

WRAITHSEER

M

8"

T

11

SV

2+

W

10

LD




6+

OC


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, WRAITHSEER

ABILITIES

CORE: **Deadly Demise 1**

FACTION: **Strands of Fate**

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:
AELDARI

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.

SPIRIT BOND

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

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



FACTION KEYWORDS:
AELDARI



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: **Strands of Fate**

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, REVENANT TITAN



FACTION KEYWORDS:
AELDARI

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, REVENANT TITAN



FACTION KEYWORDS: AELDARI

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.

KEYWORDS: MONSTER, TITANIC, TOWERING, WALKER, WRAITH CONSTRUCT, PHANTOM TITAN

ABILITIES

CORE: **Deadly Demise D6+6**

FACTION: **Strands of Fate**

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.

FACTION KEYWORDS: **AELDARI**



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, PHANTOM TITAN



FACTION KEYWORDS: AELDARI

COBRA

M

14"

T

11

SV

2+

W

24

LD




6+


OC

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, COBRA

ABILITIES

CORE: **Deadly Demise D6+2**

FACTION: **Strands of Fate**

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:
AELDARI

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, COBRA**



FACTION KEYWORDS:
AELDARI

SCORPION

M

14"

T

11

SV

2+

W

24

LD




6+

OC


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, SCORPION

ABILITIES

CORE: **Deadly Demise D6+2**

FACTION: **Strands of Fate**

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:
AELDARI

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, SCORPION**



FACTION KEYWORDS:
AELDARI

NIGHTWING

M

T

SV

W

LD

OC

20+"

8

3+



12

6+

0

5+

INVULNERABLE SAVE

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

ABILITIES

CORE: **Hover**

FACTION: **Strands of Fate**

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, NIGHTWING**



FACTION KEYWORDS:
AELDARI

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, AIRCRAFT, FLY, NIGHTWING





FACTION KEYWORDS:
AELDARI

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.

KEYWORDS: VEHICLE, FLY, WARP HUNTER



ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Strands of Fate**

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:
AELDARI

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, WARP HUNTER**



FACTION KEYWORDS:
AELDARI

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.

KEYWORDS: **VEHICLE, FLY, LYNX**

ABILITIES

CORE: **Deadly Demise D6**

FACTION: **Strands of Fate**

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:
AELDARI

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, LYNX**



FACTION KEYWORDS:
AELDARI

HORNET

M

14"

T

7

SV

3+

W

8

LD

6+

OC

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, HORNET



ABILITIES

CORE: **Deadly Demise 1**

FACTION: **Strands of Fate**

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:
AELDARI

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, HORNET**



FACTION KEYWORDS:
AELDARI

SHADOW SPECTRES





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


SHADOW SPECTRE

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, SHADOW SPECTRES

ABILITIES

CORE: **Deep Strike, Stealth**

FACTION: **Strands of Fate**

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 6". If it does, until the end of the turn, this unit is not eligible to declare a charge.



FACTION KEYWORDS:
AELDARI

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, SHADOW SPECTRES







FACTION KEYWORDS:
AELDARI

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.

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

ABILITIES

CORE: Deadly Demise D6, Deep Strike

FACTION: Strands of Fate

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:
AELDARI

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, SKATHACH WRAITHKNIGHT



FACTION KEYWORDS:
AELDARI

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: **Strands of Fate**

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, PHOENIX LORD, IRILLYTH



FACTION KEYWORDS:
AELDARI

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, PHOENIX LORD, IRILLYTH



FACTION KEYWORDS:
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