



COMBAT PATROL: AELDARI

THE FATEBREAKERS

Ever the Asuryani of the craftworlds seek to alter the flow of fate, the better to ensure their peoples' survival. Farseer Iraneth is a veteran of this never-ending campaign. She has fought countless battles across the galaxy to deflect and neutralise threats, and understands that a swift and versatile war host is her best tool in ensuring her will is done. To this end, she leads a force that can strike fast and hard, and can excel whether conducting close-ranged firefights or swift hit-and-run raids.

This Combat Patrol includes the units shown below.

A Farseer Iraneth (1 model)

- This model is equipped with: Eldritch Storm; shuriken pistol; singing spear.

B Guardian Defenders (11 models)

- 10 Guardian Defenders are equipped with: shuriken catapult; close combat weapon.
- 1 Heavy Weapon Platform is equipped with: starcannon; close combat weapon.

C Windriders (6 models)

- 4 Windriders are equipped with: twin shuriken catapult; close combat weapon.
- 2 Windriders are equipped with: scatter laser; close combat weapon.

D Wraithlord (1 model)

- This model is equipped with: bright lance; 2 shuriken catapults; ghostglaive.



Scatter laser



Twin shuriken catapult



Shuriken catapult



Windriders

Guardian Defender



B

C

A

D

COMBAT PATROL: AELDARI

THE FATEBREAKERS

ABILITIES

The datasheets required to use the Fatebreakers can be found on the following pages, and are designed exclusively for Combat Patrol games. A unit's datasheet will list all the abilities it has. This will include a Faction ability – Strands of Fate – that is referenced on many unit's datasheets, and is described below.

STRANDS OF FATE

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.

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

ENHANCEMENTS

Your **FARSEER** model is your **WARLORD** and has the Foresight Enhancement. You can replace this with Eldritch Might.

DEFAULT ENHANCEMENT

FORESIGHT (PSYCHIC)

It is within the gift of Aeldari Farseers to perceive the strands of fate and the fractured web they weave into the future. The truly gifted can manipulate the weft of the pattern, perceiving that which will come to pass and directing their followers accordingly.

Once per turn, you can target the bearer's unit with the Fire Overwatch Stratagem for OCP. If the bearer's unit is within range of an objective marker you control, hits are scored on unmodified Hit rolls of 4+ while resolving that Stratagem. Otherwise, hits are scored on unmodified Hit rolls of 5+ while resolving that Stratagem.

OR

OPTIONAL ENHANCEMENT

ELDRITCH MIGHT (PSYCHIC)

This warrior's psychic might is especially great, and further augmented by the cold rage they feel towards all those seeking to hasten the extinction of the Aeldari peoples. They unleash these prodigious powers upon their foes without mercy or hesitation, raking them with leaping bolts of emerald lightning or driving them to madness with ghostly hallucinations.

Each time the bearer makes a Psychic attack, re-roll a Hit roll of 1, re-roll a Wound roll of 1 and re-roll a Damage roll of 1.

SECONDARY OBJECTIVES

You will use the Ineffable Agenda secondary objective. You can replace this with A Greater Destiny.

DEFAULT SECONDARY OBJECTIVE

INEFFABLE AGENDA

The battle plans of the Asuryani are informed by the prophetic insights of their Farseers and honed with eldritch alien wisdom. Even as their actions may seem like madness to their foes, in truth every move made by the Aeldari brings them closer to victory.

At the end of your turn, you score 3VP if you control one or more objective markers that are not within your deployment zone and that you did not control at the start of the turn.

OR

OPTIONAL SECONDARY OBJECTIVE

A GREATER DESTINY

The battle being fought here is but a step upon a longer road, that leads on into the shadows of a future still to be shaped. The foe are merely obstructions to be neutralised or bypassed.

At the end of the battle, you score 10VP if one or more units from your army (excluding Battle-shocked units) are wholly within your opponent's deployment zone.

STRATAGEMS

You can use the following Stratagems:



WHIP-FAST REACTIONS

THE FATEBREAKERS – BATTLE TACTIC STRATAGEM

So fast are the reactions of the Aeldari that they can dodge the bullets, blasts and blades of their enemies with insulting ease.

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



1CP

TARGET: One **AELDARI INFANTRY** or **AELDARI MOUNTED** unit from your army 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.



STORM OF SHOTS

THE FATEBREAKERS – BATTLE TACTIC STRATAGEM

With eerie synchronicity, the Aeldari focus their fire into a punishing hail that suddenly and completely eradicates its luckless target.

WHEN: Your Shooting phase.

1CP

TARGET: Up to two **AELDARI MOUNTED** units from your army, or one **AELDARI INFANTRY** unit from your army.

EFFECT: Until the end of the phase, each time a model in one of those units makes an attack, add 1 to the Hit roll.



ZEPHYR-SWIFT

THE FATEBREAKERS – STRATEGIC PLOY STRATAGEM

Trying to fight the Aeldari is like doing battle with smoke and air. Moving with incredible swiftness and agility, they have struck and faded again before their enemies even register their presence.

WHEN: End of your Shooting phase.

1CP

TARGET: Up to two **AELDARI MOUNTED** units from your army that are not within Engagement Range of one or more enemy units, or one **AELDARI INFANTRY** unit from your army that is not within Engagement Range of one or more enemy units.

EFFECT: Each of those units can make a Normal move of up to 6".

RESTRICTIONS: Until the end of the turn, those units are not eligible to declare a charge.

FARSEER IRANETH

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

4+ INVULNERABLE SAVE



Combat Patrol Datasheet

Iraneth's followers look to her for leadership in battle. Her psychic abilities allow her to uncover the enemy's intentions and calculate the effects of their attacks. Her mind is her greatest weapon, for with a thought she can summon terrifying storms of coruscating eldritch energy or manipulate the causality of fate itself.

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

LEADER

This model can be attached to the following unit: **GUARDIAN DEFENDERS**

ABILITIES

CORE: **Leader**

FACTION: **Strands of Fate**

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.

KEYWORDS: CHARACTER, INFANTRY, PSYKER, FARSEER, IRANETH



FACTION KEYWORDS:
AELDARI

GUARDIAN DEFENDERS

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

M 7" T 3 SV 4+ W 2 LD 6+ OC 0 HEAVY WEAPON PLATFORM



Combat Patrol Datasheet

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.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
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

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.

KEYWORDS: INFANTRY, BATTLELINE, GUARDIANS, GUARDIAN DEFENDERS



FACTION KEYWORDS:
AELDARI

WINDRIDERS

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



Combat Patrol Datasheet

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.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Scatter laser	36"	6	3+	5	0	1
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

PATROL SQUADS

At the start of the Declare Battle Formations step, before any units have been set up, this unit can be split into two units, each containing three models. If you do so, each of those units must contain one model equipped with a scatter laser.

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

WRAITHLORD

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



Combat Patrol Datasheet

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 elegant weapons capable of destroying battle tanks or infantry squads at a distance.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bright lance	36"	1	4+	12	-3	D6+2
Shuriken catapult [ASSAULT]	18"	2	4+	4	-1	1

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

ABILITIES

CORE: Deadly Demise 1

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

KEYWORDS: MONSTER, WALKER, WRAITH CONSTRUCT, WRAITHLORD

FACTION KEYWORDS:
AELDARI