



PHOENIX

WARHAMMER LEGENDS

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



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

ABILITIES

CORE: **Deadly Demise D6**

FACTION: **Strands of Fate**

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

DAMAGED: 1-5 WOUNDS REMAINING

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

KEYWORDS: VEHICLE, FLY, AIRCRAFT, PHOENIX



FACTION KEYWORDS:
AELDARI

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Phoenix

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

KEYWORDS: VEHICLE, FLY, AIRCRAFT, PHOENIX



FACTION KEYWORDS:
AELDARI

VAMPIRE RAIDER

WARHAMMER LEGENDS

M
20+"

T
12

SV
3+

W
30


LD
6+


OC
0

4+*

INVULNERABLE SAVE

* Against ranged attacks only

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

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

ABILITIES

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

FACTION: **Strands of Fate**

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

 **DAMAGED: 1-10 WOUNDS REMAINING**

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

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



FACTION KEYWORDS:
AELDARI

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Vampire Raider

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

TRANSPORT

This model has a transport capacity of 30 **AELDARI INFANTRY** models. Each **WRAITH CONSTRUCT** model takes the space of 2 models. It cannot transport **JUMP PACK** models.

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





FACTION KEYWORDS:
AELDARI

CORSAIR CLOUD DANCER BAND

WARHAMMER LEGENDS

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

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

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

ABILITIES

CORE: Scouts 7"

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

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



FACTION KEYWORDS:
AELDARI

WARGEAR OPTIONS

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

UNIT COMPOSITION

- 0-1 Cloud Dancer Felarch

- 3-6 Corsair Cloud Dancers

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

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



FACTION KEYWORDS:
AELDARI

VAMPIRE HUNTER

WARHAMMER LEGENDS

M

T

SV

W

LD

OC

20+"

12

3+

30


6+


0

4+*

INVULNERABLE SAVE

* Against ranged attacks only

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

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

ABILITIES

CORE: Deadly Demise D6+2, Hover

FACTION: Strands of Fate

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

DAMAGED: 1-10 WOUNDS REMAINING

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

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



FACTION KEYWORDS:
AELDARI

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Vampire Hunter

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

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



FACTION KEYWORDS:
AELDARI

BONESINGER

WARHAMMER LEGENDS

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

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

ABILITIES

CORE: **Leader**

FACTION: **Strands of Fate**

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

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

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

KEYWORDS: CHARACTER, INFANTRY, PSYKER, BONESINGER



FACTION KEYWORDS:
AELDARI

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Bonesinger

This model is equipped with: psytronomie shaper.

LEADER

This model can be attached to the following units:

- WRAITHBLADES
- WRAITHGUARD
- WRAITHLORD

KEYWORDS: CHARACTER, INFANTRY, PSYKER, BONESINGER



FACTION KEYWORDS:
AELDARI




WASP ASSAULT WALKER


WARHAMMER LEGENDS


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

4+

INVULNERABLE SAVE

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

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

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

KEYWORDS: VEHICLE, WALKER, FLY, WASP ASSAULT WALKER

ABILITIES

CORE: **Deep Strike**

FACTION: **Strands of Fate**

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

FACTION KEYWORDS:
AELDARI



WARGEAR OPTIONS

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

UNIT COMPOSITION

- 1 Wasp Assault Walker

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

KEYWORDS: VEHICLE, WALKER, FLY, WASP ASSAULT WALKER





FACTION KEYWORDS:
AELDARI

CORSAIR SKYREAYER BAND

WARHAMMER LEGENDS

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

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

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

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



ABILITIES

CORE: **Deep Strike**

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

FACTION KEYWORDS:
AELDARI

WARGEAR OPTIONS

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

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

UNIT COMPOSITION

- **0-1 Corsair Skyreaper Felarch**
- **5-10 Corsair Skyreapers**

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

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



FACTION KEYWORDS:
AELDARI

FIRESTORM

WARHAMMER LEGENDS

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



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

ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Strands of Fate**

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



DAMAGED: 1-4 WOUNDS REMAINING

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

KEYWORDS: **VEHICLE, FLY, FIRESTORM**



FACTION KEYWORDS:
AELDARI

WARGEAR OPTIONS

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

UNIT COMPOSITION

- **1 Firestorm**

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

TRANSPORT

This model has a transport capacity of 6 **AELDARI INFANTRY** models. Each **WRAITH CONSTRUCT** model takes the space of 2 models. It cannot transport **JUMP PACK** models.

KEYWORDS: **VEHICLE, FLY, FIRESTORM**



FACTION KEYWORDS:
AELDARI

AMALLYN SHADOWGUIDE

WARHAMMER LEGENDS

M

T

SV

W

LD

OC

7"

3

5+



3

6+

1

4+

INVULNERABLE SAVE

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

ABILITIES

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

FACTION: **Strands of Fate**

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

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

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



FACTION KEYWORDS:
AELDARI

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Amallyn Shadowguide – EPIC HERO

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

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





FACTION KEYWORDS:
AELDARI

CORSAIR REAVER BAND

WARHAMMER LEGENDS

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

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

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

ABILITIES

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

KEYWORDS: INFANTRY, GRENADES, ANHRATHE, CORSAIR REAVER BAND



FACTION KEYWORDS:
AELDARI

WARGEAR OPTIONS

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

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

UNIT COMPOSITION

- **0-1 Corsair Reaper Felarch**
- **5-10 Corsair Reavers**

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


CORSAIRS

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

KEYWORDS: INFANTRY, GRENADES, ANHRATHE, CORSAIR REAVER BAND



FACTION KEYWORDS:
AELDARI

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

WEAPON LISTS

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

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

