

# AELDARI

## ARMY RULE

*The Aeldari live on the brink of extinction. As such, their Farseers have become adept at reading future events, seeing the many strands of fate ahead of their people and the consequences of following each one. Taken at the right time, a simple action can avoid calamitous outcomes, aiding the Aeldari in their continued struggle for survival.*

### STRANDS OF FATE

If your Army Faction is **AELDARI**, at the start of the battle, make a Strands of Fate roll by rolling twelve D6.

If you wish, you can then re-roll all of these dice, but if you do, roll one less D6. You can continue re-rolling all of the dice in this manner, rolling one less D6 each time you do, until you are satisfied with the results rolled (or until you only have a single D6 remaining).

When you are satisfied with the results rolled, those remaining dice become your Fate dice for the battle. These results cannot be changed or re-rolled further, unless a rule specifically states otherwise. Keep your Fate dice to one side – this is your Fate dice pool.

Before making a dice roll for a model or unit from your army with the Strands of Fate ability, if you have one or more dice in your Fate dice pool, you can use one of those Fate dice. To do so, select one of those Fate dice to substitute that dice roll. The dice that is being substituted is not rolled; instead, the value of the selected Fate dice is used as if it had been rolled (this counts as an unmodified dice roll of that value for all rules purposes). Each Fate dice can only be used in this way once. After using a Fate dice, remove it from your Fate dice pool and roll all remaining dice that are part of that dice roll (if any). You can use Fate dice for any of the following types of dice roll:

- Advance roll
- Battle-shock test
- Charge roll
- Damage roll
- Hit roll
- Saving throw
- Wound roll



# AELDARI – BATTLE HOST

## DETACHMENT RULE

If your Army Faction is **AELDARI**, you can use this Battle Host Detachment rule.

### UNPARALLELED FORESIGHT

*When the Aeldari take to the battlefield, any who oppose them are left confounded by their grace, elegance and martial skill. Where lesser beings would falter, the Aeldari move with a surety of purpose that can only be perceived as preordained.*

Each time an **AELDARI** unit from your army is selected to shoot or fight, you can re-roll one Hit roll and you can re-roll one Wound roll when resolving those attacks.

### CORSAIRS AND TRAVELLING PLAYERS

*The Dark City is frequented by ruthless mercenaries and nomadic warriors from other strands of the ancient race. Troupes of Harlequins and piratical bands of Corsairs accompany many Drukhari raids, free from constrictive paths to pursue profits and fated agendas across the galaxy.*

If your Army Faction is **DRUKHARI**, you can include **HARLEQUINS** and **ANHRRATHE** units in your army, even though they do not have the **DRUKHARI** Faction keyword. The combined points value of **HARLEQUINS** and/or **ANHRRATHE** units you can include in your army depends on the battle size, as follows:

- **Incursion:** Up to 250 pts
- **Strike Force:** Up to 500 pts
- **Onslaught:** Up to 750 pts

No **HARLEQUINS** or **ANHRRATHE** models included in your army in this way can be your **WARLORD**, and they cannot be given Enhancements.

### YNNARI

*Yvraire is a divider as much as a unifier amongst the Aeldari race, drawing both hatred and admiration. To some once-allies she and her ideals have become an immovable rift, yet between some once-enemies her influence has sewn bonds of fellowship once thought impossible.*

If your Army Faction is **AELDARI** and your **WARLORD** is **YVRAINE**, you can include **DRUKHARI** units in your army, even though they do not have the **AELDARI** Faction keyword. The combined points value of such units you can include in your army depends on the battle size, as follows:

- **Incursion:** Up to 500 pts
- **Strike Force:** Up to 1000 pts
- **Onslaught:** Up to 1500 pts

No **DRUKHARI** models included in your army in this way can be given Enhancements. You cannot include units with any of the following keywords in your army using these rules: **PHOENIX LORDS**; **ANHRRATHE**; **AVATAR OF KHAINE**; **SOLITAIRE**; **HAEMONCULUS COVENS**.



# AELDARI – BATTLE HOST

## ENHANCEMENTS

If you are using the Battle Host Detachment rule, you can use these Battle Host Enhancements.

### THE PHOENIX GEM

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

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

### THE WEEPING STONES

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

**AELDARI** model only. Each time the bearer's unit destroys an enemy unit, roll one D6 and add it to your Fate dice pool displaying the result you just rolled.

### READER OF THE RUNES

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

**AELDARI PSYKER** model only. In your Command phase, you can select one dice in your Fate dice pool, re-roll it, then add it back to your Fate dice pool displaying the result you just rolled.

### FATE'S MESSENGER

*The strands of fate coil and twist around this warrior, the paths of destiny manipulated to keep them from harm so that they might strike back at their foes.*

**AELDARI** model only. Once per turn, just after making a Hit roll, a Wound roll or a saving throw for a model in the bearer's unit, you can treat the result as an unmodified roll of 6 instead.









# AELDARI – BATTLE HOST

## STRATAGEMS

If you are using the Battle Host Detachment rule, you can use these Battle Host Stratagems.



### FEIGNED RETREAT

BATTLE HOST – STRATEGIC PLOY STRATAGEM

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

**WHEN:** Your Movement phase, just after an **AELDARI** unit from your army makes a Fall Back move.

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

**EFFECT:** Your unit is eligible to shoot and declare a charge this turn even though it Fell Back.



### MATCHLESS AGILITY

BATTLE HOST – BATTLE TACTIC STRATAGEM

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

**WHEN:** Your Movement phase.

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

**EFFECT:** Until the end of the phase, if your 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 your unit.



### FIRE AND FADE

BATTLE HOST – STRATEGIC PLOY STRATAGEM

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

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

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

**EFFECT:** Your unit can make a Normal move. It cannot embark within a **TRANSPORT** at the end of this move.

**RESTRICTIONS:** You cannot select an **AIRCRAFT** unit or a unit within Engagement Range of one or more enemy units, and until the end of the turn, the unit you selected is not eligible to declare a charge.



### BLADESTORM

BATTLE HOST – STRATEGIC PLOY STRATAGEM

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

**WHEN:** Your Shooting phase.

**TARGET:** One **AELDARI** 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, on a Critical Wound, improve the Armour Penetration characteristic of that attack by 2.



# AELDARI – BATTLE HOST

## STRATAGEMS

If you are using the Battle Host Detachment rule, you can use these Battle Host Stratagems.



### PHANTASM

#### BATTLE HOST – STRATEGIC PLOY STRATAGEM

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

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

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

**EFFECT:** Your unit can make a Normal move of up to 7". It cannot embark within a **TRANSPORT** at the end of this move.

**RESTRICTIONS:** You cannot select a unit within Engagement Range of one or more enemy units, and until the end of the turn, you cannot target that unit with the Heroic Intervention Stratagem.



### LIGHTNING-FAST REACTIONS

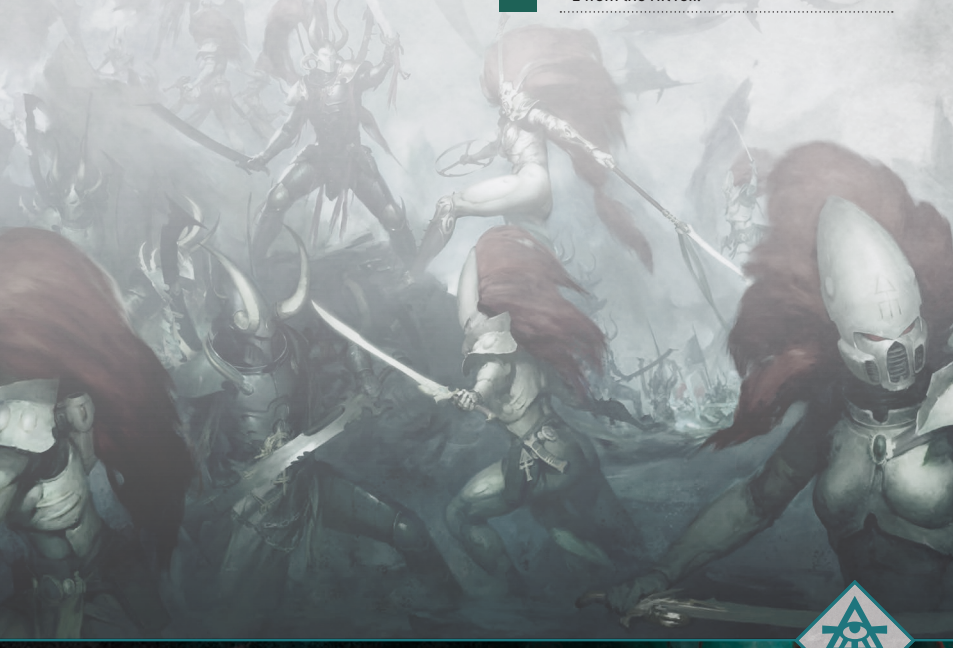
#### BATTLE HOST – BATTLE TACTIC STRATAGEM

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

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

**TARGET:** One **AELDARI** 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, each time an attack targets your unit, subtract 1 from the Hit roll.



# ASURMEN

M

7"

T

3

SV

2+

W

5

LD

6+

OC

1



## RANGED WEAPONS

RANGE

A

BS

S

AP

D

The Bloody Twins [ASSAULT, LETHAL HITS, PISTOL]

24"

6

2+

4

-1

2



## MELEE WEAPONS

RANGE

A

WS

S

AP

D

The Sword of Asur [DEVASTATING WOUNDS]

Melee

6

2+

6

-3

3

## ABILITIES

CORE: Leader

FACTION: Strands of Fate

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

**Tactical Acumen:** Once per turn, you can target this model's unit with the Fire Overwatch Stratagem for OCP, and can do so even if you have already used that Stratagem on a different unit this phase.

INVULNERABLE SAVE

3+

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, PHOENIX LORD, ASURMEN


FACTION KEYWORDS:  
AELDARI



# ASURMEN

*Asurmen's skill at war is breathtaking, the magnitude of his heroic presence so great that nearby Aspect Warriors are infused with his peerless tactical acumen. In addition to the wrist-mounted shuriken catapults known as the Bloody Twins, he carries the Sword of Asur, whose hilt bears the spirit stone of Asurmen's brother, Tethesis.*



## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Asurmen – EPIC HERO

**This model is equipped with:** the Bloody Twins; the Sword of Asur.

## LEADER

This model can be attached to the following unit:

- DIRE AVENGERS

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, PHOENIX LORD, ASURMEN



FACTION KEYWORDS:  
AELDARI

# AUTARCH

M

7"

T

3

SV

3+

W

4

LD

6+

OC

1



## RANGED WEAPONS

### RANGE

### A

### BS

### S

### AP

### D

Death spinner [DEVASTATING WOUNDS, TORRENT]

12"

D6

N/A

4

0

1

Dragon fusion gun [ASSAULT, MELTA 3]

12"

1

2+

9

-4

D6

Fusion pistol [ASSAULT, MELTA 2, PISTOL]

6"

1

2+

8

-4

D3



Reaper launcher – starshot [HEAVY]

48"

1

3+

8

-2

2



Reaper launcher – starswarm [HEAVY]

48"

2

3+

5

-1

2

Shuriken pistol [ASSAULT, PISTOL]

12"

1

2+

4

-1

1



## MELEE WEAPONS

### RANGE

### A

### WS

### S

### AP

### D

Banshee blade

Melee

5

2+

4

-3

1

Scorpion chainsword [SUSTAINED HITS 1]

Melee

6

2+

5

0

1

Star glaive

Melee

5

3+

6

-2

2

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

KEYWORDS: INFANTRY, CHARACTER, GRENADES, AUTARCH



## ABILITIES

CORE: Leader

FACTION: Strands of Fate

**Superlative Strategist:** Once per turn, you can target this model's unit with a Stratagem even if you have already used that Stratagem on a different unit this phase.

**Path of Command:** At the start of your Command phase, if this model is your **WARLORD** and is on the battlefield, you gain 1CP.

## WARGEAR ABILITIES

**Howling Banshee Mask:** The bearer's unit has the Fights First ability.

**Mandiblasters:** Melee weapons equipped by the bearer have the [DEVASTATING WOUNDS] ability when targeting units without the **MONSTER** or **VEHICLE** keywords.

## INVULNERABLE SAVE

4+

FACTION KEYWORDS:  
AELDARI

# AUTARCH

*Autarchs are legendary for their strategic brilliance, sublime martial skill and indomitable strength of will. Long have they trodden the Path of the Warrior, never once slipping into the trap of obsession. Instead, they apply all that they have learned and mastered to their command of the Asuryani warhosts.*



## WARGEAR OPTIONS

- This model's shuriken pistol can be replaced with one of the following:
  - 1 death spinner
  - 1 Dragon fusion gun
  - 1 Reaper launcher
- This model's star glaive can be replaced with 1 Scorpion chainsword.
- This model can be equipped with 1 Howling Banshee mask.
- If this model is not equipped with 1 Howling Banshee mask, this model's shuriken pistol and star glaive can be replaced with all of the following:
  - 1 fusion pistol
  - 1 Banshee blade
  - 1 mandiblasters

## UNIT COMPOSITION

- 1 Autarch

**This model is equipped with:** shuriken pistol; star glaive.

## LEADER

This model can be attached to the following units:

- GUARDIAN DEFENDERS
- STORM GUARDIANS

KEYWORDS: INFANTRY, CHARACTER, GRENADES, AUTARCH



FACTION KEYWORDS:  
AELDARI



# AUTARCH WAYLEAPER

M	T	SV	W	LD	OC
14"	3	3+	4	6+	1



⚔ RANGED WEAPONS	RANGE	A	BS	S	AP	D
Death spinner [DEVASTATING WOUNDS, TORRENT]	12"	D6	N/A	4	0	1
Dragon fusion gun [ASSAULT, MELTA 3]	12"	1	2+	9	-4	D6
Fusion pistol [ASSAULT, MELTA 2, PISTOL]	6"	1	2+	8	-4	D3
➡ Reaper launcher – starshot [HEAVY]	48"	1	3+	8	-2	2
➡ Reaper launcher – starswarm [HEAVY]	48"	2	3+	5	-1	2
Shuriken pistol [ASSAULT, PISTOL]	12"	1	2+	4	-1	1

⚔ MELEE WEAPONS	RANGE	A	WS	S	AP	D
Banshee blade	Melee	5	2+	4	-3	1
Scorpion chainsword [SUSTAINED HITS 1]	Melee	6	2+	5	0	1
Star glaive	Melee	5	3+	6	-2	2

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

KEYWORDS: INFANTRY, CHARACTER, JUMP PACK, FLY, GRENADES, AUTARCH WAYLEAPER

## ABILITIES

CORE: **Deep Strike, Lone Operative**

FACTION: **Strands of Fate**

**Indomitable Strength of Will (Aura):** While a friendly **AELDARI** unit is within 6" of this model, each time that unit takes a Battle-shock or Leadership test, add 1 to that test.

**Path of Command:** At the start of your Command phase, if this model is your **WARLORD** and is on the battlefield, you gain 1CP.

## WARGEAR ABILITIES

**Howling Banshee Mask:** The bearer has the Fights First ability.

**Mandiblasters:** Melee weapons equipped by the bearer have the [DEVASTATING WOUNDS] ability when targeting units without the **MONSTER** or **VEHICLE** keywords.

## INVULNERABLE SAVE

4+

FACTION KEYWORDS:  
**AELDARI**



# AUTARCH WAYLEAPER

*With wargear such as a winged pack or warp jump generator, an Autarch becomes an incredibly manoeuvrable war leader. So equipped, they can appear wherever their war host needs them in the blink of an eye, bringing graceful weaponry and consummate strategy to bear before vanishing out of the foe's reach.*



## WARGEAR OPTIONS

- This model's shuriken pistol can be replaced with one of the following:
  - 1 death spinner
  - 1 Dragon fusion gun
  - 1 Reaper launcher
- This model's star glaive can be replaced with 1 Scorpion chainsword.
- This model can be equipped with 1 Howling Banshee mask.
- If this model is not equipped with 1 Howling Banshee mask, this model's shuriken pistol and star glaive can be replaced with all of the following:
  - 1 fusion pistol
  - 1 Banshee blade
  - 1 mandiblasters

## UNIT COMPOSITION

- 1 Autarch Wayleaper

**This model is equipped with:** shuriken pistol; star glaive.

**KEYWORDS:** INFANTRY, CHARACTER, JUMP PACK, FLY, GRENADES,  
AUTARCH WAYLEAPER



**FACTION KEYWORDS:**  
AELDARI

# AUTARCH SKYRUNNER

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



 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
Laser lance [LANCE]	Melee	4	2+	4	-3	2

## ABILITIES

CORE: **Leader**

FACTION: **Strands of Fate**

**Path of Command:** At the start of your Command phase, if this model is your **WARLORD**, you gain 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.

INVULNERABLE SAVE

4+

KEYWORDS: MOUNTED, CHARACTER, FLY, AUTARCH, AUTARCH SKYRUNNER



FACTION KEYWORDS:  
**AELDARI**



# 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:** laser lance; twin shuriken catapult.

## LEADER

This model can be attached to the following unit:

- WINDRIDERS

KEYWORDS: MOUNTED, CHARACTER, FLY, AUTARCH, AUTARCH SKYRUNNER



FACTION KEYWORDS:  
AELDARI

# AVATAR OF KHAINE

M	T	SV	W	LD	OC
10"	12	2+	14	6+	5



⚔ RANGED WEAPONS	RANGE	A	BS	S	AP	D
The Wailing Doom [SUSTAINED HITS D3]	12"	1	2+	16	-4	D6+2
⚔ MELEE WEAPONS	RANGE	A	WS	S	AP	D
➡ The Wailing Doom – strike	Melee	6	2+	14	-4	D6+2
➡ The Wailing Doom – sweep	Melee	12	2+	7	-2	2

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

KEYWORDS: MONSTER, CHARACTER, EPIC HERO, DAEMON, AVATAR OF KHAINE

## ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Strands of Fate**

**Molten Form:** Each time an attack is allocated to this model, halve the Damage characteristic of that attack.

**The Bloody-Handed (Aura):** While a friendly **AELDARI** unit is within 6" of this model, add 1 to Advance and Charge rolls made for that unit.

## 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.

## INVULNERABLE SAVE

4+

FACTION KEYWORDS:  
**AELDARI**



# AVATAR OF KHAINE

*The Avatar of Khaine is an ancient war deity incarnate, whose mere presence incites merciless rage in the Asuryani around him. In battle, the Avatar marches through enemy fire without breaking stride, laughing cruelly as his weapon – the Wailing Doom – tastes hot flesh and spurting lifeblood with each swing and thrust.*



## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Avatar of Khaine – EPIC HERO

This model is equipped with: the Wailing Doom

KEYWORDS: MONSTER, CHARACTER, EPIC HERO, DAEMON, AVATAR OF KHAINE



FACTION KEYWORDS:  
AELDARI



# BAHARROTH

M	T	SV	W	LD	OC
14"	3	2+	5	6+	1



⚔ RANGED WEAPONS	RANGE	A	BS	S	AP	D
Fury of the Tempest [ASSAULT, LETHAL HITS]	24"	4	2+	6	-1	2
⚔ MELEE WEAPONS	RANGE	A	WS	S	AP	D
The Shining Blade [SUSTAINED HITS 1]	Melee	6	2+	5	-2	2

## ABILITIES

CORE: **Deep Strike, Leader**

FACTION: **Strands of Fate**

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

**Cloudstrider:** In your Shooting phase, after this model's unit has shot, if it is not within Engagement Range of any enemy units, that unit can make a Normal move of up to 6" as if it were your Movement phase. If it does, until the end of the turn, that unit is not eligible to declare a charge.

INVULNERABLE SAVE

4+

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, JUMP PACK, FLY, GRENADES, PHOENIX LORD, BAHARROTH



FACTION KEYWORDS:  
**AELDARI**

# BAHARROTH

*Baharroth moves with the grace of a zephyr and attacks with the force of a hurricane. He shines with a brilliance of his own making in battle, diving into range, opening fire then peeling away to face his next quarry. At close quarters he strikes with the resplendent Shining Blade, lopping off heads with its elegantly curved edge.*



## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Baharroth – EPIC HERO

**This model is equipped with:** Fury of the Tempest; the Shining Blade.

## LEADER

This model can be attached to the following unit:

- SWOOPING HAWKS

**KEYWORDS:** INFANTRY, CHARACTER, EPIC HERO, JUMP PACK, FLY, GRENADES, PHOENIX LORD, BAHARROTH





**FACTION KEYWORDS:**  
AELDARI

# CORSAIR VOIDREIVERS

M	T	SV	W	LD	OC
7"	3	4+	1	6+	2



 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Corsair blaster [ASSAULT]	18"	1	3+	8	-4	D6+1
Corsair shredder [ASSAULT, TORRENT]	18"	D6	N/A	6	0	1
Neuro disruptor [ANTI-INFANTRY 2+, ASSAULT, PISTOL]	12"	1	3+	4	0	1
Shuriken cannon [SUSTAINED HITS 1]	24"	3	3+	6	-1	2
Shuriken pistol [ASSAULT, PISTOL]	12"	1	3+	4	-1	1
Shuriken rifle [ASSAULT, RAPID FIRE 1]	24"	1	3+	4	-1	1
Wraithcannon [DEVASTATING WOUNDS]	18"	1	3+	14	-4	D6
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Aeldari power sword	Melee	2	3+	4	-2	1

## ABILITIES

CORE: Scouts 7"

**Reavers of the Void:** Each time a model in this unit makes an attack, re-roll a Hit roll of 1. If the target of that attack is an enemy unit within range of an objective marker, you can re-roll the Hit roll instead.

## WARGEAR ABILITIES

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

KEYWORDS: INFANTRY, BATTLELINE, GRENADES, ANHRATHE, CORSAIR VOIDREIVERS



FACTION KEYWORDS:  
AELDARI



# CORSAIR VOIDREIVERS

*The skilled and agile warriors known as Voidreavers make up the bulk of most Corsair warbands. With precise volleys of lethal shuriken fire they can tear through enemy infantry, or draw their power swords and storm hostile positions to engage in furious hand-to-hand fighting.*



## WARGEAR OPTIONS

- The Voidreaver Felarch's shuriken pistol can be replaced with one of the following:
  - 1 neuro disruptor
  - 1 shuriken rifle
- The Voidreaver Felarch can be equipped with:
  - 1 mistshield
- All of the Corsair Voidreavers in this unit can each have their shuriken pistol and Aeldari power sword replaced with 1 shuriken rifle.
- For every 5 models in this unit, 1 Corsair Voidreaver's Aeldari power sword or shuriken rifle can be replaced with one of the following:
  - 1 Corsair blaster
  - 1 Corsair shredder
- If this unit contains 10 models, 1 Corsair Voidreaver's shuriken rifle can be replaced with one of the following:
  - 1 shuriken cannon
  - 1 wraithcannon

## UNIT COMPOSITION

- 1 Voidreaver Felarch
- 4-9 Corsair Voidreavers

**Every model is equipped with:** shuriken pistol; Aeldari power sword

**KEYWORDS:** INFANTRY, BATTLELINE, GRENADES, ANHRATHE, CORSAIR VOIDREIVERS



**FACTION KEYWORDS:**  
**AELDARI**

# CORSAIR VOIDSCARRED

M

7"

T

3

SV

4+

W

1

LD

6+

OC

1



## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Corsair blaster [ASSAULT]	18"	1	3+	8	-4	D6+1
Corsair shredder [ASSAULT, TORRENT]	18"	D6	N/A	6	0	1
Executioner [ANTI-INFANTRY 2+, PSYCHIC]	18"	3	3+	6	-2	D3
Fusion pistol [ASSAULT, MELTA 2, PISTOL]	6"	1	3+	8	-4	D6
Neuro disruptor [ANTI-INFANTRY 2+, ASSAULT, PISTOL]	12"	1	3+	4	0	1
Ranger long rifle [HEAVY, PRECISION]	36"	1	3+	4	-1	2
Shuriken cannon [SUSTAINED HITS 1]	24"	3	3+	6	-1	2
Shuriken pistol [ASSAULT, PISTOL]	12"	1	3+	4	-1	1
Shuriken rifle [ASSAULT, RAPID FIRE 1]	24"	1	3+	4	-1	1
Wraithcannon [DEVASTATING WOUNDS]	18"	1	3+	14	-4	D6



## MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Aeldari power sword	Melee	3	3+	4	-2	1
Paired Hekatarri blades [TWIN-LINKED]	Melee	4	2+	3	-2	1
Witch staff [ANTI-INFANTRY 2+, PSYCHIC]	Melee	2	2+	3	0	D3

## ABILITIES

CORE: Scouts 7"

**Piratical Raiders:** At the start of the battle, select one unit from your opponent's army. Each time a model in this unit makes an attack that targets that unit, that attack has the [LETHAL HITS] and [PRECISION] abilities.

## WARGEAR ABILITIES

**Channeller Stones:** Once per turn, the first time a saving throw is failed for the bearer's unit, change the Damage characteristic of that attack to 0.

**Faolchú:** Ranged weapons equipped by models in the bearer's unit have the [IGNORES COVER] ability.

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

KEYWORDS – ALL MODELS: INFANTRY, GRENADES, ANHRATHE, CORSAIR VOIDSCARRED  
| WAY SEEKER: PSYKER



FACTION KEYWORDS:  
AELDARI

# CORSAIR VOIDSCARRED

*The Voidscarred are hardened veterans of a life of piracy. These Corsairs have travelled the stars for centuries, and have seen the worst and the best the galaxy has to offer. Many have developed unique skills and fighting styles over the years, and carry specialist wargear into battle.*



## WARGEAR OPTIONS

- Any number of Corsair Voidscarred can each have their shuriken pistol and Aeldari power sword replaced with 1 shuriken rifle.
- The Voidscarred Felarch's shuriken pistol can be replaced with one of the following:
  - 1 neuro disruptor
  - 1 shuriken rifle
- The Voidscarred Felarch can be equipped with 1 mistshield.
- For every 5 models in this unit, 1 Corsair Voidscarred's shuriken rifle can be replaced with one of the following:
  - 1 Corsair blaster
  - 1 Corsair shredder
- If this unit contains 10 models, 1 Corsair Voidscarred's shuriken rifle can be replaced with one of the following:
  - 1 shuriken cannon
  - 1 wraithcannon
- If this unit contains 10 models, 1 Corsair Voidscarred's shuriken rifle can be replaced with 1 Ranger long rifle.
- If this unit contains 10 models, 1 Corsair Voidscarred's Aeldari power sword can be replaced with 1 fusion pistol.
- 1 Corsair Voidscarred model equipped with a shuriken pistol and Aeldari power sword can be equipped with 1 Faolchú.

## UNIT COMPOSITION

This unit can contain a maximum of 10 models.

- 1 Voidscarred Felarch
- 4-9 Corsair Voidscarred
- 0-1 Shade Runner
- 0-1 Soul Weaver
- 0-1 Way Seeker

**Every Corsair Voidscarred and Voidscarred Felarch is equipped with:** shuriken pistol; Aeldari power sword.

**A Shade Runner is equipped with:** shuriken pistol; paired Hekatarri blades.

**A Soul Weaver is equipped with:** shuriken pistol; Aeldari power sword; channeller stones.

**A Way Seeker is equipped with:** shuriken pistol; Executioner; witch staff.

KEYWORDS – ALL MODELS: INFANTRY, GRENADES, ANHRATHE, CORSAIR VOIDSCARRED  
| WAY SEEKER: PSYKER

FACTION KEYWORDS:  
AELDARI





# CRIMSON HUNTER

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



⚙️ RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bright lance	36"	1	3+	12	-3	D6+2
Pulse laser	48"	3	3+	9	-2	D6
Starcannon	36"	2	3+	8	-3	2
⚔️ MELEE WEAPONS	RANGE	A	WS	S	AP	D
Wraithbone hull	Melee	3	4+	6	0	1

## ABILITIES

**FACTION:** Strands of Fate

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

## INVULNERABLE SAVE

5+

**KEYWORDS:** VEHICLE, FLY, AIRCRAFT, CRIMSON HUNTER



**FACTION KEYWORDS:**  
AELDARI

# CRIMSON HUNTER

*Crimson Hunters are the sublime pilots of formidable airborne fighters with armaments dedicated to aerial interdiction. With superhuman reflexes they hunt down and destroy enemy aircraft with sickening ease, their skills honed by nightly training sorties with those of their Aspect Shrine.*



## WARGEAR OPTIONS

- This model's 2 starcannons can be replaced with 2 bright lances.

## UNIT COMPOSITION

- 1 Crimson Hunter

**This model is equipped with:** 2 starcannons; pulse laser; wraithbone hull.

KEYWORDS: VEHICLE, FLY, AIRCRAFT, CRIMSON HUNTER



FACTION KEYWORDS:  
AELDARI

# DARK REAPERS

M	T	SV	W	LD	OC	
6"	3	3+	1	6+	1	DARK REAPER
6"	3	3+	2	6+	1	DARK REAPER EXARCH



⚙️	RANGED WEAPONS	RANGE	A	BS	S	AP	D
➡️	Aeldari missile launcher – starshot [IGNORES COVER]	48"	1	3+	10	-2	D6
➡️	Aeldari missile launcher – sunburst [BLAST, IGNORES COVER]	48"	D6	3+	4	-1	1
➡️	Reaper launcher – starshot [IGNORES COVER]	48"	1	3+	8	-2	2
➡️	Reaper launcher – starswarm [IGNORES COVER]	48"	2	3+	5	-1	1
	Shuriken cannon [IGNORES COVER, SUSTAINED HITS 1]	24"	3	3+	6	-1	2
	Tempest launcher [BLAST, INDIRECT FIRE]	36"	2D6	3+	4	-1	1

⚔️	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, DARK REAPERS



## ABILITIES

FACTION: **Strands of Fate**

**Inescapable Accuracy:** Each time a model in this unit makes a ranged attack, you can ignore any or all modifiers to that attack's Ballistic Skill characteristic and to the Hit roll.

## INVULNERABLE SAVE

5+

FACTION KEYWORDS:  
AELDARI



# DARK REAPERS

*Dark Reapers unleash firestorms with their long-ranged Reaper launchers, whether using infantry-shredding starswarm missiles or armour-piercing starshot variants. These salvos are chillingly accurate, thanks to advanced targeting systems but also the Reapers' armour, which anchors them firmly to the ground while they fire.*



## WARGEAR OPTIONS

- The Dark Reaper Exarch's Reaper launcher can be replaced with 1 of the following:
  - 1 Aeldari missile launcher
  - 1 shuriken cannon
  - 1 tempest launcher

## UNIT COMPOSITION

- 1 Dark Reaper Exarch
- 4-9 Dark Reapers

Every model is equipped with: Reaper launcher.

KEYWORDS: INFANTRY, DARK REAPERS



FACTION KEYWORDS:  
AELDARI

# DEATH JESTER

M

8"

T

3

SV

6+

W

4

LD

6+

OC

1



## RANGED WEAPONS

### RANGE

### A

### BS

### S

### AP

### D

Shrieker cannon [DEVASTATING WOUNDS]

24"

3

2+

6

-1

2



## MELEE WEAPONS

### RANGE

### A

### WS

### S

### AP

### D

Jester's blade

Melee

4

2+

4

0

1

## ABILITIES

CORE: **Lone Operative**

FACTION: **Strands of Fate**

**Death is Not Enough:** In your Shooting phase, after this model has shot, if one or more of those attacks destroyed an enemy model, that enemy model's unit must take a Battle-shock test.

**Cruel Amusement:** In your Shooting phase, one model from your army with this ability can use it. If they do, until the end of the phase, select one of the following abilities to apply to that model's shrieker cannon:

- [IGNORES COVER]
- [PRECISION]
- [SUSTAINED HITS 3]

INVULNERABLE SAVE

4+

KEYWORDS: INFANTRY, CHARACTER, HARLEQUINS, DEATH JESTER


FACTION KEYWORDS:  
AELDARI

# DEATH JESTER

*The arrival of a Death Jester upon the battlefield is announced by a hissing storm of shrieker cannon fire. Enemy infantry are torn apart in sprays of blood and scalded flesh as the weapon's gene-toxins cause them to combust horrifically from within. Adding insult to injury, the Death Jester ensures every demise is as cruelly ironic as possible.*



## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Death Jester

**This model is equipped with:** shrieker cannon; Jester's blade.

KEYWORDS: INFANTRY, CHARACTER, HARLEQUINS, DEATH JESTER



FACTION KEYWORDS:  
AELDARI



# DIRE AVENGERS

M	T	SV	W	LD	OC	
7"	3	4+	1	6+	1	DIRE AVENGER
7"	3	4+	2	6+	1	DIRE AVENGER EXARCH



⚙️	RANGED WEAPONS	RANGE	A	BS	S	AP	D
	Avenger shuriken catapult [ASSAULT, LETHAL HITS]	18"	3	3+	4	-1	1
	Shuriken pistol [ASSAULT, PISTOL]	12"	1	3+	4	-1	1
⚔️	MELEE WEAPONS	RANGE	A	WS	S	AP	D
	Close combat weapon	Melee	2	3+	3	0	1
	Diresword [DEVASTATING WOUNDS]	Melee	3	3+	4	-2	1
	Power glaive	Melee	3	3+	5	-2	1

## ABILITIES

**FACTION:** Strands of Fate

**Defence Tactics:** Each time you target this unit with the Fire Overwatch Stratagem, while resolving that Stratagem, hits are scored on unmodified Hit rolls of 5+, or unmodified Hit rolls of 4+ instead if this unit is within range of an objective marker you control.

## WARGEAR ABILITIES

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

## INVULNERABLE SAVE

5+

**KEYWORDS:** INFANTRY, GRENADES, DIRE AVENGERS



**FACTION KEYWORDS:**  
AELDARI

# DIRE AVENGERS

*Furious in attack and immovable in defence, Dire Avengers wield Avenger catapults that unleash punishing bursts of monomolecular shurikens. Drawing on their faultless battle instincts, they always know when to launch lightning-fast assaults and when to fall back and draw the enemy into a kill zone.*



## WARGEAR OPTIONS

- The Dire Avenger Exarch's Avenger shuriken catapult can be replaced with 1 shuriken pistol and one of the following:
  - 1 diresword
  - 1 power glaive
- If this unit's Dire Avenger Exarch is equipped with 1 Avenger shuriken catapult, it can be equipped with 1 additional Avenger shuriken catapult.
- The Dire Avenger Exarch's shuriken pistol can be replaced with:
  - 1 shimmershield

## UNIT COMPOSITION

- 1 Dire Avenger Exarch
- 4-9 Dire Avengers

**Every model is equipped with:** Avenger shuriken catapult.

**KEYWORDS:** INFANTRY, GRENADES, DIRE AVENGERS



**FACTION KEYWORDS:**  
**AELDARI**

# ELDRAD ULTHRAN

M

7"

T

4

SV

6+

W

5

LD

6+

OC

1



## RANGED WEAPONS

RANGE

A

BS

S

AP

D

Shuriken pistol [ASSAULT, PISTOL]

12"

1

2+

4

-1

1

Mind War [ANTI-CHARACTER 4+, PRECISION, PSYCHIC]

18"

1

2+

5

-2

D6



## MELEE WEAPONS

RANGE

A

WS

S

AP

D

The Staff of Ulthamar and witchblade

Melee

3

2+

5

-1

2

[ANTI-INFANTRY 2+, PSYCHIC]

## ABILITIES

CORE: Leader

FACTION: Strands of Fate

**Diviner of Futures:** At the start of the battle, when making your first Strands of Fate roll, roll an additional three D6 (this means that roll will consist of fifteen D6).

**Doom (Psychic):** At the start of your Shooting phase, you can select one enemy unit within 18" of and visible to this **PSYKER** and roll one D6: on a 2+, until the end of the turn, each time a friendly **AELDARI** model makes an attack that targets that enemy unit, add 1 to the Wound roll.

## INVULNERABLE SAVE

4+

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, PSYKER, FARSEER, ELDRAD ULTHRAN


FACTION KEYWORDS:  
AELDARI



# ELDRAD ULTHRAN

*One of the most powerful Aeldari psykers ever to have lived, when Eldrad Ulthran takes to the field his enemies' plans are already known to him. Such is Eldrad's psychic might that he can break Titans and banish the mightiest of daemons, and over the millennia he has slain kings and champions beyond number.*



## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Eldrad Ulthran – EPIC HERO

**This model is equipped with:** shuriken pistol; Mind War; the Staff of Ulthamar and witchblade.

## LEADER

This model can be attached to the following units:

- GUARDIAN DEFENDERS
- STORM GUARDIANS
- WARLOCK CONCLAVE

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, PSYKER, FARSEER, ELDRAD ULTHRAN



FACTION KEYWORDS:  
AELDARI

# FALCON

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



⚙️	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
	Pulse laser	48"	3	3+	9	-2	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
	Twin shuriken catapult [ASSAULT, TWIN-LINKED]	18"	2	3+	4	-1	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, TRANSPORT, FLY, FALCON

## ABILITIES

CORE: Deadly Demise D3, Deep Strike

FACTION: Strands of Fate

**Fire Support:** In your Shooting phase, after this model has shot, select one enemy unit hit by one or more of those attacks. Until the end of the turn, each time a friendly model that disembarked from this **TRANSPORT** this turn makes an attack that targets that enemy unit, you can re-roll the Wound 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.

FACTION KEYWORDS:  
AELDARI



# FALCON

*The primary battle tanks of the Asuryani, Falcons mount a diverse array of potent weapons that make them the bane of war machines and foot troops alike. They also boast a transport pod, in which small squads of warriors can be borne to wherever on the battlefield their martial prowess is most needed.*



## 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 twin shuriken catapult can be replaced with 1 shuriken cannon.

## UNIT COMPOSITION

- 1 Falcon

**This model is equipped with:** pulse laser; 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.

KEYWORDS: **VEHICLE, TRANSPORT, FLY, FALCON**



FACTION KEYWORDS:  
**AELDARI**



# FARSEER

M

7"

T

3

SV

6+

W

4

LD

6+

OC

1



## RANGED WEAPONS

### RANGE

### A

### BS

### S

### AP

### D

Eldritch Storm [BLAST, PSYCHIC]

24"

D6

3+

6

-2

D3

Shuriken pistol [ASSAULT, PISTOL]

12"

1

2+

4

-1

1

Singing spear [ASSAULT, PSYCHIC]

12"

1

2+

9

0

3



## MELEE WEAPONS

### RANGE

### A

### WS

### S

### AP

### D

Singing spear [PSYCHIC]

Melee

2

2+

3

0

3

Witchblade [ANTI-INFANTRY 2+, PSYCHIC]

Melee

2

2+

3

0

2

## ABILITIES

CORE: Leader

FACTION: Strands of Fate

**Branching Fates (Psychic):** Once per turn, when you use a Fate dice to substitute a roll made for a model or unit within 12" of a **FARSEER** model from your army, one model from your army with this ability can use it. If it does, the result of that Fate dice is first changed to a 6.

**Fortune (Psychic):** In your Command phase, you can roll one D6: on a 2+, select one friendly **AELDARI** unit within 12" of this **PSYKER**. Until the start of your next Command phase, each time an attack targets that unit, subtract 1 from the Wound roll.

## INVULNERABLE SAVE

4+

KEYWORDS: CHARACTER, INFANTRY, PSYKER, FARSEER


FACTION KEYWORDS:  
AELDARI

# FARSEER

*The Asuryani look to their Farseers for leadership in battle. These psykers can uncover the foe's intentions and calculate the effects of attacks. Their minds are their true weapons; with a thought, they can obliterate the memories of enemy commanders, hurl battle tanks into the air or summon terrifying storms of coruscating eldritch energy.*



## WARGEAR OPTIONS

- This model's witchblade can be replaced with 1 singing spear.

## UNIT COMPOSITION

- 1 Farseer

**This model is equipped with:** shuriken pistol; Eldritch Storm; witchblade.

## LEADER

This model can be attached to the following units:

- GUARDIAN DEFENDERS
- STORM GUARDIANS
- WARLOCK CONCLAVE

KEYWORDS: CHARACTER, INFANTRY, PSYKER, FARSEER





FACTION KEYWORDS:  
AELDARI

# FARSEER SKYRUNNER

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



 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Eldritch Storm [BLAST, PSYCHIC]	24"	D6	3+	6	-2	D3
Shuriken pistol [ASSAULT, PISTOL]	12"	1	3+	4	-1	1
Singing spear [ASSAULT, PSYCHIC]	12"	1	3+	9	0	3
Twin shuriken catapult [ASSAULT, TWIN-LINKED]	18"	2	3+	4	-1	1

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

## ABILITIES

CORE: **Leader**

FACTION: **Strands of Fate**

**Branching Fates (Psychic):** Once per turn, when you use a Fate dice to substitute a roll made for a model or unit within 12" of a **FARSEER** model from your army, one model from your army with this ability can use it. If it does, the result of that Fate dice is first changed to a 6.

**Guide (Psychic):** In your Command phase, you can roll one D6: on a 2+, select one friendly **AELDARI** unit within 12" of this **PSYKER**. Until the start of your next Command phase, each time a model in that unit makes an attack, you can re-roll the Hit roll.

INVULNERABLE SAVE

4+

KEYWORDS: MOUNTED, CHARACTER, FLY, PSYKER, FARSEER, FARSEER SKYRUNNER



FACTION KEYWORDS:  
**AELDARI**



# FARSEER SKYRUNNER

*Farseers are expert combatants as well as battle seers. Their semi-sentient witchblades and singing spears are embedded with crystals that transmit the destructive potential of their bearer's psyche. In battle, they flow around weapon blasts and blade thrusts with a natural grace that makes their foes seem predictable and slow.*



## WARGEAR OPTIONS

- This model's witchblade can be replaced with 1 singing spear.

## UNIT COMPOSITION

- 1 Farseer Skyrunner

This model is equipped with: shuriken pistol; twin shuriken catapult; Eldritch Storm; witchblade.

## LEADER

This model can be attached to the following units:

- WARLOCK SKYRUNNER CONCLAVE
- WINDRIDERS

KEYWORDS: MOUNTED, CHARACTER, FLY, PSYKER, FARSEER, FARSEER SKYRUNNER



FACTION KEYWORDS:  
AELDARI

# FIRE DRAGONS

M	T	SV	W	LD	OC	
7"	3	3+	1	6+	1	FIRE DRAGON
7"	3	3+	2	6+	1	FIRE DRAGON EXARCH



⚔ RANGED WEAPONS	RANGE	A	BS	S	AP	D
Dragon fusion gun [ASSAULT, MELTA 3]	12"	1	3+	9	-4	D6
Dragon's breath flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	6	-1	1
Firepike [MELTA 3]	18"	1	3+	12	-4	D6
⚔ MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	3+	3	0	1

## ABILITIES

FACTION: **Strands of Fate**

**Assured Destruction:** Each time a model in this unit makes a ranged attack that targets a **MONSTER** or **VEHICLE** unit, re-roll a Wound roll of 1 and re-roll a Damage roll of 1.

## INVULNERABLE SAVE

5+

KEYWORDS: INFANTRY, GRENADES, FIRE DRAGONS



FACTION KEYWORDS:  
**AELDARI**

# FIRE DRAGONS

*Fire Dragons are aggressive and warlike, seeking nothing less than the total annihilation of the enemy's redoubts and war machines. They can identify the weak points of a target with a mere glance, then swiftly reduce them to molten liquid with their fusion guns.*



## WARGEAR OPTIONS

- The Fire Dragon Exarch's Dragon fusion gun can be replaced with 1 of the following:
  - 1 Dragon's breath flamer
  - 1 firepike

## UNIT COMPOSITION

- 1 Fire Dragon Exarch
- 4-9 Fire Dragons

**Every model is equipped with:** Dragon fusion gun; close combat weapon.

**KEYWORDS:** INFANTRY, GRENADES, FIRE DRAGONS



**FACTION KEYWORDS:**  
**AELDARI**



# FIRE PRISM

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



RANGED WEAPONS	RANGE	A	BS	S	AP	D
Prism cannon – dispersed pulse [BLAST]	60"	2D6	3+	6	-1	2
Prism cannon – focused lances [LINKED FIRE]	60"	2	3+	18	-4	6
<b>Linked Fire:</b> When selecting targets for this weapon, you can measure range and determine visibility from another friendly <b>FIRE PRISM</b> model that is visible to the bearer.						
Shuriken cannon [SUSTAINED HITS 1]	24"	3	3+	6	-1	2
Twin shuriken catapult [ASSAULT, TWIN-LINKED]	18"	2	3+	4	-1	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, FIRE PRISM

## ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Strands of Fate**

**Crystal Matrix:** Each time this model is selected to shoot, you can re-roll one Hit roll and you can re-roll one Wound roll when resolving those attacks.

## 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**

# FIRE PRISM

*The prism cannon of this vehicle is the bane of heavy battle tanks. In its firing process, a laser is discharged into a massive crystal prism that amplifies the shot's potency. The energy is released in one of two ways – either as thin lances of light to destroy the toughest vehicles, or as a dispersed pulse to slaughter swathes of infantry.*



## WARGEAR OPTIONS

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

## UNIT COMPOSITION

- 1 Fire Prism

**This model is equipped with:** prism cannon; twin shuriken catapult; wraithbone hull.

KEYWORDS: VEHICLE, FLY, FIRE PRISM



FACTION KEYWORDS:  
AELDARI

# FUEGAN

M

7"

T

3

SV

2+

W

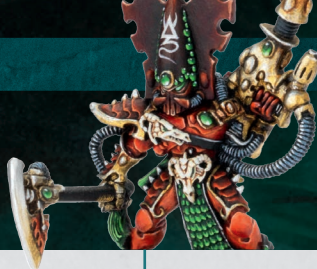
5

LD

6+

OC

1



⚙️	RANGED WEAPONS	RANGE	A	BS	S	AP	D
➡️	Searsong – beam [SUSTAINED HITS D3]	12"	3	2+	8	-3	2
➡️	Searsong – lance [MELTA 6]	18"	1	2+	14	-4	D6
⚔️	MELEE WEAPONS	RANGE	A	WS	S	AP	D
	The Fire Axe	Melee	6	2+	5	-4	3

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

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, PHOENIX LORD, FUEGAN

## ABILITIES

CORE: **Feel No Pain 5+, Leader**

FACTION: **Strands of Fate**

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

**Unquenchable Resolve:** The first time this model is destroyed, roll one D6 at the end of the phase. On a 2+, set this model back up on the battlefield, as close as possible to where it was destroyed and not within Engagement Range of any enemy units, with its full wounds remaining.

INVULNERABLE SAVE

4+



FACTION KEYWORDS:  
AELDARI



# FUEGAN

*Fuegan has dedicated himself to the total destruction of the enemies of the Asuryani, and the trail of corpses he has left in his wake spans the galaxy. Those he sets his fiery gaze upon he either eradicates from existence with burning blasts from his firepike, Searsong, or cuts in twain with furious blows from the Fire Axe.*



## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Fuegan – EPIC HERO

This model is equipped with: Searsong; the Fire Axe.

## LEADER

This model can be attached to the following unit:

- FIRE DRAGONS

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, PHOENIX LORD, FUEGAN



FACTION KEYWORDS:  
AELDARI

# GUARDIAN DEFENDERS

M	T	SV	W	LD	OC
7"	3	4+	1	6+	2
7"	3	4+	2	6+	0

GUARDIAN DEFENDER

HEAVY WEAPON PLATFORM



⚙️	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
	Shuriken catapult [ASSAULT]	18"	2	3+	4	-1	1
	Starcannon	36"	2	3+	8	-3	2

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

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

KEYWORDS: INFANTRY, BATTLELINE, GRENADES, GUARDIANS, GUARDIAN DEFENDERS



## ABILITIES

FACTION: **Strands of Fate**

**Defenders of Fate:** At the end of your Command phase, for each objective marker you control that has one or more units from your army with this ability within range of it, roll one D6 and add it to your Fate dice pool displaying the result you just rolled.

**Crewed Platform:** When the last Guardian Defender model in this unit is destroyed, any remaining Heavy Weapon Platform models in this unit are also destroyed.

FACTION KEYWORDS:  
**AELDARI**

# GUARDIAN DEFENDERS

*Guardian Defenders are versatile support troops capable of unleashing withering hails of fire from their shuriken catapults. They also man anti-grav Heavy Weapon Platforms that can be fitted with a variety of powerful guns with which to sunder enemy armour or mow down swathes of infantry.*



## WARGEAR OPTIONS

- The Heavy Weapon Platform can replace its shuriken cannon with one of the following:
  - 1 Aeldari missile launcher
  - 1 bright lance
  - 1 scatter laser
  - 1 starcannon

## UNIT COMPOSITION

- 10 Guardian Defenders
- 1 Heavy Weapon Platform

**Every Guardian Defender is equipped with:** shuriken catapult; close combat weapon.

**The Heavy Weapon Platform is equipped with:** shuriken cannon; close combat weapon.

KEYWORDS: INFANTRY, BATTLELINE, GRENADES, GUARDIANS, GUARDIAN DEFENDERS

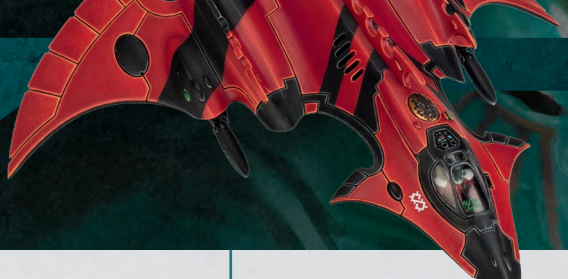


FACTION KEYWORDS:  
AELDARI



# HEMLOCK WRAITHFIGHTER

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



⚔ RANGED WEAPONS	RANGE	A	BS	S	AP	D
Heavy D-scythe [BLAST]	18"	D6	4+	12	-4	2
⚔ MELEE WEAPONS	RANGE	A	WS	S	AP	D
Wraithbone hull	Melee	3	4+	6	0	1

## ABILITIES

FACTION: **Strands of Fate**

**Mindshock Pod [Aura, Psychic]:** While an enemy unit is within 9" of this model, subtract 1 from Battle-shock and Leadership tests taken for that unit.

KEYWORDS: VEHICLE, FLY, AIRCRAFT, PSYKER, WRAITH CONSTRUCT,  
HEMLOCK WRAITHFIGHTER



FACTION KEYWORDS:  
**AELDARI**

# HEMLOCK WRAITHFIGHTER

*Hemlocks blend the psychic abilities of their Spiritseer pilots with the gestalt energies of the Aeldari dead, who can pilot the craft should the seer be incapacitated. The aircraft's mindshock pod unleashes waves of negative emotion to cause terror in the enemy, while its heavy D-scythes hurl the Hemlock's victims into the warp.*



## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Hemlock Wraithfighter

**This model is equipped with:** 2 heavy D-scythes; wraithbone hull.

**KEYWORDS:** VEHICLE, FLY, AIRCRAFT, PSYKER, WRAITH CONSTRUCT,  
HEMLOCK WRAITHFIGHTER



**FACTION KEYWORDS:**  
AELDARI

# HOWLING BANSHEES

M	T	SV	W	LD	OC	
8"	3	4+	1	6+	1	HOWLING BANSHEE
8"	3	4+	2	6+	1	HOWLING BANSHEE EXARCH



⚔ RANGED WEAPONS	RANGE	A	BS	S	AP	D
Shuriken pistol [ASSAULT, PISTOL]	12"	1	3+	4	-1	1
Triskele [ASSAULT]	12"	3	3+	4	-2	1
⚔ MELEE WEAPONS	RANGE	A	WS	S	AP	D
Banshee blade	Melee	3	3+	4	-3	1
Executioner	Melee	4	3+	5	-2	2
Mirrorswords	Melee	6	3+	4	-3	1
Triskele	Melee	5	3+	3	-2	1

## ABILITIES

CORE: **Fights First**

FACTION: **Strands of Fate**

**Acrobatic:** This unit is eligible to declare a charge in a turn in which it Advanced or Fell Back.

## INVULNERABLE SAVE

5+

This invulnerable save is improved to 4+ against melee attacks.

KEYWORDS: INFANTRY, HOWLING BANSHEES



FACTION KEYWORDS:  
**AELDARI**



# HOWLING BANSHEES

*Howling Banshees are deadly in hand-to-hand fighting and renowned for their rapid strikes. Their Banshee masks contain psychosonic amplifiers that magnify the wearer's keening battle screams into a mind-destroying shock wave. This aural assault inspires terror and paralysis in the foe as the Aspect Warriors move in for the kill.*



## WARGEAR OPTIONS

- The Howling Banshee Exarch's Banshee blade can be replaced with 1 of the following:
  - 1 executioner
  - 1 triskele
- The Howling Banshee Exarch's shuriken pistol and Banshee blade can be replaced with 1 mirrorswords.

## UNIT COMPOSITION

- 1 Howling Banshee Exarch
- 4-9 Howling Banshees

**Every model is equipped with:** shuriken pistol; Banshee blade.

KEYWORDS: INFANTRY, HOWLING BANSHEES



FACTION KEYWORDS:  
AELDARI

# ILLIC NIGHTSPEAR

M

7"

T

3

SV

5+

W

3

LD

6+

OC

1



## 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: Strands of Fate

**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".

## INVULNERABLE SAVE\*

5+

\*This model has a 5+ invulnerable save against ranged attacks.

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, ILLIC NIGHTSPEAR


FACTION KEYWORDS:  
AELDARI

# 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, ILLIC NIGHTSPEAR



FACTION KEYWORDS:  
AELDARI



# JAIN ZAR

M	T	SV	W	LD	OC
8"	3	2+	5	6+	1



⚔️	RANGED WEAPONS	RANGE	A	BS	S	AP	D
	The Silent Death [ASSAULT]	12"	6	2+	6	-2	1
⚔️	MELEE WEAPONS	RANGE	A	WS	S	AP	D
➡️	The Blade of Destruction – strike	Melee	6	2+	6	-3	2
➡️	The Blade of Destruction – sweep	Melee	12	2+	4	-3	1

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

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, PHOENIX LORD, JAIN ZAR

## ABILITIES

CORE: Fights First, Leader

FACTION: Strands of Fate

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

**Whirling Death:** Once per turn, you can target this model's 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.

INVULNERABLE SAVE

4+



FACTION KEYWORDS:  
AELDARI

# JAIN ZAR

*Always at the front of a charge and famed for her speed and ferocity, Jain Zar carries the Blade of Destruction, an ancient executioner. This she whirls in bloody arcs to carve through foes, before vaulting into a new position. With a flick of her wrist she unleashes the Silent Death, a triple-bladed throwing weapon that can easily sever a foe's head.*



## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Jain Zar – EPIC HERO

This model is equipped with: the Silent Death; the Blade of Destruction.

## LEADER

This model can be attached to the following unit:

- HOWLING BANSHEES

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, PHOENIX LORD, JAIN ZAR



FACTION KEYWORDS:  
AELDARI

# KARANDRAS

M

7"

T

3

SV

2+

W

5

LD

6+

OC

1



## 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: **Strands of Fate**

**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.

## INVULNERABLE SAVE

4+

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, PHOENIX LORD, KARANDRAS



FACTION KEYWORDS:  
**AELDARI**



# 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, KARANDRAS



FACTION KEYWORDS:  
AELDARI

# MAUGAN RA

M

7"

T

3

SV

2+

W

5

LD

6+

OC

1



## RANGED WEAPONS

### RANGE

A

BS

S

AP

D

The Maugetar [DEVASTATING WOUNDS, IGNORES COVER]

36"

6

2+

7

-1

2



## MELEE WEAPONS

### RANGE

A

WS

S

AP

D

The Maugetar

Melee

5

2+

6

-2

2

## ABILITIES

**FACTION:** Leader, Strands of Fate

**Harvester 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.

**Face of Death:** Each time this model makes an attack that targets a unit that is Below Half-strength, you can re-roll the Hit roll and you can re-roll the Wound roll.

## INVULNERABLE SAVE

4+

**KEYWORDS:** INFANTRY, CHARACTER, EPIC HERO, PHOENIX LORD, MAUGAN RA

**FACTION KEYWORDS:**  
AELDARI

# MAUGAN RA

*A master at killing from a distance, Maugan Ra wields the Maugetar. This scythe-like weapon fires mind-linked shuriken discs large enough to decapitate a swathe of foes before vanishing into nothingness. Should the enemy survive this barrage, they will meet a swift end on the curved edge of the Maugetar's built-in reaping blade.*



## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Maugan Ra

This model is equipped with: the Maugetar.

## LEADER

This model can be attached to the following unit:

- DARK REAPERS

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, PHOENIX LORD, MAUGAN RA



FACTION KEYWORDS:  
AELDARI



# NIGHT SPINNER

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



⚔ RANGED WEAPONS	RANGE	A	BS	S	AP	D
Doomweaver [BLAST, DEVASTATING WOUNDS, INDIRECT FIRE, TWIN-LINKED]	48"	D6+3	3+	7	0	2
Shuriken cannon [SUSTAINED HITS 1]	24"	3	3+	6	-1	2
Twin shuriken catapult [ASSAULT, TWIN-LINKED]	18"	2	3+	4	-1	1
⚔ MELEE WEAPONS	RANGE	A	WS	S	AP	D
Wraithbone hull	Melee	3	4+	6	0	1

## ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Strands of Fate**

**Monofilament Web:** In your Shooting phase, after this model has shot, if one or more of those attacks made with its doomweaver scored a hit against an enemy unit, that enemy unit is pinned until the end of your opponent's next turn. While a unit is pinned, subtract 2 from that unit's Move characteristic and that unit cannot Advance.

## 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, NIGHT SPINNER**



FACTION KEYWORDS:  
**AELDARI**

# NIGHT SPINNER

*The doomweaver mounted by the Night Spinner is an esoteric weapon that spins great swathes of monofilament wire into a lethal web that is launched high into the air. So strong is this substance that nothing can stop its descent, and any foe lying beneath it faces a horrible death as the razor-sharp strands fall first upon and then through them.*



## WARGEAR OPTIONS

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

## UNIT COMPOSITION

- 1 Night Spinner

**This model is equipped with:** doomweaver; twin shuriken catapult; wraithbone hull.

KEYWORDS: VEHICLE, FLY, NIGHT SPINNER



FACTION KEYWORDS:  
AELDARI

# PRINCE YRIEL

M

7"

T

3

SV

3+

W

4

LD

6+

OC

1



## 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: Strands of Fate

**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.

## INVULNERABLE SAVE

4+

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, PRINCE YRIEL


FACTION KEYWORDS:  
AELDARI



# PRINCE YRIEL

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



## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Prince Yriel – EPIC HERO

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

## LEADER

This model can be attached to the following units:

- CORSAIR VOIDREAVERS
- CORSAIR VOIDSCARRED
- GUARDIAN DEFENDERS
- STORM GUARDIANS

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, PRINCE YRIEL





FACTION KEYWORDS:  
AELDARI

# RANGERS

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



 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Ranger long rifle [HEAVY, PRECISION]	36"	1	3+	4	-1	2
Shuriken pistol [ASSAULT, PISTOL]	12"	1	2+	4	-1	1
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	1	3+	3	0	1

## ABILITIES

CORE: **Infiltrators, Stealth**

FACTION: **Strands of Fate**

**Path of the Outcast:** 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" as if it were your Movement phase.

## INVULNERABLE SAVE\*

5+

\*Models in this unit have a 5+ invulnerable save against ranged attacks.

KEYWORDS: INFANTRY, RANGERS



FACTION KEYWORDS:  
**AELDARI**

# RANGERS

*These Outcast warriors are adepts in the arts of stealth warfare, marksmanship and tracking their enemies through the harshest terrain. Veiled by cameleoline cloaks and gloom field generators, they can hide from their foes even in plain sight as they pick them off one by one from extreme range.*



## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 5-10 Rangers

**Every model is equipped with:** Ranger long rifle; shuriken pistol; close combat weapon.

KEYWORDS: INFANTRY, RANGERS



FACTION KEYWORDS:  
AELDARI



# SHADOWSEER

M

8"

T

3

SV

6+

W

4

LD

6+

OC

1



## RANGED WEAPONS

### RANGE

### A

### BS

### S

### AP

### D

Neuro disruptor [ANTI-INFANTRY 2+, ASSAULT, PISTOL]

12"

1

2+

4

0

1

Shuriken pistol [ASSAULT, PISTOL]

12"

1

2+

4

-1

1



## MELEE WEAPONS

### RANGE

### A

### WS

### S

### AP

### D

Miststave [PSYCHIC]

Melee

4

2+

5

-1

D3

## ABILITIES

CORE: Leader, Stealth

FACTION: Strands of Fate

**Fog of Dreams (Psychic):** While this model is leading a unit, models in that unit have the Stealth ability.

**Twilight Pathways (Psychic):** At the start of your Movement phase, one model from your army with this ability can use it. If it does, until the end of the turn, you can re-roll Advance rolls made for that model's unit and that model's unit is eligible to declare a charge in a turn in which it Advanced.

## INVULNERABLE SAVE

4+

KEYWORDS: INFANTRY, CHARACTER, PSYKER, GRENADES, HARLEQUINS, SHADOWSEER


FACTION KEYWORDS:  
AELDARI

# SHADOWSEER

*Shadowseers can blind their enemies and drive them mad with their psychic powers. They shield their allies with veils of illusion, and crush bones in close combat with strikes from their miststaves – which also scramble the perceptions of those they hit.*



## WARGEAR OPTIONS

- This model's shuriken pistol can be replaced with 1 neuro disruptor.

## UNIT COMPOSITION

- 1 Shadowseer

This model is equipped with: shuriken pistol; miststave.

## LEADER

This model can be attached to the following unit:

- TROUPE

KEYWORDS: INFANTRY, CHARACTER, PSYKER, GRENADES, HARLEQUINS, SHADOWSEER



FACTION KEYWORDS:  
AELDARI

# SHINING SPEARS

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

SHINING SPEAR

SHINING SPEAR EXARCH



⚡ RANGED WEAPONS	RANGE	A	BS	S	AP	D
Laser lance [ASSAULT]	6"	1	3+	6	-2	2
Shuriken cannon [SUSTAINED HITS 1]	24"	3	3+	6	-1	2
Star lance [ASSAULT]	6"	1	2+	9	-3	2
Twin shuriken catapult [ASSAULT, TWIN-LINKED]	18"	2	3+	4	-1	1
⚔ MELEE WEAPONS	RANGE	A	WS	S	AP	D
Laser lance [LANCE]	Melee	3	3+	4	-2	2
Paragon sabre	Melee	6	3+	4	-2	2
Star lance [LANCE]	Melee	4	2+	4	-3	2

## ABILITIES

FACTION: **Strands of Fate**

**Aerobatic Grace:** Each time an attack targets this unit, subtract 1 from the Hit roll.

## WARGEAR ABILITIES

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

## INVULNERABLE SAVE

5+

*If this unit Advances or makes a Charge move, until the start of your next turn, this invulnerable save is improved to 4+.*

KEYWORDS: MOUNTED, FLY, SHINING SPEARS



FACTION KEYWORDS:  
**AELDARI**



# SHINING SPEARS

*Shining Spears live to joust, which they do at breathtaking speeds upon their jetbike steeds. Their chosen weapon is the long and formidable laser lance, which burns an opening in the target with a powerful energy blast an instant before the bulk of the weapon slams home with a devastating, piercing impact.*



## WARGEAR OPTIONS

- The Shining Spear Exarch's laser lance can be replaced with one of the following:
  - 1 paragon sabre
  - 1 star lance
- The Shining Spear Exarch's twin shuriken catapult can be replaced with 1 shuriken cannon.
- The Shining Spear Exarch can be equipped with 1 shimmershield.

## UNIT COMPOSITION

- 1 Shining Spear Exarch
- 2-5 Shining Spears

**Every model is equipped with:** laser lance; twin shuriken catapult.

**KEYWORDS:** MOUNTED, FLY, SHINING SPEARS



**FACTION KEYWORDS:**  
**AELDARI**

# SHROUD RUNNERS

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



⦿ RANGED WEAPONS	RANGE	A	BS	S	AP	D
Ranger long rifle [PRECISION]	36"	1	3+	4	-1	2
Scatter laser	36"	6	3+	5	0	1
Shuriken pistol [ASSAULT, PISTOL]	12"	1	2+	4	-1	1
⚔ MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	1	3+	3	0	1

## ABILITIES

CORE: Scouts 9", Stealth

FACTION: Strands of Fate

**Target Acquisition:** At the start of your Shooting phase, select one enemy unit within 12" of and visible to this unit. Until the end of the phase, ranged weapons equipped by friendly **AELDARI** models have the [LETHAL HITS] ability when targeting that unit.

## INVULNERABLE SAVE\*

5+

\*Models in this unit have a 5+ invulnerable save against ranged attacks.

KEYWORDS: MOUNTED, FLY, SHROUD RUNNERS



FACTION KEYWORDS:  
**AELDARI**

# SHROUD RUNNERS

*Streaking into battle as barely perceived blurs, Shroud Runners effortlessly outmanoeuvre their enemies while harassing them with pinpoint sniper fire. Each jetbike acts as the mount for a pair of skilled Aeldari Rangers, the pillion rider often entering a marksman's trance so as to aim and fire while travelling at incredible speeds.*



## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 3-6 Shroud Runners

**Every model is equipped with:** Ranger long rifle; scatter laser; shuriken pistol; close combat weapon.

**KEYWORDS:** MOUNTED, FLY, SHROUD RUNNERS



**FACTION KEYWORDS:**  
**AELDARI**



# SKYWEAVERS

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



⚡	RANGED WEAPONS	RANGE	A	BS	S	AP	D
	Shuriken cannon [SUSTAINED HITS 1]	24"	3	3+	6	-1	2
	Star bolas	12"	D3	3+	7	-2	2
	Skyweaver haywire cannon [ANTI-VEHICLE 4+, DEVASTATING WOUNDS]	24"	2	3+	3	-1	3
⚔	MELEE WEAPONS	RANGE	A	WS	S	AP	D
	Close combat weapon	Melee	4	3+	3	0	1
	Zephyrglaive	Melee	4	3+	5	-1	2

## ABILITIES

FACTION: **Strands of Fate**

**Scything Swipes:** Each time this unit ends a Normal move, you can select one enemy unit (excluding **MONSTER** and **VEHICLE** units) that it moved over during that move. If you do, roll one D6 for each model in this unit: for each 4+, that enemy unit suffers 1 mortal wound.

## INVULNERABLE SAVE

4+

KEYWORDS: MOUNTED, FLY, SMOKE, HARLEQUINS, SKYWEAVERS



FACTION KEYWORDS:  
**AELDARI**

# SKYWEAVERS

*Skyweavers shoot through the air in a prismatic storm of hallucinatory colour and light. While the riders known as Skyborne Princes pilot each jetbike and operate its guns, those called Great Falcons ride pillion, poised to cut down the foe with their star bolas or bisect them with their sweeping zephyrglaives.*



## WARGEAR OPTIONS

- Any number of models can each have their shuriken cannon replaced with 1 Skyweaver haywire cannon.
- Any number of models can each have their star bolas replaced with 1 zephyrglaive.

## UNIT COMPOSITION

- 2-4 Skyweavers

**Every model is equipped with:** shuriken cannon; star bolas; close combat weapon.

**KEYWORDS:** MOUNTED, FLY, SMOKE, HARLEQUINS, SKYWEAVERS



**FACTION KEYWORDS:**  
AELDARI

# SOLITAIRE

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



MELEE WEAPONS	RANGE	A	WS	S	AP	D
Solitaire weapons [PRECISION]	Melee	9	2+	6	-2	2

## ABILITIES

**CORE:** Fights First, Lone Operative

**FACTION:** Strands of Fate

**Blitz:** Once per battle, in your Movement phase, this model can use this ability before it makes a Normal move. If it does, until the end of the turn, add 2D6" to this model's Move characteristic and add 3 to this model's Attacks characteristic.

**Blur of Movement:** This model is eligible to declare a charge in a turn in which it Advanced.

**INVULNERABLE SAVE**

3+

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, HARLEQUINS, SOLITAIRE



FACTION KEYWORDS:  
AELDARI



# SOLITAIRE

*Solitaires are the equal of a host of lesser warriors, and can move at speeds the naked eye cannot follow. In combat, their scything kicks and hammer-blow punches come so fast their foes are dead before they know they are in a fight. They sever heads and pierce hearts in a rapid blur of movement, and cause blood to fall like monsoon rain.*



## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Solitaire – EPIC HERO

This model is equipped with: Solitaire weapons.

## PATH OF DAMNATION

This model cannot be your **WARLORD**.

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, HARLEQUINS, SOLITAIRE



FACTION KEYWORDS:  
**AELDARI**

# SPIRITSEER

M

7"

T

3

SV

6+

W

3

LD

6+

OC

1



## RANGED WEAPONS

RANGE

A

BS

S

AP

D

Shuriken pistol [ASSAULT, PISTOL]

12"

1

2+

4

-1

1



## MELEE WEAPONS

RANGE

A

WS

S

AP

D

Witch staff [ANTI-INFANTRY 2+, PSYCHIC]

Melee

2

2+

3

0

D3

## ABILITIES

CORE: **Leader**

FACTION: **Strands of Fate**

**Spirit Mark:** While this model is leading a unit, weapons in that unit have the **[LETHAL HITS]** ability and each time a model in that unit makes an attack, add 1 to the Hit roll.

**Tears of Isha [Psychic]:** While this model is leading a unit, in the Command phase, you can return 1 destroyed Bodyguard model to that unit.

## INVULNERABLE SAVE

4+

KEYWORDS: CHARACTER, INFANTRY, PSYKER, SPIRITSEER


FACTION KEYWORDS:  
AELDARI

# SPIRITSEER

*It falls to the Spiritseers to commune with the souls of the dead. In this capacity, they guide ghost warriors through the inferno of battle, bringing the world around them into greater focus. Aided in this way, ghost warriors become yet more lethal, their strikes and shots ensuring the swift demise of their foes.*



## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Spiritseer

**This model is equipped with:** shuriken pistol; witch staff.

## LEADER

This model can be attached to the following units:

- WRAITHBLADES
- WRAITHGUARD
- WRAITHLORD

KEYWORDS: CHARACTER, INFANTRY, PSYKER, SPIRITSEER



FACTION KEYWORDS:  
AELDARI



# STARWEAVER

M	T	SV	W	LD	OC
14"	6	4+	6	6+	1



✦ RANGED WEAPONS	RANGE	A	BS	S	AP	D
Shuriken cannon [SUSTAINED HITS 1]	24"	3	3+	6	-1	2
⚔ MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	4	3+	3	0	1

## ABILITIES

CORE: **Deadly Demise 1, Firing Deck 6**

FACTION: **Strands of Fate**

**Rapid Embarkation:** At the end of the Fight phase, if there are no models currently embarked within this **TRANSPORT**, you can select one friendly **HARLEQUINS INFANTRY** unit that has 6 or fewer models that is wholly within 6" of this **TRANSPORT**. Unless that unit is within Engagement Range of one or more enemy units, it can embark within this **TRANSPORT**.

## INVULNERABLE SAVE

4+

KEYWORDS: **VEHICLE, TRANSPORT, DEDICATED TRANSPORT, SMOKE, FLY, HARLEQUINS, STARWEAVER**



FACTION KEYWORDS: **AELDARI**

# STARWEAVER

*These agile and nimble anti-grav transport craft swoop and spiral effortlessly through incoming fire, their flickering holo-fields giving them polychromatic camouflage. Armed with multiple heavy weapons, they provide great volumes of supporting fire for the troops they carry, scything down the foe with withering hails of shurikens.*



## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Starweaver

**This model is equipped with:** 2 shuriken cannons; close combat weapon.

## TRANSPORT

This model has a transport capacity of 6 **HARLEQUINS INFANTRY** models.

**KEYWORDS:** VEHICLE, TRANSPORT, DEDICATED TRANSPORT, SMOKE, FLY, HARLEQUINS, STARWEAVER



**FACTION KEYWORDS:**  
**AELDARI**

# STORM GUARDIANS

M	T	SV	W	LD	OC
7"	3	4+	1	6+	2
7"	3	4+	2	6+	0

STORM GUARDIAN

SERPENT'S SCALE PLATFORM



⚔ RANGED WEAPONS	RANGE	A	BS	S	AP	D
Aeldari flamer [ASSAULT, IGNORES COVER, TORRENT]	12"	D6	N/A	4	0	1
Guardian fusion gun [ASSAULT, MELTA 2]	12"	1	3+	8	-4	D6
Shuriken pistol [ASSAULT, PISTOL]	12"	1	3+	4	-1	1
⚔ MELEE WEAPONS	RANGE	A	WS	S	AP	D
Aeldari power sword	Melee	2	3+	4	-2	1
Guardian combat weapon	Melee	2	3+	3	0	1

## ABILITIES

**FACTION:** Strands of Fate

**Stormblades:** At the end of your Command phase, if this unit is within range of an objective marker you control, that objective marker remains under your control, even if you have no models within range of it, until your opponent controls it at the start or end of any turn.

**Crewed Platform:** When the last Storm Guardian model in this unit is destroyed, any remaining Serpent's Scale Platform models in this unit are also destroyed.

## WARGEAR ABILITIES

**Serpent Shield:** Models in the bearer's unit have a 5+ invulnerable save.

KEYWORDS: INFANTRY, BATTLELINE, GRENADES, GUARDIANS, STORM GUARDIANS



FACTION KEYWORDS:  
AELDARI



# STORM GUARDIANS

*Storm Guardians often support Aspect Warriors in close combat, wielding their pistols and blades with all the grace and skill of their kind. Other Storm Guardians bring special weapons to bear, burning foes out of cover with bursts from their flamers or melting through armoured bunkers with their fusion guns.*



## WARGEAR OPTIONS

- Up to 2 Storm Guardians can each have their shuriken pistol and Guardian combat weapon replaced with 1 Aeldari flamer.
- Up to 2 Storm Guardians can each have their shuriken pistol and Guardian combat weapon replaced with 1 Guardian fusion gun.
- Up to 2 Storm Guardians can each have their Guardian combat weapon replaced with 1 Aeldari power sword.

## UNIT COMPOSITION

- 10 Storm Guardians
- 1 Serpent's Scale Platform

**Every Storm Guardian is equipped with:** shuriken pistol; Guardian combat weapon.

**The Serpent's Scale Platform is equipped with:** Guardian combat weapon; Serpent shield.

KEYWORDS: INFANTRY, BATTLELINE, GRENADES, GUARDIANS, STORM GUARDIANS



FACTION KEYWORDS:  
AELDARI

# STRIKING SCORPIONS

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

STRIKING SCORPION

STRIKING SCORPION EXARCH



⚡ RANGED WEAPONS	RANGE	A	BS	S	AP	D
Scorpion's claw [ASSAULT, PISTOL]	12"	2	3+	4	-1	1
Shuriken pistol [ASSAULT, PISTOL]	12"	1	3+	4	-1	1
⚔ MELEE WEAPONS	RANGE	A	WS	S	AP	D
Biting blade [SUSTAINED HITS 1]	Melee	5	3+	5	-1	2
Scorpion chainsword [SUSTAINED HITS 1]	Melee	4	3+	4	0	1
Scorpion's claw [SUSTAINED HITS 1]	Melee	4	4+	8	-2	2

## ABILITIES

CORE: **Infiltrators**

FACTION: **Strands of Fate**

## WARGEAR ABILITIES

**Mandiblasters:** Melee weapons equipped by the bearer have the **[DEVASTATING WOUNDS]** ability when targeting units without the **MONSTER** or **VEHICLE** keywords.

INVULNERABLE SAVE

5+

KEYWORDS: INFANTRY, STRIKING SCORPIONS



FACTION KEYWORDS:  
**AELDARI**

# STRIKING SCORPIONS

*Striking Scorpions are the stealthiest Aspect, becoming one with the shadows to creep up on the enemy before falling upon them with ruthless intent. They can wait for days without motion before striking with the force of a lightning bolt, launching hails of mandiblaster fire and delivering flurries of blows with their Scorpion chainswords.*



## WARGEAR OPTIONS

- The Striking Scorpion Exarch's Scorpion chainsword can be replaced with 1 Scorpion's claw.
  - The Striking Scorpion Exarch's shuriken pistol and Scorpion chainsword can be replaced with 1 biting blade.
- .....

## UNIT COMPOSITION

- 1 Striking Scorpion Exarch
- 4-9 Striking Scorpions

**Every model is equipped with:** shuriken pistol; Scorpion chainsword; mandiblasters.

.....

**KEYWORDS: INFANTRY, STRIKING SCORPIONS**



**FACTION KEYWORDS:**  
**AELDARI**



# SUPPORT WEAPONS

M

3"

T

6

SV

4+

W

5

LD

6+

OC

1



## RANGED WEAPONS

### RANGE

### A

### BS

### S

### AP

### D

D-cannon

24"

D3

3+

16

-4

D6+2

[BLAST, DEVASTATING WOUNDS, HEAVY, INDIRECT FIRE]

Shadow weaver

48"

D6+2

3+

6

0

1

[BLAST, DEVASTATING WOUNDS, HEAVY, INDIRECT FIRE]

Shuriken catapult [ASSAULT]

18"

2

3+

4

-1

1

Vibro cannon [HEAVY]

48"

D6

3+

8

-1

2



## MELEE WEAPONS

### RANGE

### A

### WS

### S

### AP

### D

Close combat weapon

Melee

2

3+

3

0

1

## ABILITIES

FACTION: Strands of Fate

**Artillery Barrage:** In your Shooting phase, after this unit has shot, select one enemy unit (excluding **MONSTER** and **VEHICLE** units) that was hit by one or more of those attacks. Until the start of your next turn, while this unit is on the battlefield, 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, SUPPORT WEAPONS


FACTION KEYWORDS:  
AELDARI

# SUPPORT WEAPONS

*These large yet graceful artillery pieces glide to battle on anti-grav engines, mounting huge guns that utilise a variety of technologies. Shadow weavers fire nets of monofilament wires that shred vulnerable foes. Vibro cannons project crushing sonic waves, while the blasts of D-cannons cause physical matter to collapse in upon itself.*



## WARGEAR OPTIONS

- Any number of models can each have their shadow weaver replaced with one of the following:
  - 1 D-cannon
  - 1 vibro cannon

## UNIT COMPOSITION

- 1 Support Weapon

**This model is equipped with:** shadow weaver; shuriken catapult; close combat weapon.

KEYWORDS: **VEHICLE, SUPPORT WEAPONS**



FACTION KEYWORDS:  
**AELDARI**

# SWOOPING HAWKS

M	T	SV	W	LD	OC
14"	3	4+	1	6+	1
14"	3	4+	2	6+	1

SWOOPING HAWK

SWOOPING HAWK EXARCH



⚔ RANGED WEAPONS	RANGE	A	BS	S	AP	D
Hawk's talon [ASSAULT, LETHAL HITS]	24"	4	3+	5	0	1
Lasblaster [ASSAULT, LETHAL HITS]	24"	4	3+	4	0	1
⚔ MELEE WEAPONS	RANGE	A	WS	S	AP	D
Aeldari power sword	Melee	3	3+	4	-2	1
Close combat weapon	Melee	2	3+	3	0	1

## ABILITIES

CORE: **Deep Strike**

FACTION: **Strands of Fate**

**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.

INVULNERABLE SAVE

5+

KEYWORDS: INFANTRY, JUMP PACK, FLY, GRENADES, SWOOPING HAWKS



FACTION KEYWORDS:  
**AELDARI**



# SWOOPING HAWKS

*Swooping Hawks soar high above the battlefield with incredible grace and agility, moving with such speed that they appear as a blur of colour. They are masters of harassment warfare, perfectly suited to breaking up enemy counter-attacks or picking off vulnerable formations with a hail of las-fire and plasma grenades.*



## WARGEAR OPTIONS

- The Swooping Hawk Exarch's lasblaster can be replaced with 1 Hawk's talon.
- The Swooping Hawk Exarch can be equipped with 1 Aeldari power sword.

## UNIT COMPOSITION

- 1 Swooping Hawk Exarch
- 4-9 Swooping Hawks

**Every model is equipped with:** lasblaster; close combat weapon.

**KEYWORDS:** INFANTRY, JUMP PACK, FLY, GRENADES, SWOOPING HAWKS



**FACTION KEYWORDS:**  
**AELDARI**

# THE VISARCH

M

8"

T

3

SV

2+

W

5

LD

6+

OC

1



## MELEE WEAPONS

## RANGE

## A

## WS

## S

## AP

## D

Asu-var, the Sword of Silent Screams [PRECISION]

Melee

5

2+

5

-4

2

## ABILITIES

CORE: **Leader**

FACTION: **Strands of Fate**

**Way of the Blade:** While this model is leading a unit, that unit has the Fights First ability.

**Champion of Ynnead:** Each time this model is selected to fight, select one of the abilities below for Asu-var, the Sword of Silent Screams, to gain until the end of the phase:

- [SUSTAINED HITS 2]
- [DEVASTATING WOUNDS]
- [LETHAL HITS]

## INVULNERABLE SAVE

4+

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, YNNARI, THE VISARCH



FACTION KEYWORDS:  
**AELDARI**

# THE VISARCH

*The Visarch darts amongst the foe, taking off limbs and heads with the Cronesword Asu-var, the Sword of Silent Screams. The many faces that adorn his ancient suit of Bel-Anshoc armour represent the personalities he can take in battle, which include the sure blade of an Exarch and the acrobatic prowess of a Drukhari Wych.*



## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Visarch – EPIC HERO

This model is equipped with: Asu-var, the Sword of Silent Screams.

## LEADER

This model can be attached to the following units:

- CORSAIR VOIDREAVERS
- CORSAIR VOIDSCARRED
- GUARDIAN DEFENDERS
- KABALITE WARRIORS (see DRUKHARI)
- STORM GUARDIANS
- TROUPE
- WYCHES (see DRUKHARI)

You can attach this unit to one of the above units, even if YVRAINE has already been attached to it. If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, YNNARI, THE VISARCH



FACTION KEYWORDS:  
AELDARI



# THE YNCARNE

M	T	SV	W	LD	OC
10"	10	2+	12	6+	3



⚔ RANGED WEAPONS	RANGE	A	BS	S	AP	D
Swirling soul energy [IGNORES COVER, PSYCHIC, TORRENT]	12"	D6+3	N/A	7	-1	D3
⚔ MELEE WEAPONS	RANGE	A	WS	S	AP	D
➡ Vilith-zhar, the Sword of Souls – strike	Melee	5	2+	12	-4	D6+1
➡ Vilith-zhar, the Sword of Souls – sweep	Melee	10	2+	6	-4	1

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

**KEYWORDS:** MONSTER, CHARACTER, EPIC HERO, FLY, PSYKER, DAEMON, YNNARI,  
THE YNCARNE



## ABILITIES

**CORE:** Deadly Demise D3

**FACTION:** Strands of Fate

**Inevitable Death:** Once per phase, if this model is on the battlefield, when another unit is destroyed, just after removing the last model in that unit, you can remove this model from the battlefield and set it up again as close as possible to where that destroyed model was and not within Engagement Range of any enemy models.

**Deathly Form:** Each time an attack is allocated to this model, halve the Damage characteristic of that attack.

## INVULNERABLE SAVE

4+

**FACTION KEYWORDS:**  
AELDARI

# THE YNCARNE

*Once it has torn into realspace, the Yncarne advances on its enemies amidst a vortex of deathly whispers. It is a roaring psychic hurricane that rips the life from those who earn its ire. Nearby Ynnari are invigorated by its chilling power, while foes are turned to dust by the Yncarne's gaze, or sliced in two by its sweeping blows.*



## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Yncarne – EPIC HERO

**This model is equipped with:** swirling soul energy; Vilith-zhar, the Sword of Souls.

**KEYWORDS:** MONSTER, CHARACTER, EPIC HERO, FLY, PSYKER, DAEMON, YNNARI,  
THE YNCARNE



**FACTION KEYWORDS:**  
AELDARI

# TROUPE

M

8"

T

3

SV

6+

W

1

LD

6+

OC

1



## RANGED WEAPONS

### RANGE

### A

### BS

### S

### AP

### D

Fusion pistol [ASSAULT, MELTA 2, PISTOL]

6"

1

3+

8

-4

D3

Neuro disruptor [ANTI-INFANTRY 2+, ASSAULT, PISTOL]

12"

1

3+

4

0

1

Shuriken pistol [ASSAULT, PISTOL]

12"

1

3+

4

-1

1



## MELEE WEAPONS

### RANGE

### A

### WS

### S

### AP

### D

Aeldari power sword

Melee

5

3+

4

-2

1

Harlequin's blade

Melee

5

3+

3

0

1

Harlequin's special weapon

Melee

4

3+

4

-1

1

## ABILITIES

**FACTION:** Strands of Fate

**Harlequin Assault:** Each time this unit makes a Charge move, until the end of the turn, each time a model in this unit makes a melee attack, add 1 to the Wound roll.

## INVULNERABLE SAVE

4+

**KEYWORDS:** INFANTRY, GRENADES, HARLEQUINS, TROUPE



**FACTION KEYWORDS:**  
AELDARI



# TROUPE

*The Players of Harlequin Troupes perform with breathtaking skill, whether their stage is a wraithbone and glass amphitheatre bathed in crystalline light, or the firelit hell of the battlefield. They tumble, sprint and leap with beautiful agility, every squeeze of a trigger and slash of a blade bringing death to the enemy.*



## WARGEAR OPTIONS

- Any number of models can each have their Harlequin's blade replaced with 1 Harlequin's special weapon.
- The Lead Player's Harlequin's blade can be replaced with 1 Aeldari power sword.
- If this unit contains 10 or fewer models:
  - Up to two models can each have their shuriken pistol replaced with 1 neuro disruptor
  - Up to two models can each have their shuriken pistol replaced with 1 fusion pistol
- If this unit contains 11 or more models:
  - Up to four models can each have their shuriken pistol replaced with 1 neuro disruptor
  - Up to four models can each have their shuriken pistol replaced with 1 fusion pistol

## UNIT COMPOSITION

- 1 Lead Player
- 4-11 Players

**Every model is equipped with:** shuriken pistol; Harlequin's blade.

**KEYWORDS:** INFANTRY, GRENADES, HARLEQUINS, TROUPE



**FACTION KEYWORDS:**  
AELDARI

# TROUPE MASTER

M

8"

T

3

SV

6+

W

4

LD

6+

OC

1



## RANGED WEAPONS

### RANGE

### A

### BS

### S

### AP

### D

Fusion pistol [ASSAULT, MELTA 2, PISTOL]

6"

1

2+

8

-4

D3

Neuro disruptor [ANTI-INFANTRY 2+, ASSAULT, PISTOL]

12"

1

2+

4

0

1

Shuriken pistol [ASSAULT, PISTOL]

12"

1

2+

4

-1

1



## MELEE WEAPONS

### RANGE

### A

### WS

### S

### AP

### D

Harlequin's special weapon

Melee

5

2+

4

-1

1

Troupe Master's blade

Melee

6

2+

4

-2

1

## ABILITIES

CORE: Leader

FACTION: Strands of Fate

**Choreographer of War:** While this model is leading a unit, melee weapons equipped by models in that unit have the [DEVASTATING WOUNDS] ability.

**Cegorach's Favour:** Once per turn, when you use a Fate dice to substitute a Hit roll, a Wound roll or a saving throw made for this model, you can first change the result of that Fate dice to a 6.

## INVULNERABLE SAVE

4+

KEYWORDS: INFANTRY, CHARACTER, GRENADES, HARLEQUINS, TROUPE MASTER


FACTION KEYWORDS:  
AELDARI

# TROUPE MASTER

*Choreographers of conflict, Troupe Masters direct their comrades' reactions to the fates of battle and ensure their performance in the theatre of war is as perfect as it can be. They are blisteringly swift and deadly warriors, and with the consent of their peers they act as focal points of their Troupes.*



## WARGEAR OPTIONS

- This model's shuriken pistol can be replaced with one of the following:
  - 1 fusion pistol
  - 1 neuro disruptor
- This model's Troupe Master's blade can be replaced with 1 Harlequin's special weapon.

## UNIT COMPOSITION

- 1 Troupe Master

This model is equipped with: shuriken pistol; Troupe Master's blade.

## LEADER

This model can be attached to the following unit:

- TROUPE

## TROUPE MASTER

If this model is your **WARLORD**, **TROUPE** units from your army have the **BATTLELINE** keyword.

KEYWORDS: INFANTRY, CHARACTER, GRENADES, HARLEQUINS, TROUPE MASTER



FACTION KEYWORDS:  
**AELDARI**



# VOIDWEAVER

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



⚙️	RANGED WEAPONS	RANGE	A	BS	S	AP	D
➡️	Prismatic cannon – dispersed pulse [BLAST]	36"	2D6	3+	4	0	1
➡️	Prismatic cannon – focused lances	36"	2	3+	12	-3	4
	Shuriken cannon [SUSTAINED HITS 1]	24"	3	3+	6	-1	2
	Voidweaver haywire cannon [ANTI-VEHICLE 4+, DEVASTATING WOUNDS]	24"	3	3+	4	-1	3
⚔️	MELEE WEAPONS	RANGE	A	WS	S	AP	D
	Close combat weapon	Melee	4	3+	3	0	1

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

KEYWORDS: VEHICLE, FLY, SMOKE, HARLEQUINS, VOIDWEAVER

## ABILITIES

CORE: **Deadly Demise 1**

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.

## INVULNERABLE SAVE

4+



FACTION KEYWORDS:  
**AELDARI**

# VOIDWEAVER

*The Voidweaver's potent combination of versatile weapons, lightweight psychoplastic armour, hyper-velocity and polychromatic camouflage make them exceptionally dangerous attack craft. Deadly on the ambush, groups of Voidweavers can rip apart enemy battle tanks or slaughter whole squads of infantry.*



## WARGEAR OPTIONS

- This model's Voidweaver haywire cannon can be replaced with 1 prismatic cannon.

## UNIT COMPOSITION

- 1 Voidweaver

**This model is equipped with:** 2 shuriken cannons; Voidweaver haywire cannon; close combat weapon.

KEYWORDS: VEHICLE, FLY, SMOKE, HARLEQUINS, VOIDWEAVER







FACTION KEYWORDS:  
AELDARI


# VYPERS

M	T	SV	W	LD	OC
14"	6	3+	6	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
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 shuriken catapult [ASSAULT, TWIN-LINKED]	18"	2	3+	4	-1	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, VYPERS**

## ABILITIES

CORE: **Deadly Demise 1**

FACTION: **Strands of Fate**

**Harassment Fire:** In your Shooting phase, after this model has shot, select one enemy unit hit by one or more of those attacks. Until the end of the phase, that enemy unit cannot have the Benefit of Cover.



FACTION KEYWORDS:  
**AELDARI**



# 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 shuriken cannon replaced with one of the following:
  - 1 Aeldari missile launcher
  - 1 bright lance
  - 1 scatter laser
  - 1 starcannon

## UNIT COMPOSITION

- 1 Vyper

**This model is equipped with:** shuriken cannon; twin shuriken catapult; wraithbone hull.

KEYWORDS: **VEHICLE, FLY, VYPERS**



FACTION KEYWORDS:  
**AELDARI**

# WAR WALKERS

M	T	SV	W	LD	OC
10"	7	3+	6	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
	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
	War Walker 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, WAR WALKERS

## ABILITIES

CORE: Scouts 9"

FACTION: Strands of Fate

**Power Field:** Each time a ranged attack targets this unit, subtract 1 from the Wound roll.

## INVULNERABLE SAVE

4+



FACTION KEYWORDS:  
AELDARI

# WAR WALKERS

*The graceful, bipedal War Walkers often take to the field in the vanguard of Asuryani armies. Highly agile, they are also heavily armed, carrying two heavy weapons to eliminate foes before they can strike back. A formidable power field of invisible energy protects each War Walker, blurring and distorting its outline and shielding the pilot.*



## WARGEAR OPTIONS

- Each model can have each shuriken cannon it is equipped with replaced with one of the following:
  - 1 Aeldari missile launcher
  - 1 bright lance
  - 1 scatter laser
  - 1 starcannon

## UNIT COMPOSITION

- 1 War Walker

**This model is equipped with:** 2 shuriken cannons; War Walker feet.

KEYWORDS: VEHICLE, WALKER, WAR WALKERS



FACTION KEYWORDS:  
AELDARI



# WARLOCK SKYRUNNER

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



⚡ RANGED WEAPONS	RANGE	A	BS	S	AP	D
Destructor [PSYCHIC, TORRENT]	12"	D6	N/A	5	-1	1
Shuriken pistol [ASSAULT, PISTOL]	12"	1	3+	4	-1	1
Singing spear [ASSAULT, PSYCHIC]	12"	1	3+	9	0	3
Twin shuriken catapult [ASSAULT, TWIN-LINKED]	18"	2	3+	4	-1	1
⚔ MELEE WEAPONS	RANGE	A	WS	S	AP	D
Singing spear [PSYCHIC]	Melee	2	3+	3	0	3
Witchblade [ANTI-INFANTRY 2+, PSYCHIC]	Melee	2	3+	3	0	2

## ABILITIES

**FACTION:** Leader, Strands of Fate

**Runes of Battle [Psychic]:** In your Command phase, select one of the following to take effect until the start of your next Command phase:

- **Conceal:** Models in this model's unit have the Stealth ability.
- **Reveal:** Ranged weapons equipped by models in this model's unit have the [IGNORES COVER] ability.

## INVULNERABLE SAVE

4+

**KEYWORDS:** MOUNTED, CHARACTER, FLY, PSYKER, WARLOCK, WARLOCK SKYRUNNER



**FACTION KEYWORDS:**  
AELDARI

# WARLOCK SKYRUNNER

Jetbikes add great speed to Warlocks' already formidable array of powers. Many craftworlds deploy entire Skyrunner conclaves, although such formations are especially common in the Wild Rider clans of Saim-Hann.



## WARGEAR OPTIONS

- This model's witchblade can be replaced with 1 singing spear.

## UNIT COMPOSITION

- 1 Warlock Skyrunner

**This model is equipped with:** Destructor; shuriken pistol; twin shuriken catapult; witchblade.

## LEADER

This model can be attached to the following unit:

- **WINDRIDERS**

*You can attach this unit to the above unit, even if one other Leader unit (excluding **WARLOCK** units) has already been attached to it. If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.*

KEYWORDS: MOUNTED, CHARACTER, FLY, PSYKER, WARLOCK, WARLOCK SKYRUNNER



FACTION KEYWORDS:  
**AELDARI**

# WARLOCK

M

7"

T

3

SV

6+

W

2

LD

6+

OC

1



## RANGED WEAPONS

### RANGE

### A

### BS

### S

### AP

### D

Destructo [PSYCHIC, TORRENT]

12"

D6

N/A

5

-1

1

Shuriken pistol [ASSAULT, PISTOL]

12"

1

3+

4

-1

1

Singing spear [ASSAULT, PSYCHIC]

12"

1

3+

9

0

3



## MELEE WEAPONS

### RANGE

### A

### WS

### S

### AP

### D

Singing spear [PSYCHIC]

Melee

2

3+

3

0

3

Witchblade [ANTI-INFANTRY 2+, PSYCHIC]

Melee

2

3+

3

0

2

## ABILITIES

CORE: Leader

FACTION: Strands of Fate

**Runes of Fortune (Psychic):** In your Command phase, select one of the following to take effect until the start of your next Command phase:

- **Quicken:** Each time this model's unit Advances, do not make an Advance roll. Instead, until the end of the phase, add 6" to the Move characteristic of models in that unit.
- **Restrain:** Each time an enemy unit declares a charge, if this model's unit is selected as a target of that charge, subtract 2 from the Charge roll. The same enemy unit can only be affected in this way once per phase.

## INVULNERABLE SAVE

4+

KEYWORDS: INFANTRY, CHARACTER, PSYKER, WARLOCK

FACTION KEYWORDS:  
AELDARI



# WARLOCK

Seers who have trained as Aspect Warriors find it easier to develop destructive psychic powers. These Aeldari are called Warlocks. In battle, they frequently band together in conclaves to pool their eldritch power, or else lead other Aeldari squads such as Guardians from the front. Casting the runes of battle, they wreak havoc on the foe.



## WARGEAR OPTIONS

- This model's witchblade can be replaced with 1 singing spear.

## UNIT COMPOSITION

- 1 Warlock

This model is equipped with: Destructor; shuriken pistol; witchblade.

## LEADER

This model can be attached to the following units:

- GUARDIAN DEFENDERS
- STORM GUARDIANS

You can attach this model to one of the above units, even if one other Leader unit (excluding **WARLOCK** units) has already been attached to it. If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.

KEYWORDS: INFANTRY, CHARACTER, PSYKER, WARLOCK



FACTION KEYWORDS:  
**AELDARI**

# WARP SPIDERS

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

WARP SPIDER

WARP SPIDER EXARCH



⚔ RANGED WEAPONS	RANGE	A	BS	S	AP	D
Death spinner [DEVASTATING WOUNDS, TORRENT]	12"	D6	N/A	4	0	1
⚔ MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	3+	3	0	1
Powerblades	Melee	3	3+	4	-2	1

## ABILITIES

CORE: Deep Strike

FACTION: Strands of Fate

**Flickerjump:** In your Movement phase, when this unit makes a Normal move, it can make a flickerjump. If it does, until the end of the phase, its Move characteristic is changed to 24" but you must roll one D6 after this unit ends that move: on a 1, this unit suffers 1 mortal wound. This unit is not eligible to declare a charge in the same turn in which it makes a flickerjump.

INVULNERABLE SAVE

5+

KEYWORDS: INFANTRY, JUMP PACK, FLY, WARP SPIDERS



FACTION KEYWORDS:  
AELDARI

# WARP SPIDERS

*Warp Spiders attack without warning. They do this with their jump generators – arcane dimensional devices that allow them to make short but dangerous leaps through the immaterium. When they return to reality, Warp Spiders fire clouds of razor-sharp monofilament wire at the foe, slicing them apart as they writhe in a doomed effort to escape.*



## WARGEAR OPTIONS

- The Warp Spider Exarch can be equipped with 1 additional death spinner and 1 powerblades.

## UNIT COMPOSITION

- 1 Warp Spider Exarch
- 4-9 Warp Spiders

**Every model is equipped with:** death spinner; close combat weapon.

KEYWORDS: INFANTRY, JUMP PACK, FLY, WARP SPIDERS



FACTION KEYWORDS:  
AELDARI



# WAVE SERPENT

M	T	SV	W	LD	OC
14"	9	3+	13	6+	2



RANGED WEAPONS	RANGE	A	BS	S	AP	D
Shuriken cannon [SUSTAINED HITS 1]	24"	3	3+	6	-1	2
Twin Aeldari missile launcher – starshot [TWIN-LINKED]	48"	1	3+	10	-2	D6
Twin Aeldari missile launcher – sunburst [BLAST, TWIN-LINKED]	48"	D6	3+	4	-1	1
Twin bright lance [TWIN-LINKED]	36"	1	3+	12	-3	D6+2
Twin scatter laser [TWIN-LINKED]	36"	6	3+	5	0	1
Twin shuriken cannon [SUSTAINED HITS 1, TWIN-LINKED]	24"	3	3+	6	-1	2
Twin shuriken catapult [ASSAULT, TWIN-LINKED]	18"	2	3+	4	-1	1
Twin starcannon [TWIN-LINKED]	36"	4	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, TRANSPORT, DEDICATED TRANSPORT, FLY, WAVE SERPENT

## ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Strands of Fate**

**Wave Serpent Shield:** Once per battle, you can select one enemy unit that is within 12" of and visible to this model and roll one D6: on a 2+, that enemy unit suffers D3 mortal wounds and must take a Battle-shock test.

## INVULNERABLE SAVE

5+



FACTION KEYWORDS:  
**AELDARI**

# WAVE SERPENT

*The main troop carriers in a craftworld's arsenal, Wave Serpents transport warriors to any part of the battlefield at immense speeds. These troops are protected by a powerful energy field – which can also be projected forward as a weapon in extremis – and receive covering fire from the vehicle's powerful array of heavy weapons.*



## WARGEAR OPTIONS

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

## UNIT COMPOSITION

- 1 Wave Serpent

**This model is equipped with:** twin shuriken cannon; twin shuriken catapult; wraithbone hull.

## TRANSPORT

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.

KEYWORDS: VEHICLE, TRANSPORT, DEDICATED TRANSPORT, FLY, WAVE SERPENT



FACTION KEYWORDS:  
**AELDARI**

# WEBWAY GATE

M

-

T

12

SV

3+

W

14

LD

6+

OC

0

## ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Strands of Fate**

**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, WEBWAY GATE**

FACTION KEYWORDS:  
**AELDARI**



# 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, WEBWAY GATE

FACTION KEYWORDS:  
AELDARI

# WINDRIDERS

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



 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Scatter laser	36"	6	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	-1	1
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	3	0	1

## ABILITIES

FACTION: **Strands of Fate**

**Swift Demise:** Each time a model in this unit makes a ranged attack that targets the closest eligible target, re-roll a Hit roll of 1. If the target of that attack is within range of an objective marker your opponent controls, you can re-roll the Hit roll instead.

KEYWORDS: MOUNTED, FLY, WINDRIDERS



FACTION KEYWORDS:  
**AELDARI**

# WINDRIDERS

*The jetbikes ridden by the Windriders can cross leagues in the space of a few heartbeats, and to master such incredible machines takes great skill. Windriders are expected to do this and more, for in battle they must be able to shred what resistance they encounter with devastating bursts of fire from their jetbikes' attached weapons.*



## WARGEAR OPTIONS

- Any number of models can each have their twin shuriken catapult replaced with one of the following:
  - 1 scatter laser
  - 1 shuriken cannon

## UNIT COMPOSITION

- 3-9 Windriders

**Every model is equipped with:** twin shuriken catapult; close combat weapon.

**KEYWORDS:** MOUNTED, FLY, WINDRIDERS



**FACTION KEYWORDS:**  
**AELDARI**



# WRAITHBLADES

M

6"

T

7

SV

2+

W

3

LD

6+

OC

1



## MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Ghostaxe	Melee	3	4+	7	-2	2
Ghostwords	Melee	5	4+	6	-2	1

## ABILITIES

**FACTION:** Strands of Fate

**Malevolent Souls:** Each time a model in this unit is destroyed by a melee attack, if that model has not fought this phase, roll one D6. On a 4+, do not remove it from play; that destroyed model can fight after the attacking model's unit has finished making its attacks, and is then removed from play.

## WARGEAR ABILITIES

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

KEYWORDS: INFANTRY, WRAITH CONSTRUCT, WRAITHBLADES



FACTION KEYWORDS:  
AELDARI

# WRAITHBLADES

*Wraithblades are inhabited by wrathful spirits who are eager to get to grips with the foe. Armed with ghostswords or ghostaxes, they cleave their foes apart, each blow driven further by the power of the spirit stones implanted into the weapons. These stones are inhabited by malevolent souls that rage against their confinement.*



## WARGEAR OPTIONS

- All of the models in this unit can each have their ghostswords replaced with 1 ghostaxe and 1 forceshield.

## UNIT COMPOSITION

- 5-10 Wraithblades

Every model is equipped with: ghostswords.

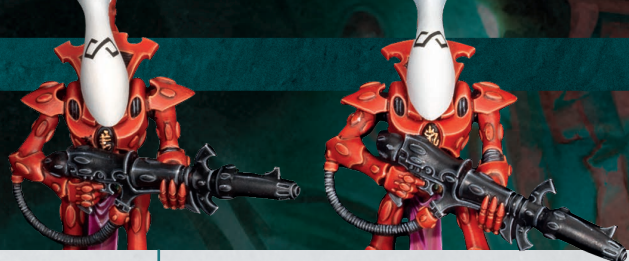
KEYWORDS: INFANTRY, WRAITH CONSTRUCT, WRAITHBLADES



FACTION KEYWORDS:  
AELDARI

# WRAITHGUARD

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



⚔ RANGED WEAPONS	RANGE	A	BS	S	AP	D
Wraithcannon [DEVASTATING WOUNDS]	18"	1	4+	14	-4	D6
D-scythe	12"	D6	4+	10	-4	1
⚔ MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	4+	5	0	1

## ABILITIES

FACTION: **Strands of Fate**

**War Construct:** Once per battle round, when an enemy unit targets this unit, after that unit has finished making its attacks, this unit can shoot as if it were your Shooting phase. When doing so, this unit's ranged weapons have the **[PISTOL]** ability.

KEYWORDS: INFANTRY, WRAITH CONSTRUCT, WRAITHGUARD

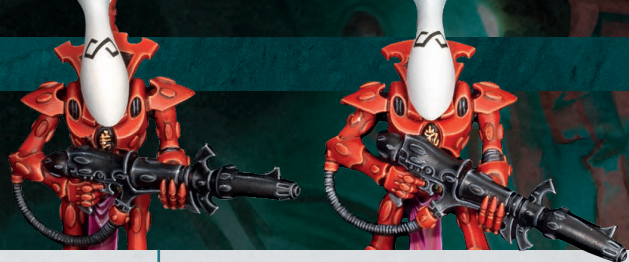


FACTION KEYWORDS:  
**AELDARI**



# WRAITHGUARD

*Wraithguard are all but impervious to pain. This is vitally important, for their D-scythes and wraithcannons are short-ranged, and require them to advance close to the foe. These immensely powerful weapons fire arcane beams that open a momentary rift between realspace and the warp, capable of tearing any target apart.*



## WARGEAR OPTIONS

- All of the models in this unit can each have their wraithcannon replaced with 1 D-scythe.

## UNIT COMPOSITION

- 5-10 Wraithguard

**Every model is equipped with:** wraithcannon; close combat weapon.

KEYWORDS: INFANTRY, WRAITH CONSTRUCT, WRAITHGUARD



FACTION KEYWORDS:  
AELDARI

# WRAITHKNIGHT

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



RANGED WEAPONS	RANGE	A	BS	S	AP	D
Heavy wraithcannon [BLAST, DEVASTATING WOUNDS]	36"	D3	3+	20	-4	2D6
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
Suncannon	48"	2D6	3+	8	-3	3

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Titanic feet	Melee	5	3+	8	-1	2
Titanic ghostglaive – strike	Melee	5	3+	16	-3	6
Titanic ghostglaive – sweep	Melee	15	3+	8	-2	2

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

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

## ABILITIES

**CORE:** Deadly Demise D6

**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.

**Wraithbone Form:** Each time an attack is allocated to this model, subtract 1 from that attack's Damage characteristic.

## WARGEAR ABILITIES

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

## 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**



# WRAITHKNIGHT

*Few foes can stand up to the power of a Wraithknight. Those armed with a heavy wraithcannon can throw targets straight into the hell-dimension of the warp, while the suncannon can doom masses of soldiers in plasma blasts. Wraithknights that wield a ghostglaive and scattershield are amply equipped to duel even titanic war engines.*



## WARGEAR OPTIONS

- This model's titanic ghostglaive can be replaced with one of the following:
    - 1 heavy wraithcannon
    - 1 suncannon
  - This model's scattershield can be replaced with 1 heavy wraithcannon.
  - This model can be equipped with up to two of the following:
    - 1 scatter laser
    - 1 shuriken cannon
    - 1 starcannon
- 

## UNIT COMPOSITION

- 1 Wraithknight

**This model is equipped with:** titanic ghostglaive; titanic feet; scattershield.

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



**FACTION KEYWORDS:**  
AELDARI



# WRAITHLORD

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



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
Aeldari flamer [ASSAULT, IGNORES COVER, TORRENT]	12"	D6	N/A	4	0	1
Bright lance	36"	1	4+	12	-3	D6+2
Scatter laser	36"	6	4+	5	0	1
Shuriken cannon [SUSTAINED HITS 1]	24"	3	4+	6	-1	2
Shuriken catapult [ASSAULT]	18"	2	4+	4	-1	1
Starcannon	36"	2	4+	8	-3	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Ghostglaive – strike	Melee	4	4+	10	-3	D6+1
Ghostglaive – sweep	Melee	8	4+	7	-2	2
Wraithbone fists	Melee	4	4+	7	-2	2

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

KEYWORDS: MONSTER, WALKER, WRAITH CONSTRUCT, WRAITHLORD



## ABILITIES

CORE: **Deadly Demise 1**

FACTION: **Strands of Fate**

**Fated Hero:** Each time this model destroys an enemy unit, roll one D6 and add it to your Fate dice pool displaying the result you just rolled.

FACTION KEYWORDS:  
**AELDARI**

# WRAITHLORD

*Wraithlords are lithe, towering wraithbone constructs powered by the spirit of a fallen Aeldari hero. These mighty ghost warriors can wield a swathe of armaments, ranging from energised fists and sentient scimitars to heavy weapons capable of destroying battle tanks or infantry squads at a distance.*



## WARGEAR OPTIONS

- Each of this model's shuriken catapults can be replaced with 1 Aeldari flamer.
- This model can be equipped with 1 ghostglaive.
- This model can be equipped with up to two of the following:
  - 1 Aeldari missile launcher
  - 1 bright lance
  - 1 scatter laser
  - 1 shuriken cannon
  - 1 starcannon

## UNIT COMPOSITION

- 1 Wraithlord

**This model is equipped with:** 2 shuriken catapults; wraithbone fists.

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KEYWORDS: MONSTER, WALKER, WRAITH CONSTRUCT, WRAITHLORD



FACTION KEYWORDS:  
**AELDARI**

# YVRAINE

M	T	SV	W	LD	OC
8"	3	6+	4	6+	1



⚔ RANGED WEAPONS	RANGE	A	BS	S	AP	D
Storm of Whispers [ANTI-INFANTRY 2+, DEVASTATING WOUNDS, PSYCHIC]	12"	D6+3	2+	2	-2	1
⚔ MELEE WEAPONS	RANGE	A	WS	S	AP	D
Kha-vir, the Sword of Sorrows [DEVASTATING WOUNDS]	Melee	5	2+	4	-3	2

## ABILITIES

CORE: **Deep Strike, Leader**

FACTION: **Strands of Fate**

**Herald of Ynnead:** While this model is leading a unit, models in that unit have the Feel No Pain 5+ ability.

**Word of the Phoenix (Psychic):** While this model is leading a unit, in your Command phase, you can roll one D6: on a 2+, D3 destroyed Bodyguard models are returned to that unit.

INVULNERABLE SAVE

4+

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, YNNARI, PSYKER, YVRAINE



FACTION KEYWORDS:  
**ALDARI**



# YVRAINE

*Yvraine wields the Cronesword Kha-vir, the Sword of Sorrows, which can turn an enemy to ash with the slightest touch. The power of Ynhead manifests in her when she enters battle, to the extent that the Reborn warriors that fight around her are transformed into bloody blurs of violence.*



## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Yvraine – EPIC HERO

**This model is equipped with:** Storm of Whispers; Kha-vir, the Sword of Sorrows.

## LEADER

This model can be attached to the following units:

- CORSAIR VOIDSCARRED
- CORSAIR VOIDREAVERS
- GUARDIAN DEFENDERS
- KABALITE WARRIORS (see DRUKHARI)
- STORM GUARDIANS
- TROUPE
- WYCHES (see DRUKHARI)

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, YNNARI, PSYKER, YVRAINE



FACTION KEYWORDS:  
AELDARI

# WARLOCK SKYRUNNER CONCLAVE

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



⚡ RANGED WEAPONS	RANGE	A	BS	S	AP	D
Destructor [PSYCHIC, TORRENT]	12"	D6	N/A	5	-1	1
Shuriken pistol [ASSAULT, PISTOL]	12"	1	3+	4	-1	1
Singing spear [ASSAULT, PSYCHIC]	12"	1	3+	9	0	3
Twin shuriken catapult [ASSAULT, TWIN-LINKED]	18"	2	3+	4	-1	1
⚔ MELEE WEAPONS	RANGE	A	WS	S	AP	D
Singing spear [PSYCHIC]	Melee	2	3+	3	0	3
Witchblade [ANTI-INFANTRY 2+, PSYCHIC]	Melee	2	3+	3	0	2

## ABILITIES

**FACTION:** Strands of Fate

**Protect (Psychic):** While a **FARSEER** model is leading this unit, each time an attack targets this unit, subtract 1 from the Wound roll.

**Warlock Conclave:** Models in this unit have the Feel No Pain 4+ ability against Psychic Attacks.

## INVULNERABLE SAVE

4+

**KEYWORDS:** MOUNTED, FLY, PSYKER, WARLOCKS, WARLOCK SKYRUNNER CONCLAVE



**FACTION KEYWORDS:**  
**AELDARI**

# WARLOCK SKYRUNNER CONCLAVE

*Jetbikes add great speed to Warlocks' already formidable array of powers. Many craftworlds deploy entire Skyrunner conclaves, although such formations are especially common in the Wild Rider clans of Saim-Hann.*



## WARGEAR OPTIONS

- Any number of models can each have their witchblade replaced with 1 singing spear.

## UNIT COMPOSITION

- 2-3 Warlock Skyrunners

**Every model is equipped with:** Destructor; shuriken pistol; twin shuriken catapult; witchblade.

KEYWORDS: MOUNTED, FLY, PSYKER, WARLOCKS, WARLOCK SKYRUNNER CONCLAVE



FACTION KEYWORDS:  
AELDARI



# WARLOCK CONCLAVE

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



⦿ RANGED WEAPONS	RANGE	A	BS	S	AP	D
Destructor [PSYCHIC, TORRENT]	12"	D6	N/A	5	-1	1
Shuriken pistol [ASSAULT, PISTOL]	12"	1	3+	4	-1	1
Singing spear [PSYCHIC, ASSAULT]	12"	1	3+	9	0	3
⚔ MELEE WEAPONS	RANGE	A	WS	S	AP	D
Singing spear [PSYCHIC]	Melee	2	3+	3	0	3
Witchblade [ANTI-INFANTRY 2+, PSYCHIC]	Melee	2	3+	3	0	2

## ABILITIES

**FACTION:** Strands of Fate

**Protect (Psychic):** While a **FARSEER** model is leading this unit, each time an attack targets this unit, subtract 1 from the Wound roll.

**Warlock Conclave:** Models in this unit have the Feel No Pain 4+ ability against Psychic Attacks.

## INVULNERABLE SAVE

4+

KEYWORDS: INFANTRY, PSYKER, WARLOCKS, WARLOCK CONCLAVE



FACTION KEYWORDS:  
**AELDARI**

# WARLOCK CONCLAVE

*Seers who have trained as Aspect Warriors find it easier to develop destructive psychic powers. These Aeldari are called Warlocks. In battle, they frequently band together in conclaves to pool their eldritch power, or else lead other Aeldari squads such as Guardians from the front. Casting the runes of battle, they wreak havoc on the foe.*



## WARGEAR OPTIONS

- Any number of models can each have their witchblade replaced with 1 singing spear.

## UNIT COMPOSITION

- 2-4 Warlocks

**Every model is equipped with:** Destructor; shuriken pistol; witchblade.

KEYWORDS: INFANTRY, PSYKER, WARLOCKS, WARLOCK CONCLAVE



FACTION KEYWORDS:  
AELDARI