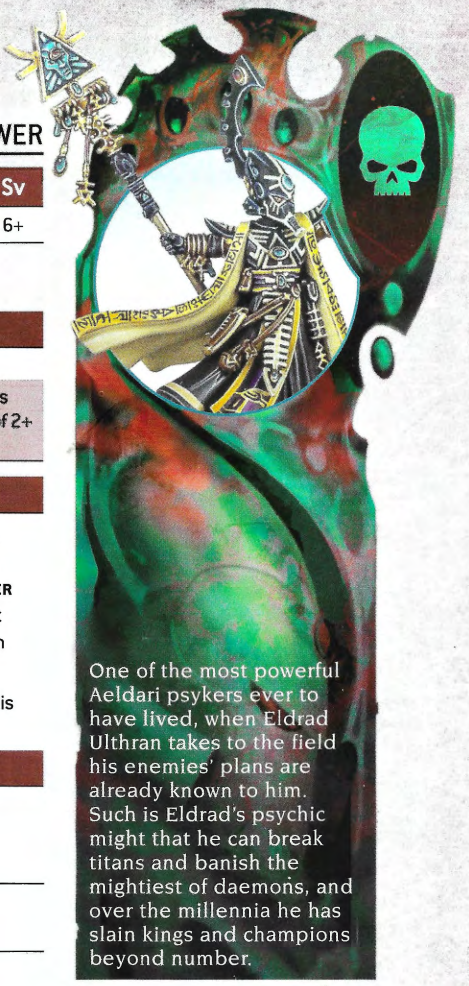
Runes of the Farseer: At the start of each battle round, after making a Strands of Fate roll but before selecting which of those dice to retain (pg 143), for each **FARSEER** model from your army that is on the battlefield and not within Engagement Range of any enemy units, you can re-roll one of those dice.

First of Ulthwé: Each time a Psychic test is taken for this model, you can re-roll that test.

PSYKER

This model can attempt to manifest three psychic powers in your Psychic phase and attempt to deny two psychic powers in your opponent's Psychic phase. It knows *Smite* and three psychic powers from the Runes of Fortune discipline (pg 123) and/or the Runes of Fate discipline (pg 122).

FACTION KEYWORDS: **AELDARI, ASURYANI, ULTHWÉ**
KEYWORDS: **CHARACTER, INFANTRY, PSYKER, FARSEER, ELDRAD ULTHRAN**



One of the most powerful 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.

FARSEER

5 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Farseer	7"	2+	2+	3	3	5	2	9	6+

A Farseer is equipped with: shuriken pistol; witchblade.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Shuriken pistol	12"	Pistol 1	4	-1	1	Shuriken
Witchblade	Melee	Melee	User	-1	2	Each time an attack is made with this weapon, an unmodified wound roll of 2+ is always successful.

WARGEAR OPTIONS

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

ABILITIES

Battle Focus, Strands of Fate (pg 142-143)

Rune Armour: This model has a 4+ invulnerable save.

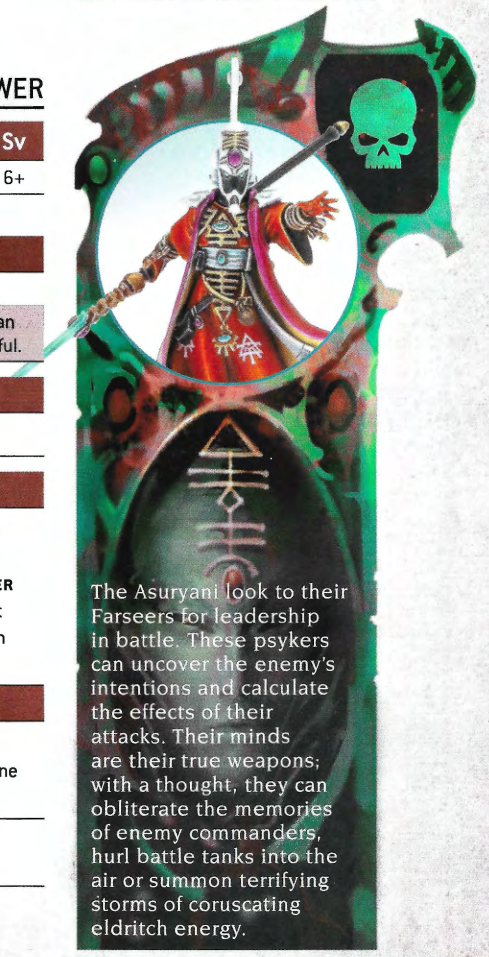
Ghosthelm: This model never suffers Perils of the Warp.

Runes of the Farseer: At the start of each battle round, after making a Strands of Fate roll but before selecting which of those dice to retain (pg 143), for each **FARSEER** model from your army that is on the battlefield and not within Engagement Range of any enemy units, you can re-roll one of those dice.

PSYKER

This model can attempt to manifest two psychic powers in your Psychic phase and attempt to deny two psychic powers in your opponent's Psychic phase. It knows *Smite* and two psychic powers from the Runes of Fortune discipline (pg 123) and/or the Runes of Fate discipline (pg 122).

FACTION KEYWORDS: **AELDARI, ASURYANI, <CRAFTWORLD>**
KEYWORDS: **CHARACTER, INFANTRY, PSYKER, FARSEER**



The Asuryani look to their Farseers for leadership in battle. These psykers can uncover the enemy's intentions and calculate the effects of their 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.



Autarch

Unit size ..... 1 model

Unit cost ..... 80 pts

- Autarch jump generator ..... +20 pts
- Death spinner ..... +10 pts
- Dragon fusion gun ..... +15 pts
- Fusion pistol ..... +5 pts
- Howling Banshee mask ..... +5 pts
- Mandiblasters ..... +5 pts
- Reaper launcher ..... +15 pts
- Swooping Hawk wings ..... +15 pts

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 once slipping into the trap of obsession. Instead, they apply all that they have learned and mastered to their command of the Asuryani warhosts.

AUTARCH

5 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Autarch	7"	2+	2+	3	3	5	5	9	3+

An Autarch is equipped with: shuriken pistol; star glaive; plasma grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Death spinner	12"	Assault D6	6	-2	1	Blast
Dragon fusion gun	12"	Assault 1	9	-4	D6+2	-
Fusion pistol	6"	Pistol 1	8	-4	D6+2	-
Reaper launcher	Before selecting targets, select one of the profiles below to make attacks with.					
- Starshot	48"	Heavy 1	8	-2	3	-
- Starswarm	48"	Heavy 2	5	-2	2	-
Shuriken pistol	12"	Pistol 1	4	-1	1	Shuriken
Banshee blade	Melee	Melee	+1	-4	1	-
Scorpion chainsword	Melee	Melee	+2	-1	1	Each time the bearer fights, it makes 1 additional attack with this weapon.
Star glaive	Melee	Melee	x2	-3	2	-

OTHER WARGEAR	ABILITIES
Howling Banshee mask	Each time you select an enemy unit as a target of a charge made by the bearer's unit, that enemy unit cannot fire Overwatch or Set to Defend against that charge. While an enemy unit is within Engagement Range of the bearer, if the bearer's unit made a charge move this turn, that enemy unit is not eligible to fight this phase until after all eligible units from your army have done so.
Mandiblasters	Each time the bearer makes a melee attack that targets a unit (excluding **VEHICLE** or **MONSTER** units), an unmodified wound roll of 6 inflicts 1 mortal wound on the target in addition to any normal damage.
Swooping Hawk wings	The bearer has a Move characteristic of 14" and gains the **JUMP PACK** and **FLY** keywords and the Sudden Assault ability (pg 143).
Autarch jump generator	The bearer has a Move characteristic of 12" and gains the **JUMP PACK** keyword and the Sudden Assault ability (pg 143). Each time the bearer makes a Normal Move, Battle Focus move (pg 142), Advances, Falls Back or makes a charge move, until that move is finished, the bearer can move horizontally through models and terrain features (they cannot finish a move on top of another model, or its base). When the bearer makes a Battle Focus move, you can roll 2D6 instead of one D6 to determine the maximum distance the bearer can move. If you do so, if you roll a double 1, the bearer suffers 1 mortal wound.

WARGEAR OPTIONS

- This model's shuriken pistol can be replaced with one of the following: 1 death spinner; 1 Dragon fusion gun; 1 fusion pistol; 1 Reaper launcher.
- This model's star glaive can be replaced with one of the following: 1 Banshee blade; 1 Scorpion chainsword.
- This model can be equipped with one of the following: 1 Autarch jump generator (**Power Rating +1**); 1 Swooping Hawk wings (**Power Rating +1**).
- This model can be equipped with one of the following: 1 Howling Banshee mask; 1 mandiblasters.

ABILITIES

Battle Focus, Strands of Fate (pg 142-143)

Path of Command (Aura): While a friendly **<CRAFTWORLD> CORE** unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.

Forceshield: This model has a 4+ invulnerable save.

Superlative Strategist: While any unit from your army with this ability is on the battlefield, or embarked within a **TRANSPORT** model that is on the battlefield, you can use the Command Re-roll Stratagem (See the Warhammer 40,000 Core Book) twice during each phase, instead of only once.

FACTION KEYWORDS: **AELDARI, ASURYANI, <CRAFTWORLD>**
KEYWORDS: **CHARACTER, INFANTRY, AUTARCH**

Designer's Note: *The wargear options of this datasheet have been updated to give players more flexibility over how they equip their Autarchs. As such, the datasheet and points values above replace those found in* Codex: Aeldari *and* Eldritch Omens.

PRINCE YRIEL

5 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Prince Yriel	7"	2+	2+	3	3	6	5	9	3+

Prince Yriel is equipped with: the Eye of Wrath; the Spear of Twilight. Your army can only include one **PRINCE YRIEL** model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
The Eye of Wrath	6"	Assault 1	6	-3	2	-
The Spear of Twilight	Melee	Melee	x2	-3	3	-

ABILITIES

Battle Focus, Strands of Fate (pg 142-143)

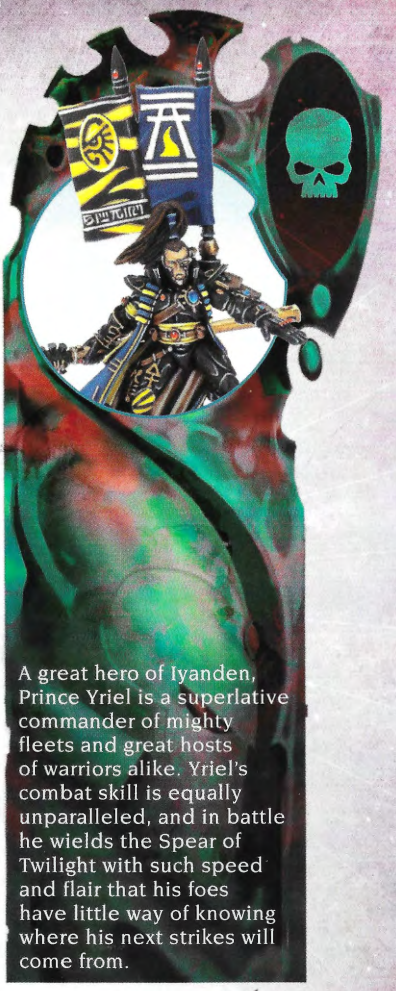
Forceshield: This model has a 4+ invulnerable save.

Superlative Strategist: While any unit from your army with this ability is on the battlefield, or embarked within a **TRANSPORT** model that is on the battlefield, you can use the Command Re-roll Stratagem (See the Warhammer 40,000 Core Book) twice during each phase, instead of only once.

Path of Command (Aura): While a friendly **IYANDEN CORE** or **ANHRATHE INFANTRY** unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.

Prince of Corsairs: Before the battle, when placing units into Strategic Reserves, if your army contains this model, you can halve the Power Rating of **IYANDEN INFANTRY** units and **ANHRATHE** units for the purposes of determining the combined Power Rating of units placed into Strategic Reserves.

FACTION KEYWORDS: **AELDARI, ASURYANI, ANHRATHE, IYANDEN**
KEYWORDS: **CHARACTER, INFANTRY, AUTARCH, PRINCE YRIEL**



A great hero of Iyanden, Prince Yriel is a superlative commander of mighty fleets and great hosts of warriors alike. Yriel's combat skill is equally unparalleled, and in battle he wields the Spear of Twilight with such speed and flair that his foes have little way of knowing where his next strikes will come from.

AUTARCH SKYRUNNER

5 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Autarch Skyrunner	16"	2+	2+	3	4	6	5	9	3+

An Autarch Skyrunner is equipped with: laser lance; twin shuriken catapult.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Laser lance (shooting)	6"	Assault 1	6	-4	2	-
Twin shuriken catapult	18"	Assault 4	4	-1	1	Shuriken
Laser lance (melee)	Melee	Melee	+1	-4	2	Each time an attack is made with this weapon, if the bearer made a charge move this turn, that attack has a Strength characteristic of +3.

WARGEAR OPTIONS

- This model's laser lance can be replaced with one of the following: 1 Dragon fusion gun; 1 Banshee blade.

ABILITIES

Battle Focus, Strands of Fate (pg 142-143)

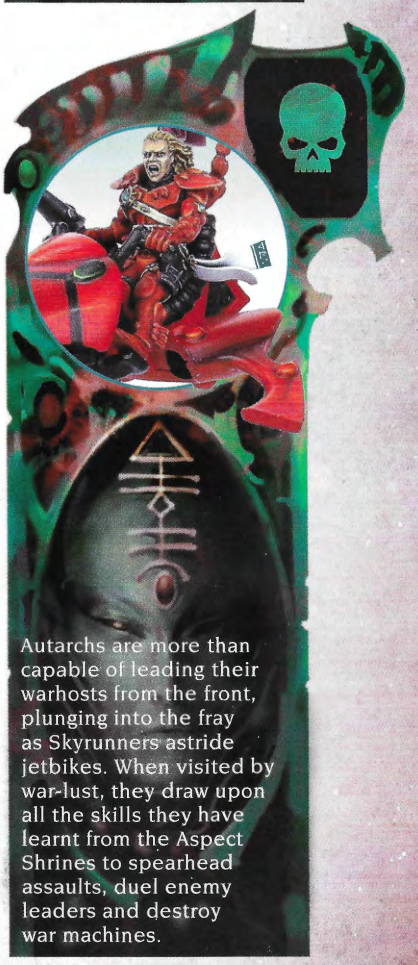
Path of Command (Aura): While a friendly **<CRAFTWORLD> CORE** unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.

Forceshield: This model has a 4+ invulnerable save.

Superlative Strategist: While any unit from your army with this ability is on the battlefield, or embarked within a **TRANSPORT** model that is on the battlefield, you can use the Command Re-roll Stratagem (See the Warhammer 40,000 Core Book) twice during each phase, instead of only once.

Ride the Wind: Each time this model Advances, do not make an Advance roll. Instead, until the end of the phase, add 6" to the Move characteristic of this model.

FACTION KEYWORDS: **AELDARI, ASURYANI, <CRAFTWORLD>**
KEYWORDS: **CHARACTER, BIKER, FLY, AUTARCH, AUTARCH SKYRUNNER**



Autarchs are more than capable of leading their warhosts from the front, plunging into the fray as Skyrunners astride jetbikes. When visited by war-lust, they draw upon all the skills they have learnt from the Aspect Shrines to spearhead assaults, duel enemy leaders and destroy war machines.



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, the Phoenix Lord carries the Sword of Asur, whose hilt bears the spirit stone of Asurmen's brother, Tethesis.

ASURMEN

8 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Asurmen	7"	2+	2+	4	4	6	6	9	2+

Asurmen is equipped with: the Bloody Twins; the Sword of Asur. Your army can only include one **ASURMEN** model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
The Bloody Twins	24"	Assault 6	4	-2	2	Shuriken
The Sword of Asur	Melee	Melee	+2	-3	3	Each time an attack is made with this weapon, an unmodified wound roll of 6 inflicts D3 mortal wounds on the target in addition to any normal damage.

ABILITIES

Battle Focus, Strands of Fate, Favoured of Khaine (pg 142-143)

First of the Phoenix Lords: This model has a 3+ invulnerable save.

Hand of Asuryan (Aura): While a friendly **DIRE AVENGERS** unit is within 6" of this model, add 2 to the Leadership characteristic of models in that unit and that unit has the Objective Secured ability (see the Warhammer 40,000 Core Book).

FACTION KEYWORDS: **AELDARI, ASURYANI**
KEYWORDS: **CHARACTER, INFANTRY, ASPECT WARRIOR, PHOENIX LORD, DIRE AVENGERS, ASURMEN**



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 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.

BAHARROTH

7 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Baharroth	14"	2+	2+	4	4	6	6	9	2+

Baharroth is equipped with: Fury of the Tempest; the Shining Blade. Your army can only include one **BAHARROTH** model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Fury of the Tempest	24"	Assault 4	6	-2	2	Each time an attack is made with this weapon, an unmodified hit roll of 6 automatically wounds the target.
The Shining Blade	Melee	Melee	+1	-3	2	Each time an attack is made with this weapon, an unmodified hit roll of 6 scores 1 additional hit.

ABILITIES

Battle Focus, Strands of Fate, Favoured of Khaine, Sudden Assault (pg 142-143)

Cloudstrider: When this model Consolidates or makes a Battle Focus move you can instead remove this model from the battlefield and set it up again anywhere on the battlefield that is more than 9" away from any enemy models.

Cry of the Wind (Aura): While a friendly **SWOOPING HAWKS** unit is within 6" of this model, add 2 to the Leadership characteristic of models in that unit and that unit has the Objective Secured ability (see the Warhammer 40,000 Core Book).

FACTION KEYWORDS: **AELDARI, ASURYANI**
KEYWORDS: **CHARACTER, INFANTRY, JUMP PACK, FLY, ASPECT WARRIOR, PHOENIX LORD, SWOOPING HAWKS, BAHARROTH**

FUEGAN

8 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Fuegan	7"	2+	2+	5	5	6	6	9	2+

Fuegan is equipped with: Searsong; the Fire Axe. Your army can only include one **FUEGAN** model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Searsong	Before selecting targets, select one of the profiles below to make attacks with.					
- Lance	18"	Assault 1	10	-4	D6+4	-
- Beam	12"	Assault 1	6	-3	4	Each time an attack is made with this weapon profile, if a hit is scored, draw a straight line between the closest point of the bearer's base (or hull) and that of the closest model in the target unit. Make one wound roll against the target unit, and each other unit this line passes over.
The Fire Axe	Melee	Melee	User	-4	3	-

ABILITIES

Battle Focus, Strands of Fate, Favoured of Khaine (pg 142-143)

Assured Destruction: Each time this model makes a ranged attack that targets a **VEHICLE** or **MONSTER** unit, re-roll a wound roll of 1.

Burning Lance (Aura): While a friendly **FIRE DRAGONS** unit is within 6" of this model, add 2 to the Leadership characteristic of models in that unit and that unit has the Objective Secured ability (see the Warhammer 40,000 Core Book).

Unquenchable Resolve: While this model has lost any wounds, add 1 to its Strength and Attacks characteristics.

FACTION KEYWORDS: **AELDARI, ASURYANI**
KEYWORDS: **CHARACTER, INFANTRY, ASPECT WARRIOR, PHOENIX LORD, FIRE DRAGONS, FUEGAN**



Fuegan has dedicated himself to the total 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.

JAIN ZAR

7 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Jain Zar	8"	2+	2+	4	4	6	6	9	2+

Jain Zar is equipped with: the Blade of Destruction; the Silent Death; Terror's Lament. Your army can only include one **JAIN ZAR** model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
The Silent Death	12"	Assault 6	6	-3	1	-
The Blade of Destruction	Each time an attack is made with this weapon, select one of the profiles below to make that attack with.					
- Piercing strike	Melee	Melee	+2	-3	2	-
- Sweeping blow	Melee	Melee	User	-3	1	Each time an attack is made with this weapon profile, make 2 hit rolls instead of 1.

OTHER WARGEAR	ABILITIES
Terror's Lament	Each time you select an enemy unit as a target of a charge made by the bearer's unit, until the end of the phase, that enemy unit cannot fire Overwatch or Set to Defend. While an enemy unit is within Engagement Range of the bearer, subtract 1 from the Attacks characteristic of models in that unit, and that enemy unit is not eligible to fight this phase until after all eligible units from your army have done so.

ABILITIES

Battle Focus, Strands of Fate, Favoured of Khaine (pg 142-143)

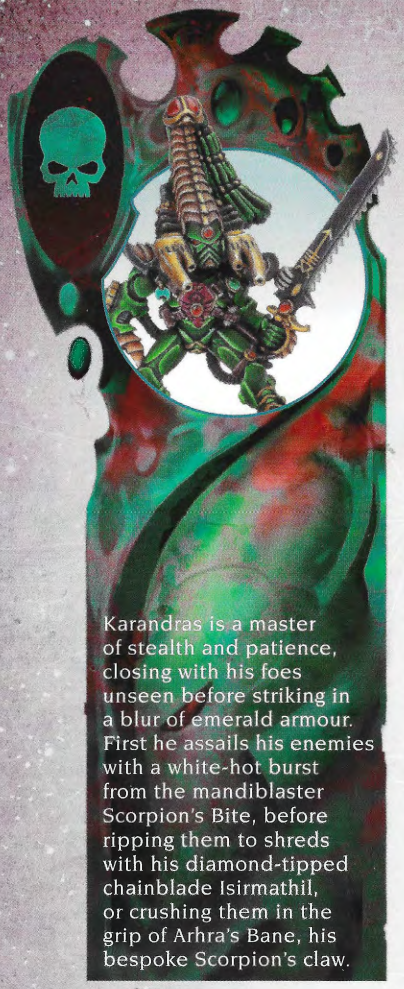
Acrobatic: This model is eligible to declare a charge in a turn in which it Advanced. Each time an attack is made against this model, subtract 1 from that attack's hit roll.

Storm of Silence (Aura): While a friendly **HOWLING BANSHEES** unit is within 6" of this model, add 2 to the Leadership characteristic of models in that unit and that unit has the Objective Secured ability (see the Warhammer 40,000 Core Book).

FACTION KEYWORDS: **AELDARI, ASURYANI**
KEYWORDS: **CHARACTER, INFANTRY, ASPECT WARRIOR, PHOENIX LORD, HOWLING BANSHEES, JAIN ZAR**



Always at the front of a charge and famed for her speed and ferocity, Jain Zar carries the Blade of Destruction, an ancient executioner. This she whirls 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 off a foe's head.



Karandras is a master of stealth and patience, closing with his foes unseen before striking in a blur of emerald armour. First he assails his enemies with a white-hot burst from the mandiblaster Scorpion's Bite, before ripping them to shreds with his diamond-tipped chainblade Isirmathil, or crushing them in the grip of Arhra's Bane, his bespoke Scorpion's claw.

KARANDRAS

7 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Karandras	7"	2+	2+	4	4	6	6	9	2+

Karandras is equipped with: Arhra's Bane; Isirmathil; the Scorpion's Bite. Your army can only include one **KARANDRAS** model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Arhra's Bane (shooting)	12"	Assault 2	5	-1	2	Shuriken
Isirmathil	Melee	Melee	+2	-2	1	Each time an attack is made with this weapon, make 2 hit rolls instead of 1.
Arhra's Bane (melee)	Melee	Melee	x2	-4	2	-

OTHER WARGEAR	ABILITIES
The Scorpion's Bite	Each time the bearer makes a melee attack that targets a non-**VEHICLE** unit, an unmodified wound roll of 6 inflicts 2 mortal wounds on the target in addition to any normal damage.

ABILITIES

Battle Focus, Strands of Fate, Favoured of Khaine, Advanced Positions (pg 142-143)

Sustained Assault: Each time a melee attack is made by this model, an unmodified hit roll of 6 scores 1 additional hit. Additional attacks generated by this ability cannot benefit from the ability of this model's The Scorpion's Bite.

Shadow Hunter (Aura): While a friendly **STRIKING SCORPIONS** unit is within 6" of this model, add 2 to the Leadership characteristic of models in that unit and that unit has the Objective Secured ability (see the Warhammer 40,000 Core Book).

FACTION KEYWORDS: **AELDARI, ASURYANI**
KEYWORDS: **CHARACTER, INFANTRY, ASPECT WARRIOR, PHOENIX LORD, STRIKING SCORPIONS, KARANDRAS**



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.

MAUGAN RA

8 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Maugan Ra	7"	2+	2+	4	4	6	6	9	2+

Maugan Ra is equipped with: the Maugetar. Your army can only include one **MAUGAN RA** model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
The Maugetar (shooting)	36"	Assault 6	7	-2	2	Each time an attack is made with this weapon, an unmodified wound roll of 6 inflicts 1 mortal wound on the target in addition to any normal damage.
The Maugetar (melee)	Melee	Melee	+2	-2	2	-

ABILITIES

Battle Focus, Strands of Fate, Favoured of Khaine (pg 142-143)

Inescapable Accuracy: Each time this model makes a ranged attack, the target does not receive the benefits of Dense Cover against that attack.

Doom Incarnate: Each enemy model that is destroyed by an attack made by this model counts as two models in the Morale phase.

Harvester of Souls (Aura): While a friendly **DARK REAPERS** unit is within 6" of this model, add 2 to the Leadership characteristic of models in that unit and that unit has the Objective Secured ability (see the Warhammer 40,000 Core Book).

FACTION KEYWORDS: **AELDARI, ASURYANI**
KEYWORDS: **CHARACTER, INFANTRY, ASPECT WARRIOR, PHOENIX LORD, DARK REAPERS, MAUGAN RA**

ILLIC NIGHTSPEAR

5 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Illic Nightspear	7"	2+	2+	3	3	5	4	9	4+

Illic Nightspear is equipped with: shuriken pistol; Voidbringer; Aeldari power sword. Your army can only include one **ILLIC NIGHTSPEAR** model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Shuriken pistol	12"	Pistol 1	4	-1	1	Shuriken
Voidbringer	48"	Heavy 1	6	-3	3	Each time you select a target for this weapon, you can ignore the Look Out, Sir rule. Each time an attack is made with this weapon, an unmodified wound roll of 4+ inflicts D3 mortal wounds on the target in addition to any normal damage.
Aeldari power sword	Melee	Melee	+1	-3	1	-

ABILITIES

Battle Focus, Strands of Fate, Advanced Positions (pg 142-143)

Hunter Unseen: While this model is receiving the benefits of cover, it cannot be selected as the target of a ranged attack unless the attacking model is within 12".

Bringer of the True Death: Each time this model makes an attack against a **NECRONS** unit, add 1 to that attack's hit roll and wound roll.

Ranger Cloak: Each time a ranged attack is allocated to this model while it is receiving the benefits of cover, add an additional 1 to any armour saving throw made against that attack.

FACTION KEYWORDS: **AELDARI, ASURYANI, ALAITOC**
KEYWORDS: **CHARACTER, INFANTRY, OUTCASTS, RANGER, ILLIC NIGHTSPEAR**



There are few Aeldari more skilled in the arts of stealth and marksmanship than Illic Nightspear, whose kill tally numbers in the hundreds of thousands. Illic's weapon of choice is the long rifle Void Bringer; each shot from this terrifying weapon opens a tiny warp hole within the target, ripping their body apart or wrenching them into the void.

SPIRITSEER

4 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Spiritseer	7"	2+	2+	3	3	4	2	8	6+

A Spiritseer is equipped with: shuriken pistol; witch staff.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Shuriken pistol	12"	Pistol 1	4	-1	1	Shuriken
Witch staff	Melee	Melee	User	-1	D3	Each time an attack is made with this weapon, an unmodified wound roll of 2+ is always successful.

ABILITIES

Battle Focus, Strands of Fate (pg 142-143)

Rune Armour: This model has a 4+ invulnerable save.

Spirit Mark (Aura): While a friendly **<CRAFTWORLD> SPIRIT HOST CORE** unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a wound roll of 1.

PSYKER

This model can attempt to manifest one psychic power in your Psychic phase and attempt to deny one psychic power in your opponent's Psychic phase. It knows *Smite* and one psychic power from the Runes of Battle discipline (pg 121) or the Runes of Fortune discipline (pg 123).

FACTION KEYWORDS: **AELDARI, ASURYANI, SPIRIT HOST, <CRAFTWORLD>**
KEYWORDS: **CHARACTER, INFANTRY, PSYKER, SPIRITSEER**



In battle, Spiritseers guide the ghost warriors, helping them to shoot and strike with greater accuracy. They also aid their warhost, shrouding Asuryani troops in eldritch mists or striking down foes with mystic bolts of energy. Their powers flow through their staffs, a single strike from which can set the souls of their enemies aflame.



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 a variety of powerful guns with which to sunder enemy armour or mow down swathes of infantry.

GUARDIAN DEFENDERS

4 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
10-20	Guardian Defender	7"	3+	3+	3	3	1	1	7	4+
0-2	Heavy Weapon Platform	7"	6+	3+	3	3	2	1	7	3+

If this unit contains 12 or more models, it has **Power Rating 8**. This unit can contain 1 Heavy Weapon Platform model (**Power Rating +1** per model) for every 10 Guardian Defender models it contains. Every Guardian Defender is equipped with: shuriken catapult; plasma grenades. A Heavy Weapon Platform is equipped with: shuriken cannon.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Shuriken cannon	24"	Heavy 3	6	-1	2	Shuriken
Shuriken catapult	18"	Assault 2	4	-1	1	Shuriken

WARGEAR OPTIONS

- Any number of Heavy Weapon Platforms can each have their shuriken cannon replaced with one of the following: 1 Aeldari missile launcher; 1 bright lance; 1 scatter laser; 1 starcannon.

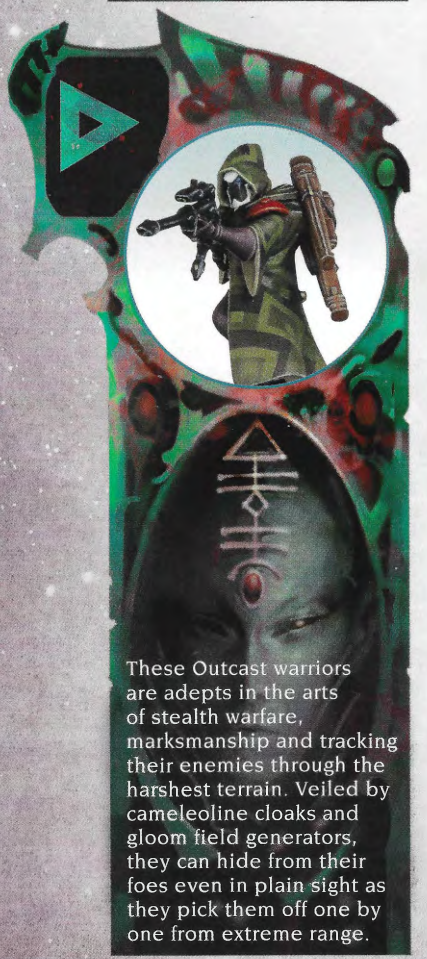
ABILITIES

Battle Focus, Strands of Fate (pg 142-143)

Defenders: While this unit is within range of an objective marker, each time a model in this unit makes a ranged attack with a shuriken weapon (pg 143), re-roll a hit roll of 1.

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. Heavy Weapon Platform models are not counted when determining a unit's Starting Strength, or whether that unit is below Half-strength. The destruction of Heavy Weapon Platform models is ignored for the purposes of Morale tests.

FACTION KEYWORDS: **Aeldari, Asuryani, <Craftworld>**
KEYWORDS: **Infantry, Core, Guardians, Guardian Defenders**



These Outcast warriors are adepts in the arts of 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.

RANGERS

4 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
5-10	Ranger	7"	3+	2+	3	3	1	1	7	5+

If this unit contains 6 or more models, it has **Power Rating 8**. Every model is equipped with: Ranger long rifle; shuriken pistol.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Ranger long rifle	36"	Heavy 1	4	-1	1	Each time you select a target for this weapon, you can ignore the Look Out, Sir rule. Each time an attack is made with this weapon, an unmodified wound roll of 6 inflicts 1 mortal wound on the target in addition to any normal damage.

OTHER WARGEAR	ABILITIES
Gloom field	Each time a ranged attack is made against the bearer's unit, if the attacking model is more than 18" away, then the bearer's unit is treated as having the benefits of Dense Cover against that attack.
Wireweave net	Once per battle, when the bearer's unit is selected as a target of a charge, you can select for the bearer to activate the wireweave net. If you do so, roll one D6. On a 2+: • The charging unit suffers D3 mortal wounds. • Until the end of the phase, subtract 2 from charge rolls made for any unit that declares a charge against the bearer's unit.

WARGEAR OPTIONS

- For every 5 models in this unit, one Ranger can be equipped with one of the following: 1 gloom field; 1 wireweave net.

ABILITIES

Battle Focus, Strands of Fate, Advanced Positions (pg 142-143)

Ranger Cloak: Each time a ranged attack is allocated to a model in this unit while it is receiving the benefits of cover, add an additional 1 to any armour saving throw made against that attack.

FACTION KEYWORDS: **Aeldari, Asuryani, <Craftworld>**
KEYWORDS: **Infantry, Core, Resonator Shard, Outcasts, Rangers**

STORM GUARDIANS

4 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
10-20	Storm Guardian	7"	3+	3+	3	3	1	1	7	4+
0-2	Serpent's Scale Platform	7"	6+	3+	3	3	2	1	7	3+

If this unit contains 12 or more models, it has **Power Rating 8**. This unit can contain 1 Serpent's Scale Platform model (**Power Rating +1** per model) for every 10 Storm Guardian models it contains. Every Storm Guardian is equipped with: shuriken pistol; Guardian combat weapon; plasma grenades. A Serpent's Scale Platform is equipped with: serpent shield.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Aeldari flamer	12"	Assault D6	4	0	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Shuriken pistol	12"	Pistol 1	4	-1	1	Shuriken
Guardian fusion gun	12"	Assault 1	8	-4	D6	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.
Aeldari power sword	Melee	Melee	+1	-3	1	-
Guardian combat weapon	Melee	Melee	User	-1	1	Each time the bearer fights, it makes 1 additional attack with this weapon.

OTHER WARGEAR	ABILITIES
Serpent shield	While a unit contains any models equipped with a serpent shield: • Models in that unit have a 5+ invulnerable save against ranged attacks. • Each time a ranged attack is made against that unit, an unmodified wound roll of 1-2 for that attack fails, irrespective of any abilities that the weapon or the model making the attack may have.

WARGEAR OPTIONS

- For every 10 models in this unit, up to 2 Storm Guardians can each have their shuriken pistol and Guardian combat weapon replaced with 1 Aeldari flamer.
- For every 10 models in this unit, up to 2 Storm Guardians can each have their shuriken pistol and Guardian combat weapon replaced with 1 Guardian fusion gun.
- For every 10 models in this unit, up to 2 Storm Guardians can each have their Guardian combat weapon replaced with 1 Aeldari power sword.

ABILITIES

Battle Focus, Strands of Fate (pg 142-143)

Stormblades: Each time a model in this unit makes a melee attack against an enemy unit that is within range of any objective markers, re-roll a hit roll of 1.

Crewed Platform: When the last Storm Guardian model in this unit is destroyed, any remaining Serpent's Scale Platform models in this unit are also destroyed. Serpent's Scale Platform models are not counted when determining a unit's Starting Strength, or whether that unit is below Half-strength. The destruction of Serpent's Scale Platform models is ignored for the purposes of Morale tests.

FACTION KEYWORDS: **Aeldari, Asuryani, <Craftworld>**
KEYWORDS: **Infantry, Core, Guardians, Storm Guardians**



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.



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.

CORSAIR VOIDREAVERS

3 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
4-9	Corsair Voidreaver	7"	3+	3+	3	3	1	2	7	4+
1	Voidreaver Felarch	7"	3+	3+	3	3	1	3	8	4+

If this unit contains 6 or more models, it has **Power Rating 6**. Every model is equipped with: shuriken pistol; Aeldari power sword; plasma grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Corsair blaster	18"	Assault 1	8	-4	D6	-
Corsair shredder	18"	Assault D6	6	-1	1	Blast
Neuro disruptor	12"	Pistol 1	6	-3	1	Each time an attack is made with this weapon, if a hit is scored, unless the target is a **VEHICLE** unit, the target suffers 1 mortal wound and the attack sequence ends.
Shuriken cannon	24"	Heavy 3	6	-1	2	Shuriken
Shuriken pistol	12"	Pistol 1	4	-1	1	Shuriken
Shuriken rifle	24"	Rapid Fire 1	4	-1	1	Shuriken
Wraithcannon	18"	Assault 1	10	-4	D3+3	Each time an attack is made with this weapon, an unmodified wound roll of 6 inflicts 1 mortal wound on the target in addition to any normal damage.
Aeldari power sword	Melee	Melee	+1	-3	1	-

OTHER WARGEAR	ABILITIES
Mistshield	The bearer has a 4+ invulnerable save.

WARGEAR OPTIONS

- All of the Corsair Voidreaver models in this unit can have their shuriken pistol and Aeldari power sword replaced with 1 shuriken rifle each.
- 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.
- For every 5 models in this unit, 1 Corsair Voidreaver's Aeldari power sword or shuriken rifle can be replaced with one of the following: 1 Corsair blaster; 1 Corsair 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

Reavers of the Void: Each time a model in this unit makes an attack, an unmodified hit roll of 6 automatically wounds the target (and is treated as an unmodified wound roll of 6).

Outcasts and Pirates: If your army is Battle-forged, this unit cannot be used as a compulsory selection in a Detachment (e.g. as the only Troops unit in a Patrol Detachment), unless that Detachment only contains **ANHRATHE** units.

FACTION KEYWORDS: **AELDARI, ANHRATHE, ASURYANI, DRUKHARI**
KEYWORDS: **INFANTRY, CORSAIR VOIDREAVERS**

CORSAIR VOIDSCARRED

4 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
4-9	Corsair Voidscarred	7"	3+	3+	3	3	1	3	7	4+
1	Voidscarred Felarch	7"	3+	3+	3	3	1	4	8	4+
0-1	Shade Runner	7"	2+	3+	3	3	1	4	7	4+
0-1	Soul Weaver	7"	3+	3+	3	3	1	3	8	4+
0-1	Way Seeker	7"	3+	3+	3	3	1	3	8	4+

This unit can contain a maximum of 10 models. If this unit contains 6 or more models, it has **Power Rating 8**.

- Every Corsair Voidscarred and Voidscarred Felarch is equipped with: shuriken pistol; Aeldari power sword; plasma grenades.
- A Shade Runner is equipped with: shuriken pistol; paired Hekatarii blades; plasma grenades.
- A Soul Weaver is equipped with: shuriken pistol; Aeldari power sword; channeller stones; plasma grenades.
- A Way Seeker is equipped with: shuriken pistol; witch staff; plasma grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Shuriken pistol	12"	Pistol 1	4	-1	1	Shuriken
Aeldari power sword	Melee	Melee	+1	-3	1	-
Paired Hekatarii blades	Melee	Melee	User	-3	1	-
Witch staff	Melee	Melee	User	-1	D3	Each time an attack is made with this weapon, an unmodified wound roll of 2+ is always successful.

OTHER WARGEAR	ABILITIES
Channeller stones	Once per turn, the first time a saving throw is failed for the bearer's unit, the Damage characteristic of that attack is changed to 0.
Faolchú	Each time a model in the bearer's unit makes a ranged attack, the target does not receive the benefits of Light Cover against that attack.
Mistshield	The bearer has a 4+ invulnerable save.

WARGEAR OPTIONS

- Any Corsair Voidscarred model's shuriken pistol and Aeldari power sword can be 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 Corsair blaster; 1 Corsair 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 Ranger long rifle.
- If this unit contains 10 models, 1 Corsair Voidscarred's Aeldari power sword can be replaced with 1 fusion pistol.
- 1 Corsair Voidscarred model equipped with a shuriken pistol and Aeldari power sword can be equipped with 1 Faolchú.

ABILITIES

Lodestar helm: This unit never suffers Perils of the Warp.

Shade Runner Assault: While this unit contains a Shade Runner model, each time this unit finishes a charge move, you can select one enemy unit within Engagement Range of this unit and roll one D6. On a 2-5, that enemy unit suffers 1 mortal wound. On a 6, that enemy unit suffers 2 mortal wounds.

Reavers of the Void: Each time a model in this unit makes an attack, an unmodified hit roll of 6 automatically wounds the target (and is treated as an unmodified wound roll of 6).

Outcasts and Pirates: If your army is Battle-forged, this unit cannot be used as a compulsory selection in a Detachment (e.g. as one of only three Elites units in a Vanguard Detachment), unless that Detachment only contains **ANHRATHE** units.

PSYKER

While this unit contains a Way Seeker model, this unit has the **PSYKER** keyword and can attempt to manifest one psychic power in your Psychic phase and attempt to deny one psychic power in your opponent's Psychic phase. It knows *Smite* and one psychic power from the Runes of Fate discipline (pg 122) or the Runes of Fortune discipline (pg 123). Each time this unit attempts to Deny the Witch, manifest a psychic power or perform a psychic action, measure distances and draw line of sight from this unit's Way Seeker model. If enemy units have any abilities that require distances to be measured or line of sight to be drawn to **PSYKER** units, do so to this unit's Way Seeker model.

FACTION KEYWORDS: **AELDARI, ANHRATHE, ASURYANI, DRUKHARI**
KEYWORDS: **INFANTRY, CORSAIR VOIDSCARRED**



The Voidscarred are hardened veterans of 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 over the years, and carry specialist wargear into battle.



Seers who have 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 else lead other Aeldari squads such as Guardians from the front. Casting the runes of battle, they bolster their warhost and wreak havoc on the foe.

WARLOCKS

2 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1-6	Warlock	7"	3+	3+	3	3	2	2	8	6+

If this unit contains 2-3 models, it has **Power Rating 3**. If this unit contains 4-5 models, it has **Power Rating 5**. If this unit contains 6 models, it has **Power Rating 7**. Every model is equipped with: shuriken pistol; witchblade.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Shuriken pistol	12"	Pistol 1	4	-1	1	Shuriken
Singing spear (shooting)	12"	Assault 1	9	0	3	-
Singing spear (melee)	Melee	Melee	User	0	3	Each time an attack is made with this weapon, an unmodified wound roll of 2+ is always successful.
Witchblade	Melee	Melee	User	-1	2	Each time an attack is made with this weapon, an unmodified wound roll of 2+ is always successful.

WARGEAR OPTIONS

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

ABILITIES

Battle Focus, Strands of Fate (pg 142-143)

Rune Armour: Models in this unit have a 4+ invulnerable save.

Warlock Conclave: If this unit has a Starting Strength of 1, it gains the **CHARACTER** keyword.

Seer Council: If your army is Battle-forged, for each **FARSEER** model a Detachment in your army includes, one **WARLOCKS** unit can be included in that Detachment without taking up a Battlefield Role slot.

PSYKER

This unit can attempt to manifest one psychic power in your Psychic phase and attempt to deny one psychic power in your opponent's Psychic phase. It knows *Smite* and one psychic power from the Runes of Battle discipline (pg 121). If this unit has a Starting Strength of 4 or more, it knows one additional psychic power from the Runes of Battle discipline. While this unit contains 4 or more models, it can attempt to manifest one additional psychic power in your Psychic phase.

FACTION KEYWORDS: **AELDARI, ASURYANI, <CRAFTWORLD>**
KEYWORDS: **INFANTRY, PSYKER, WARLOCKS**

WARLOCK SKYRUNNERS

3 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1-3	Warlock Skyrunner	16"	3+	3+	3	4	3	2	8	4+

If this unit contains 2 models, it has **Power Rating 3**. If this unit contains 3 models, it has **Power Rating 5**. Every model is equipped with: shuriken pistol; twin shuriken catapult; witchblade.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Shuriken pistol	12"	Pistol 1	4	-1	1	Shuriken
Singing spear (shooting)	12"	Assault 1	9	0	3	-
Twin shuriken catapult	18"	Assault 4	4	-1	1	Shuriken
Singing spear (melee)	Melee	Melee	User	0	3	Each time an attack is made with this weapon, an unmodified wound roll of 2+ is always successful.
Witchblade	Melee	Melee	User	-1	2	Each time an attack is made with this weapon, an unmodified wound roll of 2+ is always successful.

WARGEAR OPTIONS

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

ABILITIES

Battle Focus, Strands of Fate (pg 142-143)

Rune Armour: Models in this unit have a 4+ invulnerable save.

Ride the Wind: Each time this unit Advances, do not make an Advance roll. Instead, until the end of the phase, add 6" to the Move characteristic of models in this unit.

Warlock Conclave: If this unit has a Starting Strength of 1, it gains the **CHARACTER** keyword.

Seer Council: If your army is Battle-forged, for each **FARSEER** model a Detachment in your army includes, one **WARLOCKS** unit can be included in that Detachment without taking up a Battlefield Role slot.

PSYKER

This unit can attempt to manifest one psychic power in your Psychic phase and attempt to deny one psychic power in your opponent's Psychic phase. It knows *Smite* and one psychic power from the Runes of Battle discipline (pg 121). If this unit has a Starting Strength of 3, it knows one additional psychic power from the Runes of Battle discipline. While this unit contains 3 models, it can attempt to manifest one additional psychic power in your Psychic phase.

FACTION KEYWORDS: **AELDARI, ASURYANI, <CRAFTWORLD>**
KEYWORDS: **BIKER, FLY, PSYKER, WARLOCKS, WARLOCK SKYRUNNERS**



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



Furious in attack and immovable in defence, Dire Avengers wield Avenger catapults that unleash punishing bursts of monomolecular shurikens. 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.

DIRE AVENGERS

3 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
4-9	Dire Avenger	7"	3+	3+	3	3	1	2	8	4+
1	Dire Avenger Exarch	7"	3+	3+	3	3	2	3	8	4+

If this unit contains 6 or more models, it has **Power Rating 6**. Every model is equipped with: Avenger shuriken catapult; plasma grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Avenger shuriken catapult	18"	Assault 3	4	-2	1	Shuriken
Shuriken pistol	12"	Pistol 1	4	-1	1	Shuriken
Diresword	Melee	Melee	+1	-	-	Each time an attack made with this weapon successfully wounds, the target suffers 1 mortal wound and the attack sequence ends.
Power glaive	Melee	Melee	+2	-2	2	-

OTHER WARGEAR	ABILITIES
Shimmershield	The bearer has a 4+ invulnerable save.

WARGEAR OPTIONS

- The Dire Avenger Exarch's Avenger shuriken catapult can be replaced with 1 shuriken pistol and 1 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.

ABILITIES

Battle Focus, Strands of Fate (pg 142-143)

Aspect Armour: Models in this unit have a 5+ invulnerable save.

Defence Tactics: While this unit contains a Dire Avenger Exarch model, if this unit is performing an action, it can still make attacks with ranged weapons without that action failing.

FACTION KEYWORDS: **Aeldari, Asuryani, <Craftworld>**
KEYWORDS: **Infantry, Core, Aspect Warrior, Dire Avengers**



FIRE DRAGONS

6 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
4-9	Fire Dragon	7"	3+	3+	3	4	1	2	8	3+
1	Fire Dragon Exarch	7"	3+	3+	3	4	2	3	8	3+

If this unit contains 6 or more models, it has **Power Rating 12**. Every model is equipped with: Dragon fusion gun.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Dragon fusion gun	12"	Assault 1	9	-4	D6+2	-
Dragon's breath flamer	12"	Assault D6	6	-1	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Firepike	18"	Assault 1	9	-4	D6+4	-

WARGEAR OPTIONS

- The Fire Dragon Exarch's Dragon fusion gun can be replaced with 1 of the following: 1 Dragon's breath flamer; 1 firepike.

ABILITIES

Battle Focus, Strands of Fate (pg 142-143)

Aspect Armour: Models in this unit have a 5+ invulnerable save.

Assured Destruction: Each time a model in this unit makes a ranged attack that targets a **VEHICLE** or **MONSTER** unit, re-roll a wound roll of 1.

FACTION KEYWORDS: **AELDARI, ASURYANI, <CRAFTWORLD>**
KEYWORDS: **INFANTRY, CORE, ASPECT WARRIOR, FIRE DRAGONS**



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



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.

HOWLING BANSHEES

4 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
4-9	Howling Banshee	8"	3+	3+	3	3	1	3	8	4+
1	Howling Banshee Exarch	8"	3+	3+	3	3	2	4	8	4+

If this unit contains 6 or more models, it has **Power Rating 8**. Every model is equipped with: shuriken pistol; Banshee blade; Howling Banshee mask.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Shuriken pistol	12"	Pistol 1	4	-1	1	Shuriken
Triskele (shooting)	12"	Assault 3	5	-3	1	-
Banshee blade	Melee	Melee	+1	-4	1	-
Executioner	Melee	Melee	+2	-3	2	-
Mirrorswords	Melee	Melee	+1	-3	1	Each time an attack is made with this weapon, make 2 hit rolls instead of 1.
Triskele (melee)	Melee	Melee	+1	-3	1	-

OTHER WARGEAR	ABILITIES
Howling Banshee mask	Each time you select an enemy unit as a target of a charge made by the bearer's unit, until the end of the phase, that enemy unit cannot fire Overwatch or Set to Defend. While an enemy unit is within Engagement Range of the bearer, if the bearer's unit made a charge move this turn, that enemy unit is not eligible to fight this phase until after all eligible units from your army have done so.

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.

ABILITIES

Battle Focus, Strands of Fate (pg 142-143)

Aspect Armour: Models in this unit have a 5+ invulnerable save.

Whirling Death: Each time a model in this unit makes a melee attack, if that model's unit made a charge move this turn, add 1 to that attack's wound roll.

Acrobatic: This unit is eligible to declare a charge in a turn in which it Advanced. Each time an attack is made against this unit, subtract 1 from that attack's hit roll.

FACTION KEYWORDS: **Aeldari, Asuryani, <Craftworld>**
KEYWORDS: **Infantry, Core, Aspect Warrior, Howling Banshees**



STRIKING SCORPIONS

4 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
4-9	Striking Scorpion	7"	3+	3+	3	3	1	3	8	3+
1	Striking Scorpion Exarch	7"	3+	3+	3	3	2	4	8	3+

If this unit contains 6 or more models, it has **Power Rating 8**. Every model is equipped with: shuriken pistol; Scorpion chainsword; mandiblasters.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Shuriken pistol	12"	Pistol 1	4	-1	1	Shuriken
Scorpion's claw (shooting)	12"	Assault 2	4	-1	1	Shuriken
Biting blade	Melee	Melee	+2	-2	2	Each time the bearer fights, it makes 2 additional attacks with this weapon.
Scorpion chainsword	Melee	Melee	+2	-1	1	Each time the bearer fights, it makes 1 additional attack with this weapon.
Scorpion's claw (melee)	Melee	Melee	x2	-3	2	-

OTHER WARGEAR	ABILITIES
Mandiblasters	Each time the bearer makes a melee attack that targets a unit (excluding **VEHICLE** or **MONSTER** units), an unmodified wound roll of 6 inflicts 1 mortal wound on the target in addition to any normal damage.

WARGEAR OPTIONS

- The Striking Scorpion Exarch's Scorpion chainsword can be replaced with 1 Scorpion's claw.
- The Striking Scorpion Exarch's shuriken pistol and Scorpion chainsword can be replaced with 1 biting blade.

ABILITIES

Battle Focus, Strands of Fate, Advanced Positions (pg 142-143)

Aspect Armour: Models in this unit have a 5+ invulnerable save.

Sustained Assault: Each time a melee attack is made by a model in this unit, an unmodified hit roll of 6 scores 1 additional hit. Additional attacks generated by this ability cannot benefit from the ability of that model's mandiblasters.

FACTION KEYWORDS: **AELDARI, ASURYANI, <CRAFTWORLD>**
KEYWORDS: **INFANTRY, CORE, ASPECT WARRIOR, STRIKING SCORPIONS**



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.



Wraithblades are inhabited by particularly wrathful spirits who are 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.

WRAITHBLADES

10 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
5-10	Wraithblade	5"	3+	3+	5	6	3	3	9	3+

If this unit contains 6 or more models, it has **Power Rating 20**. Every model is equipped with: ghostswords.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Ghostaxe	Melee	Melee	+2	-3	2	-
Ghostswords	Melee	Melee	+1	-3	1	Each time the bearer fights, it makes 2 additional attacks with this weapon.

OTHER WARGEAR	ABILITIES
Forceshield	The bearer has a 4+ invulnerable save.

WARGEAR OPTIONS

- All of the models in this unit can have their ghostswords replaced with 1 ghostaxe and 1 forceshield each.

ABILITIES

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Wraithbone Form: Each time an attack is allocated to a model in this unit, subtract 1 from the Damage characteristic of that attack (to a minimum of 1).

FACTION KEYWORDS: **Aeldari, Asuryani, Spirit Host, <Craftworld>**
KEYWORDS: **Infantry, Core, Wraith Construct, Wraithblades**



WRAITHGUARD

10 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
5-10	Wraithguard	5"	3+	3+	5	6	3	3	9	3+

If this unit contains 6 or more models, it has **Power Rating 20**. Every model is equipped with: wraithcannon.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
D-scythe	12"	Assault D6	10	-4	1	Blast. Each time an attack is made with this weapon, an unmodified wound roll of 6 inflicts 1 mortal wound on the target in addition to any normal damage.
Wraithcannon	18"	Assault 1	10	-4	D3+3	Each time an attack is made with this weapon, an unmodified wound roll of 6 inflicts 1 mortal wound on the target in addition to any normal damage.

WARGEAR OPTIONS

- All of the models in this unit can have their wraithcannon replaced with 1 D-scythe each.

ABILITIES

Strands of Fate (pg 143)

Wraithbone Form: Each time an attack is allocated to a model in this unit, subtract 1 from the Damage characteristic of that attack (to a minimum of 1).

War Construct: Models in this unit can make attacks with ranged weapons even while their unit is within Engagement Range of enemy units, but each model can only make such attacks against enemy units that they are within Engagement Range of. In such circumstances, models in this unit can target an enemy unit even if other friendly units are within Engagement Range of the same enemy unit.

FACTION KEYWORDS: **Aeldari, Asuryani, Spirit Host, <Craftworld>**
KEYWORDS: **Infantry, Core, Wraith Construct, Wraithguard**



Wraithguard are incredibly tough and 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 immensely powerful weapons fire arcane beams that open a momentary rift between realspace and the warp, capable of tearing any target apart.

WRAITHLORD

8 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Wraithlord	8"	3+	3+	7	8	9	4	9	3+

A Wraithlord is equipped with: 2 shuriken catapults; wraithbone fists.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Shuriken catapult	18"	Assault 2	4	-1	1	Shuriken
Ghostglaive	Each time an attack is made with this weapon, select one of the profiles below to make that attack with.					
- Crushing strike	Melee	Melee	+2	-4	D3+3	-
- Sweeping blow	Melee	Melee	User	-2	2	Each time an attack is made with this weapon profile, make 2 hit rolls instead of 1.
Wraithbone fists	Melee	Melee	User	-3	3	-

WARGEAR OPTIONS

- Each of this model's shuriken catapults can be replaced with 1 Aeldari flamer.
- This model can be equipped with 1 ghostglaive.
- This model can be equipped with up to 2 of the following: 1 Aeldari missile launcher; 1 bright lance; 1 scatter laser; 1 shuriken cannon; 1 starcannon.

ABILITIES

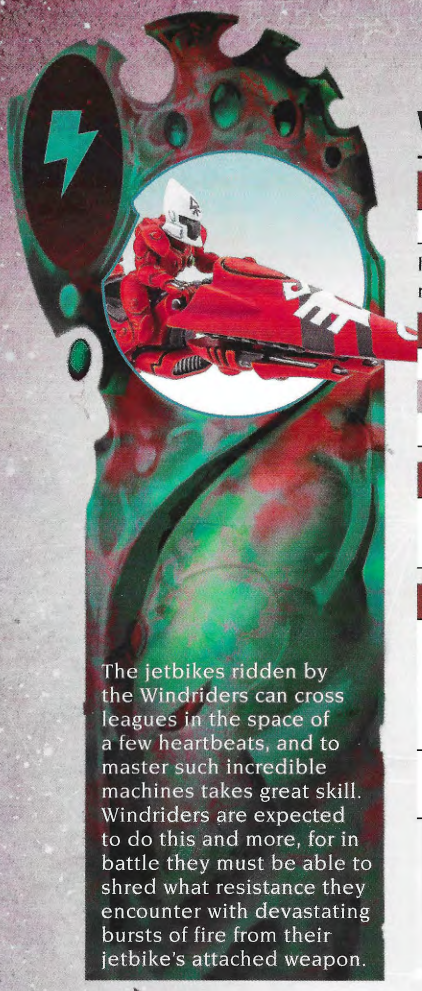
Strands of Fate (pg 143)

Wraithbone Form: Each time an attack is allocated to a model in this unit, subtract 1 from the Damage characteristic of that attack (to a minimum of 1).

FACTION KEYWORDS: **Aeldari, Asuryani, Spirit Host, <Craftworld>**
KEYWORDS: **Monster, Core, Wraith Construct, Wraithlord**



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.



The jetbikes ridden by the Windriders can cross leagues in the space of a few heartbeats, and to master 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 jetbike's attached weapon.

WINDRIDERS

4 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
3-9	Windrider	16"	3+	3+	3	4	2	1	7	3+

If this unit contains 4-6 models, it has **Power Rating 8**. If this unit contains 7 or more models, it has **Power Rating 12**. Every model is equipped with: twin shuriken catapult.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Scatter laser	36"	Heavy 6	6	0	1	-
Shuriken cannon	24"	Heavy 3	6	-1	2	Shuriken
Twin shuriken catapult	18"	Assault 4	4	-1	1	Shuriken

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.

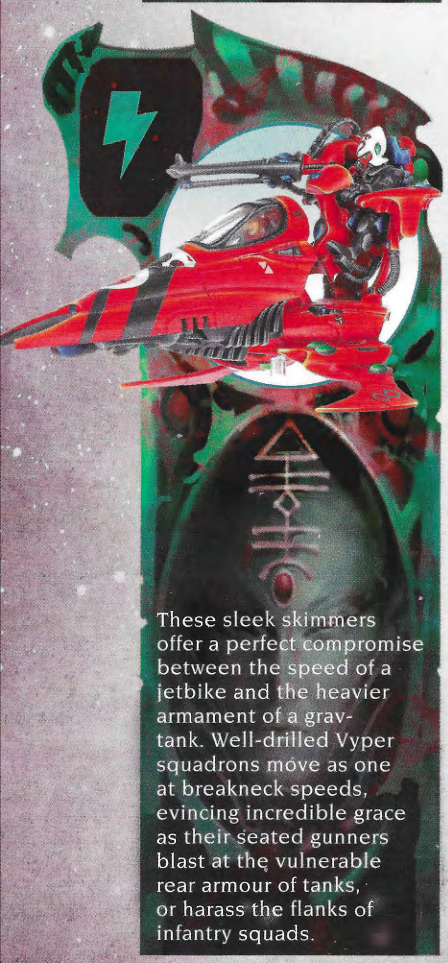
ABILITIES

Battle Focus, Strands of Fate (pg 142-143)

Ride the Wind: Each time this unit Advances, do not make an Advance roll. Instead, until the end of the phase, add 6" to the Move characteristic of models in this unit.

Swift Demise: Each time a model in this unit makes an attack with a twin shuriken catapult against an enemy unit that is within range of any objective markers, re-roll a hit roll of 1.

FACTION KEYWORDS: **Aeldari, Asuryani, <Craftworld>**
KEYWORDS: **Biker, Core, Fly, Guardians, Windriders**



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.

VYPERS

3 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1-3	Vyper	16"	6+	3+	4	5	6	2	8	3+

If this unit contains 2 models, it has **Power Rating 6**. If this unit contains 3 models, it has **Power Rating 9**. Every model is equipped with: shuriken cannon; twin shuriken catapult.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Aeldari missile launcher	Before selecting targets, select one of the profiles below to make attacks with.					
- Sunburst	48"	Heavy D6	4	-1	1	Blast
- Starshot	48"	Heavy 1	8	-2	D6	-
Bright lance	36"	Heavy 1	8	-4	D3+3	-
Scatter laser	36"	Heavy 6	6	0	1	-
Shuriken cannon	24"	Heavy 3	6	-1	2	Shuriken
Starcannon	36"	Heavy 2	7	-3	2	-
Twin shuriken catapult	18"	Assault 4	4	-1	1	Shuriken

WARGEAR OPTIONS

- Any number of models can each have their shuriken cannon replaced with one of the following: 1 Aeldari missile launcher; 1 bright lance; 1 scatter laser; 1 starcannon.

ABILITIES

Strands of Fate (pg 143)

Ride the Wind: Each time this unit Advances, do not make an Advance roll. Instead, until the end of the phase, add 6" to the Move characteristic of models in this unit.

Explodes: Each time a model in this unit is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 3" suffers 1 mortal wound.

FACTION KEYWORDS: **Aeldari, Asuryani, <Craftworld>**
KEYWORDS: **Vehicle, Fly, Vypers**

SWOOPING HAWKS

4 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
4-9	Swooping Hawk	14"	3+	3+	3	3	1	2	8	4+
1	Swooping Hawk Exarch	14"	3+	3+	3	3	2	3	8	4+

If this unit contains 6 or more models, it has **Power Rating 8**. Every model is equipped with: lasblaster.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Hawk's talon	24"	Assault 4	5	-1	1	Each time an attack is made with this weapon, an unmodified hit roll of 6 automatically wounds the target.
Lasblaster	24"	Assault 4	4	0	1	Each time an attack is made with this weapon, an unmodified hit roll of 6 automatically wounds the target.
Aeldari power sword	Melee	Melee	+1	-3	1	-

WARGEAR OPTIONS

- The Swooping Hawk Exarch's lasblaster can be replaced with 1 Hawk's talon.
- The Swooping Hawk Exarch can be equipped with 1 Aeldari power sword.

ABILITIES

Battle Focus, Strands of Fate, Sudden Assault (pg 142-143)

Aspect Armour: Models in this unit have a 5+ invulnerable save.

Skyleap: In your Shooting phase, instead of making a Battle Focus move with this unit (pg 142), you can remove this unit from the battlefield and set it up again anywhere on the battlefield that is more than 9" away from any enemy models.

FACTION KEYWORDS: **Aeldari, Asuryani, <Craftworld>**
KEYWORDS: **Infantry, Core, Jump Pack, Fly, Aspect Warrior, Swooping Hawks**



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 counter-attacks or picking off vulnerable formations with a hail of lasfire and plasma grenades.

WARP SPIDERS

5 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
4-9	Warp Spider	12"	3+	3+	3	3	1	2	8	3+
1	Warp Spider Exarch	12"	3+	3+	3	3	2	3	8	3+

If this unit contains 6 or more models, it has **Power Rating 10**. Every model is equipped with: death spinner, Warp Spider jump generator.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Death spinner	12"	Assault D6	6	-2	1	Blast

OTHER WARGEAR	ABILITIES
Warp Spider jump generator	Each time the bearer's unit makes a Normal Move, Battle Focus move (pg 142), Advances, Falls Back or makes a charge move, until that move is finished, model's in that unit can move horizontally through models and terrain features (they cannot finish a move on top of another model, or its base). When the bearer 's unit makes a Battle Focus move, you can roll 2D6 instead of one D6 to determine the maximum distance models in that unit can move. If you do so, if you roll a double 1, that unit suffers 1 mortal wound.

WARGEAR OPTIONS

- The Warp Spider Exarch can be equipped with 1 additional death spinner and 1 powerblades.

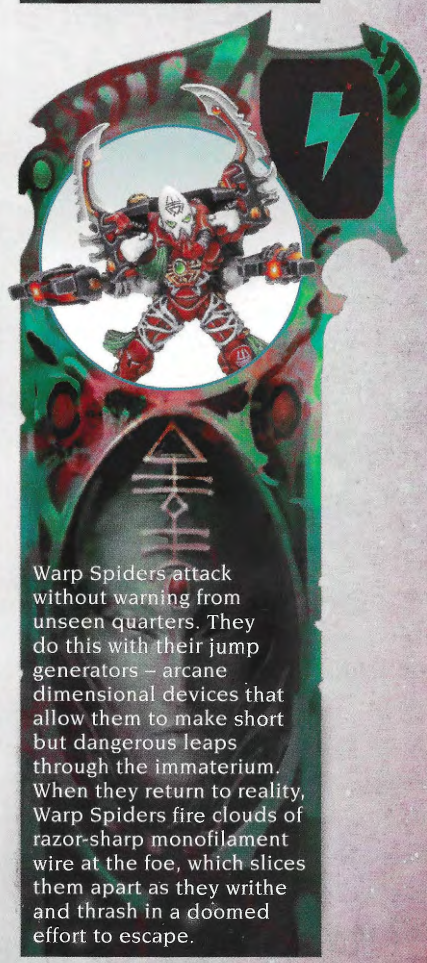
ABILITIES

Battle Focus, Strands of Fate, Sudden Assault (pg 142-143)

Aspect Armour: Models in this unit have a 5+ invulnerable save.

Flickerjump: The first time in each phase this unit is selected as a target of a charge, if this unit is not within Engagement Range of any enemy units, it can make a Normal Move of up to 6". Until the end of the phase, this unit cannot fire Overwatch or Set to Defend.

FACTION KEYWORDS: **Aeldari, Asuryani, <Craftworld>**
KEYWORDS: **Infantry, Core, Jump Pack, Aspect Warrior, Warp Spiders**



Warp Spiders attack without warning from unseen quarters. 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, which slices them apart as they writhe and thrash in a doomed effort to escape.



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.

SHINING SPEARS

5 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
2-5	Shining Spear	16"	3+	3+	3	4	2	3	8	3+
1	Shining Spear Exarch	16"	3+	3+	3	4	3	4	8	3+

If this unit contains 4 or more models, it has **Power Rating 10**. Every model is equipped with: laser lance; twin shuriken catapult.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Laser lance (shooting)	6"	Assault 1	6	-4	2	-
Shuriken cannon	24"	Heavy 3	6	-1	2	Shuriken
Star lance (shooting)	6"	Assault 1	8	-4	2	-
Twin shuriken catapult	18"	Assault 4	4	-1	1	Shuriken
Laser lance (melee)	Melee	Melee	+1	-4	2	Each time an attack is made with this weapon, if the bearer made a charge move this turn, that attack has a Strength characteristic of +3.
Paragon sabre	Melee	Melee	+1	-4	1	Each time the bearer fights, it makes 1 additional attack with this weapon. Each time an attack is made with this weapon, you can re-roll that attack's hit roll and wound roll.
Star lance (melee)	Melee	Melee	+1	-4	2	Each time an attack is made with this weapon, if the bearer made a charge move this turn, that attack has a Strength characteristic of +5.

OTHER WARGEAR	ABILITIES
Shimmershield	The bearer has a 4+ invulnerable save.

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

Battle Focus, Strands of Fate (pg 142-143)

Aspect Armour: Models in this unit have a 5+ invulnerable save.

Ride the Wind: Each time this unit Advances, do not make an Advance roll. Instead, until the end of the phase, add 6" to the Move characteristic of models in this unit.

Aerobatic Grace: Each time a ranged attack is made against this unit, subtract 1 from that attack's hit roll.

FACTION KEYWORDS: **Aeldari, Asuryani, <Craftworld>**
KEYWORDS: **Biker, Fly, Core, Aspect Warrior, Shining Spears**

SHROUD RUNNERS

5 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
3-6	Shroud Runner	16"	3+	2+	3	4	3	2	7	4+

If this unit contains 4 or more models, it has **Power Rating 10**. Every model is equipped with: Ranger long rifle; scatter laser; shuriken pistol.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Ranger long rifle	36"	Heavy 1	4	-1	1	Each time you select a target for this weapon, you can ignore the Look Out, Sir rule. Each time an attack is made with this weapon, an unmodified wound roll of 6 inflicts 1 mortal wound on the target in addition to any normal damage.
Scatter laser	36"	Heavy 6	6	0	1	-
Shuriken pistol	12"	Pistol 1	4	-1	1	Shuriken

ABILITIES

Battle Focus, Strands of Fate (pg 142-143)

Ride the Wind: Each time this unit Advances, do not make an Advance roll. Instead, until the end of the phase, add 6" to the Move characteristic of models in this unit.

Shroud Runner Cloak: Models in this unit are eligible to receive the benefits of Light Cover as if they were **INFANTRY** models. Each time a ranged attack is allocated to a model in this unit while it is receiving the benefits of cover, add an additional 1 to any armour saving throw made against that attack.

Target Acquisition: At the start of your Shooting phase, select one enemy unit within 12" of this unit. Until the end of the phase, each time an **OUTCASTS** unit from your army makes an attack against that enemy unit with a Ranger long rifle or Voidbringer, that enemy unit does not receive the benefits of cover against that attack.

Swift Scouts: At the start of the first battle round, models in this unit can make a Normal Move. They cannot end this move within 9" of any enemy models.

FACTION KEYWORDS: **AELDARI, ASURYANI, <CRAFTWORLD>**
KEYWORDS: **BIKER, CORE, FLY, OUTCASTS, SHROUD RUNNERS**



Streaking into battle as barely perceived blurs, Shroud Runners effortlessly outmanoeuvre their enemies while harassing them with pinpoint sniper fire. Each jetbike acts as the mount for a pair of skilled Aeldari Rangers, the pillion rider often entering a marksman's trance so as to aim and fire while travelling at incredible speeds.





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.

WAR WALKERS

5 POWER

NO.	NAME	M	WS	BS	S	T	W	A	LD	SV
1-3	War Walker	10"	3+	3+	5	6	6	3	8	3+

If this unit contains 2 models, it has **Power Rating 10**. If this unit contains 3 models, it has **Power Rating 15**. Every model is equipped with: 2 shuriken cannons.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Aeldari missile launcher	Before selecting targets, select one of the profiles below to make attacks with.					
- Sunburst	48"	Heavy D6	4	-1	1	Blast
- Starshot	48"	Heavy 1	8	-2	D6	-
Bright lance	36"	Heavy 1	8	-4	D3+3	-
Scatter laser	36"	Heavy 6	6	0	1	-
Shuriken cannon	24"	Heavy 3	6	-1	2	Shuriken
Starcannon	36"	Heavy 2	7	-3	2	-

WARGEAR OPTIONS

- Each model can have each shuriken cannon it is equipped with replaced with one of the following: 1 Aeldari missile launcher; 1 bright lance; 1 scatter laser; 1 starcannon.

ABILITIES

Strands of Fate, Advanced Positions (pg 142-143)

Power field: Models in this unit have a 5+ invulnerable save.

Explodes: Each time a model in this unit is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 3" suffers 1 mortal wound.

FACTION KEYWORDS: ***Aeldari, Asuryani, <Craftworld>***
KEYWORDS: **Vehicle, War Walkers**



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

DARK REAPERS

8 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
4	Dark Reaper	6"	3+	3+	3	3	1	2	8	3+
1	Dark Reaper Exarch	6"	3+	3+	3	3	2	3	8	3+

Every model is equipped with: Reaper launcher.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Aeldari missile launcher	Before selecting targets, select one of the profiles below to make attacks with.					
- Sunburst	48"	Heavy D6	4	-1	1	Blast
- Starshot	48"	Heavy 1	8	-2	D6	-
Reaper launcher	Before selecting targets, select one of the profiles below to make attacks with.					
- Starshot	48"	Heavy 1	8	-2	3	-
- Starswarm	48"	Heavy 2	5	-2	2	-
Shuriken cannon	24"	Heavy 3	6	-1	2	Shuriken
Tempest launcher	36"	Heavy 2D6	4	-2	1	Blast. This weapon can target units that are not visible to the bearer.

WARGEAR OPTIONS

- The Dark Reaper Exarch's Reaper launcher can be replaced with 1 of the following: 1 Aeldari missile launcher; 1 shuriken cannon; 1 tempest launcher.

ABILITIES

Strands of Fate (pg 143)

Aspect Armour: Models in this unit have a 5+ invulnerable save.

Inescapable Accuracy: Each time a model in this unit makes a ranged attack, the target does not receive the benefits of Dense Cover against that attack.

FACTION KEYWORDS: **Aeldari, Asuryani, <Craftworld>**
KEYWORDS: **Infantry, Core, Aspect Warrior, Dark Reapers**

SUPPORT WEAPONS

3 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1-3	Support Weapon	6"	3+	3+	3	5	5	7	10	4+

If this unit contains 2 models, it has **Power Rating 6**. If this unit contains 3 models, it has **Power Rating 9**. Every model is equipped with: shadow weaver; shuriken catapult.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
D-cannon	24"	Heavy D3	12	-4	D6+2	Blast. This weapon can target units that are not visible to the bearer. Each time an attack is made with this weapon, an unmodified wound roll of 6 inflicts 1 mortal wound on the target in addition to any normal damage.
Shadow weaver	48"	Heavy D6	6	-2	1	Blast. This weapon can target units that are not visible to the bearer.
Shuriken catapult	18"	Assault 2	4	-1	1	Shuriken
Vibro cannon	48"	Heavy D6	7	-1	2	-

WARGEAR OPTIONS

- Any number of models can each have their shadow weaver replaced with one of the following: 1 D-cannon; 1 vibro cannon.

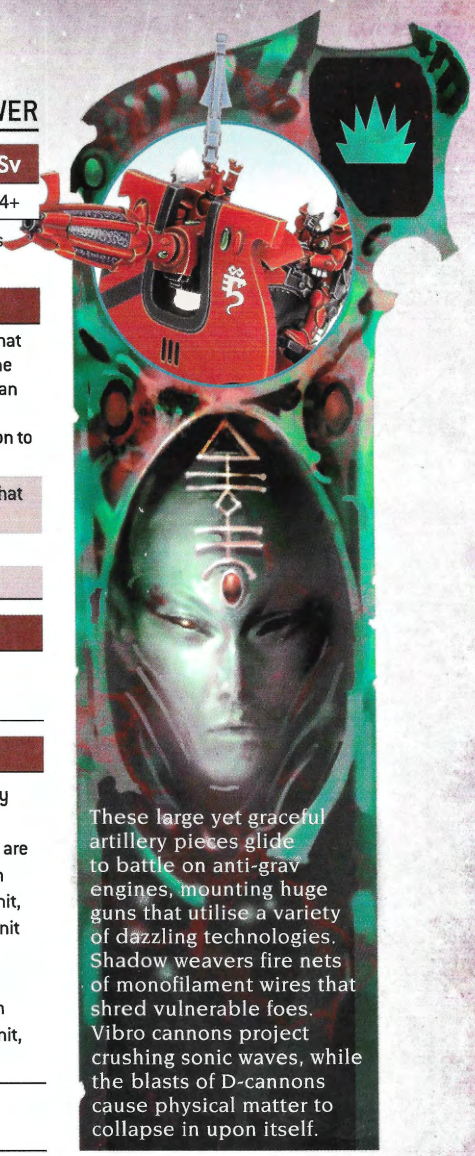
ABILITIES

Strands of Fate (pg 143)

Artillery and Crew: Each Support Weapon and its crew are treated as a single model for all rules purposes (crew models must remain within 1" of their Support Weapon model). This means that the crew models cannot be targeted or attacked separately, and that visibility and all ranges are measured to and from the Support Weapon model. This unit cannot Advance, is never eligible to declare a charge or perform a Heroic Intervention and cannot make pile-in or consolidation moves.

Sonic Destruction: In your Shooting phase, if an enemy unit (excluding units that can **FLY**) is selected as the target of two or more vibro cannons models in this unit are equipped with, until the end of the phase, each time an attack made with a vibro cannon targets that enemy unit, that attack automatically hits the target. If an enemy unit (excluding units that can **FLY**) is selected as the target of three or more vibro cannons models in this unit are equipped with, until the end of the phase, each time an attack made with a vibro cannon targets that enemy unit, add 1 to that attack's wound roll.

FACTION KEYWORDS: **AELDARI, ASURYANI, <CRAFTWORLD>**
KEYWORDS: **VEHICLE, ARTILLERY, GUARDIANS, SUPPORT WEAPONS**



These large yet graceful artillery pieces glide to battle on anti-grav engines, mounting huge guns that utilise a variety of dazzling technologies. Shadow weavers fire nets of monofilament wires that shred vulnerable foes. Vibro cannons project crushing sonic waves, while the blasts of D-cannons cause physical matter to collapse in upon itself.



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 on the battlefield their martial prowess is most needed.

FALCON

9 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Falcon (7+ wounds remaining)	16"	6+	3+	6	7	12	3	8	3+
	Falcon (4-6 wounds remaining)	12"	6+	4+	6	7	N/A	D3	8	3+
	Falcon (1-3 wounds remaining)	8"	6+	5+	6	7	N/A	1	8	3+

A Falcon is equipped with: pulse laser; scatter laser; twin shuriken catapult.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Aeldari missile launcher	Before selecting targets, select one of the profiles below to make attacks with.					
- Sunburst	48"	Heavy D6	4	-1	1	Blast
- Starshot	48"	Heavy 1	8	-2	D6	-
Bright lance	36"	Heavy 1	8	-4	D3+3	-
Pulse laser	48"	Heavy 2	9	-3	D3+3	-
Scatter laser	36"	Heavy 6	6	0	1	-
Shuriken cannon	24"	Heavy 3	6	-1	2	Shuriken
Starcannon	36"	Heavy 2	7	-3	2	-
Twin shuriken catapult	18"	Assault 4	4	-1	1	Shuriken

OTHER WARGEAR	ABILITIES
Crystal targeting matrix	Each time this model makes a ranged attack, you can ignore any or all modifiers to the hit roll.
Spirit stones	This model is considered to have double the number of wounds remaining for the purposes of determining what characteristics on its profile to use.
Star engines	Add 3" to this model's Move characteristic.
Vectored engines	Once per battle, in your Command phase, you can activate this model's vectored engines. If you do so, until the end of the turn, this model has the Battle Focus ability (pg 142).

WARGEAR OPTIONS

- This model's scatter laser can be replaced with 1 of the following: 1 Aeldari missile launcher; 1 bright lance; 1 shuriken cannon; 1 starcannon.
- This model's twin shuriken catapult can be replaced with 1 shuriken cannon.
- This model can be equipped with up to 1 of each of the following: 1 crystal targeting matrix; 1 spirit stones; 1 star engines; 1 vectored engines.

ABILITIES

Strands of Fate, Sudden Assault (pg 143)

Hover Tank: Distances are measured to and from this model's hull or base; whichever is closest.

Explodes: When this **TRANSPORT** model is destroyed, roll one D6 before any embarked models disembark and before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

Cloudstrike: If this **TRANSPORT** model starts the battle set up preparing a sudden assault (see Sudden Assault, page 143), it can be set up on the battlefield in the Reinforcements step of your first, second or third Movement phase, regardless of any mission rules. Any units embarked within this **TRANSPORT** model can immediately disembark after it has been set up on the battlefield in this way, but they must be set up more than 9" away from any enemy models.

TRANSPORT

This model has a transport capacity of 6 **PHOENIX LORD, ANHRATHE INFANTRY** or **ASURYANI <CRAFTWORLD> INFANTRY** models. Each **WRAITH CONSTRUCT** model takes the space of two **INFANTRY** models. It cannot transport **JUMP PACK** models.

FACTION KEYWORDS: **AELDARI, ASURYANI, <CRAFTWORLD>**
KEYWORDS: **VEHICLE, TRANSPORT, FLY, FALCON**

NIGHT SPINNER

8 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Night Spinner (7+ wounds remaining)	16"	6+	3+	6	7	12	3	8	3+
	Night Spinner (4-6 wounds remaining)	12"	6+	4+	6	7	N/A	D3	8	3+
	Night Spinner (1-3 wounds remaining)	8"	6+	5+	6	7	N/A	1	8	3+

A Night Spinner is equipped with: doomweaver; twin shuriken catapult.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Doomweaver	48"	Heavy 2D6	7	-2	2	Blast. This weapon can target units that are not visible to the bearer.
Shuriken cannon	24"	Heavy 3	6	-1	2	Shuriken
Twin shuriken catapult	18"	Assault 4	4	-1	1	Shuriken

OTHER WARGEAR	ABILITIES
Crystal targeting matrix	Each time this model makes a ranged attack, you can ignore any or all modifiers to the hit roll.
Spirit stones	This model is considered to have double the number of wounds remaining for the purposes of determining what characteristics on its profile to use.
Star engines	Add 3" to this model's Move characteristic.
Vectored engines	Once per battle, in your Command phase, you can activate this model's vectored engines. If you do so, until the end of the turn, this model has the Battle Focus ability (pg 142).

WARGEAR OPTIONS

- This model's twin shuriken catapult can be replaced with 1 shuriken cannon.
- This model can be equipped with up to 1 of each of the following: 1 crystal targeting matrix; 1 spirit stones; 1 star engines; 1 vectored engines.

ABILITIES

Strands of Fate (pg 143)

Hover Tank: Distances are measured to and from this model's hull or base; whichever is closest.

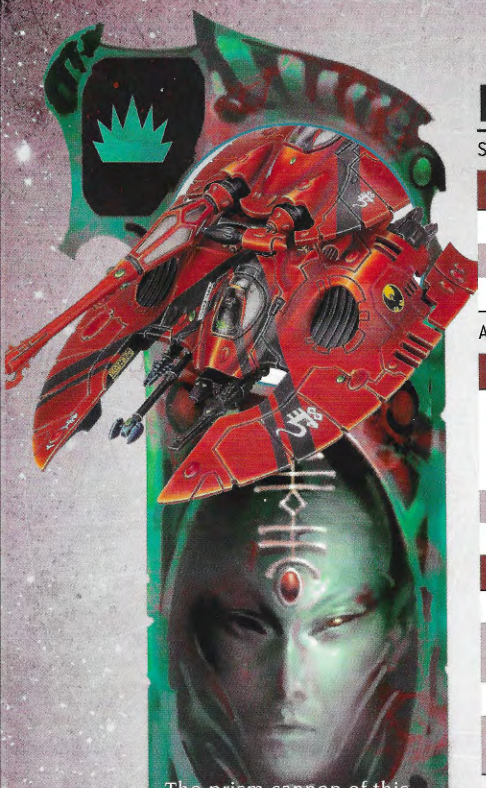
Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

FACTION KEYWORDS: **Aeldari, Asuryani, <Craftworld>**
KEYWORDS: **Vehicle, Fly, Night Spinner**



The doomweaver mounted by the Night Spinner is an esoteric weapon that spins great swathes of monofilament wire into a lethal web that is 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.





The prism cannon of this vehicle is the bane of heavy battle tanks. In its firing process, a medium-magnitude laser is discharged into a massive crystal prism that amplifies the shot's potency. The energy is discharged in one of two ways – either as a thin lance of light to destroy the toughest vehicles, or as a dispersed pulse to slaughter swathes of infantry.

FIRE PRISM

9 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

NO.	NAME	M	WS	BS	S	T	W	A	LD	SV
1	Fire Prism (7+ wounds remaining)	16"	6+	3+	6	7	12	3	8	3+
	Fire Prism (4-6 wounds remaining)	12"	6+	4+	6	7	N/A	D3	8	3+
	Fire Prism (1-3 wounds remaining)	8"	6+	5+	6	7	N/A	1	8	3+

A Fire Prism is equipped with: prism cannon; twin shuriken catapult.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Prism cannon	Before selecting targets, select one of the profiles below to make attacks with.					
- Focused lance	60"	Heavy 2	14	-5	3D3	-
- Dispersed pulse	60"	Heavy 3D3	6	-2	2	Blast
Shuriken cannon	24"	Heavy 3	6	-1	2	Shuriken
Twin shuriken catapult	18"	Assault 4	4	-1	1	Shuriken

OTHER WARGEAR	ABILITIES
Crystal targeting matrix	Each time this model makes a ranged attack, you can ignore any or all modifiers to the hit roll.
Spirit stones	This model is considered to have double the number of wounds remaining for the purposes of determining what characteristics on its profile to use.
Star engines	Add 3" to this model's Move characteristic.
Vectored engines	Once per battle, in your Command phase, you can activate this model's vectored engines. If you do so, until the end of the turn, this model has the Battle Focus ability (pg 142).

WARGEAR OPTIONS

- This model's twin shuriken catapult can be replaced with 1 shuriken cannon.
- This model can be equipped with up to 1 of each of the following: 1 crystal targeting matrix; 1 spirit stones; 1 star engines; 1 vectored engines.

ABILITIES

Strands of Fate (pg 143)

Hover Tank: Distances are measured to and from this model's hull or base; whichever is closest.

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

FACTION KEYWORDS: **AELDARI, ASURYANI, <CRAFTWORLD>**
KEYWORDS: **VEHICLE, FLY, FIRE PRISM**

WAVE SERPENT

8 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Wave Serpent (7+ wounds remaining)	16"	6+	3+	6	7	13	3	8	3+
	Wave Serpent (4-6 wounds remaining)	12"	6+	4+	6	7	N/A	D3	8	3+
	Wave Serpent (1-3 wounds remaining)	8"	6+	5+	6	7	N/A	1	8	3+

A Wave Serpent is equipped with: twin shuriken cannon; twin shuriken catapult; Wave Serpent shield.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Twin Aeldari missile launcher	Before selecting targets, select one of the profiles below to make attacks with.					
- Sunburst	48"	Heavy 2D6	4	-1	1	Blast
- Starshot	48"	Heavy 2	8	-2	D6	-
Twin bright lance	36"	Heavy 2	8	-4	D3+3	-
Twin scatter laser	36"	Heavy 12	6	0	1	-
Twin shuriken cannon	24"	Heavy 6	6	-1	2	Shuriken
Twin shuriken catapult	18"	Assault 4	4	-1	1	Shuriken
Twin starcannon	36"	Heavy 4	7	-3	2	-

OTHER WARGEAR	ABILITIES
Crystal targeting matrix	Each time this model makes a ranged attack, you can ignore any or all modifiers to the hit roll.
Wave Serpent shield	While this model is equipped with a Wave Serpent shield: • This model has a 5+ invulnerable save against ranged attacks. • Each time a ranged attack is made against this model, an unmodified wound roll of 1-3 for that attack fails, irrespective of any abilities that the weapon or the model making the attack may have.
Spirit stones	This model is considered to have double the number of wounds remaining for the purposes of determining what characteristics on its profile to use.
Star engines	Add 3" to this model's Move characteristic.
Vectored engines	Once per battle, in your Command phase, you can activate this model's vectored engines. If you do so, until the end of the turn, this model has the Battle Focus ability (pg 142).

WARGEAR OPTIONS

- This model's twin shuriken cannon can be replaced with 1 of the following: 1 twin Aeldari 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.
- This model can be equipped with up to 1 of each of the following: 1 crystal targeting matrix; 1 spirit stones; 1 star engines; 1 vectored engines.

ABILITIES

Strands of Fate (pg 143)

Hover Tank: Distances are measured to and from this model's hull or base; whichever is closest.

Explodes: When this **TRANSPORT** model is destroyed, roll one D6 before any embarked models disembark and before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

TRANSPORT

This model has a transport capacity of 12 **PHOENIX LORD**, **ANHRATHE INFANTRY** or **ASURYANI <CRAFTWORLD> INFANTRY** models. Each **WRAITH CONSTRUCT** model takes the space of two **INFANTRY** models. It cannot transport **JUMP PACK** models.

FACTION KEYWORDS: **AELDARI, ASURYANI, <CRAFTWORLD>**
KEYWORDS: **VEHICLE, TRANSPORT, FLY, WAVE SERPENT**



The main 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 – that can also be projected forward as a weapon in extremis – and receive covering fire from the vehicle's powerful array of heavy weapons.



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.

CRIMSON HUNTER

9 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Crimson Hunter (7+ wounds remaining)	20-60"	6+	3+	6	6	12	3	8	3+
	Crimson Hunter (4-6 wounds remaining)	20-40"	6+	4+	6	6	N/A	D3	8	3+
	Crimson Hunter (1-3 wounds remaining)	20-25"	6+	5+	6	6	N/A	1	8	3+

A Crimson Hunter is equipped with: 2 starcannons; pulse laser.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bright lance	36"	Heavy 1	8	-4	D3+3	-
Pulse laser	48"	Heavy 2	9	-3	D3+3	-
Starcannon	36"	Heavy 2	7	-3	2	-

WARGEAR OPTIONS

- This model's 2 starcannons can be replaced with 2 bright lances.

ABILITIES

Strands of Fate (pg 143)

Supersonic: Each time this model makes a Normal Move, Advances or Falls Back, first pivot it on the spot up to 90° (this does not contribute to how far the model moves), then move the model straight forwards. It cannot pivot again after the initial pivot.

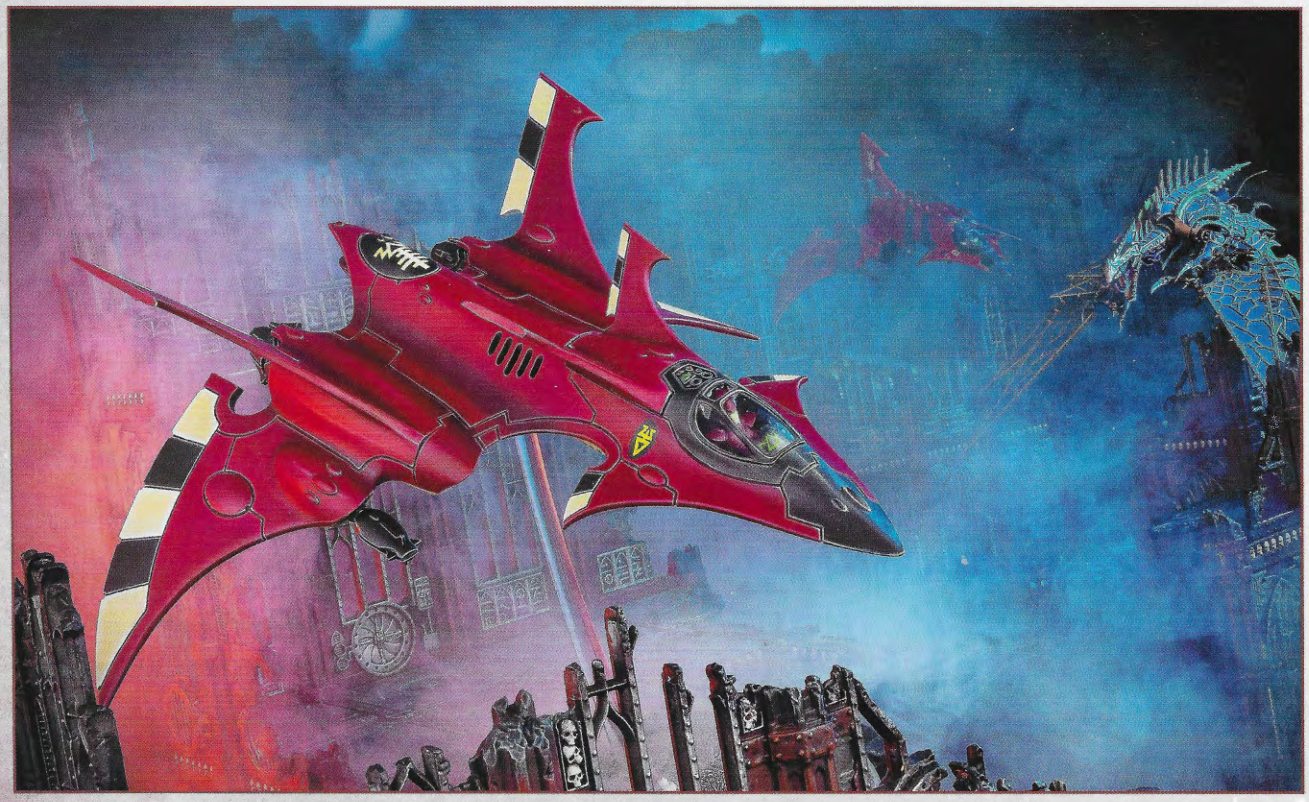
Skyhunter: Each time this model makes a ranged attack against a unit that can **FLY**, add 1 to that attack's hit roll and you can re-roll that attack's wound roll.

Hard to Hit: Each time a ranged attack is made against this model, subtract 1 from that attack's hit roll.

Airborne: You cannot declare a charge with this model, and it can only be chosen as a target of a charge if the unit making the charge can **FLY**. You can only fight with this model if it is within Engagement Range of any enemy units that can **FLY**, and this model can only make melee attacks against units that can **FLY**. Enemy units can only make melee attacks against this model if they can **FLY**.

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

FACTION KEYWORDS: **AELDARI, ASURYANI, <CRAFTWORLD>**
KEYWORDS: **VEHICLE, AIRCRAFT, FLY, ASPECT WARRIOR, CRIMSON HUNTER**



HEMLOCK WRAITHFIGHTER

11 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Hemlock Wraithfighter (4+ wounds remaining)	20-60"	6+	3+	6	6	12	3	8	3+
	Hemlock Wraithfighter (2-3 wounds remaining)	20-40"	6+	4+	6	6	N/A	D3	8	3+
	Hemlock Wraithfighter (1 wound remaining)	20-25"	6+	5+	6	6	N/A	1	8	3+

A Hemlock Wraithfighter is equipped with: 2 heavy D-scythes; mindshock pod.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heavy D-scythe	18"	Heavy D6	12	-4	2	Blast. Each time an attack is made with this weapon, an unmodified wound roll of 6 inflicts 1 mortal wound on the target in addition to any normal damage.

OTHER WARGEAR	ABILITIES
Mindshock pod	The bearer gains the following ability: **Mindshock Pod (Aura):** While an enemy unit is within 12" of any models equipped with a mindshock pod, subtract 2 from that unit's Leadership characteristic.

ABILITIES

Strands of Fate (pg 143)

Supersonic: Each time this model makes a Normal Move, Advances or Falls Back, first pivot it on the spot up to 90° (this does not contribute to how far the model moves), then move the model straight forwards. It cannot pivot again after the initial pivot.

Wraithbone Form: Each time an attack is allocated to this model, subtract 1 from the Damage characteristic of that attack (to a minimum of 1).

Hard to Hit: Each time a ranged attack is made against this model, subtract 1 from that attack's hit roll.

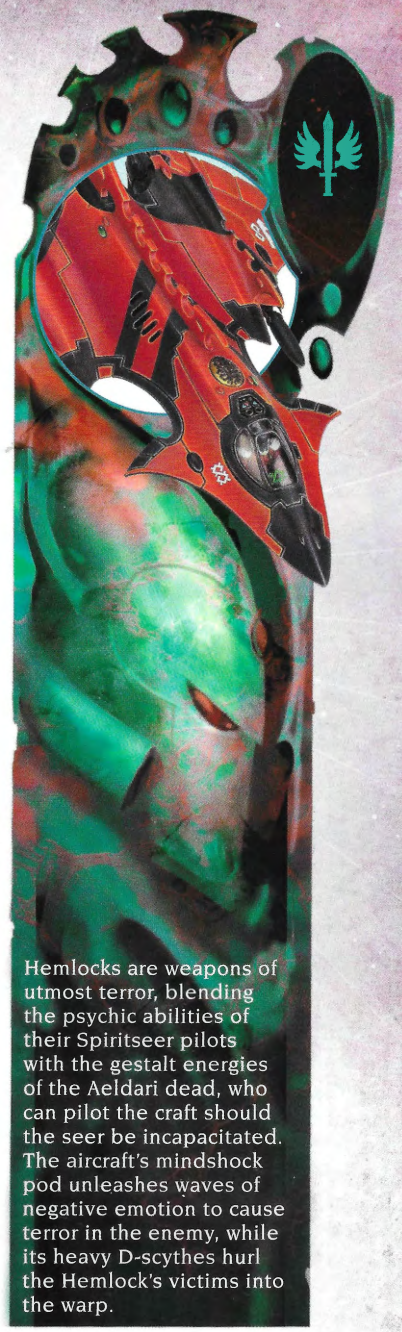
Airborne: You cannot declare a charge with this model, and it can only be chosen as a target of a charge if the unit making the charge can **FLY**. You can only fight with this model if it is within Engagement Range of any enemy units that can **FLY**, and this model can only make melee attacks against units that can **FLY**. Enemy units can only make melee attacks against this model if they can **FLY**.

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

PSYKER

This model can attempt to manifest one psychic power in your Psychic phase and attempt to deny one psychic power in your opponent's Psychic phase. It knows *Smite* and one psychic power from the Runes of Battle discipline (pg 121). When this model attempts to manifest a psychic power from the Runes of Battle discipline, you can only select that power's second effect.

FACTION KEYWORDS: **AELDARI, ASURYANI, SPIRIT HOST, <CRAFTWORLD>**
KEYWORDS: **VEHICLE, AIRCRAFT, FLY, PSYKER, WRAITH CONSTRUCT, HEMLOCK WRAITHFIGHTER**



Hemlocks are weapons of utmost terror, blending the psychic abilities of their Spiritseer pilots with the gestalt energies of the Aeldari dead, 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.



Few foes can stand up to the awesome power of a Wraithknight. Those armed with a heavy wraithcannon can throw targets straight into the hell-dimension of the warp, while the equally potent suncannon can obliterate masses of soldiers in roiling plasma blasts. Meanwhile, Wraithknights that wield a ghostglaive and scattershield are amply equipped to duel even titanic war engines.

WRAITHKNIGHT

23 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Wraithknight (12+ wounds remaining)	12"	3+	3+	8	8	22	5	9	3+
	Wraithknight (6-11 wounds remaining)	10"	4+	4+	8	8	N/A	5	9	3+
	Wraithknight (1-5 wounds remaining)	8"	5+	5+	8	8	N/A	5	9	3+

A Wraithknight is equipped with: titanic ghostglaive; titanic feet; scattershield.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heavy wraithcannon	36"	Heavy D3	16	-4	D3+6	Blast. Each time an attack is made with this weapon, an unmodified wound roll of 6 inflicts D3 mortal wounds on the target in addition to any normal damage.
Scatter laser	36"	Heavy 6	6	0	1	-
Shuriken cannon	24"	Heavy 3	6	-1	2	Shuriken
Starcannon	36"	Heavy 2	7	-3	2	-
Suncannon	48"	Heavy 2D6	8	-3	3	Blast
Titanic feet	Melee	Melee	User	-2	2	-
Titanic ghostglaive	Each time an attack is made with this weapon, select one of the profiles below to make that attack with.					
- Strike	Melee	Melee	+6	-4	6	-
- Sweep	Melee	Melee	User	-3	2	Each time an attack is made with this weapon profile, make 3 hit rolls instead of 1.

OTHER WARGEAR	ABILITIES
Scattershield	The bearer has a 4+ invulnerable save.

WARGEAR OPTIONS

- This model's titanic ghostglaive can be replaced with one of the following: 1 heavy wraithcannon; 1 suncannon.
- This model's scattershield can be replaced with 1 heavy wraithcannon.
- This model can be equipped with up to 2 of the following: 1 scatter laser; 1 shuriken cannon; 1 starcannon.

ABILITIES

Strands of Fate (pg 143)

Wraithbone Form: Each time an attack is allocated to this model, subtract 1 from the Damage characteristic of that attack (to a minimum of 1).

Agile Construct: This model has a 5+ invulnerable save.

Unstoppable Revenant: This model is eligible to declare a charge in a turn in which it Fell Back. Each time this model makes a Normal Move, Advances or Falls Back, it can be moved horizontally across other models (excluding **MONSTER** and **VEHICLE** models) as if they were not there.

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 2D6" suffers D6 mortal wounds.

FACTION KEYWORDS: **AELDARI, ASURYANI, SPIRIT HOST, <CRAFTWORLD>**
KEYWORDS: **MONSTER, TITANIC, WRAITH CONSTRUCT, WRAITHKNIGHT**

WEBWAY GATE

4 POWER

A Webway Gate consists of 2 Wraithbone Arches. Your army can only include one **WEBWAY GATE** unit.

ABILITIES

Mysterious Appearance: During deployment, when you set up this unit, it can be set up anywhere on the battlefield that is more than 12" away from the enemy deployment zone and any enemy models. When this unit is set up on the battlefield, both of its Wraithbone Arches must be set up within 3" of each other. Once it has been set up, each Wraithbone Arch is treated as an Obstacle terrain feature with the following terrain traits: Light Cover, Heavy Cover, Unstable Position, Inspiring (**AELDARI**).

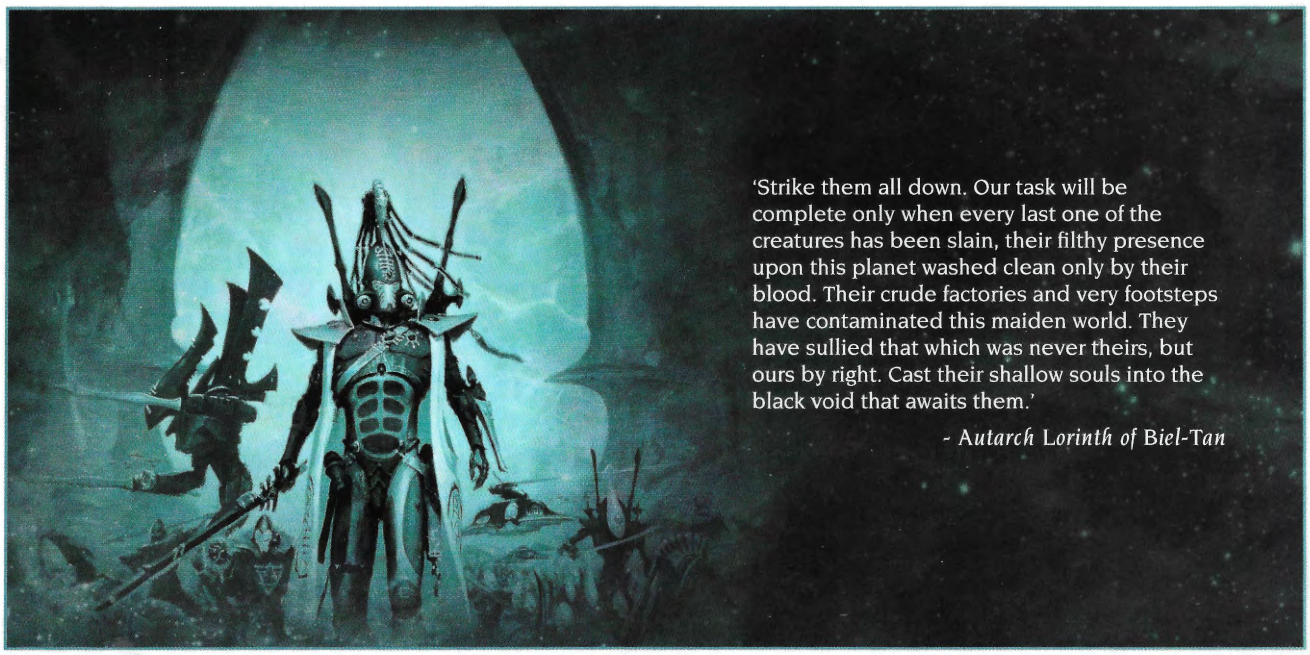
Webway Travellers: If your army includes this unit and you are using the Strategic Reserves rule, you can halve the Command point cost required to place **AELDARI** units into Strategic Reserves (rounding fractions down). This ability is not cumulative with any similar abilities (e.g. Prince of Corsairs, pg 149).

Webway Strike: Each time an **AELDARI** unit from your army arrives from Strategic Reserves, you can choose to set it up anywhere on the battlefield that is wholly within 6" of both of the Wraithbone Arches of a friendly **WEBWAY GATE** unit. If you do so, that **AELDARI** unit can be set up within 9" of enemy models, and can be set up within Engagement Range of enemy models. If an **AELDARI** unit is set up within Engagement Range of any enemy models in this way, it counts as having made a charge move this turn (Overwatch attacks cannot be made against that unit), and until the end of the turn, that unit can target any enemy unit it is within Engagement Range of with melee attacks, even though it did not declare a charge this turn.

FACTION KEYWORDS: **AELDARI, ASURYANI, HARLEQUINS, DRUKHARI**
KEYWORDS: **TERRAIN FEATURE, OBSTACLE, WEBWAY GATE**



Webway Gates allow the Aeldari access to the boundless corridors of the labyrinth dimension. Remnants of the lost Aeldari empire, millions of these portals are scattered across the galaxy, and every craftworld has a nexus of such constructs to enable their people to travel wherever they need to.



'Strike them all down. Our task will be complete only when every last one of the creatures has been slain, their filthy presence upon this planet washed clean only by their blood. Their crude factories and very footsteps have contaminated this maiden world. They have sullied that which was never theirs, but ours by right. Cast their shallow souls into the black void that awaits them.'

- Autarch Lorinth of Biel-Tan



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 with the consent of their peers they act as focal points of their Troupes.

TROUPE MASTER

4 POWER

NO.	NAME	M	WS	BS	S	T	W	A	LD	SV
1	Troupe Master	8"	2+	2+	3	3	5	6	9	6+

A Troupe Master is equipped with: shuriken pistol; Harlequin's blade; plasma grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Fusion pistol	6"	Pistol 1	8	-4	D6+2	-
Neuro disruptor	12"	Pistol 1	6	-3	1	Each time an attack is made with this weapon, if a hit is scored, unless the target is a **VEHICLE** unit, the target suffers 1 mortal wound and the attack sequence ends.
Shuriken pistol	12"	Pistol 1	4	-1	1	Shuriken
Aeldari power sword	Melee	Melee	+1	-3	1	-
Harlequin's blade	Melee	Melee	User	-1	1	Each time the bearer fights, it makes 1 additional attack with this weapon.
Harlequin's caress	Melee	Melee	+1	-2	2	-
Harlequin's embrace	Melee	Melee	+1	-2	2	-
Harlequin's kiss	Melee	Melee	+1	-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 Harlequin's blade can be replaced with one of the following: 1 Harlequin's caress; 1 Harlequin's embrace; 1 Harlequin's kiss; 1 Aeldari power sword.

ABILITIES

Harlequin's Panoply, Luck of the Laughing God, Rising Crescendo (pg 144)

Troupe Master Weapons: If this model is equipped with a Harlequin's kiss, it has the **HARLEQUIN'S KISS** keyword. If this model is equipped with a Harlequin's caress, it has the **HARLEQUIN'S CARESS** keyword. If this model is equipped with a Harlequin's embrace, it has the **HARLEQUIN'S EMBRACE** keyword.

Choreographer of War (Aura): While a friendly **HARLEQUINS CORE** unit is within 6" of this model, each time an attack is made by a model in that unit, re-roll a wound roll of 1.

FACTION KEYWORDS: **AELDARI, HARLEQUINS, <SAEDATH>**
KEYWORDS: **CHARACTER, INFANTRY, HAYWIRE GRENADES, TROUPE MASTER**

SHADOWSEER

5 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Shadowseer	8"	2+	2+	3	3	5	4	9	6+

A Shadowseer is equipped with: shuriken pistol; miststave; hallucinogen grenade launcher.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Shuriken pistol	12"	Pistol 1	4	-1	1	Shuriken
Hallucinogen grenade launcher	18"	Assault D3	-	-	-	Blast. Each time an attack is made with this weapon, if a hit is scored, roll 2D6. If the result is greater than the Leadership characteristic of the target, the target suffers 1 mortal wound.
Neuro disruptor	12"	Pistol 1	6	-3	1	Each time an attack is made with this weapon, if a hit is scored, unless the target is a **VEHICLE** unit, the target suffers 1 mortal wound and the attack sequence ends.
Miststave	Melee	Melee	+3	-1	D3	-

WARGEAR OPTIONS

- This model's shuriken pistol can be replaced with 1 neuro disruptor.

ABILITIES

Harlequin's Panoply, Luck of the Laughing God, Rising Crescendo (pg 144)

Shield From Harm (Aura): While a friendly **HARLEQUINS CORE** or **HARLEQUINS CHARACTER** unit is within 6" of this model, each time an attack is made against that unit, subtract 1 from that attack's wound roll.

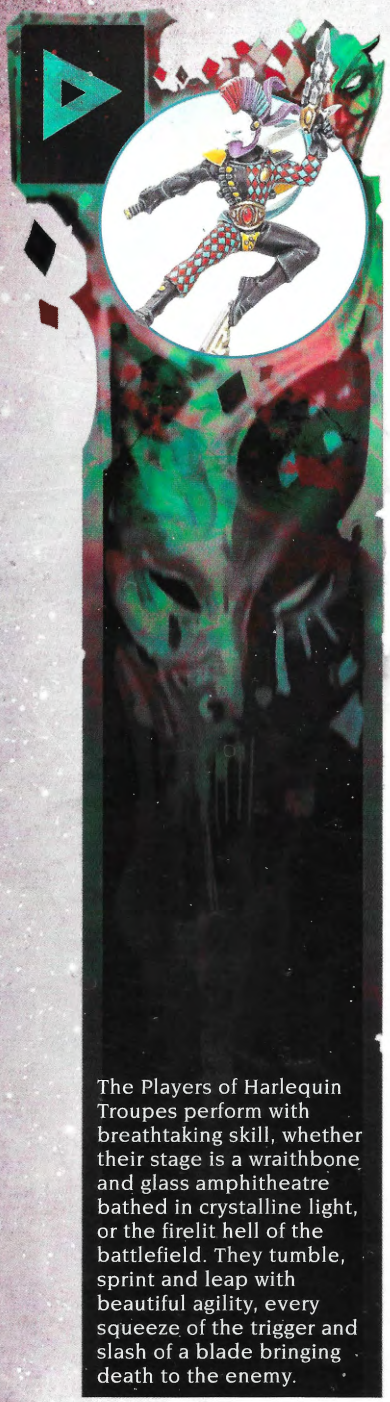
PSYKER

This model can attempt to manifest two psychic powers in your Psychic phase and attempt to deny one psychic power in your opponent's Psychic phase. It knows *Smite* and two psychic powers from the Phantasmancy discipline (pg 120).

FACTION KEYWORDS: **AELDARI, HARLEQUINS, <SAEDATH>**
KEYWORDS: **CHARACTER, INFANTRY, PSYKER, SHADOWSEER**



Shadowseers can blind their enemies and drive them mad with their psychic powers. As they shield their allies with veils of illusion, they fire hallucinogenic payloads from their *creidann* grenade launchers that cause disorientation or death. In close combat, Shadowseers crush bones with strikes from their miststaves, which also scramble the perceptions of those hit.



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 the trigger and slash of a blade bringing death to the enemy.

TROUPE

4 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
4-11	Player	8"	3+	3+	3	3	1	4	8	6+
1	Lead Player	8"	3+	3+	3	3	2	4	8	6+

If this unit contains 7 or more models, it has **Power Rating 9**. Every model is equipped with: shuriken pistol; Harlequin's blade; plasma grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Fusion pistol	6"	Pistol 1	8	-4	D6+2	-
Neuro disruptor	12"	Pistol 1	6	-3	1	Each time an attack is made with this weapon, if a hit is scored, unless the target is a **VEHICLE** unit, the target suffers 1 mortal wound and the attack sequence ends.
Shuriken pistol	12"	Pistol 1	4	-1	1	Shuriken
Aeldari power sword	Melee	Melee	+1	-3	1	-
Harlequin's blade	Melee	Melee	User	-1	1	Each time the bearer fights, it makes 1 additional attack with this weapon.
Harlequin's caress	Melee	Melee	+1	-2	2	-
Harlequin's embrace	Melee	Melee	+1	-2	2	-
Harlequin's kiss	Melee	Melee	+1	-2	2	-

WARGEAR OPTIONS

- Any model's Harlequin's blade can be replaced with 1 Harlequin's kiss.
- The Lead Player's Harlequin's blade can be replaced with 1 Aeldari power sword.
- If this unit contains 10 or fewer models:
  - Up to two models' shuriken pistols can each be replaced with 1 neuro disruptor.
  - Up to two models' shuriken pistols can each be replaced with 1 fusion pistol.
  - Up to two models' Harlequin's blades can each be replaced with 1 Harlequin's caress.
  - Up to two models' Harlequin's blades can each be replaced with 1 Harlequin's embrace.
- If this unit contains 11 or more models:
  - Up to four models' shuriken pistols can each be replaced with 1 neuro disruptor.
  - Up to four models' shuriken pistols can each be replaced with 1 fusion pistol.
  - Up to four models' Harlequin's blades can each be replaced with 1 Harlequin's caress.
  - Up to four models' Harlequin's blades can each be replaced with 1 Harlequin's embrace.

ABILITIES

Harlequin's Panoply, Luck of the Laughing God, Rising Crescendo (pg 144)

Harlequin Weapons: While this unit contains any models equipped with a Harlequin's kiss, it has the **HARLEQUIN'S KISS** keyword. While this unit contains any models equipped with a Harlequin's caress, it has the **HARLEQUIN'S CARESS** keyword. While this unit contains any models equipped with a Harlequin's embrace, it has the **HARLEQUIN'S EMBRACE** keyword.

FACTION KEYWORDS: **AELDARI, HARLEQUINS, <SAEDATH>**
KEYWORDS: **INFANTRY, HAYWIRE GRENADES, TROUPE**

DEATH JESTER

3 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Death Jester	8"	2+	2+	3	3	5	5	9	6+

A Death Jester is equipped with: shrieker cannon; Jester's blade.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Shrieker cannon	30"	Assault 3	6	-2	2	Shuriken. Each time you select a target for this weapon, you can ignore the Look Out, Sir rule.
Jester's blade	Melee	Melee	+1	-1	1	-

ABILITIES

Harlequin's Panoply, Luck of the Laughing God, Rising Crescendo (pg 144)

Death is Not Enough: Each model that is destroyed by an attack made by this model counts as two models in the Morale phase.

FACTION KEYWORDS: **Aeldari, Harlequins, <Saedath>**
KEYWORDS: **Character, Infantry, Death Jester**



The arrival of a Death Jester upon the battlefield is announced by a hissing storm of shrieker cannon fire. 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.

SOLITAIRE

6 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Solitaire	12"	2+	2+	4	4	5	8	9	6+

A Solitaire is equipped with: Solitaire's weapons. Your army can only include one **Solitaire** model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Solitaire's weapons	Melee	Melee	+2	-3	2	-

ABILITIES

Harlequin's Panoply, Luck of the Laughing God, Rising Crescendo (pg 144)

Impossible Form: This model has a 3+ invulnerable save.

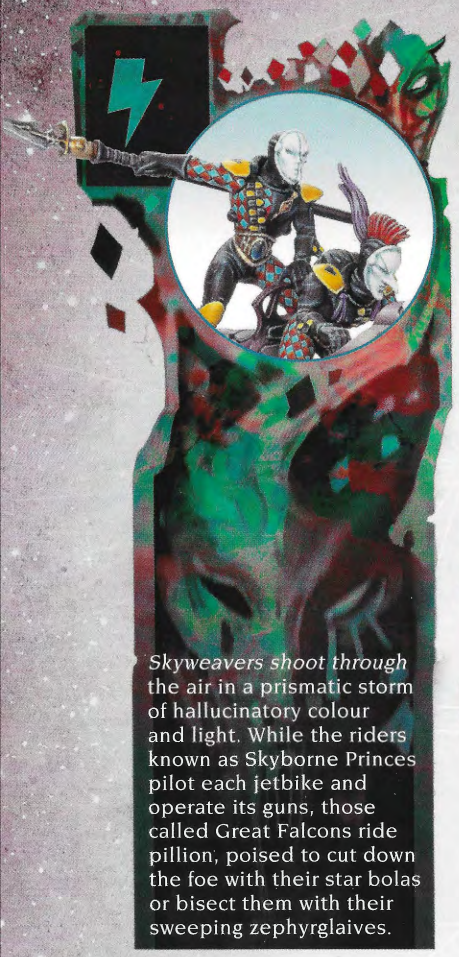
Path of Damnation: This model can never have a Relic or a Warlord Trait.

Blitz: Once per battle, in your Movement phase, instead of making a Normal Move, this model can make a Blitz move. If it does so, until the end of the turn, add 2D6" to this model's Move characteristic and add 2 to this model's Attacks characteristic.

FACTION KEYWORDS: **Aeldari, Harlequins**
KEYWORDS: **Character, Infantry, Harlequin's Kiss, Harlequin's Caress, Solitaire**



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, open throats and pierce hearts in a rapid blur of movement, and cause blood to fall like monsoon rain.



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.

SKYWEAVERS

4 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
2-6	Skyweaver	16"	3+	3+	3	4	3	4	8	4+

If this unit contains 3-4 models, it has **Power Rating 8**. If this unit contains 5 or more models, it has **Power Rating 12**. Every model is equipped with: shuriken cannon; star bolas.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Skyweaver haywire cannon	24"	Heavy D3+1	3	-3	D3	Blast. Each time an attack is made with this weapon against a **VEHICLE** unit, an unmodified wound roll of 4+ is always successful, and an unmodified wound *roll of 6 inflicts D3 mortal wounds on the target in addition to any normal damage.*
Shuriken cannon	*24"*	*Heavy 3*	*6*	*-1*	*2*	*Shuriken*
Star bolas	12"	Assault D3	7	-3	2	Blast
Zephyrglaive	Melee	Melee	+2	-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

Luck of the Laughing God, Rising Crescendo (pg 144)

Holo-suit: Models in this unit have a 4+ invulnerable save.

Harlequin's Mask: Each time a melee attack is made against this unit, subtract 1 from that attack's hit roll.

Skyweaver Mirage Launchers: Each time an attack is made against this unit, that attack's hit roll cannot be re-rolled.

Ride the Wind: Each time this unit Advances, do not make an Advance roll. Instead, until the end of the phase, add 6" to the Move characteristic of models in this unit.

FACTION KEYWORDS: **AELDARI, HARLEQUINS, <SAEDATH>**
KEYWORDS: **BIKER, CORE, FLY, SKYWEAVERS**



VOIDWEAVERS

5 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1-3	Voidweaver	16"	3+	3+	5	5	6	4	8	4+

If this unit contains 2 models, it has **Power Rating 10**. If this unit contains 3 models, it has **Power Rating 15**. Every model is equipped with: 2 shuriken cannons; Voidweaver haywire cannon.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Prismatic cannon	Before selecting targets, select one of the profiles below to make attacks with.					
- Focused lance	36"	Heavy 2	12	-4	2D3	-
- Dispersed pulse	36"	Heavy 3D3	5	-3	1	Blast
Shuriken cannon	24"	Heavy 3	6	-1	2	Shuriken
Voidweaver haywire cannon	24"	Heavy 2D3	4	-3	3	Blast. Each time an attack is made with this weapon against a **VEHICLE** unit, an unmodified wound roll of 4+ is always successful, and an unmodified wound roll of 6 inflicts D3 mortal wounds on the target in addition to any normal damage.

WARGEAR OPTIONS

- Any number of models can each have their Voidweaver haywire cannon replaced with 1 prismatic cannon.

ABILITIES

Luck of the Laughing God (pg 144)

Holo-fields: Models in this unit have a 4+ invulnerable save.

Hovering: Distances are measured to and from the hull or base (whichever is closest) of the closest model in this unit.

Ride the Wind: Each time this unit Advances, do not make an Advance roll. Instead, until the end of the phase, add 6" to the Move characteristic of models in this unit.

Mirage Launchers: Each time an attack is made against this unit, subtract 1 from that attack's hit roll and that attack's hit roll cannot be re-rolled.

Explodes: Each time a model in this unit is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers 1 mortal wound.

FACTION KEYWORDS: **AELDARI, HARLEQUINS, <SAEDATH>**
KEYWORDS: **VEHICLE, FLY, VOIDWEAVERS**



The Voidweaver's potent combination of versatile weapons, lightweight psychoplastic armour, hyper-velocity and polychromatic camouflage make them exceptionally dangerous attack craft. A full squadron of Voidweavers can rip apart an enemy battle tank or slaughter whole squads of infantry when carrying out their devastating ambushes.





These agile and nimble anti-grav transport craft swoop and spiral effortlessly through incoming fire, their flickering holo-fields giving them polychromatic camouflage. 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 shurikens.

STARWEAVER

4 POWER

NO.	NAME	M	WS	BS	S	T	W	A	LD	SV
1	Starweaver	16"	3+	3+	5	5	6	4	8	4+

A Starweaver is equipped with: 2 shuriken cannons.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Shuriken cannon	24"	Heavy 3	6	-1	2	Shuriken

ABILITIES

Luck of the Laughing God (pg 144)

Open-topped: In your Shooting phase, units embarked within this **TRANSPORT** model can be selected to shoot; when doing so, measure distances and draw line of sight from any point on this **TRANSPORT** model's hull or base. If this **TRANSPORT** model made a Normal Move, Advanced or Fell Back this turn, embarked units are considered to have done the same. While this **TRANSPORT** model is within Engagement Range of any enemy units, embarked units cannot shoot, except with Pistols.

Holo-fields: This model has a 4+ invulnerable save.

Hovering: Distances are measured to and from this model's hull or base; whichever is closest.

Ride the Wind: Each time this model Advances, do not make an Advance roll. Instead, until the end of the phase, add 6" to the Move characteristic of this model.

Mirage Launchers: Each time an attack is made against this model, subtract 1 from that attack's hit roll, and that attack's hit roll cannot be re-rolled.

Explodes: When this **TRANSPORT** model is destroyed, roll one D6 before any embarked models disembark and before removing it from play. On a 6 it explodes, and each unit within 6" suffers 1 mortal wound.

TRANSPORT

This model has a transport capacity of 6 **HARLEQUINS <SAEDATH> INFANTRY** models.

FACTION KEYWORDS: **AELDARI, HARLEQUINS, <SAEDATH>**
KEYWORDS: **VEHICLE, TRANSPORT, FLY, STARWEAVER**

YVRAINE

7 POWER

NO.	NAME	M	WS	BS	S	T	W	A	LD	SV
1	Yvraine	8"	2+	2+	3	3	5	4	9	6+

Yvraine is equipped with: Kha-vir, the Sword of Sorrows. Your army can only include one **YVRAINE** model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Kha-vir, the Sword of Sorrows	Melee	Melee	+1	-3	2	Each time an attack is made with this weapon, on an unmodified hit roll of 6, the target suffers 2 mortal wounds and the attack sequence ends.

ABILITIES

Battle Focus, Strands of Fate (pg 142-143)

Runesuit: This model has a 4+ invulnerable save. Each time an attack is made against this model, an unmodified wound roll of 1-3 for that attack fails, irrespective of any abilities that the weapon or the model making the attack may have.

Herald of Ynnead: Each time another **AELDARI** model within 6" of this model is destroyed, roll one D6: on a 4+, this model regains 1 lost wound and, if that other **AELDARI** model was a **PSYKER**, you can select one psychic power from the Revenant discipline (pg 123). Until the end of the battle, this model knows that psychic power in addition to any others it knows.

Gyrinx Familiar: Each time a Psychic test is taken for this model, you can re-roll that test.

PSYKER

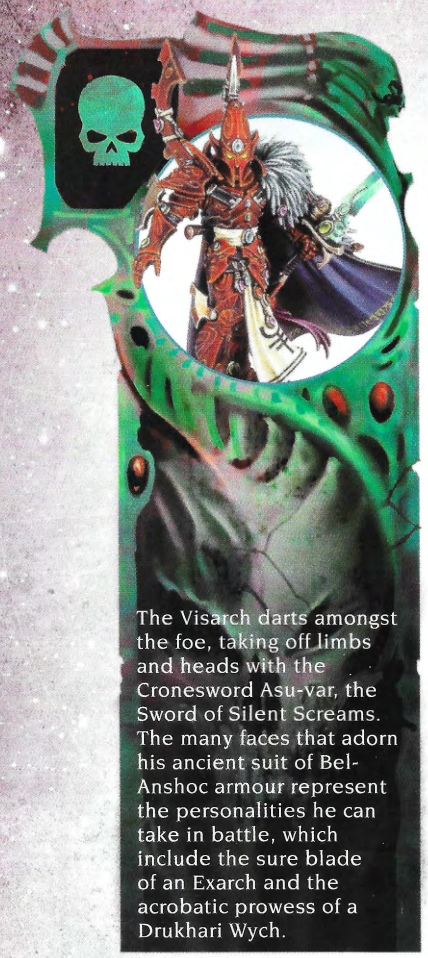
This model can attempt to manifest two psychic powers in your Psychic phase and attempt to deny two psychic powers in your opponent's Psychic phase. It knows *Smite* and two psychic powers from the Revenant discipline (pg 123).

FACTION KEYWORDS: **AELDARI, ASURYANI, YNNARI**
KEYWORDS: **CHARACTER, INFANTRY, PSYKER, YVRAINE**



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.





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.

THE VISARCH

5 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	The Visarch	8"	2+	2+	3	3	6	5	9	2+

The Visarch is equipped with: Asu-var, the Sword of Silent Screams. Your army can only include one **THE VISARCH** model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Asu-var, the Sword of Silent Screams	Melee	Melee	+2	-4	2	Each time an attack is made with this weapon, on a wound roll of 4+, invulnerable saving throws cannot be made against that attack.

ABILITIES

Battle Focus, Strands of Fate (pg 142-143)

Forceshield: This model has a 4+ invulnerable save.

Champion of Ynnead: Each time another **AELDARI** model within 6" of this model is destroyed, roll one D6; on a 4+, this model regains 1 lost wound and, if that other **AELDARI** model was a **CHARACTER** model, until the end of the battle, add 1 to this model's Attacks characteristic.

Way of the Blade (Aura): While a friendly **YNNARI CORE** unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.

Warden of Yvraine: If your army is Battle-forged, if a Detachment in your army includes an **YVRAINE** model, this model can be included in that Detachment without taking up a Battlefield Role slot. While a friendly **YVRAINE** model is within 3" of this model, that **YVRAINE** model cannot be selected as the target of ranged attacks.

FACTION KEYWORDS: **AELDARI, ASURYANI, YNNARI**
KEYWORDS: **CHARACTER, INFANTRY, THE VISARCH**

THE YNCARNE

13 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

NO.	NAME	M	WS	BS	S	T	W	A	LD	SV
1	The Yncarne (7+ wounds remaining)	10"	2+	2+	7	7	12	6	10	3+
	The Yncarne (4-6 wounds remaining)	9"	2+	2+	6	7	N/A	5	10	3+
	The Yncarne (1-3 wounds remaining)	8"	2+	2+	5	7	N/A	4	10	3+

The Yncarne is equipped with: swirling soul energy; Vilith-zhar, the Sword of Souls. Your army can only include one **THE YNCARNE** model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Swirling soul energy	6"	Assault D6	7	-2	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Vilith-zhar, the Sword of Souls	Each time an attack is made with this weapon, select one of the profiles below to make that attack with.					
- Piercing strike	Melee	Melee	+4	-4	D3+3	Each time an attack is made with this weapon profile, invulnerable saving throws cannot be made against that attack.
- Sweeping blow	Melee	Melee	User	-4	1	Each time an attack is made with this weapon profile, make 2 hit rolls instead of 1.

ABILITIES

Battle Focus, Strands of Fate (pg 142-143)

Avatar of the Whispering God: This model can never have a Relic or a Warlord Trait.

Deathly Form: This model has a 4+ invulnerable save. Each time an attack is allocated to this model, halve the Damage characteristic of that attack (rounding up).

Ynnead Awakened (Aura): While a friendly **YNNARI CORE** unit is within 12" of this model, each time a Combat Attrition test is taken for that unit, you can ignore any or all modifiers for that Combat Attrition test.

Swirling Energies: In your Shooting phase, each time this model is selected to shoot, its swirling soul energy can target, and resolve attacks against, every eligible enemy unit. Each time this model fires Overwatch, it only resolves attacks with this weapon against the charging unit.

Inevitable Death: During deployment, you can set up this model in waiting instead of setting it up on the battlefield. If you do so, then when another unit is destroyed, before removing the last model in that unit, you can set this model up within 1" of that model. If this model is on the battlefield, when another unit is destroyed, before removing the last model in that unit, you can remove this model from the battlefield and set it up again within 1" of that model. When this model is set up in either of these ways, it cannot be set up within Engagement Range of any enemy models, and until the end of the turn, it is not eligible to declare a charge or perform a Heroic Intervention.

Explosion of Soul Energy: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 3" suffers 1 mortal wound.

PSYKER

This model can attempt to manifest two psychic powers in your Psychic phase and attempt to deny two psychic powers in your opponent's Psychic phase. It knows *Smite* and all of the psychic powers from the Revenant discipline (pg 123).

FACTION KEYWORDS: **AELDARI, ASURYANI, YNNARI**
KEYWORDS: **CHARACTER, MONSTER, FLY, PSYKER, DAEMON, THE YNCARNE**



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 life from 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 with Vilith-zhar, the Sword of Souls – most powerful of the Croneswords in the Aeldari's possession.

WEAPON PROFILES

Below you will find the profiles for all the weapons that Asuryani and Harlequins models can be equipped with. Some weapons have the Blast ability; this ability is detailed in full in the Warhammer 40,000 Core Book. Some weapons have the Shuriken ability; these weapons are shuriken weapons, as described on page 143.

RANGED WEAPONS	RANGE	TYPE	S	AP	D	ABILITIES
Aeldari flamer	12"	Assault D6	4	0	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Aeldari Missile Launcher	Before selecting targets, select one of the profiles below to make attacks with.					
- Sunburst	48"	Heavy D6	4	-1	1	Blast
- Starshot	48"	Heavy 1	8	-2	D6	-
Arhra's Bane (shooting)	12"	Assault 2	5	-1	2	Shuriken
Avenger shuriken catapult	18"	Assault 3	4	-2	1	Shuriken
The Bloody Twins	24"	Assault 6	4	-2	2	Shuriken
Bright lance	36"	Heavy 1	8	-4	D3+3	-
Corsair blaster	18"	Assault 1	8	-4	D6	-
Corsair shredder	18"	Assault D6	6	-1	1	Blast
Death spinner	12"	Assault D6	6	-2	1	Blast
Doomweaver	48"	Heavy 2D6	7	-2	2	Blast. This weapon can target units that are not visible to the bearer.
Dragon fusion gun	12"	Assault 1	9	-4	D6+2	-
Dragon's breath flamer	12"	Assault D6	6	-1	1	Each time an attack is made with this weapon, that attack automatically hits the target.
D-cannon	24"	Heavy D3	12	-4	D6+2	Blast. This weapon can target units that are not visible to the bearer. Each time an attack is made with this weapon, an unmodified wound roll of 6 inflicts 1 mortal wound on the target in addition to any normal damage.
D-scythe	12"	Assault D6	10	-4	1	Blast. Each time an attack is made with this weapon, an unmodified wound roll of 6 inflicts 1 mortal wound on the target in addition to any normal damage.
The Eye of Wrath	6"	Assault 1	6	-3	2	-
Firepike	18"	Assault 1	9	-4	D6+4	-
Fury of the Tempest	24"	Assault 4	6	-2	2	Each time an attack is made with this weapon, an unmodified hit roll of 6 automatically wounds the target.
Fusion pistol	6"	Pistol 1	8	-4	D6+2	-
Guardian fusion gun	12"	Assault 1	8	-4	D6	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.
Hallucinogen grenade launcher	18"	Assault D3	-	-	-	Blast. Each time an attack is made with this weapon, if a hit is scored, roll 2D6. If the result is greater than the Leadership characteristic of the target, the target suffers 1 mortal wound.
Hawk's talon	24"	Assault 4	5	-1	1	Each time an attack is made with this weapon, an unmodified hit roll of 6 automatically wounds the target.
Heavy D-scythe	18"	Heavy D6	12	-4	2	Blast. Each time an attack is made with this weapon, an unmodified wound roll of 6 inflicts 1 mortal wound on the target in addition to any normal damage.
Heavy wraithcannon	36"	Heavy D3	16	-4	D3+6	Blast. Each time an attack is made with this weapon, an unmodified wound roll of 6 inflicts D3 mortal wounds on the target in addition to any normal damage.
Lasblaster	24"	Assault 4	4	0	1	Each time an attack is made with this weapon, an unmodified hit roll of 6 automatically wounds the target.
Laser lance (shooting)	6"	Assault 1	6	-4	2	-
The Maugetar (shooting)	36"	Assault 6	7	-2	2	Each time an attack is made with this weapon, an unmodified wound roll of 6 inflicts 1 mortal wound on the target in addition to any normal damage.
Neuro disruptor	12"	Pistol 1	6	-3	1	Each time an attack is made with this weapon, if a hit is scored, unless the target is a **VEHICLE** unit, the target suffers 1 mortal wound and the attack sequence ends.
Plasma grenade	6"	Grenade D6	4	-1	1	Blast
Prism cannon	Before selecting targets, select one of the profiles below to make attacks with.					
- Focused lance	60"	Heavy 2	14	-5	3D3	-
- Dispersed pulse	60"	Heavy 3D3	6	-2	2	Blast

RANGED WEAPONS	RANGE	TYPE	S	AP	D	ABILITIES
Prismatic cannon	Before selecting targets, select one of the profiles below to make attacks with.					
- Focused lance	36"	Heavy 2	12	-4	2D3	-
- Dispersed pulse	36"	Heavy 3D3	5	-3	1	Blast
Pulse laser	48"	Heavy 2	9	-3	D3+3	-
Ranger long rifle	36"	Heavy 1	4	-1	1	Each time you select a target for this weapon, you can ignore the Look Out, Sir rule. Each time an attack is made with this weapon, an unmodified wound roll of 6 inflicts 1 mortal wound on the target in addition to any normal damage.
Reaper launcher	Before selecting targets, select one of the profiles below to make attacks with.					
- Starshot	48"	Heavy 1	8	-2	3	-
- Starswarm	48"	Heavy 2	5	-2	2	-
Scatter laser	36"	Heavy 6	6	0	1	-
Scorpion's claw (shooting)	12"	Assault 2	4	-1	1	Shuriken
Searsong	Before selecting targets, select one of the profiles below to make attacks with.					
- Lance	18"	Assault 1	10	-4	D6+4	-
- Beam	12"	Assault 1	6	-3	4	Each time an attack is made with this weapon profile, if a hit is scored, draw a straight line between the closest point of the bearer's base (or hull) and that of the closest model in the target unit. Make one wound roll against the target unit, and each other unit this line passes over.
Shadow weaver	48"	Heavy D6	6	-2	1	Blast. This weapon can target units that are not visible to the bearer.
Shuriken cannon	24"	Heavy 3	6	-1	2	Shuriken
Shuriken catapult	18"	Assault 2	4	-1	1	Shuriken
Shuriken pistol	12"	Pistol 1	4	-1	1	Shuriken
Shuriken rifle	24"	Rapid Fire 1	4	-1	1	Shuriken
Shrieker cannon	30"	Assault 3	6	-2	2	Shuriken. Each time you select a target for this weapon, you can ignore the Look Out, Sir rule.
The Silent Death	12"	Assault 6	6	-3	1	-
Singing spear (shooting)	12"	Assault 1	9	0	3	-
Skyweaver haywire cannon	24"	Heavy D3+1	3	-3	D3	Blast. Each time an attack is made with this weapon against a **VEHICLE** unit, an unmodified wound roll of 4+ is always successful, and an unmodified wound roll of 6 inflicts D3 mortal wounds on the target in addition to any normal damage.
Starcannon	36"	Heavy 2	7	-3	2	-
Star bolas	12"	Assault D3	7	-3	2	Blast
Star lance (shooting)	6"	Assault 1	8	-4	2	-
Suncannon	48"	Heavy 2D6	8	-3	3	Blast
Swirling soul energy	6"	Assault D6	7	-2	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Tempest launcher	36"	Heavy 2D6	4	-2	1	Blast. This weapon can target units that are not visible to the bearer.
Triskele (shooting)	12"	Assault 3	5	-3	1	-
Twin Aeldari missile launcher	Before selecting targets, select one of the profiles below to make attacks with.					
- Sunburst	48"	Heavy 2D6	4	-1	1	Blast
- Starshot	48"	Heavy 2	8	-2	D6	-
Twin bright lance	36"	Heavy 2	8	-4	D3+3	-
Twin scatter laser	36"	Heavy 12	6	0	1	-
Twin shuriken cannon	24"	Heavy 6	6	-1	2	Shuriken
Twin shuriken catapult	18"	Assault 4	4	-1	1	Shuriken
Twin starcannon	36"	Heavy 4	7	-3	2	-
Vibro cannon	48"	Heavy D6	7	-1	2	-
Voidbringer	48"	Heavy 1	6	-3	3	Each time you select a target for this weapon, you can ignore the Look Out, Sir rule. Each time an attack is made with this weapon, an unmodified wound roll of 4+ inflicts D3 mortal wounds on the target in addition to any normal damage.
Voidweaver haywire cannon	24"	Heavy 2D3	4	-3	3	Blast. Each time an attack is made with this weapon against a **VEHICLE** unit, an unmodified wound roll of 4+ is always successful, and an unmodified wound roll of 6 inflicts D3 mortal wounds on the target in addition to any normal damage.
The Wailing Doom (shooting)	12"	Assault 1	12	-4	D6+2	Each time an attack is made with this weapon, if a hit is scored, draw a straight line between the closest point of the bearer's base (or hull) and that of the closest model in the target unit. Make one wound roll against the target unit, and each other unit this line passes over.
Wraithcannon	18"	Assault 1	10	-4	D3+3	Each time an attack is made with this weapon, an unmodified wound roll of 6 inflicts 1 mortal wound on the target in addition to any normal damage.

MELEE WEAPONS	RANGE	TYPE	S	AP	D	ABILITIES
Aeldari power sword	Melee	Melee	+1	-3	1	-
Arhra's Bane (melee)	Melee	Melee	x2	-4	2	-
Asu-var, the Sword of Silent Screams	Melee	Melee	+2	-4	2	Each time an attack is made with this weapon, on a wound roll of 4+, invulnerable saving throws cannot be made against that attack.
Banshee blade	Melee	Melee	+1	-4	1	-
Biting blade	Melee	Melee	+2	-2	2	Each time the bearer fights, it makes 2 additional attacks with this weapon.
The Blade of Destruction	Each time an attack is made with this weapon, select one of the profiles below to make that attack with.					
- Piercing strike	Melee	Melee	+2	-3	2	-
- Sweeping blow	Melee	Melee	User	-3	1	Each time an attack is made with this weapon profile, make 2 hit rolls instead of 1.
Diresword	Melee	Melee	+1	-	-	Each time an attack made with this weapon successfully wounds, the target suffers 1 mortal wound and the attack sequence ends.
Executioner	Melee	Melee	+2	-3	2	-
The Fire Axe	Melee	Melee	User	-4	3	-
Ghostaxe	Melee	Melee	+2	-3	2	-
Ghostglaive	Each time an attack is made with this weapon, select one of the profiles below to make that attack with.					
- Crushing strike	Melee	Melee	+2	-4	D3+3	-
- Sweeping blow	Melee	Melee	User	-2	2	Each time an attack is made with this weapon profile, make 2 hit rolls instead of 1.
Ghostswords	Melee	Melee	+1	-3	1	Each time the bearer fights, it makes 2 additional attacks with this weapon.
Guardian combat weapon	Melee	Melee	User	-1	1	Each time the bearer fights, it makes 1 additional attack with this weapon.
Harlequin's blade	Melee	Melee	User	-1	1	Each time the bearer fights, it makes 1 additional attack with this weapon.
Harlequin's caress	Melee	Melee	+1	-2	2	-
Harlequin's embrace	Melee	Melee	+1	-2	2	-
Harlequin's kiss	Melee	Melee	+1	-2	2	-
Isirmathil	Melee	Melee	+2	-2	1	Each time an attack is made with this weapon, make 2 hit rolls instead of 1.
Jester's blade	Melee	Melee	+1	-1	1	-
Kha-vir, the Sword of Sorrows	Melee	Melee	+1	-3	2	Each time an attack is made with this weapon, on an unmodified hit roll of 6, the target suffers 2 mortal wounds and the attack sequence ends.
Laser lance (melee)	Melee	Melee	+1	-4	2	Each time an attack is made with this weapon, if the bearer made a charge move this turn, that attack has a Strength characteristic of +3.
The Maugetar (melee)	Melee	Melee	+2	-2	2	-
Mirrorswords	Melee	Melee	+1	-3	1	Each time an attack is made with this weapon, make 2 hit rolls instead of 1.
Miststave	Melee	Melee	+3	-1	D3	-
Paired Hekatarii blades	Melee	Melee	User	-3	1	-
Paragon sabre	Melee	Melee	+1	-4	1	Each time the bearer fights, it makes 1 additional attack with this weapon. Each time an attack is made with this weapon, you can re-roll that attack's hit roll and wound roll.
Powerblades	Melee	Melee	+1	-3	1	Each time the bearer fights, it makes 1 additional attack with this weapon.
Power glaive	Melee	Melee	+2	-2	2	-
Scorpion chainsword	Melee	Melee	+2	-1	1	Each time the bearer fights, it makes 1 additional attack with this weapon.
Scorpion's claw (melee)	Melee	Melee	x2	-3	2	-
The Shining Blade	Melee	Melee	+1	-3	2	Each time an attack is made with this weapon, an unmodified hit roll of 6 scores 1 additional hit.
Singing spear (melee)	Melee	Melee	User	0	3	Each time an attack is made with this weapon, an unmodified wound roll of 2+ is always successful.
Solitaire's weapons	Melee	Melee	+2	-3	2	-
The Staff of Ulthamar and witchblade	Melee	Melee	+2	-2	2	Each time an attack is made with this weapon, an unmodified wound roll of 2+ is always successful.
Star glaive	Melee	Melee	x2	-3	2	-
Star lance (melee)	Melee	Melee	+1	-4	2	Each time an attack is made with this weapon, if the bearer made a charge move this turn, that attack has a Strength characteristic of +5.

MELEE WEAPONS	RANGE	TYPE	S	AP	D	ABILITIES
The Spear of Twilight	Melee	Melee	x2	-3	3	-
The Sword of Asur	Melee	Melee	+2	-3	3	Each time an attack is made with this weapon, an unmodified wound roll of 6 inflicts D3 mortal wound on the target in addition to any normal damage.
Titanic feet	Melee	Melee	User	-2	2	-
Titanic ghostglaive	Each time an attack is made with this weapon, select one of the profiles below to make that attack with.					
- Strike	Melee	Melee	+6	-4	6	-
- Sweep	Melee	Melee	User	-3	2	Each time an attack is made with this weapon profile, make 3 hit rolls instead of 1.
Triskele (melee)	Melee	Melee	+1	-3	1	-
Vilith-zhar, the Sword of Souls	Each time an attack is made with this weapon, select one of the profiles below to make that attack with.					
- Piercing strike	Melee	Melee	+4	-4	D3+3	Each time an attack is made with this weapon profile, invulnerable saving throws cannot be made against that attack.
- Sweeping blow	Melee	Melee	User	-4	1	Each time an attack is made with this weapon profile, make 2 hit rolls instead of 1.
The Wailing Doom (melee)	Each time an attack is made with this weapon, select one of the profiles below to make that attack with.					
- Piercing strike	Melee	Melee	x2	-5	D6+2	-
- Sweeping blow	Melee	Melee	User	-2	2	Each time an attack is made with this weapon profile, make 2 hit rolls instead of 1.
Witchblade	Melee	Melee	User	-1	2	Each time an attack is made with this weapon, an unmodified wound roll of 2+ is always successful.
Witch staff	Melee	Melee	User	-1	D3	Each time an attack is made with this weapon, an unmodified wound roll of 2+ is always successful.
Wraithbone fists	Melee	Melee	User	-3	3	-
Zephyrglaive	Melee	Melee	+2	-2	2	-



ASURYANI AND ANHRATHE POINTS VALUES

You can use this section to determine the points (pts) value of each unit in your army. Each entry lists the unit's size (i.e. how many models the unit can contain) and how many points the unit costs. If an entry has a unit cost of '*x* pts/model', then the unit costs *x* points for every model in that unit. You must then add points for each weapon, or other item of wargear, that is included in that unit if it is listed in that unit's entry (weapons and other wargear not listed in a unit's entry cost no additional points to include in that unit).

HQ

Asurmen (pg 150)
Unit size ..... 1 model
Unit cost ..... 150 pts

Autarch (pg 148)
Unit size ..... 1 model
Unit cost ..... 80 pts
- Autarch jump generator ..... +20 pts
- Death spinner ..... +10 pts
- Dragon fusion gun ..... +15 pts
- Howling Banshee mask ..... +5 pts
- Reaper launcher ..... +15 pts
- Swooping Hawk wings ..... +25 pts

Autarch Skyrunner (pg 149)
Unit size ..... 1 model
Unit cost ..... 100 pts

Avatar of Khaine (pg 145)
Unit size ..... 1 model
Unit cost ..... 270 pts

Baharroth (pg 150)
Unit size ..... 1 model
Unit cost ..... 140 pts

Eldrad Ulthran (pg 147)
Unit size ..... 1 models
Unit cost ..... 145 pts

Farseer (pg 147)
Unit size ..... 1 model
Unit cost ..... 90 pts
- Singing spear ..... +5 pts

Farseer Skyrunner (pg 146)
Unit size ..... 1 model
Unit cost ..... 120 pts
- Singing spear ..... +5 pts

Fuegan (pg 151)
Unit size ..... 1 model
Unit cost ..... 160 pts

Illic Nightspear (pg 153)
Unit size ..... 1 model
Unit cost ..... 90 pts

Jain Zar (pg 151)
Unit size ..... 1 model
Unit cost ..... 140 pts

Karandras (pg 152)
Unit size ..... 1 model
Unit cost ..... 140 pts

Maugan Ra (pg 152)
Unit size ..... 1 model
Unit cost ..... 150 pts

Prince Yriel (pg 149)
Unit size ..... 1 model
Unit cost ..... 90 pts

Spiritseer (pg 153)
Unit size ..... 1 model
Unit cost ..... 70 pts

The Visarch (pg 188)
Unit size ..... 1 model
Unit cost ..... 95 pts

The Yncarne (pg 189)
Unit size ..... 1 model
Unit cost ..... 250 pts

Yvraine (pg 187)
Unit size ..... 1 model
Unit cost ..... 135 pts

TROOPS

Corsair Voidreavers (pg 156)
Unit size ..... 5-10 models
Unit cost ..... 10 pts/model
- Corsair blaster ..... +10 pts
- Corsair shredder ..... +5 pts
- Mistshield ..... +5 pts
- Neuro disruptor ..... +5 pts
- Shuriken cannon ..... +10 pts
- Wraithcannon ..... +15 pts

Guardian Defenders (pg 154)
Unit size ..... 10-20 models
Unit cost ..... 9 pts/model
This unit can also contain 1-2 of the following models, as specified on its datasheet:
Heavy Weapon Platform ..... 20 pts/model
- Aeldari missile launcher ..... +5 pts
- Bright lance ..... +10 pts
- Starcannon ..... +5 pts

Rangers (pg 154)
Unit size ..... 5-10 models
Unit cost ..... 13 pts/model
- Gloom field ..... +5 pts
- Wireweave net ..... +5 pts

Storm Guardians (pg 155)
Unit size ..... 10-20 models
Unit cost ..... 8 pts/model
- Aeldari flamer ..... +5 pts
- Aeldari power sword ..... +5 pts
- Guardian fusion gun ..... +10 pts

This unit can also contain 1-2 of the following models, as specified on its datasheet:
Serpent's Scale Platform ..... 20 pts/model

ELITES

Corsair Voidscarred (pg 157)
Unit size ..... 5-10 models
Unit cost ..... 12 pts/model
Unit cost (Shade Runner) ..... 18 pts/model
Unit cost (Soul Weaver) ..... 17 pts/model
Unit cost (Way Seeker) ..... 25 pts/model
- Corsair blaster ..... +10 pts
- Corsair shredder ..... +5 pts
- Faolchú ..... +10 pts
- Fusion pistol ..... +10 pts
- Mistshield ..... +5 pts
- Neuro disruptor ..... +5 pts
- Ranger long rifle ..... +5 pts
- Shuriken cannon ..... +10 pts
- Wraithcannon ..... +15 pts

Dire Avengers (pg 160)
Unit size ..... 5-10 models
Unit cost ..... 12 pts/model
- Shimmershield ..... +5 pts

Fire Dragons (pg 161)
Unit size ..... 5-10 models
Unit cost ..... 23 pts/model
- Firepike ..... +10 pts

Howling Banshees (pg 162)
Unit size ..... 5-10 models
Unit cost ..... 18 pts/model
- Executioner ..... +5 pts

Striking Scorpions (pg 163)
Unit size ..... 5-10 models
Unit cost ..... 17 pts/model
- Biting blade ..... +5 pts
- Scorpion's claw ..... +10 pts

Warlock Skyrunners (pg 159)
Unit size ..... 1-3 models
Unit cost ..... 35 pts/model*
- Singing spear ..... +5 pts

* If this unit contains 1 model, it costs 60pts/model instead.

Warlocks (pg 158)
Unit size ..... 1-6 models
Unit cost ..... 20 pts/model*
- Singing spear ..... +5 pts

* If this unit contains 1 model, it costs 40pts/model instead.

Wraithblades (pg 164)
Unit size ..... 5-10 models
Unit cost ..... 40 pts/model
- Ghostaxe and forceshield ..... +5 pts

Wraithguard (pg 165)
Unit size ..... 5-10 models
Unit cost ..... 40 pts/model
- D-scythe ..... +5 pts

Wraithlord (pg 165)
Unit size ..... 1 model
Unit cost ..... 100 pts
- Aeldari flamer ..... +5 pts
- Aeldari missile launcher ..... +15 pts
- Bright lance ..... +20 pts
- Ghostglaive ..... +15 pts
- Scatter laser ..... +5 pts
- Shuriken cannon ..... +10 pts
- Starcannon ..... +15 pts

FAST ATTACK

Shining Spears (pg 168)
Unit size ..... 3-6 models
Unit cost ..... 35 pts/model
- Shimmershield ..... +5 pts
- Star lance ..... +10 pts

Shroud Runners (pg 169)
Unit size ..... 3-6 models
Unit cost ..... 35 pts/model

Swooping Hawks (pg 167)
Unit size ..... 5-10 models
Unit cost ..... 18 pts/model
- Aeldari power sword ..... +5 pts
- Hawk's talon ..... +10 pts

Vypers (pg 166)
Unit size ..... 1-3 models
Unit cost ..... 40 pts/model
- Aeldari missile launcher ..... +10 pts
- Bright lance ..... +15 pts
- Shuriken cannon ..... +5 pts
- Starcannon ..... +10 pts

Warp Spiders (pg 167)
Unit size ..... 5-10 models
Unit cost ..... 20 pts/model
- Powerblades ..... +10 pts

Windriders (pg 166)
Unit size ..... 3-9 models
Unit cost ..... 20 pts/model
- Scatter laser ..... +5 pts
- Shuriken cannon ..... +10 pts

HEAVY SUPPORT

Dark Reapers (pg 170)
Unit size ..... 5 models
Unit cost ..... 150 pts
- Aeldari missile launcher ..... +5 pts
- Shuriken cannon ..... +0 pts
- Tempest launcher ..... +10 pts

Falcon (pg 172)
Unit size ..... 1 model
Unit cost ..... 140 pts
- Aeldari missile launcher ..... +15 pts
- Bright lance ..... +20 pts
- Crystal targeting matrix ..... +10 pts
- Shuriken cannon ..... +5 pts
- Spirit stones ..... +10 pts
- Star engines ..... +10 pts
- Starcannon ..... +15 pts
- Vectored engines ..... +10 pts

Fire Prism (pg 174)
Unit size ..... 1 model
Unit cost ..... 160 pts
- Crystal targeting matrix ..... +10 pts
- Shuriken cannon ..... +5 pts
- Spirit stones ..... +10 pts
- Star engines ..... +10 pts
- Vectored engines ..... +10 pts

Night Spinner (pg 173)
Unit size ..... 1 model
Unit cost ..... 140 pts
- Crystal targeting matrix ..... +10 pts
- Shuriken cannon ..... +5 pts
- Spirit stones ..... +10 pts
- Star engines ..... +10 pts
- Vectored engines ..... +10 pts

Support Weapons (pg 171)
Unit size ..... 1-3 models
Unit cost ..... 45 pts/model
- D-cannon ..... +20 pts
- Vibro cannon ..... +10 pts

War Walkers (pg 170)
Unit size ..... 1-3 models
Unit cost ..... 55 pts/model
- Aeldari missile launcher ..... +10 pts
- Bright lance ..... +15 pts
- Shuriken cannon ..... +5 pts
- Starcannon ..... +10 pts

DEDICATED TRANSPORTS

Wave Serpent (pg 175)
Unit size ..... 1 model
Unit cost ..... 140 pts
- Crystal targeting matrix ..... +10 pts
- Shuriken cannon ..... +10 pts
- Spirit stones ..... +10 pts
- Star engines ..... +10 pts
- Twin Aeldari missile launcher ..... +10 pts
- Twin bright lance ..... +20 pts
- Twin starcannon ..... +10 pts
- Vectored engines ..... +10 pts

FLYERS

Crimson Hunter (pg 176)
Unit size ..... 1 model
Unit cost ..... 170 pts
- Bright lance ..... +10 pts

Hemlock Wraithfighter (pg 177)
Unit size ..... 1 model
Unit cost ..... 210 pts

LORDS OF WAR

Wraithknight (pg 178)
Unit size ..... 1 model
Unit cost ..... 400 pts
- Heavy wraithcannon ..... +30 pts
- Scatter laser ..... +5 pts
- Shuriken cannon ..... +10 pts
- Starcannon ..... +15 pts
- Suncannon ..... +50 pts

FORTIFICATIONS

Webway Gate (pg 179)
Unit size ..... 1 model
Unit cost ..... 80 pts

EXARCH POWERS (PG 105-109)

Crimson Hunters
Eyes of Khaine ..... +30 pts
Strafing Assault ..... +20 pts
Swooping Evasion ..... +25 pts

Dark Reapers
Bringer of Death ..... +25 pts
Focused Fire ..... +15 pts
Reaper's Reach ..... +15 pts

Dire Avengers
Defensive Stance ..... +20 pts
Shredding Fire ..... +25 pts
Stand Firm ..... +10 pts

Fire Dragons
Blazing Fury ..... +20 pts
Burning Heat ..... +25 pts
Dragon's Bite ..... +15 pts

Howling Banshees
Graceful Avoidance ..... +20 pts
Nerve-shredding Shriek ..... +10 pts
Piercing Strikes ..... +15 pts

Shining Spears
Expert Lancers ..... +20 pts
Heartstrike ..... +15 pts
Lightning Attacks ..... +20 pts

Striking Scorpions
Crushing Blows ..... +15 pts
Deadly Ambush ..... +20 pts
Scorpion's Sting ..... +30 pts

Swooping Hawks
Rapid Redeployment ..... +20 pts
Suppressing Fire ..... +15 pts
Winged Evasion ..... +15 pts

Warp Spiders
Spider's Lair ..... +15 pts
Surprise Assault ..... +15 pts
Web of Deceit ..... +15 pts

HARLEQUINS POINTS VALUES

You can use this section to determine the points (pts) value of each unit in your army. Each entry lists the unit's size (i.e. how many models the unit can contain) and how many points the unit costs. If an entry has a unit cost of '*x* pts/model', then the unit costs *x* points for every model in that unit. You must then add points for each weapon, or other item of wargear, that is included in that unit if it is listed in that unit's entry (weapons and other wargear not listed in a unit's entry cost no additional points to include in that unit).

HQ

Shadowseer (pg 181)

Unit size	1 model
Unit cost	100 pts
• Neuro disruptor	+5 pts

Troupe Master (pg 180)

Unit size	1 model
Unit cost	75 pts
• Aeldari power sword	+5 pts
• Fusion pistol	+5 pts
• Harlequin's caress	+10 pts
• Harlequin's embrace	+10 pts
• Harlequin's kiss	+10 pts
• Neuro disruptor	+5 pts

TROOPS

Troupe (pg 182)

Unit size	5-12 models
Unit cost	13 pts/model
• Aeldari power sword	+5 pts
• Fusion pistol	+5 pts
• Harlequin's caress	+5 pts
• Harlequin's embrace	+5 pts
• Harlequin's kiss	+5 pts
• Neuro disruptor	+5 pts

ELITES

Death Jester (pg 183)

Unit size	1 model
Unit cost	55 pts

Solitaire (pg 183)

Unit size	1 model
Unit cost	110 pts

FAST ATTACK

Skyweavers (pg 184)

Unit size	2-6 models
Unit cost	45 pts/model
• Skyweaver haywire cannon	+5 pts
• Zephyrglaive	+5 pts

HEAVY SUPPORT

Voidweavers (pg 185)

Unit size	1-3 models
Unit cost	90 pts/model

DEDICATED TRANSPORTS

Starweaver (pg 186)

Unit size	1 model
Unit cost	80 pts

PIVOTAL ROLES (PG 110-111)

Troupe Master

Prince of Light	+20 pts
Queen of Shards	+25 pts
Veiled King	+20 pts

Death Jester

Harvester of Torment	+15 pts
Lord of Crystal Bones	+20 pts
Rift Ghoul	+20 pts

Solitaire

Prince of Sins	+20 pts
Spectre of Despair	+15 pts
Thirsting Darkness	+20 pts

Shadowseer

Agent of Pandemonium	+30 pts
Gloom Spider	+20 pts
Mirror Architect	+25 pts



GLOSSARY

Below you will find a glossary that contains a number of terms used in this Codex.

Aeldari secondary objectives (pg 112-113): Additional secondary objectives that can be used in certain matched play mission packs if every Detachment in your army is an **ASURYANI** or **HARLEQUINS** Detachment.

Any number of models can each have their Weapon A replaced with 1 Weapon B: When this wargear option is selected for a unit, any number of models in that unit that are equipped with Weapon A can each have that weapon replaced with Weapon B. It is possible for only some of the models in that unit to have their weapon replaced and for others not to.

Asuryani Detachment (pg 83): A Detachment in a Battle-forged army where every model has the **ASURYANI** keyword (excluding models with the **ANHRATHE** or **UNALIGNED** keywords).

Craftworld Attribute (pg 84-92): A Detachment ability gained by **ASURYANI** models in **CRAFTWORLD** Detachments, based on the craftworld they are drawn from, if all models from your army that are drawn from a craftworld are drawn from the same craftworld.

CRAFTWORLD Detachment (pg 84): A Detachment in a Battle-forged army in which every model with the **<CRAFTWORLD>** keyword is drawn from the same craftworld.

Craftworld Relic (pg 84-92): A Treasures of the Aeldari Relic associated with one of the craftworlds. These are only available to **CHARACTER** models that are part of a **CRAFTWORLD** Detachment (and only if they, and your **WARLORD**, are drawn from the associated craftworld).

Craftworld Stratagem (pg 84-92): A Stratagem associated with one of the craftworlds. These are only available to **ASURYANI** models that are part of a **CRAFTWORLD** Detachment (and only if they are drawn from the associated craftworld). All Craftworld Stratagems are considered to have the Aeldari Stratagem label (see below).

<CRAFTWORLD> unit: A unit that is from a craftworld and has the name of a craftworld as a Faction keyword on its datasheet. Note that units that are from a specified craftworld – such as named characters like Eldrad Ulthran – are also **<CRAFTWORLD>** units. **DRUKHARI** and **HARLEQUINS** units that have the **YNNARI** keyword are also **<CRAFTWORLD>** units.

Craftworld Warlord Trait (pg 84-92): A Warlord Trait associated with one of the craftworlds. These are only available to **WARLORDS** that are part of a **CRAFTWORLD** Detachment (and only if they are drawn from the associated craftworld).

Exarch Power (pg 105-109): An upgrade that bestows new abilities on an **ASPECT WARRIORS** unit for an additional cost.

Harlequins Detachment (pg 96): A Detachment in a Battle-forged army in which every model has the **HARLEQUINS** keyword (excluding models with the **UNALIGNED** keyword).

Luck of the Laughing God roll (pg 144): A roll made at the start of each battle round if your army has the Luck of the Laughing God ability.

Maximum number of models: A unit contains the maximum number of models if it includes every model it possibly can, as described on its datasheet (excluding models representing wargear).

Phantasmancy Discipline (pg 120): A psychic discipline **SHADOWSEER** models can know powers from.

Pivotal Roles (pg 110-111): An upgrade that bestows a new ability on a **HARLEQUINS CHARACTER** model for an additional cost.

Psychic power type: A psychic power's type is written in bold at the start of its rules. There are three types of psychic power described in this Codex: Blessing, Malediction and Witchfire.

Revenant Discipline (pg 123): A psychic discipline **YNNARI PSYKER** units can know powers from.

Runes of Battle Discipline (pg 121): A psychic discipline **WARLOCKS**, **SPIRITSEER** and **HEMLOCK WRAITHFIGHTER** units can know powers from.

Runes of Fate Discipline (pg 122): A psychic discipline **FARSEER** models and **CORSAIR VOIDSCARRED** units containing a Way Seeker model can know powers from.

Runes of Fortune Discipline (pg 123): A psychic discipline **FARSEER** models, **SPIRITSEER** models and **CORSAIR VOIDSCARRED** units containing a Way Seeker model can know powers from.

Saedath Characterisation (pg 96-97): A Detachment ability gained by models in **HARLEQUINS** Detachments, based on the saedath they are following, if all models from your army that are following a saedath are following the same saedath.

Saedath Relic (pg 96-97): A Treasures of the Aeldari Relic associated with one of the saedaths. These are only available to **CHARACTER** models that are part of a **HARLEQUINS** Detachment (and only if they, and your **WARLORD**, are following the associated saedath).

Saedath Stratagem (pg 96-97): A Stratagem associated with a specific saedath. If your **WARLORD** is following that saedath, you can spend Command points to use that Stratagem. All Saedath Stratagems are considered to have the Aeldari Stratagem label (see below).

<SAEDATH> unit: A unit that follows a saedath and has the name of a saedath as a Faction keyword on its datasheet.

Saedath Warlord Trait (pg 96-97): A Warlord Trait associated with one of the saedaths. These are only available to **WARLORDS** that are part of a **HARLEQUINS** Detachment (and only if they are following the associated saedath).

Shuriken weapon (pg 143): A weapon with the 'Shuriken' ability.

Strands of Fate roll (pg 143): A roll made at the start of each battle round if your army has the Strands of Fate ability.

Stratagem label: A Stratagem's labels are written beneath its title and can include: Aeldari; Battle Tactic; Epic Deed, Strategic Ploy; Requisition; Wargear. A Stratagem can have more than one label (e.g. a Stratagem with 'Aeldari – Wargear Stratagem' has both the Aeldari and Wargear labels).

Treasures of the Aeldari Relic (pg 114-117): A type of Relic that can be given to **ASURYANI** or **HARLEQUINS CHARACTER** models.

ASURYANI REFERENCE

Below you will find a bullet-pointed summary of several Asuryani and Ynnari rules.

ADVANCED POSITIONS (PG 143)

- During deployment, when you set up this unit, if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 9" away from the enemy deployment zone and any enemy models.

AVATARS OF THE GODS (PG 124)

- **AVATAR OF KHAINE** models cannot be added to your Crusade army unless the Court of the Young King Requisition has been purchased (pg 126). You must purchase this Requisition each time you wish to add an **AVATAR OF KHAINE** model to your Order of Battle.
- **THE YNCARNE** cannot be added to your Crusade army unless you have purchased the Summon the Yncarne Soul Bond (pg 130). You must purchase this Soul Bond each time you wish to add **THE YNCARNE** to your Order of Battle.
- **AVATAR OF KHAINE** models and **THE YNCARNE** never gain experience points.
- **AVATAR OF KHAINE** models and **THE YNCARNE** never accrue Battle Scars. If an **AVATAR OF KHAINE** model or **THE YNCARNE** fails an Out of Action test, roll one D6: on a 1, remove that unit from your Order of Battle. On a 2-6, there is no effect.

BATTLE FOCUS (PG 142)

- A unit with this ability can make an additional Normal Move of D6 inches after it has finished shooting. This move is known as a Battle Focus move.
- A unit with this ability can Advance and shoot Assault and Pistol weapons as if they Remained Stationary.

CRAFTWORLD ATTRIBUTE (PG 84-92)

- If every **<CRAFTWORLD>** unit in your army is drawn from the same craftworld, all craftworld units in **CRAFTWORLD** Detachments gain a Craftworld Attribute.
- The Craftworld Attribute gained depends on what craftworld they are from.

<CRAFTWORLD> KEYWORD (PG 142)

- When you include a unit with the **<CRAFTWORLD>** keyword, nominate which craftworld it is drawn from.
- Replace every instance of the **<CRAFTWORLD>** keyword on that unit's datasheet with the name of your chosen craftworld.

THE DARK KIN (PG 124)

- If every **DRUKHARI** unit from your army is a **YNNARI** unit, you cannot select any **DRUKHARI** Agendas (see *Codex: Drukhari*).
- **YNNARI DRUKHARI** units can gain Battle Traits, Weapon Enhancements, Crusade Relics and Battle Scars listed in ***Codex: Drukhari*** as normal.
- A **YNNARI DRUKHARI** unit cannot be an **ASCENDANT LORD** unit (see *Codex: Drukhari*).

DETACHMENT ABILITIES (PG 83)

- If your army is Battle-forged, **ASURYANI** Detachments gain the Leaders of the Warhost ability, and **<CRAFTWORLD>** units in those Detachments gain the Craftworld Attributes ability.
- If your army is Battle-forged, Troops units in **ASURYANI** Detachments gain the Objective Secured ability (see the Warhammer 40,000 Core Book).

FAVOURED OF KHAINE (PG 142)

- This model has a 4+ invulnerable save.
- This model can only lose a maximum of 3 wounds in each phase.
- This model can never have a Relic or a Warlord Trait.

LEADERS OF THE WARHOST (PG 83)

- You can include a maximum of one **AUTARCH** model in each **ASURYANI** Detachment in your army.

SHURIKEN WEAPONS (PG 143)

- A shuriken weapon is any weapon that includes the 'Shuriken' ability in its profile.
- Each time an attack is made with a shuriken weapon, on an unmodified wound roll of 6, improve that attack's Armour Penetration characteristic by 2.

SOULS FOR YNNEAD (PG 130)

- While your Crusade army contains any **YNNARI** Detachments, each time a **YNNARI** unit from your army achieves any of the following during a battle, add 1 to your Soul points tally:
  - That unit destroys an enemy **WARLORD**.
  - That unit destroys an enemy unit with a Starting Strength of 6 or more.
  - At the end of the battle, that unit controls an objective marker that is not in your deployment zone.
  - That unit destroyed the enemy unit with the greatest number of experience points (if several enemy units are tied, this can be any of the tied units).
  - That unit successfully manifested any psychic powers from the Revenant discipline (pg 123).

STRANDS OF FATE (PG 143)

- At the start of each battle round, if every unit from your army has the **ASURYANI** keyword (excluding models with the **ANHRATHE** or **UNALIGNED** keywords) you can make a Strands of Fate roll. To do so, roll six D6.
- Select a number of dice results to retain, as specified by the battle size.
- Each of the selected results corresponds to a type of roll that you can manipulate once per instance of that roll during that battle round.
- If the type of roll you wish to manipulate involves one D6 (e.g. a hit roll), do not roll a dice; that roll is treated as an unmodified roll of 6.
- If the type of roll you wish to manipulate involves more than one D6 (e.g. a Psychic test), treat one of those dice as an unmodified roll of 6 (do not roll that dice), then roll any other dice and add up the results as normal.

WALKING THE PATH ALONE (PG 124)

- The Fresh Recruits Requisition (see the Warhammer 40,000 Core Book) cannot be used to increase the unit size of **WARLOCKS CHARACTER** units from your Order of Battle.

WANDERING LEGENDS (PG 124)

- **PHOENIX LORD** units included in your Crusade army are considered to be named characters for all rules purposes.

HARLEQUINS REFERENCE

Below you will find a bullet-pointed summary of several Harlequins rules.

DETACHMENT ABILITIES (PG 96-97)

- If your army is Battle-forged, **HARLEQUINS** Detachments gain the Lead Role and Saedath Characterisation abilities.
- If your army is Battle-forged, Troops units in **HARLEQUINS** Detachments gain the Objective Secured ability (see the Warhammer 40,000 Core Book).

GRAND PERFORMANCES (PG 132-133)

- If your Crusade army includes any **HARLEQUINS** units, they can prepare for a Grand Performance. To do so, you first select which Tale your **HARLEQUINS** units will perform, then take part in a series of battles that form the Rehearsal phase, leading on to a battle that forms the Grand Performance phase.
- During the Rehearsal phase, you will have a list of preparations to accomplish over the course of several battles for your chosen Tale. Once complete, you can then move on to the Grand Performance phase.
- Before a battle, if you have completed the requirements in the Rehearsal phase of your selected Tale, you can choose to make a Grand Performance. During that battle you will earn Accolade points for achieving different requirements. At the end of that battle, you will earn rewards based on how many Accolade points you earned.

HARLEQUIN'S PANOPLY (PG 144)

- Models in this unit have a 4+ invulnerable save.
- Each time this unit makes a Normal Move, Advances, Falls Back or makes a charge move, until that move is finished, models in this unit can move horizontally through models and terrain features (they cannot finish a move on top of another model, or its base).
- Each time a melee attack is made against this unit, subtract 1 from that attack's hit roll.

LEAD ROLE (PG 96)

- If your army includes any **TROUPE MASTER** models, if your **WARLORD** is a **HARLEQUINS** model, that **WARLORD** must be a **TROUPE MASTER** model.

LUCK OF THE LAUGHING GOD (PG 144)

- At the start of each battle round, if every unit in your army is a **HARLEQUINS** unit and is following the same saedath, you gain a number of Luck re-rolls (depending on the size of the battle) and you can make a Luck of the Laughing God roll to try to increase this number. If every result that makes up this roll is unique, gain a number of additional Luck re-rolls equal to the number of dice rolled.

RISING CRESCENDO (PG 144)

- This unit is eligible to declare a charge in a turn in which it Advanced.
- This unit is eligible to shoot and declare a charge in a turn in which it Fell Back.

SAEDATH CHARACTERISATION (PG 96-97)

- If every **<SAEDATH>** unit in your army is following the same saedath, all **<SAEDATH>** units in **<SAEDATH>** Detachments gain a Saedath Characterisation corresponding with the saedath they are following.

<SAEDATH> KEYWORD (PG 144)

- When you include a unit with the **<SAEDATH>** keyword, nominate which saedath it is following.
- Replace every instance of the **<SAEDATH>** keyword on that unit's datasheet with the name of your chosen saedath.

