# AELDARI

## FACTION PACK: VERSION 1.4

**Legal for matched play from 14th October 2026**

**On the following pages you will find additional rules and clarifications that supplement your Codex, from extra detachments and datasheets to rules updates and FAQs. All of these changes are also updated in the Warhammer 40,000 app, along with points values for your units and detachments.**

## WHAT'S NEW?

- **Changes to Rules Updates.**

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# ARMOURED WARHOST

GRACEFUL WAR MACHINES BRING A TERRIFY FIREPOWER TO BEAR AT EXCEPTIONAL SPEED

## DETACHMENT RULES

### 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.*

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

## ENHANCEMENTS

### SPIRIT STONE OF RAELYTH

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

**AELDARI PSYKER** model only.

- While this model is within 3" of a friendly **AELDARI VEHICLE** unit, this model has **Lone Operative**.
- In your Movement phase, at the start or end of this unit's move, you can select one friendly **AELDARI VEHICLE** model within 3" of this model. That **VEHICLE** model **heals** D3 wounds.

### 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 **visible** friendly **AELDARI VEHICLE** unit within 6" of this model. That **VEHICLE** unit's ranged attacks have +1 to **hit rolls**.

### LAYERED WARDS — 1CP

ARMOURED WARHOST STRATAGEM

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

**WHEN:** Any phase, when a friendly **AELDARI VEHICLE** unit suffers a **mortal wound**.

**TARGET:** That **AELDARI VEHICLE** unit.

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

### SOULSIGHT — 1CP

ARMOURED WARHOST 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.

**WHEN:** Your Shooting phase, when a friendly **AELDARI VEHICLE** unit is **selected to shoot**.

**TARGET:** That **AELDARI VEHICLE** unit.

**EFFECT:** Your unit's attacks can re-roll:

- One **hit roll**.
- One **wound roll**.
- One **damage roll**.

### VECTORED ENGINES — 1CP

ARMOURED WARHOST STRATAGEM

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

**WHEN:** Your Movement phase, when a friendly **AELDARI VEHICLE** unit makes a **fall-back move**.

**TARGET:** That **AELDARI VEHICLE** unit.

**EFFECT:** That move does not prevent your unit from being **eligible to shoot**.

UNIQUE: ACROBATIC

# FATEFUL PERFORMANCE

ACROBATIC KILLERS OF THE HARLEQUINS MASQUES STRIKE WITH SPEED, SKILL AND MURDEROUS GRACE

## DETACHMENT RULES

### ACROBATIC ONSLAUGHT

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

While a friendly **HARLEQUINS** unit is making a **charge move**, that unit can move through enemy models.

This **detachment** has the **ACROBATIC** tag and cannot be taken with another **ACROBATIC detachment**.

## ENHANCEMENTS

### A FOOT IN THE FUTURE

*Flowing like starlight across the field of battle, this warrior-artiste leads their chorus in a dance whose speed peaks as they surge into the foe.*

**TROUPE MASTER** model only. This unit can re-roll **charge rolls**.

### MISTWEAVE

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

**SHADOWSEER** model only. This unit has **Infiltrators**.

## HEROES' FALL — 1CP

FATEFUL PERFORMANCE STRATAGEM

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

**WHEN:** Fight phase, when an enemy unit targets a friendly **HARLEQUINS** unit.

**TARGET:** That **HARLEQUINS** unit.

**EFFECT:** When a model in your unit is **destroyed**, if your unit has not been **selected to fight** this phase, roll one D6:

- On a 4+, do not remove that model from the battlefield. When your unit has fought, or at the end of the phase (whichever comes first), that model is removed from the battlefield.

## EXIT THE STAGE — 1CP

FATEFUL PERFORMANCE STRATAGEM

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

**WHEN:** End of your opponent's Fight phase.

**TARGET:** One friendly **unengaged HARLEQUINS** unit.

**EFFECT:** Place your unit in **strategic reserves**.

## DECEPTIVE FEINT — 1CP

FATEFUL PERFORMANCE STRATAGEM

Advancing foes assured of cutting the Harlequins down are often left thwarted with naught but a swirl of holofield shards where their prey once stood.

**WHEN:** Your opponent's Movement phase, when an enemy unit ends a move within 8" of a friendly **unengaged HARLEQUINS INFANTRY** unit.

**TARGET:** That **HARLEQUINS INFANTRY** unit.

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

# PATH OF THE OUTCAST

STALKING SNIPERS AND RAPTORIAL HUNTERS UNLEASH DEATH AND FEAR FROM AFAR

## DETACHMENT RULES

### FAR-REACHING DOOM

*With snipers' instincts and psychoresponsive gunsights, the Asuryani frontier scouts can pierce almost any barrier to find the hearts of their targets.*

When a friendly **RANGERS/SHROUD RUNNERS** unit is **selected to shoot**, enemy units have +6" **detection range** until that friendly unit has shot.

## ENHANCEMENTS

### CAMOUFLAGED SNIPERS UPGRADE

*Aeldari Rangers rely upon fieldcraft and marksmanship to defeat their foes. They conceal themselves so expertly that even the act of firing upon the enemy does not reveal their precise location.*

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

### ASSASSINS' EYE UPGRADE

*Having trodden the Path of the Outcast for so long that they risk becoming trapped upon it, these snipers have honed their talents until they can pinpoint eye lenses, armour seals and other weaknesses to fell the toughest foes.*

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

## ELDRITCH SUPPRESSION — 1CP

PATH OF THE OUTCAST STRATAGEM

Struck by a sudden volley of precision shots when no foe can be pinpointed can shake the resolve of the most stoic warriors.

**WHEN:** Your Shooting phase, when a friendly **RANGERS/SHROUD RUNNERS** unit has shot.

**TARGET:** That **RANGERS/SHROUD RUNNERS** unit.

**EFFECT:** Select one enemy unit hit by those ranged attacks. That enemy unit makes a **battle-shock roll**, with -1 to that **battle-shock roll** if a model in that enemy unit was **destroyed** by those attacks.

## CASTING BACK THE VEIL — 1CP

PATH OF THE OUTCAST STRATAGEM

Once these snipers have found their range to a shrouded foe with marksmen's instincts and esoteric targeting technology, they swiftly pass this knowledge onto their allies.

**WHEN:** Your Shooting phase, when a friendly **RANGERS/SHROUD RUNNERS** unit has shot.

**TARGET:** That **RANGERS/SHROUD RUNNERS** unit.

**EFFECT:** Select one enemy unit hit by those ranged attacks. That enemy unit has +6" **detection range**.

## NOMADS OF THE HIDDEN WAY — 1CP

PATH OF THE OUTCAST STRATAGEM

The unconstrained nomadism of a craftworld's outcasts extends to the battlefield, such that few foes can respond before they melt back into hiding to hunt elsewhere.

**WHEN:** Your Shooting phase, when a friendly **RANGERS/SHROUD RUNNERS** unit has shot.

**TARGET:** That **RANGERS/SHROUD RUNNERS** unit.

**EFFECT:**

- Your unit can make a **normal move** of up to D6".
- Your unit is not **eligible to declare a charge** or embark within a **TRANSPORT** until the end of the turn.

UNIQUE: ACROBATIC

# TWILIGHT FLICKERS

SHADE-WREATHED HARLEQUINS SURGE FORWARD, AS SWIFT AND UNSTOPPABLE AS PHANTASMS

## DETACHMENT RULES

### DANCE OF DISTORTION

*With their holofields attuned to a mist-wreathed shadow performance, the Harlequins are insubstantial blurs as they dash through cover to reach their chosen stage.*

Friendly **HARLEQUINS** units have **Stealth**.

This **detachment** has the **ACROBATIC** tag and cannot be taken with another **ACROBATIC detachment**.

## ENHANCEMENTS

### SHADOWFALL MASKS UPGRADE

*These nightmarish masks torment the enemy with a psychoresponsive bombardment laced through the murk generated by the wearers' holofields. The confusing distortion leaves enemies vulnerable to the blades that suddenly spear from the terrifying gloom.*

**TROUPE** unit only. This unit has **Fights First**.

### PRELUDE PERFORMER

*With breathtakingly subtle yet rapid movements, this master of the opening act leads the Harlequins in a deadly dance that can catch their foes off guard.*

**HARLEQUINS** model only. This unit has **Scouts 6"**.

### PRESAGED REHEARSAL — 1CP

TWILIGHT FLICKERS STRATAGEM

Amongst the performances of a saedath is the climactic sundering of monstrous foes or the enemy's hateful barques, acts the Harlequins have long mastered.

**WHEN:** Fight phase, when a friendly **TROUPE** unit is **selected to fight**.

**TARGET:** That **TROUPE** unit.

**EFFECT:** Your unit's melee attacks have **[LANCE]**.

### CAPTIVATING PERFORMANCE — 1CP

TWILIGHT FLICKERS STRATAGEM

With the placement of sentinel nodes and a performance that echoes their guardianship of things lost to other Aeldari, the Harlequins guard well that which is sacred to them.

**WHEN:** End of your Movement phase.

**TARGET:** One friendly **TROUPE** unit.

**EFFECT:** Select one **objective** your unit is controlling. That **objective** is **secured**.

### PHANTASMAL MIRAGE — 1CP

TWILIGHT FLICKERS STRATAGEM

The mirage launchers carried by a masque's graceful craft can be triggered to produce haunting simulacra long enough to deceive the foe and allow a crew to manoeuvre away again to their next stage.

**WHEN:** Your Shooting phase, when a friendly **HARLEQUINS VEHICLE** unit has shot.

**TARGET:** That **HARLEQUINS VEHICLE** unit.

**EFFECT:**

- Your unit can make a **normal move** of up to D6".
- Your unit is not **eligible to declare a charge** until the end of the turn.

# 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**.
- When mustering your army, you can select a friendly **HARLEQUINS CHARACTER** model to be your **WARLORD**.

## 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

1CP

**SERPENT'S BROOD – STRATAGEM**

*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

1CP

**SERPENT'S BROOD – STRATAGEM**

*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

1CP

**SERPENT'S BROOD – STRATAGEM**

*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

1CP

**SERPENT'S BROOD – STRATAGEM**

*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

1CP

**SERPENT'S BROOD – STRATAGEM**

*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 8" of that enemy unit.

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

## SKYWARD LUNGE

1CP

**SERPENT'S BROOD – STRATAGEM**

*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):** Once per turn, when your opponent targets a unit from their army within 12" of this model with a stratagem, you can use this ability. If you do, increase the CP cost of that use of that stratagem by 1CP.

### VOIDSTONE

*Seized from an alien tomb, this obsidian artefact seems to absorb light itself, offering the bearer and their unit a degree 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**

1CP

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

**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**

1CP

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

**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**

1CP

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

**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**

1CP

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

**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**

1CP

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

**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**

1CP

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

**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** of up to D6+1".

# DRAGON KNIGHTS

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

| RANGED WEAPONS | RANGE | A | BS | S | AP | D |
|---|---|---|---|---|---|---|
| Laser Lance [ASSAULT] | 6" | 1 | 3+ | 6 | -2 | 3 |
| Solar Carbine [RAPID FIRE 2] | 18" | 2 | 3+ | 4 | 0 | 1 |

| MELEE WEAPONS | RANGE | A | WS | S | AP | D |
|---|---|---|---|---|---|---|
| Drakesteed Fangs and Talons [EXTRA ATTACKS] | Melee | 3 | 3+ | 5 | -1 | 1 |
| Laser Lance [LANCE] | Melee | 3 | 3+ | 6 | -2 | 3 |

## WARGEAR OPTIONS

- For every 3 models in this unit, this unit can be equipped with 2 Drakolithe.

## UNIT COMPOSITION

- 1 Dragon Knight Leader model
- 2-5 Dragon Knight models

**Every model is equipped with:** 1 Drakesteed Fangs and Talons; 1 Laser Lance; 1 Solar Carbine.

| ARMY RULES | Battle Focus |
|---|---|

## ABILITIES

**On the Hunt:** When this unit is selected to make a **fall-back move**, that **fall-back move** does not prevent this unit from being **eligible to shoot** and **eligible to declare a charge**.

**Agile Reach:** When this unit is **selected to fight**, melee weapons equipped by **unengaged** models in this unit that are within 3" of an enemy unit that is **engaged** with this unit can target that enemy unit.

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

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

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

KEYWORDS: **MOUNTED; AELDARI; EXODITE; MOBILE**

FACTION KEYWORDS:
**ASURYANI**

# LEYSTALKER

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

| RANGED WEAPONS | RANGE | A | BS | S | AP | D |
|---|---|---|---|---|---|---|
| **Long Rifle [DEVASTATING WOUNDS: non-MONSTER/VEHICLE, PRECISION]** | 36" | 2 | 2+ | 6 | -2 | 3 |

| MELEE WEAPONS | RANGE | A | WS | S | AP | D |
|---|---|---|---|---|---|---|
| **Drakesteed Fangs and Talons [EXTRA ATTACKS]** | Melee | 3 | 3+ | 5 | -1 | 1 |
| **Hunting Blades** | Melee | 2 | 3+ | 3 | -1 | 1 |

## UNIT COMPOSITION

- 1 Leystalker model

**This model is equipped with:** 2 Drakolithe; 1 Drakesteed Fangs and Talons; 1 Long Rifle; 1 Hunting Blades.

| | |
|---|---|
| CORE ABILITIES | **Lone Operative, Scouts 9", Stealth** |
| ARMY RULES | **Battle Focus** |

## ABILITIES

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

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

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

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

KEYWORDS: **MOUNTED; AELDARI; CHARACTER; EXODITE; MOBILE**

FACTION KEYWORDS:
**ASURYANI**

# STONESINGER

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

| RANGED WEAPONS | RANGE | A | BS | S | AP | D |
|---|---|---|---|---|---|---|
| **Song of Waning [ANTI-MONSTER/VEHICLE 3+, PSYCHIC]** | 24" | 3 | 3+ | 4 | -2 | 3 |
| **Solar Carbine [RAPID FIRE 2]** | 18" | 2 | 3+ | 4 | 0 | 1 |
| **Venomcrest Spit [ANTI-non-MONSTER/VEHICLE 3+, BLAST 1, TORRENT]** | 12" | 3 | - | 3 | -2 | 2 |

| MELEE WEAPONS | RANGE | A | WS | S | AP | D |
|---|---|---|---|---|---|---|
| **Drakesteed Fangs and Talons [EXTRA ATTACKS]** | Melee | 3 | 3+ | 5 | -1 | 1 |
| **Stone Stave [ANTI-non-MONSTER/VEHICLE 2+, PSYCHIC]** | Melee | 3 | 3+ | 3 | -1 | 2 |

| | |
|---|---|
| **CORE ABILITIES** | **Support** |
| **ARMY RULES** | **Battle Focus** |

## ABILITIES

**Elemental Ensnarement:** At the end of your Fight phase, if this unit is not **battle-shocked**, you can use this ability. If you do, roll one D6:

- On a 1, this unit is **battle-shocked**.
- Select one **visible** enemy **MONSTER/VEHICLE** unit (excluding **TITANIC** units) within 18" of this unit. That enemy unit is **ensnared** until the start of your next turn:
  - While a unit is **ensnared**, that unit has -2" **M** and cannot be **pinned**.

## UNIT COMPOSITION

- 1 Stonesinger model

**This model is equipped with:** 1 Drakesteed Fangs and Talons; 1 Song of Waning; 1 Solar Carbine; 1 Stone Stave; 1 Venomcrest Spit.

KEYWORDS: **MOUNTED; AELDARI; CHARACTER; EXODITE; MOBILE; PSYKER**

FACTION KEYWORDS:
**ASURYANI**

# CLANBLADE

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

| RANGED WEAPONS | RANGE | A | BS | S | AP | D |
|---|---|---|---|---|---|---|
| **Solar Carbine [RAPID FIRE 2]** | 18" | 2 | 3+ | 4 | 0 | 1 |

| MELEE WEAPONS | RANGE | A | WS | S | AP | D |
|---|---|---|---|---|---|---|
| **Drakesteed Fangs and Talons [EXTRA ATTACKS]** | Melee | 3 | 3+ | 5 | -1 | 1 |
| **Moonblades [LETHAL HITS, TWIN-LINKED]** | Melee | 5 | 2+ | 4 | -2 | 2 |

| | |
|---|---|
| CORE ABILITIES | **Leader** |
| ARMY RULES | **Battle Focus** |

## ABILITIES

**Blade of the Clans:** This unit's melee attacks have **[SUSTAINED HITS 1]**.

**Cornered Prey:** When an enemy unit **engaged** with this unit is selected to make a **fall-back move**, that enemy unit must use the **desperate escape mode**. If that enemy unit is **battle-shocked**, -1 from those **hazard rolls**.

## UNIT COMPOSITION

- 1 Clanblade model

**This model is equipped with:** 1 Drakesteed Fangs and Talons; 1 Moonblades; 1 Solar Carbine.

KEYWORDS: **MOUNTED; AELDARI; CHARACTER; EXODITE; MOBILE**

FACTION KEYWORDS:
**ASURYANI**

# 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**

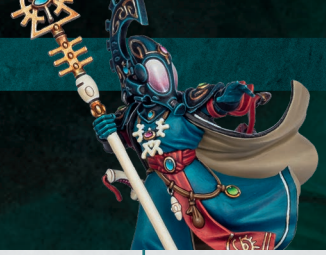
KEYWORDS: **Infantry, Aeldari, Character, Epic Hero, Anhrathe, Prince Yriel**

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 |

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

## ABILITIES

CORE: **Deadly Demise 1**

FACTION: **Battle Focus**

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

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**

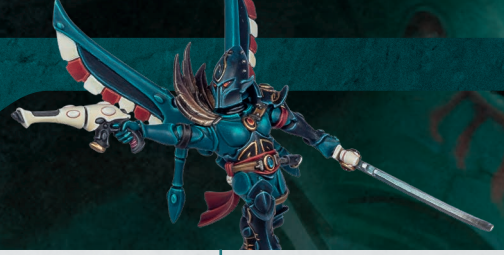
**Every model is equipped with:** disintegrator cannon; Starfang grenade launcher; wraithbone hull.

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**

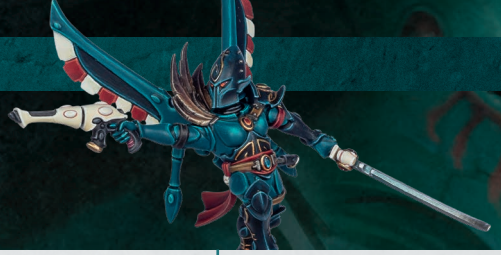
**Raid and Run:** At the end of the Fight phase, if this unit was eligible to fight this phase, and is not within Engagement Range of one or more enemy units, it can make a Normal move of up to D3+3". Otherwise, if this unit was eligible to fight this phase, this unit can make a Fall Back move of up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

# REVENANT TITAN

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

4+ INVULNERABLE SAVE* *Against ranged attacks only

| RANGED WEAPONS | RANGE | A | BS | S | AP | D |
|---|---|---|---|---|---|---|
| Cloudburst missile launcher [BLAST] | 36" | 2D6 | 3+ | 8 | -2 | 2 |
| Revenant pulsar [ASSAULT] | 60" | 6 | 3+ | 14 | -3 | 4 |
| Sonic lance [ANTI-MONSTER 4+, ANTI-VEHICLE 4+, ASSAULT, TORRENT] | 18" | D6+6 | N/A | 8 | -3 | 2 |

| MELEE WEAPONS | RANGE | A | WS | S | AP | D |
|---|---|---|---|---|---|---|
| Revenant feet | Melee | 8 | 3+ | 10 | -1 | 3 |

## ABILITIES

CORE: **Deadly Demise 2D6**

FACTION: **Battle Focus**

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

**Towering Wraith Construct:** Each time you target this model with a Stratagem, you must spend twice that Stratagem's stated CP cost to do so.

**Revenant Jet Pack:** Each time this model Advances, do not make an Advance roll for it. Instead, until the end of the phase, add 8" to the Move characteristic of this model.

## DAMAGED: 1-10 WOUNDS REMAINING

While this model has 1-10 wounds remaining, subtract 8 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

KEYWORDS: **Monster, Titanic, Towering, Walker, Fly, Wraith Construct, Frame, Aeldari, Revenant Titan**

FACTION KEYWORDS: **Asuryani**

# REVENANT TITAN

*Revenants are graceful wraith constructs armed with paired pulsars – high-yield laser weapons that are the bane of heavy armour. Other Revenants wield sophisticated sonic lances, which emit resonant noise that shakes apart everything it hits. Survivors are soon wiped out by its cloudburst missiles, or simply crushed.*

## WARGEAR OPTIONS

- This model's Revenant pulsar can be replaced with 1 sonic lance.
- This model's sonic lance can be replaced with 1 Revenant pulsar.

## UNIT COMPOSITION

- **1 Revenant Titan**

**This model is equipped with:** cloudburst missile launcher; Revenant pulsar; sonic lance; Revenant feet.

KEYWORDS: **Monster, Titanic, Towering, Walker, Fly, Wraith Construct, Frame, Aeldari, Revenant Titan**

FACTION KEYWORDS: **Asuryani**

# PHANTOM TITAN

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

4+ INVULNERABLE SAVE* *Against ranged attacks only

| RANGED WEAPONS | RANGE | A | BS | S | AP | D |
|---|---|---|---|---|---|---|
| D-bombard [BLAST, DEVASTATING WOUNDS] | 72" | D6 | 3+ | 20 | -4 | 2D6 |
| Phantom pulsar | 120" | 8 | 3+ | 18 | -4 | 6 |
| Phantom starcannon | 36" | 4 | 3+ | 8 | -3 | 2 |
| Pulse laser | 48" | 3 | 3+ | 9 | -2 | D6 |
| Voidstorm missile launcher | 48" | 2D6 | 3+ | 8 | -3 | 2 |

| MELEE WEAPONS | RANGE | A | WS | S | AP | D |
|---|---|---|---|---|---|---|
| Phantom feet | Melee | 4 | 3+ | 12 | -2 | 4 |
| Wraith glaive – strike | Melee | 6 | 3+ | 18 | -4 | 12 |
| Wraith glaive – sweep | Melee | 12 | 3+ | 8 | -3 | 4 |

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

## ABILITIES

CORE: **Deadly Demise D6+6**

FACTION: **Battle Focus**

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

**Towering Wraith Construct:** Each time you target this model with a Stratagem, you must spend three times that Stratagem's stated CP cost to do so.

**Flawless Poise:** This model is eligible to shoot and declare a charge in a turn in which it Fell Back.

## DAMAGED: 1-16 WOUNDS REMAINING

While this model has 1-16 wounds remaining, subtract 10 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

KEYWORDS: **MONSTER, TITANIC, TOWERING, WALKER, WRAITH CONSTRUCT, FRAME, AELDARI, PHANTOM TITAN**

FACTION KEYWORDS: **ASURYANI**

# PHANTOM TITAN

*Phantoms reign as the pinnacle of war-craft, their towering forms wreathed in protective distort fields and invested with ruinous weaponry. To pilot one requires flawless poise and judgement; its steersman must enter a trancelike state, merging with the spirits within so that the Phantom becomes a near-unstoppable god of war.*

## WARGEAR OPTIONS

- This model's D-bombard can be replaced with one of the following:
  - 2 Phantom starcannons and 1 wraith glaive
  - 1 Phantom starcannon, 1 pulse laser and 1 wraith glaive
  - 2 pulse lasers and 1 wraith glaive
  - 1 Phantom pulsar
- This model's Phantom pulsar can be replaced with one of the following:
  - 1 D-bombard
  - 2 Phantom starcannons and 1 wraith glaive
  - 1 Phantom starcannon, 1 pulse laser and 1 wraith glaive
  - 2 pulse lasers and 1 wraith glaive
- This model's Phantom starcannon can be replaced with 1 pulse laser.

## UNIT COMPOSITION

- **1 Phantom Titan**

**This model is equipped with:** D-bombard; Phantom pulsar; Phantom starcannon; voidstorm missile launcher; Phantom feet.

KEYWORDS: **Monster, Titanic, Towering, Walker, Wraith Construct, Frame, Aeldari, Phantom Titan**

FACTION KEYWORDS: **Asuryani**

# AELDARI
## RULES UPDATES

**This section presents updates and clarifications to your faction's rules, designed to improve the gaming experience for all players. Changes applied after the first iteration of this Faction Pack will be highlighted in red.**

# UPDATES

## ARMY RULES

**Agile Manoeuvres, Sudden Strike**
Change to:
'**TRIGGER:** When an eligible unit from your army ends a **charge move**.
**EFFECT:** Until the end of the turn, each time a model in that unit makes a **pile-in** or **consolidation move**, it can move up to 6" instead of up to 3".

**Agile Manoeuvres, Star Engines**
Change to:
'**TRIGGER:** When an eligible **VEHICLE** unit from your army is selected to make an Advance move.'
'**EFFECT:** Until the end of the turn, ranged weapons equipped by this unit have the **[ASSAULT]** ability.'

## ASPECT HOST DETACHMENT

**Skyborne Sanctuary Stratagem, Target and Effect Sections**
Change to:
'**TARGET:** One **unengaged ASURYANI**unit from your army that was eligible to fight this phase, and one friendly **TRANSPORT** it is able to embark within.'
'**EFFECT:** If your **ASURYANI** unit is wholly within 6" of that **TRANSPORT**, it can embark within it.'

## DEVOTED OF YNNEAD DETACHMENT

**Strength from Death Detachment Rule**
Change Lethal Intent to**:**
'At the end of your opponent's Shooting phase, if one or more **YNNARI** units from your army were destroyed this phase, select one **YNNARI INFANTRY** or **YNNARI MOUNTED** unit from your army that was within 6" of your destroyed unit. That unit can make a **normal move** of up to D6+1.'•
Change Lethal Surge to:
'Once per turn, when a **YNNARI** unit from your army performs the Fade Back Agile Manouvre, it can make a **surge move** of up to D6+1" instead of a **normal move.'**

## GHOSTS OF THE WEBWAY DETACHMENT

**Travelling Players section**
Add bullet point:
'When mustering your army, you can select a friendly **HARLEQUINS CHARACTER** model to be your **WARLORD**.'

**Tricksters' Retort Stratagem, Target Section**
Change 9" to 8".

## GUARDIAN BATTLEHOST DETACHMENT

**Breath of Vaul Enhancement**
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.'

## SEER COUNCIL DETACHMENT

**Unshrouded Truth Stratagem,Target and Effect Sections**
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.
**EFFECT:**
- Place your unit in **strategic reserves**.
- Your unit has **Deep Strike**.
- Your unit must make an **ingress move** this phase (including in your first turn).'

## SPIRIT CONCLAVE DETACHMENT

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

## WARHOST DETACHMENT

**Fire and Fade Stratagem, Restrictions Section**
Change to:
'Until the end of the turn, your unit is not eligible to declare a charge or embark within a **TRANSPORT**.'

**Skyborne Sanctuary Stratagem, Target and Effect Sections**
Change to:
'**TARGET:** One **unengaged ASURYANI** unit from your army that was eligible to fight this phase and one friendly **TRANSPORT** it is able to embark within.
**EFFECT:** If your **ASURYANI** unit is wholly within 6" of that **TRANSPORT**, it can embark within it.'

## WINDRIDER HOST DETACHMENT

**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".'

**Daring Riders Stratagem, Effect Section**
Change 9" to 8".

## DATASHEETS

**D-cannon Platform, Falcon, Fire Prism, Night Spinner, Shadow Weaver Platform, Starweaver, Vibro Cannon Platform, Voidweaver, Wave Serpent, Ynnari Raider, Ynnari Venom – Keywords Section**
Add '**FRAME**'.

**Dark Reapers, Dire Avengers, Fire Dragons, Howling Banshees, Striking Scorpions, Swooping Hawks, Warp Spiders – Aspect Shrine Token ability**
Change to:
'Once per battle for each Aspect Shrine token this unit has, you can change the result of one Hit roll or one Wound roll made for a model in this unit (excluding **CHARACTER** models) to an unmodified 6.'

**Asurmen, Hand of Asuryan Ability**
Change to:
'Once per battle, when this model is selected to shoot, it can use this ability. If it does, until the end of the phase, its Bloody Twins weapon has a Damage characteristic of 3 and the **[ANTI-INFANTRY 5**+] and **[DEVASTATING WOUNDS]** abilities.'

**Baharroth, Cloudstrider Ability**
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.'

**Corsair Voidreavers**
- **Faction Abilities:** Add 'Battle Focus'.
- **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.'

**Crimson Hunter, Hemlock Wraithfighter**
- **Profile:** Change M and OC to '–'.

**Eldrad Ulthran, Leader Section**
Change to:
'This model can be attached to the following units: **GUARDIAN DEFENDERS, STORM GUARDIANS, WARLOCK CONCLAVE**

If this model is not already attached to a unit, you can attach this model to a unit, even if one **WARLOCKS** unit has already been attached to it.'

**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).'

**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.

**Rangers, Path of the Outcast Ability**
Change to:'In your opponent's Movement phase, if an enemy unit ends a move within 8" of this unit, if this unit is not within Engagement Range of one or more enemy units, this unit can make a Normal move of up to D6".'

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

**Skyweavers, Acrobatic Grace Ability**
Change to:
- This unit has **Stealth**.
- Melee attacks that target this unit have -1 to **hit rolls**.

**Starweaver, Rapid Embarkation Ability**
Add:
'That unit can embark within this **TRANSPORT** in a turn it disembarked from this **TRANSPORT**.'

**The Visarch, Core Abilities section**
Remove 'Leader', add 'Support'.

**The Yncarne, Inevitable Death Ability**
Change to:
'Once in each of your opponent's turns, if this model is on the battlefield when another friendly **AELDARI** unit is destroyed, just after removing the last model in that unit, you can remove this model from the battlefield and set it up as close as possible to where that destroyed model was destroyed and not within Engagement Range of one or more enemy units. Doing so does not prevent this model from being eligible to move.'

**Warlock, Core Abilities section**
Remove 'Leader', add 'Support'.

**Warlock Conclave**
- **Core Abilities section:** Remove 'Leader', add 'Support'.
- **Leader section:** Remove this section.
- **Keywords section:** delete '**CHARACTER**'.

**Warlock Skyrunners**
- **Core Abilities section:** Remove 'Leader', add 'Support'.
- **Leader section:** Remove this section.
- **Keywords section:** delete '**CHARACTER**'.
- **Runes of Battle ability:** change to 'Weapons equipped by models in this unit have the **[IGNORES COVER]** ability.'

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

**Yvraine, Herald of Ynnead Ability**
Change to:
'At the start of the Fight phase, select one enemy unit within Engagement Range of this model. Until the end of the phase, each time a friendly **AELDARI** model makes an attack that targets that unit, you can re-roll a Wound roll of 1.'

**Ynnari Venom**

- **Lithe Embarkation Ability:** add 'That unit can embark within this **TRANSPORT** in a turn it disembarked from this **TRANSPORT**.'
- **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.'

**Ynnari Incubi, Melee Weapons, Demiklaives (single blade)**
Change AP characteristic to '-2'.

# FAQS

**Q:** *When using the Windrider Host detachment, does the Ride the Wind detachment rule allow* **ASURYANI MOUNTED/VYPER** *units from my army to make an* **ingress move** *in the first battle round?*
**A:** Yes.

**Q:** *Can the Yncarne use the Inevitable Death ability during my opponent's first turn?*
**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:** *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:** *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.

# WEBWAY GATE



| 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, FRAME, 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, Frame, Aeldari, Webway Gate**

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 *against 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 |
|---|---|---|---|---|---|
| - | 9 | 3+ | 16 | 6+ | - |

| 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 |
|---|---|---|---|---|---|
| 14" | 12 | 3+ | 30 | 6+ | - |

4+* INVULNERABLE SAVE *Against ranged attacks only*

| 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, 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, Titanic, Transport, Aeldari, Vampire Raider**

FACTION KEYWORDS:
**Asuryani**

# CORSAIR CLOUD DANCER BAND



| 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**, regardless of any other uses of that **stratagem** this phase. If you do:

- That use is -1 CP.
- That use does not prevent any uses of that **stratagem** on other units this phase.

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 |
|---|---|---|---|---|---|
| - | 12 | 3+ | 30 | 6+ | - |

4+* INVULNERABLE SAVE *Against ranged attacks only*

| 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**

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**

# 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:** In your opponent's Movement phase, when an enemy unit ends a Normal, Advance or Fall Back move within 8" of this model, if this model is not within Engagement Range of one or more enemy units, it can make a Normal move of up to D6".

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:** In your opponent's Movement phase, when an enemy unit ends a Normal, Advance or Fall Back move within 8" of this unit, if this unit is not within Engagement Range of one or more enemy units, it can make a Normal move of up to D6".

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

FACTION KEYWORDS: **Asuryani**

# CORSAIR REAVER BAND



## 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 |

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

## 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.

# 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 |

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

## 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.

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 | 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



*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 |
|---|---|---|---|---|---|
| - | 8 | 3+ | 12 | 6+ | - |

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

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 | 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 | RANGE | A | WS | S | AP | D |
|---|---|---|---|---|---|---|
| Wraithbone hull | Melee | 6 | 4+ | 6 | 0 | 1 |

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

## 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.

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

FACTION KEYWORDS: **Asuryani**

# SCORPION



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

## WARGEAR ABILITIES

**Scattershield:** The bearer has a 4+ invulnerable save.

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

## 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.

KEYWORDS: **MONSTER, TITANIC, TOWERING, WALKER, WRAITH CONSTRUCT, AELDARI, SKATHACH WRAITHKNIGHT**

FACTION KEYWORDS: **ASURYANI**

# SKATHACH WRAITHKNIGHT



*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 |
|---|---|---|---|---|---|---|
| SHADOW SPECTRE | 12" | 3 | 3+ | 1 | 6+ | 1 |
| SHADOW SPECTRE EXARCH | 12" | 3 | 3+ | 2 | 6+ | 1 |

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 |

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

## 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.

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

FACTION KEYWORDS: **Asuryani**

# SHADOW SPECTRES



*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**

# IRILLYTH



*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 |

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

## 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.

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**