

AELDARI				THE YNCARNE - The Yncarne, Aspect of Ynnead												290 Pts	
Craftworld - Biel-Tan																	
1																	
Full HP	10"			2+	2+	6	10				12	5	10	6+	5	2+	4++/4++
Mid HP	9"			3+	3+	5	9				8	4	10	7+	4	2+	4++/4++
Low HP	8"			4+	4+	4	8				4	3	10	8+	3	2+	4++/4++
Unit Aptitudes																	
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.													
Blessings of the Whispering God (Aura)				When a friendly unit within 6" of this model would lose a wound, roll one D6; on a 6 that wound is not lost.													
Ynnead Stirs (Aura)				When a Morale test is taken for a friendly unit within 6" of this model, do not roll the dice; it is automatically passed.													
Avatar of Ynnead				When another friendly model is destroyed within 6" of this model, you can roll one D6; on a 4+ this model regains 1 lost wound.													
Deathly Form				Each time an attack is allocated to this model, halve the Damage characteristic of that attack.													
Unit Special Rules																	
Fleet / Fear / Independent Character / Daemon / Deep Strike / Hammer of Wrath / Relentless / Smash / Move Through Cover / Psyker (2)																	
Psychic Domains																	
Revenant - Dæmonology Sanctic																	
Weapons														Nb		Pts	
Swirling soul energy				Template	2	7	-1	2	Psychic - Ignores Cover					1			
Vilith-zhar, the Sword of Souls - Strike				Melee	User	x2	-4	D6+1	Melee - Psychic - Master-crafted					1			
Vilith-zhar, the Sword of Souls - Sweep				Melee	x2	User	-4	1	Melee - Psychic - Master-crafted					1			
Faction Aptitudes																	Unit type
Stands of Fate	Battle Focus	Ancient Doom			Shepherds of the Dead			Martial Grace		Defend at All Costs		Path of the Warrior		Monster			