



AELDARI

FACTION PACK: VERSION 1.1

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

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

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

WHAT'S NEW?

- Serpent's Brood Detachment

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ARMoured WARHOST

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

DETACHMENT RULE



SKILLED CREWS

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

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

ENHANCEMENTS



GUIDING PRESENCE

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

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

HARMONISATION MATRIX

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

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

SPIRIT STONE OF RAELYTH

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

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

GUILEFUL STRATEGIST

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

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



1CP

LAYERED WARDS

ARMoured WARHOST – STRATEGIC PLOY STRATAGEM

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

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

TARGET: That **AELDARI VEHICLE** unit.

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



1CP

SWIFT DEPLOYMENT

ARMoured WARHOST – STRATEGIC PLOY STRATAGEM

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

WHEN: Your Movement phase.

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

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



1CP

VECTORED ENGINES

ARMoured WARHOST – STRATEGIC PLOY STRATAGEM

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

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

TARGET: That **AELDARI VEHICLE** unit.

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



1CP

CLOUDSTRIKE

ARMoured WARHOST – STRATEGIC PLOY STRATAGEM

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

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

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

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



1CP

SOULSIGHT

ARMoured WARHOST – STRATEGIC PLOY STRATAGEM

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

WHEN: Your Shooting phase.

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

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



1CP

ANTI-GRAV REPULSION

ARMoured WARHOST – STRATEGIC PLOY STRATAGEM

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

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

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

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



SERPENT'S BROOD

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

DETACHMENT RULE



BOONS OF THE BROOD

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

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

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

TRAVELLING PLAYERS



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

ENHANCEMENTS



KEY OF GHOSTS

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

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

WEAVERS' WAIL

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

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

FANGED LEER

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

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

SHEDSKIN RAIMENT

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

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



FANGS OF THE BROOD

SERPENT'S BROOD – STRATAGEM

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

WHEN: Start of the Fight phase.

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

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



VENOMOUS WRATH

SERPENT'S BROOD – STRATAGEM

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

WHEN: Your Shooting phase.

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

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



STRIKING STRIDE

SERPENT'S BROOD – STRATAGEM

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

WHEN: Your Charge phase.

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

EFFECT: Until the end of the phase, your unit is eligible to declare a charge in a turn in which it Advanced.



WEAVERS' COILS

SERPENT'S BROOD – STRATAGEM

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

WHEN: End of your Fight phase.

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

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



WEAVING STRIDE

SERPENT'S BROOD – STRATAGEM

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

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

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

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



SKYWARD LUNGE

SERPENT'S BROOD – STRATAGEM

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.



AELDARI

UPDATES & ERRATA

Page 105 – Windrider Host, Overflight Stratagem

Change to:

‘WHEN: End of your Shooting phase or the end of the Fight phase.

TARGET: One **ASURYANI MOUNTED** unit from your army that destroyed one or more enemy units this phase.

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

Page 108 – Guardian Battlehost, Breath of Vault

Change to:

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

Page 115 – Seer Council, Unshrouded Truth, Target

Change to:

‘TARGET: One **ASURYANI INFANTRY** unit from your army (excluding **WRAITH CONSTRUCT** units) that has not been selected to move this phase, was not set up on the battlefield this phase, and is within 9” of one or more friendly **ASURYANI PSYKER** models.’

Page 123 – Farseer, Leader section

Change first paragraph to:

‘This model can be attached to the following units: GUARDIAN DEFENDERS, STORM GUARDIANS, WARLOCK CONCLAVE’

Delete second paragraph.

Page 127 – Baharroth, Abilities, Cloudstrider

Change to:

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

Page 139 – Warlock Conclave

Delete **‘CHARACTER’** from Keyword section.

Change Leader section to:

‘At the start of the Declare Battle Formations step, if this unit is not an Attached unit, this unit can join one GUARDIAN DEFENDERS or STORM GUARDIANS unit from your army (a unit cannot have more than one WARLOCK CONCLAVE unit joined to it). If it does, until the end of the battle, every model in this unit counts as being part of that Bodyguard unit, and that Bodyguard unit’s Starting Strength is increased accordingly.’

Page 139 – Warlock Skyrunners

Delete **‘CHARACTER’** from Keyword section.

Change Leader section to:

‘At the start of the Declare Battle Formations step, if this unit is not an Attached unit, this unit can join one WINDRIDERS unit from your army (a unit cannot have more than one WARLOCK SKYRUNNERS unit joined to it). If it does, until the end of the battle, every model in this unit counts as being part of that Bodyguard unit, and that Bodyguard unit’s Starting Strength is increased accordingly.’

Change Runes of Battle to:

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

Page 152 – Falcon, Transport Section

Change to:

‘This model has a transport capacity of 6 AELDARI INFANTRY models. Each WRAITH CONSTRUCT model takes the space of 2 models. It cannot transport JUMP PACK models or YNNARI models (excluding ASURYANI, YVRAINE and THE VISARCH models).’

Page 153 – Wave Serpent, Transport Section

Change to:

‘This model has a transport capacity of 12 AELDARI INFANTRY models. Each WRAITH CONSTRUCT model takes the space of 2 models. It cannot transport JUMP PACK models or YNNARI models (excluding ASURYANI, YVRAINE and THE VISARCH models).’

Page 156 – Corsair Voidreavers, Wargear Options, third bullet point

Change to:

‘Any number of Corsair Voidreavers in this unit can each have their shuriken pistol and power sword replaced with 1 shuriken rifle.’

Page 156 – Corsair Voidreavers, Abilities

Add **‘FACTION: Battle Focus’**.

Page 157 – Corsair Voidscarred, Abilities

Add **‘FACTION: Battle Focus’**.

Page 158– Shadowseer, Wargear Options

Change to:

‘This model’s shuriken pistol can be replaced with 1 **neuro disruptor**.’

Page 168 – Ynnari Incubi, Melee Weapons, demiklaives (single blade)

Change AP characteristic to ‘-2’.

Page 171 – Ynnari Venom, Transport section, second paragraph

Change to:

‘Before the battle, at the start of the Declare Battle Formations step, you can select one **YNNARI KABALITE WARRIORS** or **YNNARI WYCHES** unit from your army **that has not already been split**. If you do, that unit is split into two units, each containing as equal a number of models as possible (when splitting a unit in this way, make a note of which models form each of the two new units). One of these units must start the battle embarked within this **TRANSPORT**; the other can start the battle embarked within another **TRANSPORT**, or it can be deployed as a separate unit.’

FAQS

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

A: Yes.

Q: *After using the Torc of Morai-Heg Enhancement, if my opponent does not have the necessary CP available for the selected Stratagem, what happens?*

A: No CP are spent and that Stratagem’s effects are not resolved (but that Stratagem still counts as having been used this phase).

Q: *If an **ASPECT WARRIORS** unit with unused Aspect Shrine tokens is destroyed, do **CHARACTERS** that were attached to that unit keep those Aspect Shrine tokens?*

A: No.

Q: *When using the Yncarne’s Ethereal Form ability, can I choose for it to regain fewer lost wounds than the D3 roll generated?*

A: No.

Q: *Do out-of-phase Normal moves follow the ‘Surge’ moves entry from the Core Rules Update?*

A: No.

WEBWAY GATE

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

WARHAMMER LEGENDS

ABILITIES

CORE: Deadly Demise D3

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

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

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

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



KEYWORDS: FORTIFICATION, AELDARI, WEBWAY GATE

FACTION KEYWORDS:
ASURYANI

WEBWAY GATE

Webway Gates allow the Aeldari access to the boundless corridors of the labyrinth dimension. Remnants of the lost Aeldari empire, millions of these portals are scattered across the galaxy, and every craftworld has a nexus of such constructs to enable their people to travel where they need to.

UNIT COMPOSITION

- 2 Wraithbone Arches

This unit is equipped with: nothing.

WARGEAR OPTIONS

- None

DEPLOYMENT

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



KEYWORDS: FORTIFICATION, AELDARI, WEBWAY GATE



FACTION KEYWORDS:
ASURYANI

PRINCE YRIEL

WARHAMMER LEGENDS

M

T

SV

W

LD

OC

7"

3

3+



4

6+

1

4+

INVULNERABLE SAVE

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
The Eye of Wrath [ASSAULT]	6"	1	2+	6	-3	2
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
The Spear of Twilight	Melee	5	2+	6	-3	3

ABILITIES

CORE: **Leader**

FACTION: **Battle Focus**

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

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

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, AELDARI, PRINCE YRIEL



FACTION KEYWORDS:
ASURYANI

PRINCE YRIEL

WARHAMMER LEGENDS

A great hero of Iyanden, Prince Yriel is a superlative commander of mighty fleets and great hosts of warriors alike. Yriel's combat skill is equally unparalleled, and in battle he wields the Spear of Twilight with such speed and flair that his foes have little way of knowing where his next strikes will come from.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Prince Yriel – EPIC HERO

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

LEADER

This model can be attached to the following units:

- CORSAIR VOIDREIVERS
- CORSAIR VOIDSCARRED
- GUARDIAN DEFENDERS
- STORM GUARDIANS

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, AELDARI, PRINCE YRIEL



FACTION KEYWORDS:
ASURYANI

KARANDRAS

WARHAMMER LEGENDS

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

WARHAMMER LEGENDS

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



WARHAMMER LEGENDS

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

WARHAMMER LEGENDS

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

WARHAMMER LEGENDS

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

WARHAMMER LEGENDS

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

WARHAMMER LEGENDS

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



 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Phoenix missile array [BLAST]	48"	D6	3+	6	-1	2
Phoenix pulse laser	48"	4	3+	10	-2	D6
Twin shuriken cannon [SUSTAINED HITS 1, TWIN-LINKED]	24"	3	3+	6	-1	2
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Wraithbone hull	Melee	3	4+	6	0	1

ABILITIES

CORE: **Deadly Demise D6**

FACTION: **Battle Focus**

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

DAMAGED: 1-5 WOUNDS REMAINING

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

KEYWORDS: VEHICLE, FLY, AIRCRAFT, AELDARI, PHOENIX



FACTION KEYWORDS:
ASURYANI

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Phoenix

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

KEYWORDS: VEHICLE, FLY, AIRCRAFT, AELDARI, PHOENIX



FACTION KEYWORDS:
ASURYANI

VAMPIRE RAIDER

WARHAMMER LEGENDS

M

T

SV

W

LD

OC

20+"

12

3+

30


6+


0

4+*

INVULNERABLE SAVE

Aspirant ranged attacks only

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

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

ABILITIES

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

FACTION: **Battle Focus**

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

 **DAMAGED: 1-10 WOUNDS REMAINING**

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

KEYWORDS: VEHICLE, FLY, AIRCRAFT, TITANIC, TRANSPORT, AELDARI, VAMPIRE RAIDER



FACTION KEYWORDS:
ASURYANI

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Vampire Raider

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

TRANSPORT

This model has a transport capacity of 30 **AELDARI INFANTRY** models. Each **WRAITH CONSTRUCT** model takes the space of 2 models. It cannot transport **JUMP PACK** models or **YNNARI** models (excluding **YVRAINE** and **THE VISARCH**).

KEYWORDS: VEHICLE, FLY, AIRCRAFT, TITANIC, TRANSPORT, AELDARI, VAMPIRE RAIDER





FACTION KEYWORDS:
ASURYANI

CORSAIR CLOUD DANCER BAND

WARHAMMER LEGENDS

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

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

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

ABILITIES

CORE: Scouts 7"

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

KEYWORDS: MOUNTED, GRENADES, ANHRATHE, AELDARI, CORSAIR CLOUD DANCER BAND



FACTION KEYWORDS: ASURYANI

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

WARHAMMER LEGENDS

M

T

SV

W

LD

OC

20+"

12

3+

30


6+


0

4+*

INVULNERABLE SAVE

Applies to ranged attacks only

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

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

ABILITIES

CORE: Deadly Demise D6+2, Hover

FACTION: Battle Focus

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

DAMAGED: 1-10 WOUNDS REMAINING

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

KEYWORDS: VEHICLE, FLY, AIRCRAFT, TITANIC, AELDARI, VAMPIRE HUNTER



FACTION KEYWORDS:
ASURYANI

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Vampire Hunter

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

KEYWORDS: VEHICLE, FLY, AIRCRAFT, TITANIC, AELDARI, VAMPIRE HUNTER



FACTION KEYWORDS:
ASURYANI

BONESINGER

WARHAMMER LEGENDS

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: psytronomie 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


WARHAMMER LEGENDS


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.

KEYWORDS: VEHICLE, WALKER, FLY, AELDARI, WASP ASSAULT WALKER

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.

FACTION KEYWORDS:
ASURYANI



WARGEAR OPTIONS

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

UNIT COMPOSITION

- 1 Wasp Assault Walker

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

KEYWORDS: VEHICLE, WALKER, FLY, AELDARI, WASP ASSAULT WALKER





FACTION KEYWORDS:
ASURYANI

CORSAIR SKYREAYER BAND

WARHAMMER LEGENDS

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

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

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

ABILITIES

CORE: **Deep Strike**

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

KEYWORDS: INFANTRY, GRENADES, ANHRATHE, FLY, JUMP PACK, AELDARI,
CORSAIR SKYREAYER BAND



FACTION KEYWORDS:
ASURYANI

WARGEAR OPTIONS

- Any number of models can each have their Corsair firearm replaced with one of the following:
 - 1 shardcarbine
 - 1 shuriken catapult
 - 1 spar-glaive
- For every 5 models in this unit, 1 model's Corsair firearm can be replaced with one of the following:
 - 1 Aeldari missile launcher*
 - 1 blaster*
 - 1 dark lance
 - 1 flamer
 - 1 fusion gun
 - 1 shredder*
 - 1 shuriken cannon
 - 1 splinter cannon
- The Corsair Skyreaper 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 Skyreaper Felarch**
- **5-10 Corsair Skyreapers**

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

KEYWORDS: INFANTRY, GRENADES, ANHRATHE, FLY, JUMP PACK, AELDARI, CORSAIR SKYREAPER BAND




FACTION KEYWORDS: ASURYANI


FIRESTORM

WARHAMMER LEGENDS

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

WARHAMMER LEGENDS

M

T

SV

W

LD

OC

7"

3

5+



3

6+

1

4+

INVULNERABLE SAVE

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

ABILITIES

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

FACTION: **Battle Focus**

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

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

KEYWORDS: INFANTRY, CHARACTER, GRENADES, EPIC HERO, AELDARI, AMALLYN SHADOWGUIDE



FACTION KEYWORDS:
ASURYANI

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Amallyn Shadowguide – EPIC HERO

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

KEYWORDS: INFANTRY, CHARACTER, GRENADES, EPIC HERO, AELDARI,
AMALLYN SHADOWGUIDE





FACTION KEYWORDS:
ASURYANI

CORSAIR REAVER BAND

WARHAMMER LEGENDS

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

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

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

ABILITIES

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

KEYWORDS: INFANTRY, GRENADES, ANHRATHE, AELDARI, CORSAIR REAVER BAND



FACTION KEYWORDS:
ASURYANI

WARGEAR OPTIONS

- Any number of models can each have their Corsair firearm replaced with 1 spar-glaive.
- For every 5 models in this unit, 1 model's Corsair firearm can be replaced with one of the following:
 - 1 Aeldari missile launcher*
 - 1 blaster
 - 1 dark lance
 - 1 flamer
 - 1 fusion gun
 - 1 shredder
 - 1 shuriken cannon
 - 1 splinter cannon
- The Corsair Reaper 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 Reaper Felarch
- 5-10 Corsair Reavers

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


CORSAIRS

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

KEYWORDS: INFANTRY, GRENADES, ANHRATHE, AELDARI, CORSAIR REAVER BAND



FACTION KEYWORDS:
ASURYANI

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

WEAPON LISTS

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

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



COBRA

WARHAMMER LEGENDS

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.

KEYWORDS: VEHICLE, TITANIC, FLY, AELDARI, COBRA

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.

FACTION KEYWORDS:
ASURYANI



COBRA

WARHAMMER LEGENDS

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

WARHAMMER LEGENDS

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.

KEYWORDS: VEHICLE, FLY, AELDARI, HORNET

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.

FACTION KEYWORDS:
ASURYANI



HORNET

WARHAMMER LEGENDS

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

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.

KEYWORDS: VEHICLE, FLY, AELDARI, LYNX

ABILITIES

CORE: **Deadly Demise D6**

FACTION: **Battle Focus**

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

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.

FACTION KEYWORDS:
ASURYANI



LYNX

WARHAMMER LEGENDS

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

WARGEAR OPTIONS

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

UNIT COMPOSITION

- 1 Lynx

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

KEYWORDS: VEHICLE, FLY, AELDARI, LYNX





FACTION KEYWORDS:
ASURYANI

NIGHTWING

WARHAMMER LEGENDS

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

 **5+** INVULNERABLE SAVE

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Twin bright lance [TWIN-LINKED]	36"	1	3+	12	-3	D6+2
Twin shuriken cannon [SUSTAINED HITS 1, TWIN-LINKED]	24"	3	3+	6	-1	2
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Wraithbone hull	Melee	3	4+	6	0	1

ABILITIES

CORE: **Hover**

FACTION: **Battle Focus**

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

DAMAGED: 1-4 WOUNDS REMAINING

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

KEYWORDS: VEHICLE, AIRCRAFT, FLY, AELDARI, NIGHTWING



FACTION KEYWORDS:
ASURYANI

NIGHTWING

WARHAMMER LEGENDS

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, AIRCRAFT, FLY, AELDARI, NIGHTWING



FACTION KEYWORDS:
ASURYANI

SCORPION

WARHAMMER LEGENDS

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.

KEYWORDS: VEHICLE, TITANIC, FLY, AELDARI, SCORPION

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.

FACTION KEYWORDS:
ASURYANI



SCORPION

WARHAMMER LEGENDS

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

WARGEAR OPTIONS

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

UNIT COMPOSITION

- 1 Scorpion

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

KEYWORDS: **VEHICLE, TITANIC, FLY, AELDARI, SCORPION**



FACTION KEYWORDS:
ASURYANI

SKATHACH WRAITHKNIGHT

WARHAMMER LEGENDS

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.

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

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.



FACTION KEYWORDS:
ASURYANI

SKATHACH WRAITHKNIGHT

WARHAMMER LEGENDS

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

WARHAMMER LEGENDS

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





SHADOW SPECTRE


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

SHADOW SPECTRE EXARCH

5+

INVULNERABLE SAVE

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
 Prism rifle – dispersed [BLAST]	18"	D6	3+	4	-1	1
 Prism rifle – focused	24"	1	3+	6	-2	3
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	3+	3	0	1

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

KEYWORDS: INFANTRY, JUMP PACK, FLY, AELDARI, SHADOW SPECTRES

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.



FACTION KEYWORDS:
ASURYANI

SHADOW SPECTRES

WARHAMMER LEGENDS

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

WARHAMMER LEGENDS

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

WARHAMMER LEGENDS

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

WARHAMMER LEGENDS

M

14"

T

9

SV

3+

W

12





LD

6+

OC

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.

KEYWORDS: VEHICLE, FLY, AELDARI, WARP HUNTER

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.

FACTION KEYWORDS:
ASURYANI



WARP HUNTER

WARHAMMER LEGENDS

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

WARHAMMER LEGENDS


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.

KEYWORDS: MONSTER, PSYKER, WALKER, WRAITH CONSTRUCT, AELDARI, WRAITHSEER

ABILITIES

CORE: **Deadly Demise 1**

FACTION: **Battle Focus**

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



FACTION KEYWORDS:
ASURYANI

WRAITHSEER

WARHAMMER LEGENDS

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