WARHAMMER 40,000

AELDARI

FACTION PACK: VERSION 1.2

On the following pages you will find additional rules and clarifications that supplement your Codex, from extra Detachments and datasheets to FAQs and errata.

The FAQs and Errata section logs changes to printed products. New or revised text is presented in red, with a text highlight applied to revisions made previously (excluding passages that were added or replaced in full).

Points values for your faction are presented in the Munitorum Field Manual, and wider improvements to the balance of Warhammer 40,000 (which may include changes to your faction's rules) are presented in the Balance Dataslate. All such points values and rules changes are also updated live in the Warhammer 40,000 app.

WHAT'S NEW?
- Eldritch Raiders and Corsair Coterie detachments
- Prince Yriel, Kharseth, Vyper, Starfang and Corsair Skyreavers datasheets

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ARMOURED WARHOST

When unleashed upon the battlefield in number, the vehicles of the Aeldari can bring a terrifying volume of firepower to bear with exceptional speed. As supersonic Aeldari aircraft suppress the enemy with strafing and bombing runs, sleek battle-skimmers sweep low across war-scarred terrain, hunting down and obliterating their targets with scintillating volleys. Successive waves of armoured transports follow, their shields and wraithbone hulls turning aside incoming munitions as they sweep low to disgorge waves of Aspect Warriors and Guardian soldiers into the fight. As the Aeldari infantry move to seize their objectives and annihilate the enemy, agile walkers sprint towards the flanks of the overwhelmed foe, their guns spitting vibrant streams of enfilading fire into massed enemies and ensuring that none escape the wrath of the Asuryani.

DETACHMENT RULE

SKILLED CREWS

Asuryani vehicle crews are amongst the galaxy's most naturally gifted pilots and gunners. They can coax every last iota of performance from the formidable machines and weapon systems under their control.

Ranged weapons equipped by **Aeldari Vehicle** models from your army have the [ASSAULT] ability and you can re-roll Advance rolls made for **Aeldari Vehicle Fly** units from your army.

ENHANCEMENTS

GUIDING PRESENCE

This seer is closely attuned to their craftworld's vehicles. Communicating with the souls inhabiting hull-mounted spirit stones can sharpen the tactical awareness of spirits and crew.

Aeldari Psyker model only. At the start of your Shooting phase, select one friendly **Aeldari Vehicle** model within 9" of the bearer. Until the end of the phase, each time that model makes an attack, add 1 to the Hit roll.

HARMONISATION MATRIX

When activated by its bearer, this crystalline device enables them to interface with Aeldari war machines, issuing orders and receiving combat reports at the speed of thought.

Aeldari model only. In your Command phase, if the bearer (or any **Transport** it is embarked within) is within range of an objective marker you control, roll one D6: on a 3+, you gain 1CP.

SPIRIT STONE OF RAELYTH

This spirit stone contains the essence of the Bonesinger Raelyth. Those Asuryani psykers who bear this item to battle can draw upon the fallen artisan's talents.

Aeldari Psyker model only. While the bearer is within 3" of one or more friendly **Aeldari Vehicle** units, the bearer has the Lone Operative ability. In your Command phase, you can select one friendly **Aeldari Vehicle** model within 3" of the bearer. That model regains up to D3 lost wounds.

GUILEFUL STRATEGIST

An expert in vehicular warfare, this commander is always one step ahead of the foe.

Aeldari model only. If your army includes the bearer, after both players have deployed their armies, select up to three **Aeldari Vehicle** units from your army and redeploy them. When doing so, any of those units can be placed into Strategic Reserves, regardless of how many units are already in Strategic Reserves.

LAYERED WARDS

ARMOURED WARHOST – STRATEGIC PLOY STRATAGEM

The wraithbone superstructure of this vehicle has been interlaced with warding runes, enabling its hull to resist incoming fire.

1CP

WHEN: Any phase, just after a mortal wound is allocated to an **AELDARI VEHICLE** unit from your army.

TARGET: That **AELDARI VEHICLE** unit.

EFFECT: Until the end of the phase, models in your unit have the Feel No Pain 5+ ability against mortal wounds.

SWIFT DEPLOYMENT

ARMOURED WARHOST – STRATEGIC PLOY STRATAGEM

With consummate skill, Guardian crews guide their agile armoured transports across the battlefield before swooping low to unload their cargo of warriors.

1CP

WHEN: Your Movement phase.

TARGET: One **AELDARI TRANSPORT** unit from your army.

EFFECT: Until the end of the phase, units can disembark from your **TRANSPORT** after it has Advanced. Units that do so count as having made a Normal move that phase, and cannot declare a charge in the same turn, but can otherwise act normally.

VECTORED ENGINES

ARMOURED WARHOST – STRATEGIC PLOY STRATAGEM

The result of exquisite and ingenious Aeldari engineering, vectored engines enable grav vehicles to evade their enemies while maintaining accurate fire.

1CP

WHEN: Your Movement phase, just after an **AELDARI VEHICLE** unit from your army that can **FLY** Falls Back.

TARGET: That **AELDARI VEHICLE** unit.

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

CLOUDSTRIKE

ARMOURED WARHOST – STRATEGIC PLOY STRATAGEM

The Asuryani often deploy their anti-grav vehicles in the lower atmosphere rather than on the ground. At a signal, they strike before the enemy can react.

1CP

WHEN: Start of the Reinforcements step of your Movement phase.

TARGET: One **AELDARI VEHICLE** unit from your army that can **FLY** and is in Strategic Reserves.

EFFECT: Until the end of the phase, your unit has the Deep Strike ability. When your unit is set up on the battlefield using the Deep Strike ability, it can be set up anywhere on the battlefield that is more than 6" horizontally away from all enemy units, but if it does, until the end of the turn, it is not eligible to declare a charge. In addition, if your unit is a **TRANSPORT**, each unit that disembarks from it this turn must be set up more than 6" horizontally from all enemy units and until the end of the turn, is not eligible to declare a charge.

SOULSIGHT

ARMOURED WARHOST – STRATEGIC PLOY STRATAGEM

Spirit stones containing the souls of gifted seers have been embedded into this vehicle's targeting matrices. The essences within lend guidance even in death.

1CP

WHEN: Your Shooting phase.

TARGET: One **AELDARI VEHICLE** unit from your army that has not been selected to shoot this phase.

EFFECT: Until the end of the phase, each time your unit is selected to shoot, you can re-roll one Hit roll, one Wound roll and one Damage roll made for a model in your unit. If you are using fast dice rolling, you can select one of those rolls to re-roll before moving onto the next step of the attack sequence.

ANTI-GRAV REPULSION

ARMOURED WARHOST – STRATEGIC PLOY STRATAGEM

Skilled Aeldari pilots angle their vehicle's anti-grav fields to repulse the enemy.

1CP

WHEN: Your opponent's Charge phase, just after an enemy unit has declared a charge.

TARGET: One **AELDARI VEHICLE** unit from your army that can **FLY** and was selected as a target of that charge.

EFFECT: Until the end of the phase, subtract 2 from Charge rolls made for that enemy unit.

SERPENT'S BROOD

The saedath of the Harlequins are both scripted performances and battle plans, interwoven on a level requiring the depthless Aeldari psyche to truly comprehend. Some saedath are extremely specialised: the Serpent's Brood is one such. Drawn from tales of the Cosmic Serpent of Aeldari myth, it focuses on troupes of Harlequins mounted aboard Starweaver transports, supported by squadrons of Skyweaver Jetbikes and more heavily armed Voidweavers. As each of these units is named for one of the Cosmic Serpent's children, so they play their roles on the battlefield: the Starweavers loyal and dutiful as they ferry their passengers into the fight, the Skyweavers hurtling back and forth spreading carnage, and the Voidweavers imperious and murderous in equal measure.

DETACHMENT RULE

BOONS OF THE BROOD

Playing their roles to perfection, the Harlequins embody the swift-striking fangs and deadly venoms of the Cosmic Serpent's brood, dominating the stage of the battlefield with their swift and vicious performances.

Weapons equipped by **HARLEQUINS MOUNTED** and **HARLEQUINS VEHICLE** models from your army have the [SUSTAINED HITS 1] ability.

Each time a **HARLEQUINS** unit from your army disembarks from a **TRANSPORT**, until the end of the turn, that unit's weapons have the [SUSTAINED HITS 1] ability.

TRAVELLING PLAYERS

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

ENHANCEMENTS

KEY OF GHOSTS

This mystic wraithbone implement allows the bearer to slip onto the stage from the Webway even before the curtain's rise, beginning their performance in full and furious flow.

HARLEQUINS model only (excluding **SOLITAIRE** models). Models in the bearer's unit have the Scouts 6" ability.

WEAVERS' WAIL

A cruel weapon more often kept locked away, this ill-omened implement is said to resonate with the Cosmic Serpent's own dismay at the suffering of its brood during the Fall.

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

FANGED LEER

This cruel mask is worn when performing the Serpent's Brood, and lends its wearer a supernatural degree of venom and spite.

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

SHEDSKIN RAIMENT

This glittering cloak projects a grand illusion that falls away as its wearer sheds it like a discarded serpent's hide, revealing a still-more dismaying reality beneath.

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

FANGS OF THE BROOD

SERPENT'S BROOD – STRATAGEM

1CP

Many are the heads of the brood, and many their fangs. As they spring and tumble over their foes, the Harlequins' weapons echo the multiplicity of strikes unleashed by that mythic nest of snakes.

WHEN: Start of the Fight phase.

TARGET: One **Troupe** unit from your army.

EFFECT: Until the end of the phase, when using your unit's Dance of Death ability, you can select three of the abilities for your unit to gain, instead of one.

VENOMOUS WRATH

SERPENT'S BROOD – STRATAGEM

1CP

Embodying the serpent that strikes with blinding swiftness, this grav-skimmer lunges suddenly into range and unleashes its full fury on the foe.

WHEN: Your Shooting phase.

TARGET: One **Harlequins Vehicle** unit from your army that has not been selected to shoot this phase.

EFFECT: After your unit has shot, if it is not within Engagement Range of one or more enemy units, it can make a Normal move of up to 6". Until the end of the turn, your unit is not eligible to declare a charge.

STRIKING STRIDE

SERPENT'S BROOD – STRATAGEM

1CP

Springing between pillars and rubble, bounding forwards as though running on thin air, the Harlequins acrobatically hurl themselves into battle.

WHEN: Your Charge phase.

TARGET: One **Harlequins** unit from your army.
EFFECT: Until the end of the phase, your unit is eligible to declare a charge in a turn in which it Advanced.

WEAVERS' COILS

SERPENT'S BROOD – STRATAGEM

1CP

Inescapable yet impossible to catch, this unit personifies the ever-winding and incorporeal coils of the Skyweavers of myth.

WHEN: End of your Fight phase.

TARGET: One **Harlequins Mounted** unit from your army that was eligible to fight this phase.

EFFECT: If your unit is not within Engagement Range of one or more enemy units, it can make a Normal move. Otherwise, your unit can make a Fall Back move of up to 6".

WEAVING STRIDE

SERPENT'S BROOD – STRATAGEM

1CP

Maintaining their blistering pace, these warriors respond to their foes' steps in the saedath with their own gravity-defying motions.

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

TARGET: One **Harlequins Infantry** unit from your army that is within 9" of that enemy unit.

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

SKYWARD LUNGE

SERPENT'S BROOD – STRATAGEM

1CP

Like a serpent rearing back to strike at its prey anew, the Harlequins sweep high and appear to quit the field, ready to descend in fury a moment later.

WHEN: End of your opponent's Fight phase.

TARGET: One **Harlequins Vehicle** or **Harlequins Mounted** unit from your army.

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

ELDRITCH RAIDERS

Few of the deep void's piratical denizens are as feared as the Eldritch Raiders. Led by Prince Yriel of Iyanden, the infamous pirate lord, these thrill-seeking raiders sail the stars in search of prey, striking their targets hard, fast and without mercy. Speed and cunning are the hallmarks of the Anhrathe, and the Eldritch Raiders possess these attributes in volume. When the time comes for battle, veteran Voidscarred and bands of Voidreavers rush into the fray, unleashing blizzards of shuriken fire to pin their enemies down and rushing forward to scythe through opposing infantry before they can raise a blade in defence. Above, leaping bands of Skyreavers soar over the enemy line to strike vulnerable flanks, whilst Vypers and Starfangs soar overhead, raking heavy infantry and enemy vehicles with punishing volleys of fire. Always in the thick of the fighting is Prince Yriel himself, parrying, thrusting and killing with his Spear of Twilight, leading by inspirational example and with the strategic nous of one who has walked the Path of Command.

DETACHMENT RULE

YRIEL'S OWN

These are Yriel's most elite raiders, skilled in fast-paced raids and used to fighting superior forces using a combination of guile, superior technology, and physical prowess.

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

VETERANS OF THE VOID

No two bands of Anhrathe warriors are identical. Each possesses a wealth of hard-earned experience that a cunning commander can to bear upon their victims to devastating effect.

Each time you add an **Anhrathe** unit to your army, it can be given up to one Corsair Enhancement (see right). Each Corsair Enhancement included in your army must be unique. If a unit is given a Corsair Enhancement, you must increase the points cost of that unit by the amount shown (see *Munitorum Field Manual*). If this causes your army to exceed the points limit for the battle you are playing, you cannot include that unit in your army.

CORSAIR ENHANCEMENTS

PIRATE PRINCE

Yriel's speed, both of thought and action, ensures that he remains one step ahead of his opponents at all times.

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

ALACRITOUS ASSAULT

The key to any raid is the shock of the opening strike. Anhrathe warriors strike at breakneck speed, power swords and boarding hooks finding gaps in enemy armour and inflicting devastating wounds.

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

EXOTIC MUNITIONS

In their travels through the void, these Anhrathe warriors have collected a bounty of esoteric ammunition. The most lethal of these munitions are toxic or acidic enough to fell monstrous foes or to burn through armour and servo-motors with frightening rapidity.

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

ADRENAL INFUSIONS

Amongst the hauls taken by Aeldari Corsairs are many stimulants and elixirs, the most powerful of which enhance the already impressive grace and agility of the Aeldari physiology.

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

RAIDERS' SPOILS

ELDRITCH RAIDERS – STRATEGIC PLOY STRATAGEM

1CP

Even as battle rages around them, the Eldritch Raiders prioritise the seizing of treasures above the destruction of their foes.

WHEN: Command phase.

TARGET: One **Anhrathe** unit from your army that is within Engagement Range of one or more enemy units.

EFFECT: Until the start of the next Command phase, add 1 to the Objective Control characteristic of models in your unit.

RUTHLESS KILLERS

ELDRITCH RAIDERS – STRATEGIC PLOY STRATAGEM

1CP

These are Yriel's chosen killers, and there is no escape for their prey.

WHEN: Your Shooting phase or the Fight phase.

TARGET: One **Corsair Voidscarred** unit from your army that has not been selected to shoot or Fight this phase.

EFFECT: Until the end of the phase, each time a model in your unit makes an attack, add 1 to the Damage characteristic of that attack.

YRIEL'S EXAMPLE

ELDRITCH RAIDERS – EPIC DEED STRATAGEM

1CP

Inspired by their prince, who has felt Ynnead's touch, the Eldritch Raiders laugh in the face of death.

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

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

EFFECT: Until the end of the phase, models in your unit have the Feel No Pain 5+ ability.

NO PREY TOO BIG

ELDRITCH RAIDERS – BATTLE TACTIC STRATAGEM

1CP

By accurately targeting weak points in anatomies and superstructures, the Anhrathe can bring down even the most resilient of foes.

WHEN: Your Shooting phase.

TARGET: One **Anhrathe**, **Rangers** or **Shroud Runners** unit from your army that has not been selected to shoot this phase.

EFFECT: Until the end of the phase, each time a model in your unit makes an attack, if the Strength characteristic of that attack is less than the highest Toughness characteristic of models in the target unit, add 1 to the Wound roll.

IMPEDING FIRE

ELDRITCH RAIDERS – WARGEAR STRATAGEM

1CP

As the foes attempt to close in, Yriel's cunning outcasts stymie their assault with a dazzling burst of distracting fire.

WHEN: Start of your opponent's Charge phase.

TARGET: One **Rangers**, **Shroud Runners** or **Starfang** unit from your army.

EFFECT: Select one enemy unit (excluding **Titanic** units) visible to and within 36" of your unit. Until the end of the phase, each time that enemy unit declares a charge, subtract 2 from the Charge roll (this is not cumulative with any other negative modifiers to that Charge roll).

WITHDRAW AND REINFORCE

ELDRITCH RAIDERS – STRATEGIC PLOY STRATAGEM

1CP

Prince Yriel commands resources beyond the dreams of most Corsair Princes. Depleted bands may fall back from the battlefield to be reinforced and resupplied at a moment's notice.

WHEN: End of your opponent's Fight phase.

TARGET: One **Anhrathe** unit from your army that is not within Engagement Range of one or more enemy units.

EFFECT: Remove your unit from the battlefield and place it into Strategic Reserves. If that unit is below Starting Strength, return all destroyed models (excluding **Character** models) to that unit.

CORSAIR COTERIE

Ever opportunistic, Aeldari Corsairs ply the void in search of worthwhile targets, often operating in small raiding forces known as coteries. Though lightly armed and armoured, such forces are cunning and motivated, possessing a wealth of skills, knowledge and experience. These attributes enable them to overcome greater and more numerous foes and ensure that, by the time the final blow is struck, they have the riches they sought. Deploying by sleek and swift skimmers or leaping from the open hatches of voidships, winged Skyreavers lead the assault, striking at stunned opponents before they can mount an adequate defence. Into the breach surge the remainder of the Corsair force, making the most of the assault's initial momentum to push the enemy back, seize loot and plunder from under their noses and fade away into the void, leaving victims reeling in the aftermath of a dazzling and destructive onslaught.

DETACHMENT RULE

RELENTLESS RAIDERS

Should the Anhrathe detect valuable plunder, they will go to great lengths to seize it, and fight with shocking ferocity to protect their prize.

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

Anhrathe units from your army have the following ability:

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

VETERANS OF THE VOID

No two bands of Anhrathe warriors are identical. Each possesses a wealth of experience that a cunning commander can bring to bear upon the foe.

Each time you add an **Anhrathe** unit to your army, it can be given up to one Corsair Enhancement (see right). Each Corsair Enhancement included in your army must be unique. If a unit is given a Corsair Enhancement, you must increase the points cost of that unit by the amount shown (see *Munitorum Field Manual*). If this causes your army to exceed the points limit for the battle you are playing, you cannot include that unit in your army.

CORSAIR ENHANCEMENTS

INFAMY (AURA)

These infamous raiders are rightly feared, and use their reputation to their advantage with easily identifiable armour and insignia.

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

WEBWAY PATHSTONE

This smooth token contains esoteric knowledge of local Webway spurs. When activated by psychic impulse, it projects a mental map of these routes into the minds of the bearer, enabling them to locate hidden gates, bypass their foes, and seize the treasures they seek.

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

ARCHRAIDER

A master of the lightning assault, this commander appears prescient in their ability to confound the foe.

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

Lord of Deceit (Aura): Each time your opponent targets a unit from their army with a Stratagem, if that unit is within 12" of this model, increase the cost of that use of that Stratagem by 1CP.

VOIDSTONE

Seized from an alien tomb, this obsidian artefact seems to absorb light itself. It offers the bearer and their unit some measure of protection against even the strongest attacks.

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

PIRATES' DUE

CORSAIR COTERIE – BATTLE TACTIC STRATAGEM

In their pursuit of riches, Anhrathe warriors will fight with violent fury to seize their due.

1CP

WHEN: The Fight phase.

TARGET: One **Aeldari** unit from your army that has not been selected to fight this phase.

EFFECT: Until the end of the phase, each time a model in your unit makes an attack, re-roll a Wound roll of 1. If your unit has the **Anhrathe** keyword, then until the end of the phase, each time a model in your unit makes an attack that targets an enemy unit within range of an objective marker, you can re-roll the Wound roll instead.

LETHAL RUSE

CORSAIR COTERIE – STRATEGIC PLOY STRATAGEM

With a final flurry of gunshots, blade strikes and explosives, these warriors feign retreat before striking again with renewed aggression.

1CP

WHEN: Your Movement phase, just after an **Aeldari** unit from your army Falls Back.

TARGET: That **Aeldari** unit.

EFFECT: Until the end of the turn, your unit is eligible to declare a charge in a turn in which it Fell Back. If it is an **Anhrathe** unit, also select one enemy unit your unit was within Engagement Range of at the start of the phase, and roll six D6: for each 4+, that enemy unit suffers 1 mortal wound.

OUTCAST AMBUSH

CORSAIR COTERIE – STRATEGIC PLOY STRATAGEM

Anhrathe raiders often find common ground with other Aeldari Outcasts, who use the distraction of the Corsair onslaught to ambush unsuspecting foes.

1CP

WHEN: Your Shooting phase.

TARGET: One **Rangers** or **Shroud Runners** unit from your army that has not been selected to shoot this phase.

EFFECT: Until the end of the phase, ranged weapons equipped by models in your unit have the [IGNORES COVER] and [RAPID FIRE 1] abilities, and until the end of the phase, improve the Armour Penetration characteristic of those weapons by 1.

INTO THE BREACH

CORSAIR COTERIE – STRATEGIC PLOY STRATAGEM

Corsair raiders are swift to exploit gaps in the enemy line and advance upon their objectives.

1CP

WHEN: Your Shooting phase, just after an **Anhrathe** unit from your army destroyed one or more enemy units.

TARGET: That **Anhrathe** unit.

EFFECT: After your unit has resolved all of its shooting attacks, it can make a Normal move of up to D6+1".

CLOAK AND SHADOW

CORSAIR COTERIE – STRATEGIC PLOY STRATAGEM

Having secured their prize, the Anhrathe melt into the shadows, leaving their foes shooting at shadows.

1CP

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

TARGET: One **Aeldari Infantry** unit from your army that is within range of an objective marker that you control and that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, models in your unit have the Stealth ability and your unit can only be selected as the target of a ranged attack if the attacking model is within 18".

VENGEFUL SORROW

CORSAIR COTERIE – STRATEGIC PLOY STRATAGEM

Anhrathe share bonds forged in battle. The loss of an ally inspires sorrow and fury in equal measure.

1CP

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

TARGET: One **Aeldari Infantry** unit from your army, if one or more models in that unit were destroyed as a result of those attacks, and if that **Aeldari** unit is neither Battle-shocked nor within Engagement Range of one or more enemy units.

EFFECT: Your unit can make a Surge move. To do so, roll one D6 and add 1 to the roll: models in your unit move a number of inches up to this result, but your unit must end that move as close as possible to the closest enemy unit (excluding **Aircraft**). When doing so, those models can be moved within Engagement Range of that enemy unit.

PRINCE YRIEL

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

4+ INVULNERABLE SAVE

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Eye of Wrath [ASSAULT, PISTOL]	6"	3	2+	6	-2	2
Shuriken pistol [ASSAULT, PISTOL]	12"	1	2+	4	-1	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Spear of Twilight [LANCE]	Melee	5	2+	7	-3	3

ABILITIES

CORE: **Leader, Scouts 7"**

FACTION: **Battle Focus**

Piratical Hero: While this model is leading a unit, each time a model in that unit makes an attack, that attack has the **[SUSTAINED HITS 1]** ability and add 1 to the Hit roll.

Prince of Corsairs: After both players have deployed their armies, if this unit is on the battlefield (or any **TRANSPORT** it is embarked within is on the battlefield), select up to three **AELDARI** units from your army and redeploy them. When doing so, you can set those units up in Strategic Reserves, regardless of how many units are already in Strategic Reserves.

KEYWORDS: **Infantry, Aeldari, Character, Epic Hero, Anhrathe, Prince Yriel**

FACTION KEYWORDS:
Asuryani

PRINCE YRIEL

A noble scion of Craftworld Iyanden, Prince Yriel has walked many paths. Equally adept at commanding vast warfleets and leading great hosts of Anhrathe raiders to war, he is also a skilled combatant. Yriel wields the Spear of Twilight with superlative grace and dexterity and can pierce the guards of even the most vaunted duellists.

WARGEAR OPTIONS

- None.

UNIT COMPOSITION

- **1 Prince Yriel – Epic Hero**

This model is equipped with: Eye of Wrath; shuriken pistol; Spear of Twilight.

LEADER

This model can be attached to the following units: **Corsair Voidreavers, Corsair Voidscarred**

KEYWORDS: **Infantry, Aeldari, Character, Epic Hero, Anhrathe, Prince Yriel**

FACTION KEYWORDS:
Asuryani

KHARSETH

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

4+	INVULNERABLE SAVE

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

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

ABILITIES

CORE: **Leader, Scouts 7"**

FACTION: **Battle Focus**

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

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

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

FACTION KEYWORDS:
Asuryani

KHARSETH

The most gifted Void Dreamer to have ever lived, Kharseth can sense the minutest fluctuations in the fabric of reality, detecting warp translations and other empyric disturbances and directing the fire of allies with terrifying precision. So too can they wield the energies of the Warp and unleash freezing energies of the void upon their enemies.

WARGEAR OPTIONS

- None.

UNIT COMPOSITION

- 1 Kharseth – **Epic Hero**

This model is equipped with: Dread of the Deep Void; Waystave.

LEADER

This model can be attached to the following units: **Corsair Voidreavers, Corsair Voidscarred**

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

FACTION KEYWORDS:
Asuryani

VYPERS

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

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bright lance	36"	1	3+	12	-3	D6+2
➤ Missile launcher - starshot	48"	1	3+	10	-2	D6
➤ Missile launcher - sunburst [BLAST]	48"	D6	3+	4	-1	1
Scatter laser [SUSTAINED HITS 2]	36"	6	3+	5	0	1
Shuriken cannon [LETHAL HITS]	24"	3	3+	6	-1	2
Starcannon	36"	2	2+	8	-3	2

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

ABILITIES

CORE: **Deadly Demise 1**

FACTION: **Battle Focus**

Harassment Fire: In your Shooting phase, after this unit has shot, select one enemy unit hit by one or more of those attacks. Until the start of your next turn, that enemy unit is suppressed. While a unit is suppressed, each time a model in that unit makes an attack, subtract 1 from the Hit roll.

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

KEYWORDS: **Vehicle, Aeldari, Fly, Vypers**

FACTION KEYWORDS:
Asuryani

VYPERS

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.

WARGEAR OPTIONS

- Any number of models can each have their bright lance replaced with one of the following:
  - 1 scatter laser
  - 1 starcannon
- Any number of models can each have their shuriken cannon replaced with 1 missile launcher.

UNIT COMPOSITION

- **1-2 Vypers**

Every model is equipped with: shuriken cannon; bright lance; wraithbone hull.

KEYWORDS: **Vehicle, Aeldari, Fly, Vypers**

FACTION KEYWORDS:
Asuryani

STARFANGS

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

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Disintegrator cannon [ASSAULT]	36"	3	3+	6	-3	2
Starfang grenade launcher [ASSAULT, BLAST]	36"	D3	3+	6	-3	2

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

ABILITIES

CORE: **Deadly Demise 1, Scouts 7"**

FACTION: **Battle Focus**

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

KEYWORDS: **Vehicle, Aeldari, Anhrathe, Fly, Smoke, Grenades, Starfangs**

FACTION KEYWORDS:
Asuryani

STARFANGS

The Starfang combines the graceful silhouette and wraithbone armour of the Asuryani Vyper with Commorrite weapons technology. Armed with a turret-mounted disintegrator cannon and underslung Starfang grenade launcher, this swift skimmer provides Anhrathe raiding forces with much needed firepower.

WARGEAR OPTIONS

- None.

UNIT COMPOSITION

- **1-2 Starfangs**

Every model is equipped with: disintegrator cannon; Starfang grenade launcher; wraithbone hull.

KEYWORDS: **Vehicle, Aeldari, Anhrathe, Fly, Smoke, Grenades, Starfangs**

FACTION KEYWORDS:
Asuryani

CORSAIR SKYREAVERS

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

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Blaster [ASSAULT]	18"	1	3+	8	-4	D6+1
Blast pistol [ASSAULT, PISTOL]	6"	1	3+	8	-3	D3
Flamer [ASSAULT, IGNORES COVER, TORRENT]	12"	D6	N/A	4	0	1
Fusion gun [ASSAULT, MELTA 2]	12"	1	3+	8	-4	D6
Neuro disruptor [ANTI-INFANTRY 2+, ASSAULT, PISTOL]	12"	1	3+	4	-2	1
Shredder [ASSAULT, TORRENT]	18"	D6	N/A	6	0	1
Shuriken pistol [ASSAULT, PISTOL]	12"	1	3+	4	-1	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Corsair blade	Melee	3	3+	4	-2	1
Close combat weapon	Melee	3	3+	3	0	1

ABILITIES

CORE: **Deep Strike, Scouts 7"**

FACTION: **Battle Focus**

Raid and Run: At the end of the Fight phase, if this unit was eligible to fight this phase, and is not within Engagement Range of one or more enemy units, it can make a Normal move of up to D3+3". Otherwise, if this unit was eligible to fight this phase, this unit can make a Fall Back move of up to D3+3".

KEYWORDS: **Infantry, Aeldari, Anhrathe, Jump Pack, Fly, Grenades, Corsair Skyreavers**

FACTION KEYWORDS:
Asuryani

CORSAIR SKYREAVERS

Equipped with winged jump packs, Corsair Skyreavers are utilised by Anhrathe commanders as mobile shock troops. Leaping recklessly into the fray, they bring to bear an array of dazzling weaponry, relying upon speed, agility and daring to evade incoming strikes and cut their opponents to shreds.

WARGEAR OPTIONS

- The Skyreaver Felarch can replace its shuriken pistol with one of the following:
  - 1 blast pistol
  - 1 neuro disruptor
- For every 5 models in the unit, up to 2 Skyreaver models can each have their shuriken pistol and Corsair blade replaced with one of the following*:
  - 1 blaster and 1 close combat weapon
  - 1 flamer and 1 close combat weapon
  - 1 fusion gun and 1 close combat weapon
  - 1 shredder and 1 close combat weapon

*You cannot select the same option more than once per unit unless it contains 10 models, in which case you cannot select the same weapon more than twice per unit.

UNIT COMPOSITION

- 1 Skyreaver Felarch
- 4-9 Skyreavers

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

KEYWORDS: **Infantry, Aeldari, Anhrathe, Jump Pack, Fly, Grenades, Corsair Skyreavers**

FACTION KEYWORDS:
Asuryani

AELDARI

UPDATES & ERRATA

Page 105 – Windrider Host, Overflight Stratagem
Change to:
'**WHEN:** End of your Shooting phase or the end of the Fight phase.
TARGET: One **Asuryani Mounted** unit from your army that destroyed one or more enemy units this phase.
EFFECT: Your unit can make a Normal move of up to 7".'

Page 108 – Guardian Battlehost, Breath of Vaul
Change to:
'**Asuryani** model only. While the bearer is leading a **Storm Guardians** unit, each time you roll to determine the number of attacks made with a flamer equipped by a model in that unit, you can re-roll the result, and each time you make a Damage roll for a model equipped with a fusion gun in that unit, you can re-roll the result.'

Page 115 – Seer Council, Unshrouded Truth, Target
Change to:
'**TARGET:** One **Asuryani Infantry** unit from your army (excluding **Wraith Construct** units) that has not been selected to move this phase, was not set up on the battlefield this phase, and is within 9" of one or more friendly **Asuryani Psyker** models.'

Page 123 – Farseer, Leader section
Change first paragraph to:
'This model can be attached to the following units: **Guardian Defenders**, **Storm Guardians**, **Warlock Conclave**'

Delete second paragraph.

Page 127 – Baharroth, Abilities, Cloudstrider
Change to:
'While this model is leading a unit, at the end of your opponent's turn, if that unit is not within Engagement Range of one or more enemy units, you can remove it from the battlefield and place it into Strategic Reserves. In addition, while this model is leading a unit, when that unit is set up on the battlefield using the Deep Strike ability, in your Movement phase, it can use this ability. If it does, that unit can be set up anywhere on the battlefield that is more than 6" horizontally away from all enemy models, but until the end of the turn, it is not eligible to declare a charge.'

Page 139 – Warlock Conclave
Delete '**Character**' from Keyword section.

Change Leader section to:
'At the start of the Declare Battle Formations step, if this unit is not an Attached unit, this unit can join one **Guardian Defenders** or **Storm Guardians** unit from your army (a unit cannot have more than one **Warlock Conclave** unit joined to it). If it does, until the end of the battle, every model in this unit counts as being part of that Bodyguard unit, and that Bodyguard unit's Starting Strength is increased accordingly.'

Page 139 – Warlock Skyrunners
Delete '**Character**' from Keyword section.

Change Leader section to:
'At the start of the Declare Battle Formations step, if this unit is not an Attached unit, this unit can join one **Windriders** unit from your army (a unit cannot have more than one **Warlock Skyrunners** unit joined to it). If it does, until the end of the battle, every model in this unit counts as being part of that Bodyguard unit, and that Bodyguard unit's Starting Strength is increased accordingly.'

Change Runes of Battle to:
'**Runes of Battle (Psychic):** Weapons equipped by models in this unit have the **[IGNORES COVER]** ability.'

Page 152 – Falcon, Transport Section
Change to:
'This model has a transport capacity of 6 **Aeldari Infantry** models. Each **Wraith Construct** model takes the space of 2 models. It cannot transport **Jump Pack** models or **Ynnari** models (excluding **Asuryani**, **Yvraine** and **The Visarch** models).'

Page 153 – Wave Serpent, Transport Section
Change to:
'This model has a transport capacity of 12 **Aeldari Infantry** models. Each **Wraith Construct** model takes the space of 2 models. It cannot transport **Jump Pack** models or **Ynnari** models (excluding **Asuryani**, **Yvraine** and **The Visarch** models).'

Page 156 – Corsair Voidreavers, Wargear Options, third bullet point
Change to:
'Any number of Corsair Voidreavers in this unit can each have their shuriken pistol and power sword replaced with 1 shuriken rifle.'

Page 156 – Corsair Voidreavers, Abilities
Add '**FACTION:** **Battle Focus**'.

Page 157 – Corsair Voidscarred, Abilities
Add '**FACTION:** **Battle Focus**'.

Page 158– Shadowseer, Wargear Options
Change to:
'This model's shuriken pistol can be replaced with 1 neuro disruptor.'

Page 168 – Ynnari Incubi, Melee Weapons, demiklaives (single blade)
Change AP characteristic to '-2'.

Page 171 – Ynnari Venom, Transport section, second paragraph
Change to:
'Before the battle, at the start of the Declare Battle Formations step, you can select one Ynnari Kabalite Warriors or Ynnari Wyches unit from your army that has not already been split. If you do, that unit is split into two units, each containing as equal a number of models as possible (when splitting a unit in this way, make a note of which models form each of the two new units). One of these units must start the battle embarked within this Transport; the other can start the battle embarked within another Transport, or it can be deployed as a separate unit.'

FAQS

Q: *After using the Torc of Morai-Heg Enhancement, must my opponent continue to use the selected Stratagem at the increased cost if they have necessary CP available?*
A: Yes.

Q: *After using the Torc of Morai-Heg Enhancement, if my opponent does not have the necessary CP available for the selected Stratagem, what happens?*
A: No CP are spent and that Stratagem's effects are not resolved (but that Stratagem still counts as having been used this phase).

Q: *If an Aspect Warriors unit with unused Aspect Shrine tokens is destroyed, do Characters that were attached to that unit keep those Aspect Shrine tokens?*
A: No.

Q: *When using the Yncarne's Ethereal Form ability, can I choose for it to regain fewer lost wounds than the D3 roll generated?*
A: No.

Q: *Do out-of-phase Normal moves follow the 'Surge' moves entry from the Core Rules Update?*
A: No.

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

ABILITIES

CORE: **Deadly Demise D3**

Arcane Cover: Each time a ranged attack is allocated to a model, if that model is not fully visible to every model in the attacking unit because of this **FORTIFICATION**, that model has the Benefit of Cover against that attack.

Webway Strike: Each time a friendly **AELDARI** unit arrives from Strategic Reserves, you can choose to set it up anywhere on the battlefield that is wholly within 6" of this **FORTIFICATION**. If you do, that **AELDARI** unit can be set up within 9" of enemy models, and can be set up within Engagement Range of enemy models. If an **AELDARI** unit is set up within Engagement Range of any enemy models in this way, it counts as having made a Charge move this turn and is eligible to fight this turn.

Fortification: While an enemy unit is only within Engagement Range of one or more **FORTIFICATIONS** from your army:

- That unit can still be selected as the target of ranged attacks, but each time such an attack is made, unless it is made with a Pistol, subtract 1 from the Hit roll.
- Models in that unit do not need to take Desperate Escape tests due to Falling Back while Battle-shocked, except for those that will move over enemy models when doing so.

KEYWORDS: FORTIFICATION, AELDARI, WEBWAY GATE

FACTION KEYWORDS: ASURYANI

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 where they need to.

UNIT COMPOSITION

- **2 Wraithbone Arches**

This unit is equipped with: nothing.

WARGEAR OPTIONS

- None

DEPLOYMENT

Both Wraithbone Arches of this **FORTIFICATION** must be set up with their upper points no more than 1" apart and with both statues facing in fully opposite directions so that an arch is formed, as shown on the right. Both arches are then treated as a single model for all rules purposes.

KEYWORDS: **FORTIFICATION, AELDARI, WEBWAY GATE**

FACTION KEYWORDS:
ASURYANI

PRINCE YRIEL

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

4+ INVULNERABLE SAVE

RANGED WEAPONS	RANGE	A	BS	S	AP	D
The Eye of Wrath [ASSAULT]	6"	1	2+	6	-3	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
The Spear of Twilight	Melee	5	2+	6	-3	3

ABILITIES

CORE: **Leader**

FACTION: **Battle Focus**

Hero of Iyanden: While this model is leading a unit, add 1 to the Objective Control characteristic of models in that unit.

Prince of Corsairs: If your army includes this model, after both players have deployed their armies, select up to three **AELDARI** units from your army and redeploy them. When doing so, you can set those units up in Strategic Reserves if you wish, regardless of how many units are already in Strategic Reserves.

KEYWORDS: **Infantry, Character, Epic Hero, Aeldari, Prince Yriel**

FACTION KEYWORDS:
Asuryani

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.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- **1 Prince Yriel – Epic Hero**

This model is equipped with: the Eye of Wrath; the Spear of Twilight.

LEADER

This model can be attached to the following units:

- **Corsair Voidreavers**
- **Corsair Voidscarred**
- **Guardian Defenders**
- **Storm Guardians**

KEYWORDS: **Infantry, Character, Epic Hero, Aeldari, Prince Yriel**

FACTION KEYWORDS:
Asuryani

KARANDRAS

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

4+ INVULNERABLE SAVE

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

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

ABILITIES

CORE: **Infiltrators, Leader**

FACTION: **Battle Focus**

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

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

WARGEAR ABILITIES

The Scorpion's Bite: Melee weapons equipped by the bearer have the [DEVASTATING WOUNDS] ability when targeting units without the TITANIC keyword.

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

FACTION KEYWORDS: **Asuryani**

KARANDRAS

Karandras is a master of stealth and patience, striking in a blur of emerald armour. 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.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Karandras – **Epic Hero**

This model is equipped with: Arhra's Bane; Isirmathil; the Scorpion's Bite.

LEADER

This model can be attached to the following unit:

- **Striking Scorpions**

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

FACTION KEYWORDS:
Asuryani

ILLIC NIGHTSPEAR

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

5+* INVULNERABLE SAVE

...ranged attacks only

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Shuriken pistol [ASSAULT, PISTOL]	12"	1	2+	4	-1	1
Voidbringer [DEVASTATING WOUNDS, HEAVY, PRECISION]	48"	1	2+	6	-3	3

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

ABILITIES

CORE: **Infiltrators, Leader, Stealth**

FACTION: **Battle Focus**

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

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

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

FACTION KEYWORDS:
Asuryani

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 weapon opens a tiny warp hole within the target, ripping their body apart or wrenching them into the void.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Illic Nightspear — Epic Hero

This model is equipped with: Voidbringer; shuriken pistol; Aeldari power sword.

LEADER

This model can be attached to the following unit:

- Rangers

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

FACTION KEYWORDS:
Asuryani

AUTARCH SKYRUNNER

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

4+ INVULNERABLE SAVE

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Dragon fusion gun [ASSAULT, MELTA 3]	12"	1	2+	9	-4	D6
Laser lance [ASSAULT]	6"	1	2+	6	-3	2
Twin shuriken catapult [ASSAULT, TWIN-LINKED]	18"	2	2+	4	-1	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Banshee blade	Melee	5	2+	4	-3	1
Close combat weapon	Melee	3	2+	3	0	1
Laser lance [LANCE]	Melee	4	2+	4	-3	2

ABILITIES

CORE: **Leader**

FACTION: **Battle Focus**

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

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

KEYWORDS: **Mounted, Character, Fly, Aeldari, Autarch, Autarch Skyrunner**

FACTION KEYWORDS:
Asuryani

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.

WARGEAR OPTIONS

- This model's laser lance can be replaced with one of the following:
    - 1 Dragon fusion gun
    - 1 Banshee blade

UNIT COMPOSITION

- 1 Autarch Skyrunner

This model is equipped with: close combat weapon; laser lance; twin shuriken catapult.

LEADER

This model can be attached to the following unit:

- **Windriders**
- **Corsair Cloud Dancer Band**

KEYWORDS: **Mounted, Character, Fly, Aeldari, Autarch, Autarch Skyrunner**

FACTION KEYWORDS:
Asuryani

PHOENIX

M	T	SV	W	LD	OC
20+"	9	3+	16	6+	0

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

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

ABILITIES

CORE: **Deadly Demise D6**

FACTION: **Battle Focus**

Strafing Run: Each time this model makes a ranged attack that targets a unit that cannot **FLY**, add 1 to the Hit roll.

☠ DAMAGED: 1-5 WOUNDS REMAINING

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

KEYWORDS: **Vehicle, Fly, Aircraft, Aeldari, Phoenix**

FACTION KEYWORDS:
Asuryani

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- **1 Phoenix**

This model is equipped with: Phoenix missile array; Phoenix pulse laser; twin shuriken cannon; wraithbone hull.

KEYWORDS: **Vehicle, Fly, Aircraft, Aeldari, Phoenix**

FACTION KEYWORDS:
Asuryani

VAMPIRE RAIDER

M	T	SV	W	LD	OC
20+"	12	3+	30	6+	0

4+* INVULNERABLE SAVE

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Scatter laser	36"	6	3+	5	0	1
Twin pulse laser [TWIN-LINKED]	48"	3	3+	9	-2	D6

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Wraithbone hull	Melee	6	4+	6	0	1

ABILITIES

CORE: **Deadly Demise D6+2, Hover**

FACTION: **Battle Focus**

Into the Foe: If a unit disembarks from this **TRANSPORT** before it moves, until the end of the turn, that unit is eligible to charge in a turn in which it Advanced.

💀 DAMAGED: 1-10 WOUNDS REMAINING

While this model has 1-10 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

KEYWORDS: **Vehicle, Fly, Aircraft, Titanic, Transport, Aeldari, Vampire Raider**

FACTION KEYWORDS:
Asuryani

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- **1 Vampire Raider**

This model is equipped with: scatter laser; 2 twin pulse lasers; wraithbone hull.

TRANSPORT

This model has a transport capacity of 30 **Aeldari Infantry** models. Each **Wraith Construct** model takes the space of 2 models. It cannot transport **Jump Pack** models or **Ynnari** models (excluding **Yvraine** and **The Visarch**).

KEYWORDS: **Vehicle, Fly, Aircraft, Titanic, Transport, Aeldari, Vampire Raider**

FACTION KEYWORDS:
Asuryani

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

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Brace of pistols [ASSAULT, PISTOL]	12"	2	3+	3	0	1
Dark lance	36"	1	3+	12	-3	D6+2
Dissonance cannon [DEVASTATING WOUNDS]	24"	3	3+	6	-1	2
Dissonance pistol [DEVASTATING WOUNDS, PISTOL]	12"	1	3+	6	-1	1
Scatter laser	36"	6	3+	5	0	1
Shuriken cannon [SUSTAINED HITS 1]	24"	3	3+	6	-1	2
Splinter cannon [ANTI-INFANTRY 3+, SUSTAINED HITS 1]	36"	3	3+	3	-1	2
Twin shuriken catapult [ASSAULT, TWIN-LINKED]	18"	2	3+	4	3	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	3+	3	0	1
Void sabre	Melee	3	3+	4	-2	1

ABILITIES

CORE: **Scouts 7"**

Reckless Abandon: You can target this unit with the Heroic Intervention Stratagem for 0CP, and can do so even if you have already used that Stratagem on a different unit this phase.

KEYWORDS: **Mounted, Grenades, Anhrathe, Aeldari, Corsair Cloud Dancer Band**

FACTION KEYWORDS:
Asuryani

CORSAIR CLOUD DANCER BAND

WARGEAR OPTIONS

- Any number of models can each have their twin shuriken catapult replaced with one of the following:
  - 1 dark lance
  - 1 dissonance cannon
  - 1 scatter laser
  - 1 shuriken cannon
  - 1 splinter cannon
- The Cloud Dancer Felarch can be equipped with one of the following:
  - 1 dissonance pistol
  - 1 void sabre

UNIT COMPOSITION

- **0-1 Cloud Dancer Felarch**
- **3-6 Corsair Cloud Dancers**

Every model is equipped with: brace of pistols; twin shuriken catapult; close combat weapon.

KEYWORDS: **Mounted, Grenades, Anhrathe, Aeldari, Corsair Cloud Dancer Band**

FACTION KEYWORDS: **Asuryani**

VAMPIRE HUNTER

M	T	SV	W	LD	OC
20+"	12	3+	30	6+	0

4+* INVULNERABLE SAVE

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Scatter laser	36"	6	3+	5	0	1
Twin pulse laser [TWIN-LINKED]	48"	3	3+	9	-2	D6
Twin Vampire pulsar [TWIN-LINKED]	60"	3	3+	12	-3	4

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Wraithbone hull	Melee	6	4+	6	0	1

ABILITIES

CORE: **Deadly Demise D6+2, Hover**

FACTION: **Battle Focus**

Titan Hunter: Each time a ranged attack made by this model is allocated to a **Monster** or **Vehicle** model, re-roll a Damage roll of 1.

💀 DAMAGED: 1-10 WOUNDS REMAINING

While this model has 1-10 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

KEYWORDS: **Vehicle, Fly, Aircraft, Titanic, Aeldari, Vampire Hunter**

FACTION KEYWORDS:
Asuryani

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- **1 Vampire Hunter**

This model is equipped with: scatter laser; 2 twin pulse lasers; twin Vampire pulsar; wraithbone hull.

KEYWORDS: **Vehicle, Fly, Aircraft, Titanic, Aeldari, Vampire Hunter**

FACTION KEYWORDS:
Asuryani

BONESINGER

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

4+ INVULNERABLE SAVE

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Psytronome shaper [PSYCHIC]	Melee	2	2+	3	0	D3

ABILITIES

CORE: **Leader**

FACTION: **Battle Focus**

Way of the Shaper (Psychic): While this model is leading a unit, WRAITH CONSTRUCT models in that unit have the Feel No Pain 6+ ability.

Bonesinger: While this model is within 3" of one or more friendly WRAITH CONSTRUCT or ASURYANI VEHICLE units, unless it is leading a unit, this model has the Lone Operative ability.

Psytronome Shaper: In your Command phase, you can select one friendly WRAITH CONSTRUCT or ASURYANI VEHICLE model within 3" of this model. That WRAITH CONSTRUCT or ASURYANI VEHICLE model regains up to D3 lost wounds.

KEYWORDS: **Character, infantry, Psyker, Aeldari, Bonesinger**

FACTION KEYWORDS:
Asuryani

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- **1 Bonesinger**

This model is equipped with: psytronome shaper.

LEADER

This model can be attached to the following units:

- **WRAITHBLADES**
- **WRAITHGUARD**
- **WRAITHLORD**

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

FACTION KEYWORDS:
ASURYANI

WASP ASSAULT WALKER

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

4+ INVULNERABLE SAVE

RANGED WEAPONS	RANGE	A	BS	S	AP	D
▶ Aeldari missile launcher – starshot	48"	1	3+	10	-2	D6
▶ Aeldari missile launcher – sunburst [BLAST]	48"	D6	3+	4	-1	1
Bright lance	36"	1	3+	12	-3	D6+2
Scatter laser	36"	6	3+	5	0	1
Shuriken cannon [SUSTAINED HITS 1]	24"	3	3+	6	-1	2
Starcannon	36"	2	3+	8	-3	2

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

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

ABILITIES

CORE: **Deep Strike**

FACTION: **Battle Focus**

Cloudbreakers: Each time this model Advances, do not make an Advance roll for it. Instead, until the end of the phase, add 6" to the Move characteristic of this model.

KEYWORDS: **Vehicle, Walker, Fly, Aeldari, Wasp Assault Walker**

FACTION KEYWORDS:
Asuryani

WARGEAR OPTIONS

- This model's scatter laser can be replaced with one of the following:
  - 1 Aeldari missile launcher
  - 1 bright lance
  - 1 shuriken cannon
  - 1 starcannon
- This model's shuriken cannon can be replaced with one of the following:
  - 1 Aeldari missile launcher
  - 1 bright lance
  - 1 scatter laser
  - 1 starcannon

UNIT COMPOSITION

- **1 Wasp Assault Walker**

This model is equipped with: scatter laser; shuriken cannon; Wasp feet.

KEYWORDS: **Vehicle, Walker, Fly, Aeldari, Wasp Assault Walker**

FACTION KEYWORDS:
Asuryani

CORSAIR SKYREAVER BAND

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

RANGED WEAPONS

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Brace of pistols [ASSAULT, PISTOL]	12"	2	3+	3	0	1
Corsair firearm [ASSAULT, LETHAL HITS]	24"	4	3+	4	0	1
Dark lance [HEAVY]	36"	1	4+	12	-3	D6+2
Dissonance pistol [DEVASTATING WOUNDS, PISTOL]	12"	1	3+	6	-1	1
Flamer [ASSAULT, IGNORES COVER, TORRENT]	12"	D6	N/A	4	0	1
Fusion gun [ASSAULT, MELTA 2]	12"	1	3+	8	-4	D6+1
Shardcarbine [ANTI-INFANTRY 3+, ASSAULT]	18"	3	3+	2	0	1
Shuriken cannon [SUSTAINED HITS 1]	24"	3	3+	6	-1	2
Shuriken catapult [ASSAULT]	18"	2	3+	4	-1	1
Splinter cannon [ANTI-INFANTRY 3+, HEAVY, SUSTAINED HITS 1]	36"	3	4+	3	-1	2

MELEE WEAPONS

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	3+	3	0	1
Spar-glaive	Melee	4	3+	3	0	1
Void sabre	Melee	3	3+	4	-2	1

ABILITIES

CORE: **Deep Strike**

Skyleap: At the end of your opponent's turn, if this unit is not within Engagement Range of one or more enemy units, you can remove this unit from the battlefield and place it into Strategic Reserves.

KEYWORDS: **Infantry, Grenades, Anhrathe, Fly, Jump Pack, Aeldari, Corsair Skyreaver Band**

FACTION KEYWORDS:
Asuryani

WARGEAR OPTIONS

- Any number of models can each have their Corsair firearm replaced with one of the following:
  - 1 shardcarbine
  - 1 shuriken catapult
  - 1 spar-glaive
- For every 5 models in this unit, 1 model's Corsair firearm can be replaced with one of the following:
  - 1 Aeldari missile launcher*
  - 1 blaster*
  - 1 dark lance
  - 1 flamer
  - 1 fusion gun
  - 1 shredder*
  - 1 shuriken cannon
  - 1 splinter cannon
- The Corsair Skyreaver Felarch can be equipped with one of the following:
  - 1 dissonance pistol
  - 1 void sabre

The profile for this weapon can be found on the Aeldari Legends Armoury card.

UNIT COMPOSITION

- **0-1 Corsair Skyreaver Felarch**
- **5-10 Corsair Skyreavers**

Every model is equipped with: brace of pistols; Corsair firearm; close combat weapon.

KEYWORDS: **Infantry, Grenades, Anhrathe, Fly, Jump Pack, Aeldari, Corsair Skyreaver Band**

FACTION KEYWORDS:
Asuryani

FIRESTORM

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

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Firestorm scatter laser [ANTI-FLY 2+]	36"	16	3+	5	0	1
Shuriken cannon [SUSTAINED HITS 1]	24"	3	3+	6	-1	2
Twin shuriken catapult [ASSAULT, TWIN-LINKED]	18"	2	3+	4	3	1

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

ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Battle Focus**

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

☠ DAMAGED: 1-4 WOUNDS REMAINING

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

KEYWORDS: **Vehicle, Fly, Aeldari, Firestorm**

FACTION KEYWORDS:
Aeldari

WARGEAR OPTIONS

- This model's twin shuriken catapult can be replaced with 1 shuriken cannon.

UNIT COMPOSITION

- **1 Firestorm**

This model is equipped with: Firestorm scatter laser; twin shuriken catapult; wraithbone hull.

TRANSPORT

This model has a transport capacity of 6 **Aeldari Infantry** models. Each **Wraith Construct** model takes the space of 2 models. It cannot transport **Jump Pack** models or **Ynnari** models (excluding **Yvraine** and **The Visarch**).

KEYWORDS: **Vehicle, Fly, Aeldari, Firestorm**

FACTION KEYWORDS:
Aeldari

AMALLYN SHADOWGUIDE

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

4+ INVULNERABLE SAVE

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

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

ABILITIES

CORE: **Infiltrators, Lone Operative, Stealth**

FACTION: **Battle Focus**

The Path Least Travelled: If your army includes this model, after both players have deployed their armies and determined who has the first turn, you can select one **RANGERS** or **SHROUD RUNNERS** unit from your army and redeploy that unit. When doing so, that unit can be placed into Strategic Reserves, regardless of how many units are already in Strategic Reserves.

Path of the Outcast: Once per turn, when an enemy unit ends a Normal, Advance or Fall Back move within 9" of this model, if this model is not within Engagement Range of one or more enemy units, it can make a Normal move of up to D6".

KEYWORDS: **Infantry, Character, Grenades, Epic Hero, Aeldari, Amallyn Shadowguide**

FACTION KEYWORDS:
Asuryani

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- **1 Amallyn Shadowguide – Epic Hero**

This model is equipped with: ranger long rifle; power blade.

KEYWORDS: **Infantry, Character, Grenades, Epic Hero, Aeldari, Amallyn Shadowguide**

FACTION KEYWORDS:
Asuryani

CORSAIR REAVER BAND

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

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Blaster [ASSAULT]	18"	1	3+	8	-4	D6+1
Brace of pistols [ASSAULT, PISTOL]	12"	2	3+	3	0	1
Corsair firearm [ASSAULT, LETHAL HITS]	24"	4	3+	4	0	1
Dark lance [HEAVY]	36"	1	4+	12	-3	D6+2
Dissonance pistol [DEVASTATING WOUNDS, PISTOL]	12"	1	3+	6	-1	1
Flamer [ASSAULT, IGNORES COVER, TORRENT]	12"	D6	N/A	4	0	1
Fusion gun [ASSAULT, MELTA 2]	12"	1	3+	8	-4	D6+1
Shredder [ASSAULT, TORRENT]	18"	D6	N/A	6	0	1
Shuriken cannon [SUSTAINED HITS 1]	24"	3	3+	6	-1	2
Splinter cannon [ANTI-INFANTRY 3+, SUSTAINED HITS 1]	36"	3	3+	3	-1	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	3+	3	0	1
Spar-glaive	Melee	4	3+	3	0	1
Void sabre	Melee	3	3+	4	-2	1

ABILITIES

Reaver Band: Once per turn, when an enemy unit ends a Normal, Advance or Fall Back move within 9" of this unit, if this unit is not within Engagement Range of one or more enemy units, it can make a Normal move of up to D6".

KEYWORDS: **Infantry, Grenades, Anhrathe, Aeldari, Corsair Reaver Band**

FACTION KEYWORDS:
Asuryani

WARGEAR OPTIONS

- Any number of models can each have their Corsair firearm replaced with 1 spar-glaive.
- For every 5 models in this unit, 1 model's Corsair firearm can be replaced with one of the following:
  ◦ 1 Aeldari missile launcher*
  ◦ 1 blaster
  ◦ 1 dark lance
  ◦ 1 flamer
  ◦ 1 fusion gun
  ◦ 1 shredder
  ◦ 1 shuriken cannon
  ◦ 1 splinter cannon
- The Corsair Reaver Felarch can be equipped with one of the following:
  ◦ 1 dissonance pistol
  ◦ 1 void sabre

The profile for this weapon can be found on the Aeldari Legends Armoury card.

UNIT COMPOSITION

- 0-1 Corsair Reaver Felarch
- 5-10 Corsair Reavers

Every model is equipped with: brace of pistols; Corsair firearm; close combat weapon.

CORSAIRS

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

KEYWORDS: **Infantry, Grenades, Anhrathe, Aeldari, Corsair Reaver Band**

FACTION KEYWORDS:
Asuryani

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Aeldari missile launcher – starshot	48"	1	3+	10	-2	D6
Aeldari missile launcher – sunburst [BLAST]	48"	D6	3+	4	-1	1
Blaster [ASSAULT]	18"	1	3+	8	-4	D6+1
Shredder [ASSAULT, TORRENT]	18"	D6	N/A	6	0	1

WEAPON LISTS

Several Warhammer Legends **ASURYANI** models have the option to be equipped with one or more weapons whose profiles are not listed on their datasheet. The profiles for these weapons are instead listed on this card.

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

COBRA

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

5+ INVULNERABLE SAVE

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Aeldari missile launcher – starshot	48"	1	3+	10	-2	D6
Aeldari missile launcher – sunburst [BLAST]	48"	D6	3+	4	-1	1
Bright lance	36"	1	3+	12	-3	D6+2
D-impaler [BLAST, DEVASTATING WOUNDS]	36"	D6+3	3+	16	-4	4
Scatter laser	36"	6	3+	5	0	1
Shuriken cannon [SUSTAINED HITS 1]	24"	3	3+	6	-1	2
Starcannon	36"	2	3+	8	-3	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Wraithbone hull	Melee	6	4+	6	0	1

ABILITIES

CORE: **Deadly Demise D6+2**

FACTION: **Battle Focus**

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

💀 DAMAGED: 1-8 WOUNDS REMAINING

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

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

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

FACTION KEYWORDS:
Asuryani

COBRA

Cobras are huge skimmer tanks whose elegant hulls are dominated by a D-impaler – an enormous energy weapon against which not even powerful force fields are a reliable defence. So dangerous is this weapon that when a Cobra's defence systems fail, a catastrophic D-rift will sometimes tear through reality, devouring the vehicle and any unfortunates nearby.

WARGEAR OPTIONS

- This model's shuriken cannon can be replaced with one of the following:
    - 1 Aeldari missile launcher
    - 1 bright lance
    - 1 scatter laser
    - 1 starcannon

UNIT COMPOSITION

- **1 Cobra**

This model is equipped with: D-impaler; shuriken cannon; wraithbone hull.

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

FACTION KEYWORDS:
Asuryani

HORNET

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

RANGED WEAPONS	RANGE	A	BS	S	AP	D
▶ Aeldari missile launcher – starshot	48"	1	3+	10	-2	D6
▶ Aeldari missile launcher – sunburst [BLAST]	48"	D6	3+	4	-1	1
Bright lance	36"	1	3+	12	-3	D6+2
Hornet pulse laser	36"	2	3+	9	-2	D3
Scatter laser	36"	6	3+	5	0	1
Shuriken cannon [SUSTAINED HITS 1]	24"	3	3+	6	-1	2
Starcannon	36"	2	3+	8	-3	2

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

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

ABILITIES

CORE: **Deadly Demise 1**

FACTION: **Battle Focus**

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

KEYWORDS: **Vehicle, Fly, Aeldari, Hornet**

FACTION KEYWORDS:
Asuryani

HORNET

The Hornet is a small, single-seater attack craft deployed in a fast reconnaissance and raiding role. Often operating alongside jetbikes and Vypers, Hornets speed ahead of the main Aeldari force to harry and outmanoeuvre priority targets, utilising a range of paired heavy weapons to strike and fade before the enemy can respond.

WARGEAR OPTIONS

- Each of this model's Hornet pulse lasers can be replaced with one of the following:
  - Aeldari missile launcher
  - Bright lance
  - Scatter laser
  - Shuriken cannon
  - Starcannon

UNIT COMPOSITION

- **1 Hornet**

This model is equipped with: 2 Hornet pulse lasers; wraithbone hull.

KEYWORDS: **Vehicle, Fly, Aeldari, Hornet**

FACTION KEYWORDS:
Asuryani

LYNX

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

5+ INVULNERABLE SAVE

RANGED WEAPONS

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Aeldari missile launcher – starshot	48"	1	3+	10	-2	D6
Aeldari missile launcher – sunburst [BLAST]	48"	D6	3+	4	-1	1
Bright lance	36"	1	3+	12	-3	D6+2
Lynx pulsar [ASSAULT]	48"	4	3+	16	-3	D6
Scatter laser	36"	6	3+	5	0	1
Shuriken cannon [SUSTAINED HITS 1]	24"	3	3+	6	-1	2
Starcannon	36"	2	3+	8	-3	2

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

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

ABILITIES

CORE: Deadly Demise D6

FACTION: Battle Focus

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

☠ DAMAGED: 1-5 WOUNDS REMAINING

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

KEYWORDS: **Vehicle, Fly, Aeldari, Lynx**

FACTION KEYWORDS: **Asuryani**

LYNX

WARHAMMER LEGENDS

Resembling a sleek twin-bladed spearhead, the Lynx is a heavy grav-tank armed with a pulsar. Though they lack the resilience of the largest engines of Vaul, Lynxes more than compensate for this with their speed and agility, defying the tracking systems of the enemy as they manoeuvre themselves for the perfect precision kill.

WARGEAR OPTIONS

- This model's shuriken cannon can be replaced with one of the following:
  - Aeldari missile launcher
  - Bright lance
  - Scatter laser
  - Starcannon

UNIT COMPOSITION

- **1 Lynx**

This model is equipped with: Lynx pulsar; shuriken cannon; wraithbone hull.

KEYWORDS: **Vehicle, Fly, Aeldari, Lynx**

FACTION KEYWORDS:
Asuryani

NIGHTWING

M	T	SV	W	LD	OC
20+"	8	3+	12	6+	0

5+ INVULNERABLE SAVE

⬥ RANGED WEAPONS	RANGE	A	BS	S	AP	D
Twin bright lance [TWIN-LINKED]	36"	1	3+	12	-3	D6+2
Twin shuriken cannon [SUSTAINED HITS 1, TWIN-LINKED]	24"	3	3+	6	-1	2

⚔ MELEE WEAPONS	RANGE	A	WS	S	AP	D
Wraithbone hull	Melee	3	4+	6	0	1

ABILITIES

CORE: Hover

FACTION: Battle Focus

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

☠ DAMAGED: 1-4 WOUNDS REMAINING

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

KEYWORDS: **Vehicle, Aircaft, Fly, Aeldari, Nightwing**

FACTION KEYWORDS:
Asuryani

NIGHTWING

The Nightwing is a superlative dog-fighting aircraft, its swept-wing design granting it a combination of lightning speed and aerobatic agility unmatched by its rivals. Appearing only as a momentary blur in the sights of adversaries on the ground, Nightwings streak through the skies like born predators, vanquishing their quarry with a hail of shurikens or a single well-placed bright lance strike.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- **1 Nightwing**

This model is equipped with: twin bright lance; twin shuriken cannon; wraithbone hull.

KEYWORDS: **Vehicle, Aircaft, Fly, Aeldari, Nightwing**

FACTION KEYWORDS:
Asuryani

SCORPION

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

5+ INVULNERABLE SAVE

RANGED WEAPONS

RANGED WEAPONS	RANGE	A	BS	S	AP	D
➤ Aeldari missile launcher – starshot	48"	1	3+	10	-2	D6
➤ Aeldari missile launcher – sunburst [BLAST]	48"	D6	3+	4	-1	1
Bright lance	36"	1	3+	12	-3	D6+2
Scatter laser	36"	6	3+	5	0	1
Shuriken cannon [SUSTAINED HITS 1]	24"	3	3+	6	-1	2
Starcannon	36"	2	3+	8	-3	2
Twin Scorpion pulsar [TWIN-LINKED]	60"	6	3+	18	-3	5

MELEE WEAPONS

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Wraithbone hull	Melee	6	4+	6	0	1

ABILITIES

CORE: **Deadly Demise D6+2**

FACTION: **Battle Focus**

Lanced Obliteration: Each time an attack made with this model's twin Scorpion pulsar destroys an enemy model that has the Deadly Demise ability, that model's Deadly Demise ability inflicts mortal wounds on a D6 roll of 4+ instead of on a 6.

☠ DAMAGED: 1-8 WOUNDS REMAINING

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

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

KEYWORDS: **Vehicle, Titanic, Fly, Aeldari, Scorpion**

FACTION KEYWORDS:
Asuryani

SCORPION

WARHAMMER LEGENDS

Optimised for hunting heavy tanks and titans, Scorpions are amongst the most powerful mobile weapons platforms employed by the Asuryani. Their twin pulsars are able to lance through the densest armour plating as though it was not there, vaporising everything they touch.

WARGEAR OPTIONS

- This model's shuriken cannon can be replaced with one of the following:
    - 1 Aeldari missile launcher
    - 1 bright lance
    - 1 scatter laser
    - 1 starcannon

UNIT COMPOSITION

- **1 Scorpion**

This model is equipped with: shuriken cannon; twin Scorpion pulsar; wraithbone hull.

KEYWORDS: **Vehicle, Titanic, Fly, Aeldari, Scorpion**

FACTION KEYWORDS:
Asuryani

SKATHACH WRAITHKNIGHT

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

RANGED WEAPONS

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Deathshroud cannon – dispersed [BLAST, DEVASTATING WOUNDS]	12"	3D6	3+	6	-1	1
Deathshroud cannon – focused [BLAST, DEVASTATING WOUNDS]	48"	D6	3+	10	-3	2
Inferno lance [MELTA 2]	24"	4	3+	12	-4	D6
Scatter laser	36"	6	3+	5	0	1
Shuriken cannon [SUSTAINED HITS 1]	24"	3	3+	6	-1	2
Starcannon	36"	2	3+	8	-3	2

MELEE WEAPONS

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Titanic feet	Melee	5	3+	8	-1	2

WARGEAR ABILITIES

Scattershield: The bearer has a 4+ invulnerable save.

ABILITIES

CORE: **Deadly Demise D6, Deep Strike**

FACTION: **Battle Focus**

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

Webway Shunt Generator: Once per battle, at the end of your opponent's turn, if this model is not within Engagement Range of one or more enemy units, you can remove this model from the battlefield and place it into Strategic Reserves.

☠ DAMAGED: 1-6 WOUNDS REMAINING

While this model has 1-6 wounds remaining, subtract 5 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

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

KEYWORDS: **Monster, Titanic, Towering, Walker, Wraith Construct, Aeldari, Skathach Wraithknight**

FACTION KEYWORDS:
Asuryani

Skathach Wraithknights were designed to walk the endless paths of the Labyrinth Dimension, purging those eldritch passageways of any trespassers. Equipped with complex webway shunt generators and rare, specialised weapons, these constructs stride the battlefield like vengeful demigods, dispensing doom with every graceful step.

WARGEAR OPTIONS

- This model's inferno lance can be replaced with 1 deathshroud cannon.
- This model's scattershield can be replaced with one of the following:
  - 1 inferno lance
  - 1 deathshroud cannon
- This model can be equipped with up to two of the following:
  - 1 scatter laser
  - 1 shuriken cannon
  - 1 starcannon

UNIT COMPOSITION

- **1 Skathach Wraithknight**

This model is equipped with: inferno lance; titanic feet; scattershield.

KEYWORDS: **Monster, Titanic, Towering, Walker, Wraith Construct, Aeldari, Skathach Wraithknight**

FACTION KEYWORDS:
Asuryani

SHADOW SPECTRES

M	T	SV	W	LD	OC	
12"	3	3+	1	6+	1	SHADOW SPECTRE
12"	3	3+	2	6+	1	SHADOW SPECTRE EXARCH

5+ INVULNERABLE SAVE

RANGED WEAPONS	RANGE	A	BS	S	AP	D
▶ Prism rifle – dispersed [BLAST]	18"	D6	3+	4	-1	1
▶ Prism rifle – focused	24"	1	3+	6	-2	3

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

ABILITIES

CORE: Deep Strike, Stealth

FACTION: Battle Focus

Shade of Twilight: In your Shooting phase, after this unit has shot, if it is not within Engagement Range of one or more enemy units, it can make a Normal move of up to D6". If it does, until the end of the turn, this unit is not eligible to declare a charge.

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

KEYWORDS: **Infantry, Jump Pack, Fly, Aeldari, Shadow Spectres**

FACTION KEYWORDS:
Asuryani

Draped in holo-fields and gossamer-thin robes, Shadow Spectres haunt the battlefield as intangible ghosts, using their prism rifles to knock out valuable armoured targets before swiftly relocating. Their abilities allow these unsettling Aspect Warriors to stay a step ahead of any counterattack as they resume their terrifying hunt.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 0-1 Shadow Spectre Exarch
- 5-10 Shadow Spectres

Every model is equipped with: prism rifle; close combat weapon.

KEYWORDS: **Infantry, Jump Pack, Fly, Aeldari, Shadow Spectres**

FACTION KEYWORDS:
Asuryani

IRILLYTH

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

4+ INVULNERABLE SAVE

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

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

ABILITIES

CORE: **Leader, Deep Strike, Stealth**

FACTION: **Battle Focus**

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

Shadow of Death (Aura): While an enemy unit is within 6" of this model, each time that unit takes a Battle-shock or Leadership test, subtract 1 from that test.

KEYWORDS: **Infantry, Character, Epic Hero, Fly, Jump Pack, Phoenix Lord, Aeldari, Irillyth**

FACTION KEYWORDS:
Asuryani

Once a disciple of the first Phoenix Lord Asurmen, Irillyth founded the shrine of the Shadow Spectres on the craftworld of Mymeara, instilling in his warriors the arts of stealth, swiftness and decisive firepower. Known as the Shade of Twilight, he moves like a wraith among shadows, wielding the Spear of Starlight with lethal effect.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Irillyth – **Epic Hero**

This model is equipped with: Spear of Starlight.

LEADER

This model can be attached to the following unit:

- **Shadow Spectres**

KEYWORDS: **Infantry, Character, Epic Hero, Fly, Jump Pack, Phoenix Lord, Aeldari, Irillyth**

FACTION KEYWORDS:
Asuryani

WARP HUNTER

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

RANGED WEAPONS	RANGE	A	BS	S	AP	D
D-flail – blast [BLAST, DEVASTATING WOUNDS]	24"	D3	3+	12	-4	3
D-flail – rift [DEVASTATING WOUNDS, TORRENT]	12"	D3	N/A	12	-4	3
Shuriken cannon [SUSTAINED HITS 1]	24"	3	3+	6	-1	2
Twin shuriken catapult [ASSAULT, TWIN-LINKED]	18"	2	3+	4	3	1

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

ABILITIES

CORE: Deadly Demise D3

FACTION: Battle Focus

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

DAMAGED: 1-4 WOUNDS REMAINING

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

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

KEYWORDS: **Vehicle, Fly, Aeldari, Warp Hunter**

FACTION KEYWORDS:
Asuryani

WARP HUNTER

Like the Fire Prism and Night Spinner, the rare Warp Hunter grav-tank foregoes the transport capacity of the Falcon chassis in favour of its potent main armament. Known as the D-flail, this huge weapon can be used either to project a sphere of warp energy that tears its target apart, or to open a temporary rift that drags hapless victims to a terrible death.

WARGEAR OPTIONS

- This model's twin shuriken catapult can be replaced with 1 shuriken cannon.

UNIT COMPOSITION

- **1 Warp Hunter**

This model is equipped with: D-flail; twin shuriken catapult; wraithbone hull.

KEYWORDS: **Vehicle, Fly, Aeldari, Warp Hunter**

FACTION KEYWORDS:
Asuryani

WRAITHSEER

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

5+ INVULNERABLE SAVE

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Aeldari missile launcher – starshot	48"	1	4+	10	-2	D6
Aeldari missile launcher – sunburst [BLAST]	48"	D6	4+	4	-1	1
Bright lance	36"	1	4+	12	-3	D6+2
Destructor [PSYCHIC, TORRENT]	12"	D6	N/A	5	-1	1
Scatter laser	36"	6	4+	5	0	1
Shuriken cannon [SUSTAINED HITS 1]	24"	3	4+	6	-1	2
Starcannon	36"	2	4+	8	-3	2
Wraithseer D-cannon [DEVASTATING WOUNDS]	24"	1	4+	14	-4	D6

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Ghostspear – strike [ANTI-INFANTRY 2+, PRECISION, PSYCHIC]	Melee	4	4+	10	-2	3
Ghostspear – sweep [ANTI-INFANTRY 2+, PSYCHIC]	Melee	12	4+	7	-1	1

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

ABILITIES

CORE: **Deadly Demise 1**

FACTION: **Battle Focus**

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

KEYWORDS: **Monster, Psyker, Walker, Wraith Construct, Aeldari, Wraithseer**

FACTION KEYWORDS:
Asuryani

WRAITHSEER

Rare and precious beyond compare, Wraithseers are ancient vessels containing the spiritual essence of fallen Warlocks. As in their mortal lives, these venerable beings are war leaders and powerful psykers, marshalling eldritch forces as deftly as they wield their ghostspear.

WARGEAR OPTIONS

- This model can be equipped with one of the following:
    - 1 Aeldari missile launcher
    - 1 bright lance
    - 1 scatter laser
    - 1 shuriken cannon
    - 1 starcannon
    - 1 Wraithseer D-cannon

UNIT COMPOSITION

- **1 Wraithseer**

This model is equipped with: destructor; ghostspear.

KEYWORDS: **Monster, Psyker, Walker, Wraith Construct, Aeldari, Wraithseer**

FACTION KEYWORDS:
Asuryani