



## WARHOSTS OF THE ASURYANI

These datasheets allow you to fight Apocalypse battles with your Asuryani miniatures. Each datasheet includes the characteristics profiles of the unit it describes, as well as any wargear and special abilities it may have.

### KEYWORDS

Throughout these datasheets you will come across the <CRAFTWORLD> keyword. This is shorthand for a keyword of your choosing, as described below.

#### <CRAFTWORLD>

Most Asuryani units belong to a craftworld. Some datasheets specify what craftworld the unit belongs to, but where a datasheet does not, it will have the <CRAFTWORLD> keyword. When you include such a unit in your army, you must nominate which craftworld it is from. You then simply replace the <CRAFTWORLD> keyword in every instance on that unit's datasheet with the name of your chosen craftworld.

For example, if you were to include a Spiritseer in your army, and you decided they were from Craftworld Iyanden, then their <CRAFTWORLD> keyword is changed to **IYANDEN**, and their 'Spirit Mark' ability would say 'Re-roll hit rolls of 1 for attacks made by friendly **IYANDEN SPIRIT HOST** units whilst they are within 6" of this unit.'

# ELDRAD ULTHRAN



Eldrad Ulthran is a unit that contains 1 model. It is equipped with: Executioner; The Staff of Ulthamar. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
Eldrad Ulthran	7"	2+	2+	1	1	7	4+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Executioner	Heavy	18"	1	8+	9+	Witchfire
The Staff of Ulthamar	Melee	Melee	User	7+	7+	-

## ABILITIES

**Runes of the Farseer:** If this unit is a **WARLORD**, then once per battle, at the end of the Orders phase, you can look through your Command Asset deck, draw one Asuryani Command Asset card of your choice and add it to your hand. Then shuffle the Command Asset deck and place it face down.

**FACTION KEYWORDS:** AELDARI, ASURYANI, WARHOST, ULTHWÉ

**KEYWORDS:** LIGHT, INFANTRY, PSYKER, CHARACTER, FARSEER, ELDRAD ULTHRAN

# FARSEER



4



A Farseer is a unit that contains 1 model. It is equipped with: Witchblade.

	M	WS	BS	A	W	Ld	Sv
Farseer	7"	2+	2+	1	1	7	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Witchblade	Melee	Melee	User	8+	8+	-

## WARGEAR OPTIONS

- This unit can have a Skyrunner Jetbike (Power Rating +2). If this unit has a Skyrunner Jetbike, it:
  - Has a Move characteristic of 17".
  - Has a Save characteristic of 5+.
  - Has the following additional keywords: **BIKER, FLY, FARSEER SKYRUNNER.**
  - Loses the following keywords: **INFANTRY.**

## ABILITIES

**Runes of the Farseer:** If this unit is a **WARLORD**, then once per battle, at the end of the Orders phase, you can look through your Command Asset deck, draw one Asuryani Command Asset card of your choice and add it to your hand. Then shuffle the Command Asset deck and place it face down.

**FACTION KEYWORDS:** AELDARI, ASURYANI, WARHOST, <CRAFTWORLD>

**KEYWORDS:** LIGHT, INFANTRY, PSYKER, CHARACTER, FARSEER

# WARLOCK CONCLAVE



3



A Warlock Conclave is a unit that contains 1 model. It can contain 5 models (**Power Rating 6**) or 10 models (**Power Rating 12**). It is equipped with: Destructor; Witchblades & Singing Spears.

	M	WS	BS	A	W	Ld	Sv
<b>Warlock Conclave (1 model)</b>	7"	3+	3+	1	1	6	6+
<b>Warlock Conclave (5 models)</b>	7"	3+	3+	2	2	6	6+
<b>Warlock Conclave (10 models)</b>	7"	3+	3+	3	4	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Destructor	Small Arms	12"	User	10+	10+	Witchfire
Twin Shuriken Catapults	Small Arms	12"	x2	8+	11+	-
Witchblades & Singing Spears	Melee	Melee	x2	10+	11+	-

## WARGEAR OPTIONS

- This unit can have Skyrunner Jetbikes (**Power Rating +3**). If this unit has Skyrunner Jetbikes, it:
  - Has a Move characteristic of 17".
  - Has a Save characteristic of 5+.
  - Is also equipped with Twin Shuriken Catapults.
  - Has the following additional keywords: **BIKER, FLY, WARLOCK SKYRUNNER CONCLAVE**.
  - Loses the following keywords: **WARLOCK CONCLAVE, INFANTRY**.

## ABILITIES

**Conclave of Power:** If this unit contains 5 or more models, add 2 to wound rolls for attacks made by this unit. If this unit contains 10 models, add 4 to wound rolls for attacks made by this unit instead.

**FACTION KEYWORDS:** AELDARI, ASURYANI, WARHOST, <CRAFTWORLD>

**KEYWORDS:** LIGHT, INFANTRY, PSYKER, WARLOCK, WARLOCK CONCLAVE

# PRINCE YRIEL



Prince Yriel is a unit that contains 1 model. It is equipped with: The Spear of Twilight. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
Prince Yriel	7"	2+	2+	1	1	7	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
The Spear of Twilight	Melee	Melee	User	3+	3+	-

## ABILITIES

**The Eye of Wrath:** Once per battle, after this unit makes a Move action, select one enemy unit within 3" of it and roll one D12; on a 4+ place one blast marker next to that unit.

**Path of Command:** If this unit is a **WARLORD**, you can secretly choose two orders to issue to this unit's Detachment instead of one, placing an order marker for each. After all orders are revealed, discard one of those order markers; the Detachment is considered not to have been issued that order.

**FACTION KEYWORDS:** AELDARI, ASURYANI, WARHOST, IYANDEN

**KEYWORDS:** LIGHT, INFANTRY, CHARACTER, AUTARCH, PRINCE YRIEL

# ILLIC NIGHTSPEAR



Illic Nightspear is a unit that contains 1 model. It is equipped with: Voidbringer; Power Sword. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
Illic Nightspear	7"	2+	2+	1	1	7	10+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Voidbringer	Heavy	48"	1	4+	6+	Sniper
Power Sword	Melee	Melee	User	9+	9+	-

## ABILITIES

Deep Strike, Stealth

**Bringer of the True Death:** Re-roll hit rolls and wound rolls of 1 for attacks made by this unit that target **NECRONS** units.

**FACTION KEYWORDS:** AELDARI, ASURYANI, WARHOST, ALAITOC

**KEYWORDS:** LIGHT, INFANTRY, CHARACTER, RANGER, ILLIC NIGHTSPEAR

# AUTARCH



5



An Autarch is a unit that contains 1 model. It is equipped with: Autarch Weapons.

	M	WS	BS	A	W	Ld	Sv
<b>Autarch</b>	7"	2+	2+	1	1	7	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Autarch Weapons	Melee	Melee	User	8+	8+	-

## WARGEAR OPTIONS

- This unit can have one of the following:
  - Skyrunner Jetbike (**Power Rating +1**). If this unit has a Skyrunner Jetbike, it:
    - Has a Move characteristic of 17".
    - Has the following additional keywords: **BIKER, FLY**.
    - Loses the following keywords: **INFANTRY**.
  - Warp Jump Generator (**Power Rating +2**). If this unit has a Warp Jump Generator, it:
    - Has the following additional abilities: **Deep Strike, Warp Jump Generator**.
    - Has the following additional keywords: **JUMP PACK**.
  - Swooping Hawk Wings (**Power Rating +2**). If this unit has Swooping Hawk Wings, it:
    - Has a Move characteristic of 14".
    - Has the following additional abilities: **Deep Strike, Skyleap**.
    - Has the following additional keywords: **JUMP PACK, FLY**.

## ABILITIES

**Path of Command:** If this unit is a **WARLORD**, you can secretly choose two orders to issue to this unit's Detachment instead of one, placing an order marker for each. After all orders are revealed, discard one of those order markers; the Detachment is considered not to have been issued that order.

**Skyleap:** If this unit has Swooping Hawk Wings, then when it makes a Move action, it can skyleap instead of moving. If it does, it is removed from the battlefield and placed into Tactical Reserves. When this unit arrives as reinforcements, set it up anywhere on the battlefield that is more than 9" away from any enemy units. A unit cannot skyleap if it was set up on the battlefield this turn, if there are any enemy units in base contact with it, or if there are any blast markers next to it.

**Warp Jump Generator:** If this unit has a Warp Jump Generator, then instead of making a Move action, this unit can perform a warp jump. If it has any blast markers next to it, you must first resolve damage for it as if it were the Damage phase. If it is not destroyed, remove this unit from the battlefield, set it up anywhere on the battlefield that is more than 9" away from any enemy units and then roll one D12; on a 1, place one blast marker next to this unit.

**FACTION KEYWORDS:** AELDARI, ASURYANI, WARHOST, <CRAFTWORLD>

**KEYWORDS:** LIGHT, INFANTRY, CHARACTER, AUTARCH

# AVATAR OF KHAINE



10



The Avatar of Khaine is a unit that contains 1 model. It is equipped with: The Wailing Doom (Ranged); The Wailing Doom (Melee). You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
Avatar of Khaine	7"	2+	2+	2	2	7	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
The Wailing Doom (Ranged)	Heavy	12"	1	9+	5+	Destroyer
The Wailing Doom (Melee)	Melee	Melee	User	5+	5+	Destroyer

## ABILITIES

**Ignore Damage (5+)**

**Khaine Awakened:** Morale tests taken for friendly **ASURYANI** units are automatically passed whilst they are within 12" of this unit.

**FACTION KEYWORDS:** AELDARI, ASURYANI, ASPECT WARRIOR, <CRAFTWORLD>

**KEYWORDS:** HEAVY, MONSTER, CHARACTER, DAEMON, AVATAR OF KHAINE

# ASURMEN



Asurmen is a unit that contains 1 model. It is equipped with: Avenger Shuriken Catapults; The Sword of Asur. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
Asurmen	7"	2+	2+	1	1	7	4+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Avenger Shuriken Catapults	Small Arms	18"	User	9+	10+	-
The Sword of Asur	Melee	Melee	User	6+	9+	-

## ABILITIES

**Hand of Asuryan:** Add 1 to saving throws made for friendly **ASPECT WARRIOR** units whilst they are within 6" of this unit. Add a further 1 to saving throws made for friendly **DIRE AVENGERS** units whilst they are within 6" of this unit. This cannot improve a saving throw roll beyond 4+.

**Bladestorm:** Re-roll hit rolls of 1 for attacks made by this unit and friendly **DIRE AVENGERS** units whilst they are within 6" of this unit.

**FACTION KEYWORDS:** AELDARI, ASURYANI, ASPECT WARRIOR

**KEYWORDS:** LIGHT, INFANTRY, CHARACTER, PHOENIX LORD, ASURMEN

# BAHARROTH



9



Baharroth is a unit that contains 1 model. It is equipped with: Hawk's Talon; The Shining Blade. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
Baharroth	14"	2+	2+	1	1	7	4+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Hawk's Talon	Small Arms	24"	User	9+	10+	-
The Shining Blade	Melee	Melee	User	7+	8+	-

## ABILITIES

### Deep Strike

**Brilliant Sun:** Add 1 to the Leadership characteristic of friendly **ASPECT WARRIOR** units whilst they are within 6" of this unit. Add a further 1 to the Leadership characteristic of friendly **SWOOPING HAWKS** units whilst they are within 6" of this unit.

**Blazing Fury:** Re-roll hit rolls of 1 for attacks made by this unit and friendly **SWOOPING HAWKS** units whilst they are within 6" of this unit.

**Skyleap:** When this unit makes a Move action, it can skyleap instead of moving. If it does, it is removed from the battlefield and placed into Tactical Reserves. When this unit arrives as reinforcements, set it up anywhere on the battlefield that is more than 9" away from any enemy units. A unit cannot skyleap if it was set up on the battlefield this turn, if there are any enemy units in base contact with it, or if there are any blast markers next to it.

**FACTION KEYWORDS:** AELDARI, ASURYANI, ASPECT WARRIOR

**KEYWORDS:** LIGHT, INFANTRY, FLY, CHARACTER, JUMP PACK, PHOENIX LORD, BAHARROTH

# FUEGAN



Fuegan is a unit that contains 1 model. It is equipped with: Firepike; The Fire Axe. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
Fuegan	7"	2+	2+	1	1	7	4+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Firepike	Heavy	1	1	10+	4+	-
The Fire Axe	Melee	Melee	User	8+	4+	-

## ABILITIES

**Ignore Damage (6+)**

**Assured Destruction:** Re-roll wound rolls of 1 for attacks made by this unit that target **HEAVY** or **SUPER-HEAVY** units.

**Unflinching Focus:** Re-roll hit rolls of 1 for attacks made by this unit and friendly **FIRE DRAGON** units whilst they are within 6" of this unit.

**FACTION KEYWORDS:** AELDARI, ASURYANI, ASPECT WARRIOR

**KEYWORDS:** LIGHT, INFANTRY, CHARACTER, PHOENIX LORD, FUEGAN

# JAIN ZAR



8



Jain Zar is a unit that contains 1 model. It is equipped with: Silent Death; The Blade of Destruction. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
Jain Zar	12"	2+	2+	1	1	7	4+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Silent Death	Heavy	12"	1	7+	8+	-
The Blade of Destruction	Melee	Melee	User	6+	8+	-

## ABILITIES

### Terror Troops

**Cry of War Unending:** Re-roll hit rolls of 1 for attacks made by this unit and friendly **HOWLING BANSHEE** units whilst they are within 6" of this unit.

**Banshee Mask:** Subtract 1 from hit rolls for attacks made with melee weapons by enemy units that target this unit.

**FACTION KEYWORDS:** AELDARI, ASURYANI, ASPECT WARRIOR

**KEYWORDS:** LIGHT, INFANTRY, CHARACTER, PHOENIX LORD, JAIN ZAR

# KARANDRAS



Karandras is a unit that contains 1 model. It is equipped with: Scorpion's Claw; The Scorpion's Bite. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
Karandras	7"	2+	2+	1	1	7	4+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
The Scorpion's Bite	Melee	Melee	User	6+	10+	-
Scorpion's Claw	Melee	Melee	User	5+	6+	-

## ABILITIES

### Deep Strike, Infiltrators

**The Shadow Hunter:** Re-roll hit rolls of 1 for attacks made by this unit and friendly **STRIKING SCORPION** units whilst they are within 6" of this unit.

**Shadow Strike:** Add 1 to hit rolls for attacks made with melee weapons by this unit that target units garrisoning a Defensible Terrain feature.

**Death by a Thousand Stings:** For each attack made by this unit that targets a **LIGHT** unit, make two attacks instead of one.

**FACTION KEYWORDS:** AELDARI, ASURYANI, ASPECT WARRIOR

**KEYWORDS:** LIGHT, INFANTRY, CHARACTER, PHOENIX LORD, KARANDRAS

# SPIRITSEER



4



A Spiritseer is a unit that contains 1 model. It is equipped with: Witch Staff.

	M	WS	BS	A	W	Ld	Sv
<b>Spiritseer</b>	7"	2+	2+	1	1	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Witch Staff	Melee	Melee	User	9+	9+	-

## ABILITIES

**Spirit Mark:** Re-roll hit rolls of 1 for attacks made by friendly <CRAFTWORLD> SPIRIT HOST units whilst they are within 6" of this unit.

**FACTION KEYWORDS:** AELDARI, ASURYANI, SPIRIT HOST, <CRAFTWORLD>

**KEYWORDS:** LIGHT, INFANTRY, CHARACTER, PSYKER, SPIRITSEER

# MAUGAN RA



Maugan Ra is a unit that contains 1 model. It is equipped with: The Maugetar (Ranged); The Maugetar (Melee). You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
<b>Maugan Ra</b>	6"	2+	2+	1	1	7	4+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
The Maugetar (Ranged)	Heavy	36"	2	6+	9+	-
The Maugetar (Melee)	Melee	Melee	User	8+	8+	-

## ABILITIES

**The Harvester:** You can re-roll hit rolls of 1 for attacks made by this unit and friendly **DARK REAPER** units whilst they are within 6" of this unit.

**Inescapable Death:** Unmodified hit rolls of 2+ for attacks made with this unit's ranged weapons are always successful.

**Legacy of Altansar:** Re-roll wound rolls of 1 for attacks made by this unit that target **CHAOS** units.

**FACTION KEYWORDS:** AELDARI, ASURYANI, ASPECT WARRIOR

**KEYWORDS:** LIGHT, INFANTRY, CHARACTER, PHOENIX LORD, MAUGAN RA

# HOWLING BANSHEES



6



Howling Banshees are a unit that contains 5 models. It can contain 10 models (Power Rating 12). It is equipped with: Shuriken Pistols; Power Swords.

	M	WS	BS	A	W	Ld	Sv
Howling Banshees (5 models)	9"	3+	3+	1	1	6	8+
Howling Banshees (10 models)	9"	3+	3+	2	2	6	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Shuriken Pistols	Small Arms	12"	User	7+	9+	-
Power Swords	Melee	Melee	x2	5+	9+	-

## ABILITIES

### Terror Troops

**Banshee Mask:** Subtract 1 from hit rolls for attacks made with melee weapons by enemy units that target this unit.

**FACTION KEYWORDS:** AELDARI, ASURYANI, ASPECT WARRIOR, <CRAFTWORLD>

**KEYWORDS:** LIGHT, INFANTRY, HOWLING BANSHEES

# STRIKING SCORPIONS



Striking Scorpions are a unit that contains 5 models. It can contain 10 models (Power Rating 14). It is equipped with: Shuriken Pistols; Mandiblasters; Scorpion Chainswords.

	M	WS	BS	A	W	Ld	Sv
<b>Striking Scorpions (5 models)</b>	7"	3+	3+	1	1	6	6+
<b>Striking Scorpions (10 models)</b>	7"	3+	3+	2	2	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Shuriken Pistols	Small Arms	12"	User	7+	9+	-
Mandiblasters	Melee	Melee	User	7+	12+	-
Scorpion Chainswords	Melee	Melee	x3	7+	9+	-

## ABILITIES

**Deep Strike, Infiltrators**

**Shadow Strike:** Add 1 to hit rolls for attacks made with melee weapons by this unit that target units garrisoning a Defensible Terrain feature.

**FACTION KEYWORDS:** AELDARI, ASURYANI, ASPECT WARRIOR, <CRAFTWORLD>

**KEYWORDS:** LIGHT, INFANTRY, STRIKING SCORPIONS

# FIRE DRAGONS



5



Fire Dragons are a unit that contains 5 models. It can contain 10 models (Power Rating 9). It is equipped with: Fusion Guns; Melta Bombs.

	M	WS	BS	A	W	Ld	Sv
<b>Fire Dragons (5 models)</b>	7"	3+	3+	1	1	6	6+
<b>Fire Dragons (10 models)</b>	7"	3+	3+	2	2	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Fusion Guns	Small Arms	12"	x2	9+	2+	-
Melta Bombs	Melee	Melee	User	10+	2+	-

## ABILITIES

**Assured Destruction:** Re-roll wound rolls of 1 for attacks made by this unit that target **HEAVY** or **SUPER-HEAVY** units.

**FACTION KEYWORDS:** AELDARI, ASURYANI, ASPECT WARRIOR, <CRAFTWORLD>

**KEYWORDS:** LIGHT, INFANTRY, FIRE DRAGONS

# WRAITHBLADES



7



Wraithblades are a unit that contains 5 models. It can contain 10 models (Power Rating 14). It is equipped with: Ghostswords.

	M	WS	BS	A	W	Ld	Sv
<b>Wraithblades (5 models)</b>	5"	3+	3+	1	3	7	5+
<b>Wraithblades (10 models)</b>	5"	3+	3+	2	6	7	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Ghostaxes	Melee	Melee	x2	6+	5+	-
Ghostswords	Melee	Melee	x4	6+	7+	-

## WARGEAR OPTIONS

- Instead of Ghostswords, this unit can be equipped with Ghostaxes and have Forceshields. If this unit has Forceshields, it has a Save characteristic of 4+.

**FACTION KEYWORDS:** AELDARI, ASURYANI, SPIRIT HOST, <CRAFTWORLD>

**KEYWORDS:** LIGHT, INFANTRY, WRAITH CONSTRUCT, WRAITHBLADES

# WRAITHGUARD



8



Wraithguard are a unit that contains 5 models. It can contain 10 models (Power Rating 15). It is equipped with: Wraithcannons; Wraithguard Fists.

	M	WS	BS	A	W	Ld	Sv
Wraithguard (5 models)	5"	3+	3+	1	3	7	5+
Wraithguard (10 models)	5"	3+	3+	2	6	7	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
D-scythes	Small Arms	8"	x2	4+	6+	Inferno
Wraithcannons	Small Arms	12"	User	6+	4+	Destroyer
Wraithguard Fists	Melee	Melee	User	8+	8+	-

## WARGEAR OPTIONS

- Instead of Wraithcannons, this unit can be equipped with D-scythes.

## ABILITIES

**Implacable:** This unit can still make a Shoot action in a turn in which it Fell Back.

**FACTION KEYWORDS:** AELDARI, ASURYANI, SPIRIT HOST, <CRAFTWORLD>

**KEYWORDS:** LIGHT, INFANTRY, WRAITH CONSTRUCT, WRAITHGUARD

# GUARDIAN DEFENDERS



4



Guardian Defenders are a unit that contains 10 models. It can contain 20 models (**Power Rating 8**). For every 10 models this unit contains, it can also contain 1 Heavy Weapon Platform model (**Power Rating +1** per model). It is equipped with: Shuriken Catapults; Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
<b>Guardian Defenders (10-11 models)</b>	7"	3+	3+	2	2	5	10+
<b>Guardian Defenders (20-22 models)</b>	7"	3+	3+	4	4	5	10+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Aeldari Missile Launcher	Heavy	48"	1	7+	7+	-
Bright Lance	Heavy	36"	1	10+	5+	-
Scatter Laser	Heavy	36"	1	7+	9+	-
Shuriken Cannon	Heavy	24"	1	6+	8+	-
Starcannon	Heavy	36"	1	8+	6+	-
Shuriken Catapults	Small Arms	12"	User	6+	9+	-
Close combat weapons	Melee	Melee	User	8+	10+	-

## WARGEAR OPTIONS

- For each Heavy Weapon Platform model this unit contains, it must also be equipped with one of the following: 1 Aeldari Missile Launcher; 1 Bright Lance; 1 Scatter Laser; 1 Shuriken Cannon; 1 Starcannon.

**FACTION KEYWORDS:** AELDARI, ASURYANI, WARHOST, <CRAFTWORLD>

**KEYWORDS:** LIGHT, INFANTRY, GUARDIAN, GUARDIAN DEFENDERS

# STORM GUARDIANS



3



Storm Guardians are a unit that contains 8 models. It can contain 16 models (**Power Rating 6**) or 24 models (**Power Rating 9**). It is equipped with: Shuriken Pistols; Aeldari Blades.

	M	WS	BS	A	W	Ld	Sv
<b>Storm Guardians (8 models)</b>	7"	3+	3+	2	2	5	10+
<b>Storm Guardians (16 models)</b>	7"	3+	3+	4	4	5	10+
<b>Storm Guardians (24 models)</b>	7"	3+	3+	6	6	5	10+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Shuriken Pistols	Small Arms	12"	User	7+	9+	-
Aeldari Blades	Melee	Melee	x2	7+	9+	-

**FACTION KEYWORDS:** AELDARI, ASURYANI, WARHOST, <CRAFTWORLD>

**KEYWORDS:** LIGHT, INFANTRY, GUARDIAN, STORM GUARDIANS

# DIRE AVENGERS



4



Dire Avengers are a unit that contains 5 models. It can contain 10 models (Power Rating 7). It is equipped with: Avenger Shuriken Catapults; Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
<b>Dire Avengers (5 models)</b>	7"	3+	3+	1	1	6	8+
<b>Dire Avengers (10 models)</b>	7"	3+	3+	2	2	6	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Avenger Shuriken Catapults	Small Arms	18"	User	6+	9+	-
Close Combat Weapons	Melee	Melee	User	8+	9+	-

## ABILITIES

**Defence Tactics:** Once per Damage phase, roll one D12 instead of one D6 when making a saving throw for this unit, irrespective of the size of the blast marker.

**FACTION KEYWORDS:** AELDARI, ASURYANI, ASPECT WARRIOR, <CRAFTWORLD>

**KEYWORDS:** LIGHT, INFANTRY, DIRE AVENGERS

# RANGERS



5



Rangers are a unit that contains 5 models. It can contain 10 models (**Power Rating 10**). It is equipped with: Ranger Long Rifles; Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
<b>Rangers (5 models)</b>	7"	3+	3+	1	1	5	10+
<b>Rangers (10 models)</b>	7"	3+	3+	2	2	5	10+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Ranger Long Rifles	Small Arms	36"	User	7+	9+	Sniper
Close Combat Weapons	Melee	Melee	User	8+	9+	-

## ABILITIES

Deep Strike, Stealth

**FACTION KEYWORDS:** AELDARI, ASURYANI, WARHOST, <CRAFTWORLD>

**KEYWORDS:** LIGHT, INFANTRY, RANGERS

# WINDRIDERS



5



Windriders are a unit that contains 3 models. It can contain 6 models (**Power Rating 10**) or 9 models (**Power rating 15**). It is equipped with: Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
<b>Windriders (3 models)</b>	17"	3+	3+	1	1	5	8+
<b>Windriders (6 models)</b>	17"	3+	3+	2	2	5	8+
<b>Windriders (9 models)</b>	17"	3+	3+	3	3	5	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Scatter Laser	Heavy	36"	1	7+	9+	-
Shuriken Cannon	Heavy	24"	1	6+	8+	-
Twin Shuriken Catapult	Heavy	12"	2	8+	11+	-
Close Combat Weapons	Melee	Melee	User	8+	9+	-

## WARGEAR OPTIONS

- For each model this unit contains, it must also be equipped with one of the following: 1 Scatter Laser; 1 Shuriken Cannon; 1 Twin Shuriken Catapult.

**FACTION KEYWORDS:** AELDARI, ASURYANI, WARHOST, <CRAFTWORLD>

**KEYWORDS:** LIGHT, BIKER, FLY, WINDRIDERS

# VYPERS



5



Vypers are a unit that contains 1 model. It can contain 2 models (**Power Rating 10**) or 3 models (**Power rating 15**). It is equipped with: Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
<b>Vypers (1 model)</b>	16"	6+	3+	1	1	6	6+
<b>Vypers (2 models)</b>	16"	6+	3+	2	2	6	6+
<b>Vypers (3 models)</b>	20"	6+	3+	3	3	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Aeldari Missile Launcher	Heavy	48"	1	7+	7+	-
Bright Lance	Heavy	36"	1	10+	5+	-
Scatter Laser	Heavy	36"	1	7+	9+	-
Shuriken Cannon	Heavy	24"	1	6+	8+	-
Starcannon	Heavy	36"	1	8+	6+	-
Twin Shuriken Catapult	Heavy	12"	2	8+	11+	-
Close Combat Weapons	Melee	Melee	User	7+	9+	-

## WARGEAR OPTIONS

- For each model this unit contains, it must also be equipped with one of the following: 1 Aeldari Missile Launcher; 1 Bright Lance; 1 Scatter Laser; 1 Shuriken Cannon; 1 Starcannon.
- For each model this unit contains, it must also be equipped with one of the following: 1 Shuriken Cannon; 1 Twin Shuriken Catapult.

**FACTION KEYWORDS:** AELDARI, ASURYANI, WARHOST, <CRAFTWORLD>

**KEYWORDS:** HEAVY, BIKER, FLY, VEHICLE, VYPERS

# SWOOPING HAWKS



6



Swooping Hawks are a unit that contains 5 models. It can contain 10 models (**Power Rating 12**). It is equipped with: Lasblasters; Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
<b>Swooping Hawks (5 models)</b>	14"	3+	3+	1	1	6	8+
<b>Swooping Hawks (10 models)</b>	14"	3+	3+	2	2	6	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Lasblasters	Small Arms	24"	x3	8+	10+	-
Close Combat Weapons	Melee	Melee	User	8+	9+	-

## ABILITIES

### Deep Strike

**Skyleap:** When this unit makes a Move action, it can skyleap instead of moving. If it does, it is removed from the battlefield and placed into Tactical Reserves. When this unit arrives as reinforcements, set it up anywhere on the battlefield that is more than 9" away from any enemy units. A unit cannot skyleap if it was set up on the battlefield this turn, if there are any enemy units in base contact with it, or if there are any blast markers next to it.

**FACTION KEYWORDS:** AELDARI, ASURYANI, ASPECT WARRIOR, <CRAFTWORLD>

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

# WARP SPIDERS



Warp Spiders are a unit that contains 5 models. It can contain 10 models (Power Rating 14). It is equipped with: Death Spinners; Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
Warp Spiders (5 models)	7"	3+	3+	1	1	6	6+
Warp Spiders (10 models)	7"	3+	3+	2	2	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Death Spinners	Small Arms	12"	x2	6+	8+	-
Close Combat Weapons	Melee	Melee	User	8+	9+	-

## ABILITIES

### Deep Strike

**Warp Jump Generator:** Instead of making a Move action, this unit can perform a warp jump. If it has any blast markers next to it, you must first resolve damage for it as if it were the Damage phase. If it is not destroyed, remove this unit from the battlefield, set it up anywhere on the battlefield that is more than 9" away from any enemy units and then roll one D12; on a 1, place one blast marker next to this unit.

**FACTION KEYWORDS:** AELDARI, ASURYANI, ASPECT WARRIOR, <CRAFTWORLD>

**KEYWORDS:** LIGHT, INFANTRY, JUMP PACK, WARP SPIDERS

# SHINING SPEARS



8



Shining Spears are a unit that contains 3 models. It can contain 6 models (**Power Rating 16**) or 9 models (**Power Rating 24**). It is equipped with: Laser Lances (Ranged); Twin Shuriken Catapults; Laser Lances (Melee).

	M	WS	BS	A	W	Ld	Sv
<b>Shining Spears (3 models)</b>	17"	3+	3+	1	1	6	5+
<b>Shining Spears (6 models)</b>	17"	3+	3+	2	2	6	5+
<b>Shining Spears (9 models)</b>	17"	3+	3+	3	3	6	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Laser Lances (Ranged)	Small Arms	6"	User	10+	5+	-
Twin Shuriken Catapults	Small Arms	12"	x2	7+	9+	-
Laser Lances (Melee)	Melee	Melee	User	7+	5+	-

**FACTION KEYWORDS:** AELDARI, ASURYANI, ASPECT WARRIOR, <CRAFTWORLD>

**KEYWORDS:** LIGHT, BIKER, FLY, SHINING SPEARS

# WAR WALKERS



6



War Walkers are a unit that contains 1 model. It can contain 2 models (**Power Rating 11**) or 3 models (**Power Rating 17**). It is equipped with: Armoured Feet.

	M	WS	BS	A	W	Ld	Sv
War Walkers (1 model)	10"	3+	3+	1	1	6	7+
War Walkers (2 models)	10"	3+	3+	2	2	6	7+
War Walkers (3 models)	10"	3+	3+	3	3	6	7+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Aeldari Missile Launcher	Heavy	48"	1	7+	7+	-
Bright Lance	Heavy	36"	1	10+	5+	-
Scatter Laser	Heavy	36"	1	7+	9+	-
Shuriken Cannon	Heavy	24"	1	6+	8+	-
Starcannon	Heavy	36"	1	8+	6+	-
Armoured feet	Melee	Melee	User	10+	10+	-

## WARGEAR OPTIONS

- For each model this unit contains, it must also be equipped with two of the following in any combination: 1 Aeldari Missile Launcher; 1 Bright Lance; 1 Scatter Laser; 1 Shuriken Cannon; 1 Starcannon.

## ABILITIES

Infiltrators

**FACTION KEYWORDS:** AELDARI, ASURYANI, WARHOST, <CRAFTWORLD>

**KEYWORDS:** HEAVY, VEHICLE, WAR WALKERS

# WRAITHLORD



5



A Wraithlord is a unit that contains 1 model. It is equipped with: 2 Wraithbone Fists.

	M	WS	BS	A	W	Ld	Sv
<b>Wraithlord</b>	8"	3+	3+	2	2	7	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Aeldari Missile Launcher	Heavy	48"	1	7+	7+	-
Bright Lance	Heavy	36"	1	10+	5+	-
Scatter Laser	Heavy	36"	1	7+	9+	-
Shuriken Cannon	Heavy	24"	1	6+	8+	-
Starcannon	Heavy	36"	1	8+	6+	-
Ghostglave	Melee	Melee	User	6+	5+	-
Wraithbone Fist	Melee	Melee	User	5+	6+	-

## WARGEAR OPTIONS

- Instead of 1 Wraithbone Fist, this unit can be equipped with 1 Ghostglave.
- This unit can also be equipped with up to two of the following in any combination (**Power Rating +1** per weapon): 1 Aeldari Missile Launcher; 1 Bright Lance; 1 Scatter Laser; 1 Shuriken Cannon; 1 Starcannon.

**FACTION KEYWORDS:** AELDARI, ASURYANI, SPIRIT HOST, <CRAFTWORLD>

**KEYWORDS:** HEAVY, MONSTER, WRAITH CONSTRUCT, WRAITHLORD

# SUPPORT WEAPON



4



A Support Weapon is a unit that contains 2 models. It is equipped with: Shadow Weaver; Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
<b>Support Weapon (2 models)</b>	6"	3+	3+	1	1	5	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
D-cannon	Heavy	24"	1	6+	4+	Destroyer, Barrage
Shadow Weaver	Heavy	48"	2	6+	9+	Barrage
Vibro Cannon	Heavy	48"	1	5+	5+	-
Close Combat Weapons	Melee	Melee	User	9+	10+	-

## WARGEAR OPTIONS

- Instead of 1 Shadow Weaver, this unit can be equipped with one of the following: 1 D-cannon; 1 Vibro Cannon.

## ABILITIES

**Artillery Battery:** Each Heavy Support slot in a Detachment allows you to take up to three of this unit in your army, instead of one. Each unit taken for a single Heavy Support slot must be placed at the same time and within 6" of each other unit taken for the same slot the first time they are set up.

**FACTION KEYWORDS:** AELDARI, ASURYANI, WARHOST, <CRAFTWORLD>

**KEYWORDS:** HEAVY, VEHICLE, ARTILLERY, GUARDIAN, SUPPORT WEAPON

# DARK REAPERS



6



Dark Reapers are a unit that contains 5 models. It can contain 10 models (**Power Rating 12**). It is equipped with: Reaper Launchers; Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
<b>Dark Reapers (5 models)</b>	6"	3+	3+	1	1	6	6+
<b>Dark Reapers (10 models)</b>	6"	3+	3+	2	2	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Reaper Launchers	Small Arms	48"	x2	6+	6+	-
Close Combat Weapons	Melee	Melee	User	8+	9+	-

## ABILITIES

**Inescapable Death:** Unmodified hit rolls of 3+ for attacks made with this unit's ranged weapons are always successful.

**FACTION KEYWORDS:** AELDARI, ASURYANI, ASPECT WARRIOR, <CRAFTWORLD>

**KEYWORDS:** LIGHT, INFANTRY, DARK REAPERS

# FALCON



10



A Falcon is a unit that contains 1 model. It is equipped with: Pulse Laser; Shuriken Cannon; Twin Shuriken Catapult; Armoured Hull.

	M	WS	BS	A	W	Ld	Sv
Falcon	16"	6+	3+	1	2	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Aeldari Missile Launcher	Heavy	48"	1	7+	7+	-
Bright Lance	Heavy	36"	1	10+	5+	-
Pulse Laser	Heavy	48"	2	10+	5+	-
Scatter Laser	Heavy	36"	1	7+	9+	-
Shuriken Cannon	Heavy	24"	1	6+	8+	-
Starcannon	Heavy	36"	1	8+	6+	-
Twin Shuriken Catapult	Heavy	12"	2	8+	11+	-
Armoured Hull	Melee	Melee	User	10+	10+	-

## WARGEAR OPTIONS

- Instead of 1 Shuriken Cannon, this unit can be equipped with one of the following: 1 Aeldari Missile Launcher; 1 Bright Lance; 1 Scatter Laser; 1 Starcannon.
- Instead of 1 Twin Shuriken Catapult, this unit can be equipped with 1 Shuriken Cannon.

## ABILITIES

**Hover:** Distances are measured to and from this unit's hull, even though it has a base.

## TRANSPORT

This unit can transport up to 6 **PHOENIX LORD** or **<CRAFTWORLD> INFANTRY** models. Each **WRAITHGUARD** and **WRAITHBLADE** model takes up the space of 2 other models. It cannot transport **JUMP PACK** models.

**FACTION KEYWORDS:** AELDARI, ASURYANI, WARHOST, <CRAFTWORLD>

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

# NIGHT SPINNER



9



A Night Spinner is a unit that contains 1 model. It is equipped with: Doomweaver; Twin Shuriken Catapult; Armoured Hull.

	M	WS	BS	A	W	Ld	Sv
<b>Night Spinner</b>	16"	6+	3+	1	2	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Doomweaver	Heavy	48"	4	6+	8+	Barrage
Shuriken Cannon	Heavy	24"	1	6+	8+	-
Twin Shuriken Catapult	Heavy	12"	2	8+	11+	-
Armoured Hull	Melee	Melee	User	10+	10+	-

## WARGEAR OPTIONS

- Instead of 1 Twin Shuriken Catapult, this unit can be equipped with 1 Shuriken Cannon.

## ABILITIES

**Hover:** Distances are measured to and from this unit's hull, even though it has a base.

**FACTION KEYWORDS:** AELDARI, ASURYANI, WARHOST, <CRAFTWORLD>

**KEYWORDS:** HEAVY, VEHICLE, FLY, NIGHT SPINNER

# FIRE PRISM



9



A Fire Prism is a unit that contains 1 model. It is equipped with: Prism Cannon; Twin Shuriken Catapult; Armoured Hull.

	M	WS	BS	A	W	Ld	Sv
<b>Fire Prism</b>	16"	6+	3+	1	2	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Prism Cannon	Heavy	60"	2	6+	6+	Destroyer
Shuriken Cannon	Heavy	24"	1	6+	8+	-
Twin Shuriken Catapult	Heavy	12"	2	8+	11+	-
Armoured Hull	Melee	Melee	User	10+	10+	-

## WARGEAR OPTIONS

- Instead of 1 Twin Shuriken Catapult, this unit can be equipped with 1 Shuriken Cannon.

## ABILITIES

**Hover:** Distances are measured to and from this unit's hull, even though it has a base.

**FACTION KEYWORDS:** AELDARI, ASURYANI, WARHOST, <CRAFTWORLD>

**KEYWORDS:** HEAVY, VEHICLE, FLY, FIRE PRISM

# WAVE SERPENT



10



A Wave Serpent is a unit that contains 1 model. It is equipped with: Twin Shuriken Cannon; Twin Shuriken Catapult; Armoured Hull.

	M	WS	BS	A	W	Ld	Sv
Wave Serpent	16"	6+	3+	1	2	6	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Shuriken Cannon	Heavy	24"	1	6+	8+	-
Twin Aeldari Missile Launcher	Heavy	48"	2	7+	7+	-
Twin Bright Lance	Heavy	36"	2	10+	5+	-
Twin Scatter Laser	Heavy	36"	2	7+	9+	-
Twin Shuriken Cannon	Heavy	24"	2	6+	8+	-
Twin Shuriken Catapult	Heavy	12"	2	8+	11+	-
Twin Starcannon	Heavy	36"	2	8+	6+	-
Armoured Hull	Melee	Melee	User	10+	10+	-

## WARGEAR OPTIONS

- Instead of 1 Twin Shuriken Cannon, this unit can be equipped with one of the following: 1 Twin Aeldari Missile Launcher; 1 Twin Bright Lance; 1 Twin Scatter Laser; 1 Twin Starcannon.
- Instead of 1 Twin Shuriken Catapult, this unit can be equipped with 1 Shuriken Cannon.

## ABILITIES

**Hover:** Distances are measured to and from this unit's hull, even though it has a base.

## TRANSPORT

This unit can transport up to 12 **PHOENIX LORD** or **<CRAFTWORLD> INFANTRY** models. Each **WRAITHGUARD** and **WRAITHBLADE** model takes up the space of 2 other models. It cannot transport **JUMP PACK** models.

**FACTION KEYWORDS:** AELDARI, ASURYANI, WARHOST, <CRAFTWORLD>

**KEYWORDS:** HEAVY, VEHICLE, FLY, TRANSPORT, WAVE SERPENT

# CRIMSON HUNTER



11



A Crimson Hunter is a unit that contains 1 model. It is equipped with: 2 Bright Lances; Pulse Laser; Armoured Hull.

	M	WS	BS	A	W	Ld	Sv
Crimson Hunter	20"-60"	6+	2+	1	2	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Bright Lance	Heavy	36"	1	10+	5+	-
Pulse Laser	Heavy	48"	2	10+	5+	-
Armoured Hull	Melee	Melee	User	10+	10+	-

## WARGEAR OPTIONS

- This unit can have an Exarch Pilot (**Power Rating +1**). If this unit has an Exarch Pilot, it has the following additional abilities: **Marksman's Eye**.

## ABILITIES

**Supersonic**

**Skyhunters:** You can re-roll wound rolls for attacks made by this unit that target units that can **FLY**.

**Marksman's Eye:** If this unit has an Exarch Pilot, re-roll hit rolls of 1 for attacks made with ranged weapons by this unit.

**FACTION KEYWORDS:** AELDARI, ASURYANI, ASPECT WARRIOR, <CRAFTWORLD>

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

# HEMLOCK WRAITHFIGHTER



11



A Hemlock Wraithfighter is a unit that contains 1 model. It is equipped with: 2 Heavy D-scythes; Armoured Hull.

	M	WS	BS	A	W	Ld	Sv
Hemlock Wraithfighter	20"-60"	6+	3+	1	2	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heavy D-scythe	Heavy	16"	1	3+	5+	Inferno
Armoured Hull	Melee	Melee	User	10+	10+	-

## ABILITIES

Ignore Damage (6+), Supersonic, Terror Troops

**FACTION KEYWORDS:** AELDARI, ASURYANI, SPIRIT HOST, <CRAFTWORLD>

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

# WRAITHKNIGHT



21



A Wraithknight is a unit that contains 1 model. It is equipped with: 2 Heavy Wraithcannons; 2 Titanic Wraithbone Fists.

	M	WS	BS	A	W	Ld	Sv
<b>Wraithknight</b>	<b>12"</b>	<b>3+</b>	<b>3+</b>	<b>4</b>	<b>5</b>	<b>7</b>	<b>6+</b>

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heavy Wraithcannon	Heavy	36"	1	7+	3+	Destroyer
Scatter Laser	Heavy	36"	1	7+	9+	-
Shuriken Cannon	Heavy	24"	1	6+	8+	-
Starcannon	Heavy	36"	1	8+	6+	-
Suncannon	Heavy	48"	4	6+	6+	-
Titanic Ghostglaive	Melee	Melee	User	4+	4+	Destroyer
Titanic Wraithbone Fist	Melee	Melee	2	4+	4+	-

## WARGEAR OPTIONS

- Instead of 2 Heavy Wraithcannons and 1 Titanic Wraithbone Fist, this unit can have a Scattershield and be equipped with one of the following: 1 Suncannon; 1 Titanic Ghostglaive. If this unit has a Scattershield, it has a Save characteristic of 5+.
- This unit can also be equipped with up to two of the following in any combination (**Power Rating +1 per weapon**): Scatter Laser; Shuriken Cannon; Starcannon.

**FACTION KEYWORDS:** AELDARI, ASURYANI, SPIRIT HOST, <CRAFTWORLD>

**KEYWORDS:** SUPER-HEAVY, TITANIC, WRAITH CONSTRUCT, WRAITHKNIGHT

# WEBWAY GATE



6



A Webway Gate is a unit that contains 1 model formed from two separate pieces. When setting up these pieces, place them so that an arch is formed, with the bases 5" apart.

	M	WS	BS	A	W	Ld	Sv
Webway Gate	-	-	-	-	3	-	5+

## ABILITIES

**Shimmering Arrival:** When this unit is set up on the battlefield, it can be set up anywhere that is more than 12" away from your opponent's deployment zone and any enemy units, and more than 3" away from any other terrain features or the centre of any objective markers.

**Webway Gate:** This unit is never Out of Command: an Out of Command marker is never placed next to it. When measuring distances to and from this unit, measure to and from the closest point of this unit. This unit cannot be affected by Command Assets or other units' abilities. If a Webway Gate is destroyed, remove both pieces from the battlefield.

**Webway Strike:** After this unit is set up on the battlefield, any friendly **AELDARI** units, other than Fortifications, that have not already been set up can be set up in a webway spar as Tactical Reserves instead of being set up on the battlefield. In the Set Up Reinforcements step, one unit in a webway spar can emerge from each friendly Webway Gate as reinforcements; a unit emerging from a Webway Gate must be set up wholly within 3" of that Webway Gate and more than 9" away from any enemy units. No more than half the total number of units in your army can be set up in Tactical Reserves.

**FACTION KEYWORDS:** AELDARI

**KEYWORDS:** HEAVY, VEHICLE, BUILDING, WEBWAY GATE

# BONESINGER



3



A Bonesinger is a unit that contains 1 model. It is equipped with: Psytronome Shaper.

	M	WS	BS	A	W	Ld	Sv
<b>Bonesinger</b>	7"	3+	3+	1	1	5	9+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Psytronome Shaper	Melee	Melee	User	9+	9+	-

## ABILITIES

**Path of the Shaper:** At the end of the Action phase, this unit can attempt to heal one friendly <CRAFTWORLD> VEHICLE or WRAITH CONSTRUCT unit in base contact with it. If it does, roll one D6; on a 4+ remove one damage marker from that <CRAFTWORLD> VEHICLE or WRAITH CONSTRUCT unit. Only one attempt to heal each unit can be made each turn.

**FACTION KEYWORDS:** AELDARI, ASURYANI, WARHOST, <CRAFTWORLD>

**KEYWORDS:** LIGHT, CHARACTER, INFANTRY, PSYKER, BONESINGER