



ARMoured WARHOST

When unleashed upon the battlefield in number, the vehicles of the Aeldari can bring a terrifying volume of firepower to bear with exceptional speed. As supersonic Aeldari aircraft suppress the enemy with strafing and bombing runs, sleek battle-skimmers sweep low across war-scarred terrain, hunting down and obliterating their targets with scintillating volleys. Successive waves of armoured transports follow, their shields and wraithbone hulls turning aside incoming munitions as they sweep low to disgorge waves of Aspect Warriors and Guardian soldiers into the fight. As the Aeldari infantry move to seize their objectives and annihilate the enemy, agile walkers sprint towards the flanks of the overwhelmed foe, their guns spitting vibrant streams of enfilading fire into massed enemies and ensuring that none escape the wrath of the Asuryani.

DETACHMENT RULE



SKILLED CREWS

Asuryani vehicle crews are amongst the galaxy's most naturally gifted pilots and gunners. They can coax every last iota of performance from the formidable machines and weapon systems under their control.

Ranged weapons equipped by **AELDARI VEHICLE** models from your army have the **[ASSAULT]** ability and you can re-roll Advance rolls made for **AELDARI VEHICLE FLY** units from your army.

ENHANCEMENTS



GUIDING PRESENCE..... 25 PTS

This seer is closely attuned to their craftworld's vehicles. Communicating with the souls inhabiting hull-mounted spirit stones can sharpen the tactical awareness of spirits and crew.

AELDARI PSYKER model only. At the start of your Shooting phase, select one friendly **AELDARI VEHICLE** model within 9" of the bearer. Until the end of the phase, each time that model makes an attack, add 1 to the Hit roll.

HARMONISATION MATRIX..... 30 PTS

When activated by its bearer, this crystalline device enables them to interface with Aeldari war machines, issuing orders and receiving combat reports at the speed of thought.

AELDARI model only. In your Command phase, if the bearer (or any **TRANSPORT** it is embarked within) is within range of an objective marker you control, roll one D6: on a 3+, you gain 1CP.

SPIRIT STONE OF RAELYTH 20 PTS

This spirit stone contains the essence of the Bonesinger Raelyth. Those Asuryani psykers who bear this item to battle can draw upon the fallen artisan's talents.

AELDARI PSYKER model only. While the bearer is within 3" of one or more friendly **AELDARI VEHICLE** units, the bearer has the Lone Operative ability. In your Command phase, you can select one friendly **AELDARI VEHICLE** model within 3" of the bearer. That model regains up to D3 lost wounds.

GUILEFUL STRATEGIST 15 PTS

An expert in vehicular warfare, this commander is always one step ahead of the foe.

AELDARI model only. If your army includes the bearer, after both players have deployed their armies, select up to three **AELDARI VEHICLE** units from your army and redeploy them. When doing so, any of those units can be placed into Strategic Reserves, regardless of how many units are already in Strategic Reserves.



1CP

LAYERED WARDS

ARMoured WARHOST – STRATEGIC PLOY STRATAGEM

The wraithbone superstructure of this vehicle has been interlaced with warding runes, enabling its hull to resist incoming fire.

WHEN: Any phase, just after a mortal wound is allocated to an **AELDARI VEHICLE** unit from your army.

TARGET: That **AELDARI VEHICLE** unit.

EFFECT: Until the end of the phase, models in your unit have the Feel No Pain 5+ ability against mortal wounds.



1CP

SWIFT DEPLOYMENT

ARMoured WARHOST – STRATEGIC PLOY STRATAGEM

With consummate skill, Guardian crews guide their agile armoured transports across the battlefield before swooping low to unload their cargo of warriors.

WHEN: Your Movement phase.

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

EFFECT: Until the end of the phase, units can disembark from your **TRANSPORT** after it has Advanced. Units that do so count as having made a Normal move that phase, and cannot declare a charge in the same turn, but can otherwise act normally.



1CP

VECTORED ENGINES

ARMoured WARHOST – STRATEGIC PLOY STRATAGEM

The result of exquisite and ingenious Aeldari engineering, vectored engines enable grav vehicles to evade their enemies while maintaining accurate fire.

WHEN: Your Movement phase, just after an **AELDARI VEHICLE** unit from your army that can **FLY** Falls Back.

TARGET: That **AELDARI VEHICLE** unit.

EFFECT: Until the end of the phase, your unit is eligible to shoot in a turn in which it Fell Back.



1CP

CLOUDSTRIKE

ARMoured WARHOST – STRATEGIC PLOY STRATAGEM

The Asuryani often deploy their anti-grav vehicles in the lower atmosphere rather than on the ground. At a signal, they strike before the enemy can react.

WHEN: Start of the Reinforcements step of your Movement phase.

TARGET: One **AELDARI VEHICLE** unit from your army that can **FLY** and is in Strategic Reserves.

EFFECT: Until the end of the phase, your unit has the Deep Strike ability. When your unit is set up on the battlefield using the Deep Strike ability, it can be set up anywhere on the battlefield that is more than 6" horizontally away from all enemy units, but if it does, until the end of the turn, it is not eligible to declare a charge. In addition, if your unit is a **TRANSPORT**, each unit that disembarks from it this turn must be set up more than 6" horizontally from all enemy units and until the end of the turn, is not eligible to declare a charge.



1CP

SOULSIGHT

ARMoured WARHOST – STRATEGIC PLOY STRATAGEM

Spirit stones containing the souls of gifted seers have been embedded into this vehicle's targeting matrices. The essences within lend guidance even in death.

WHEN: Your Shooting phase.

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

EFFECT: Until the end of the phase, each time your unit is selected to shoot, you can re-roll one Hit roll, one Wound roll and one Damage roll made for a model in your unit. If you are using fast dice rolling, you can select one of those rolls to re-roll before moving onto the next step of the attack sequence.



1CP

ANTI-GRAV REPULSION

ARMoured WARHOST – STRATEGIC PLOY STRATAGEM

Skilled Aeldari pilots angle their vehicle's anti-grav fields to repulse the enemy.

WHEN: Your opponent's Charge phase, just after an enemy unit has declared a charge.

TARGET: One **AELDARI VEHICLE** unit from your army that can **FLY** and was selected as a target of that charge.

EFFECT: Until the end of the phase, subtract 2 from Charge rolls made for that enemy unit.