Liber Antiquia

The Ancient Eldar:
An Unofficial Expansion for the Age of Darkness

Acknowledgements

This document has been an immense labour between a team who have gone above and beyond to get everything ready for release.

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Foreword

When the **HH: Age of Darkness** Discord Partner server's moderation team first saw the playtest rules for **Warhammer: The Horus Heresy's** second edition, we were overjoyed that our favourite tabletop game was getting the attention and love it deserved. We also were keenly aware that with such an undertaking, there would be a few clarifications required for a handful of rules, and some units would unfortunately be left on the cutting room floor. Some of these units were fan-favourites, though - and so we decided it would be an undertaking we would happily expend effort ourselves to remedy. Our first effort - which was internally known as **Operation: Retrograde** during development - was the result.

This document is intended to stand alongside the great works of The **Warhammer: Age of Darkness** team, providing all the units, options, and more a player might need to field the Eldar in the Age of Darkness - though you will still need a copy of the core **Warhammer: Age of Darkness** Rulebook, as well as one of the various **Liber** or **PDF** faction books, and the PDFs published via **Warhammer Community**, to make use of this document.

We're keenly aware that the rules in this book may, now or in the future, be rendered obsolete by way of **Games Workshop** releasing official rules for any of the items contained within this document. If that is the case, it should be assumed that those rules supersede these - unless you agree otherwise with your opponent!

We hope you enjoy these rules, and **Warhammer: The Horus Heresy**!

The HH: Age of Darkness Discord Partner Server and Liber Panoptica Development Teams

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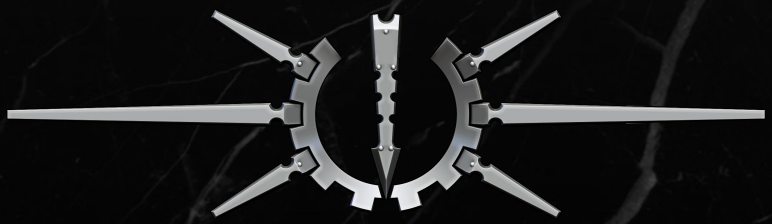
Introduction

Within this document, you'll find a complete army list for the Asuryani - the Craftworld Aeldari, as well as the Saedath - the precursors to the Harlequins. All the units and concepts presented here are intended to pay homage to various previous editions of the game, and lore from across many varied sources.

All of the units and options contained within this document were extensively play-tested by a dedicated team of community writers from the Liber Panoptica Team. We recommend you use the Liber Panoptica FAQ, Errata, and Balance Changes whilst using these units, for the best game-play experience - and we all hope you enjoy using our supplements in your games of The Horus Heresy!

Liber Antiquia:
The Forces of the Aeldari



Introduction

The Liber Antiquia is the Panoptica Team's effort to bring the forces of the Aeldari to the tabletops of the Horus Heresy, and was a combined effort from several writers, and a team of playtesters; many hundreds of hours went into its construction. As part of the Antiquia project, a lot of research was poured into getting various details right - as well as discussing the logical route back from the 41st Millenium into how the Eldar might have looked and fought during the period immediately following the Fall, and into the Great Crusade and Horus Heresy.

It should be noted, that as with all projects, this document can be considered a work in progress - as we plan to add more of the Aeldari sub-factions over time, including the Drukhari, amongst others. As such, players can expect to see more content in this tome in the future!

It should be noted that all of the Unit Types, Sub-types, Special Rules, Weapons, and Wargear of the various Aeldari Sub-Factions are collected in the Appendices section of this tome; whilst any unique, faction specific rules - such as Asuryani World-Runes or Saedathii Detachments - are presented alongside their relevant Sub-faction.

Building an Aeldari Army

In games of the **Horus Heresy: Age of Darkness**, the models under a given player's control are referred to as that player's army. Each army is composed of a single **Force Organisation chart** (most commonly using the **Crusade Force Organisation chart**), which will include one or more Detachments. An army whose **Primary Detachment** is selected from any Army List is considered to have the Faction of that **Primary Detachment** (for example, an army whose Primary Detachment was selected from the Asuryani Army List would be considered an Asuryani army). Units from various Sub-factions cannot be mixed in the same Detachment, unless a Special Rule or other ability permits this.

Other, non-Primary, Detachments in the same army may be selected from any other Army List - following any additional restrictions applied, such as the ones on the next page - but each Detachment may only include units from a single Army List, unless another Special Rule states otherwise.

Once the player building an army has selected an Army List from which to select their **Primary Detachment**, an Allegiance must be set for the army as a whole. This choice will apply to all units in the army, across all Detachments included as part of the **Force Organisation chart**, and units or models that must be of a differing Allegiance may not be included in the army. Note that some of the Army Lists presented in this book require that a certain Allegiance must or must not be selected – this will be called out specifically by Special Rules or Detachments.

Allegiance & Liber Antiquia

The armies presented in this document comprise a number of Sub-factions; lesser strands of the main Faction. The Alliance Levels for these can be found in the Allies Matrix in the **Liber Panoptica**; this modified Allies Matrix is also reproduced on the next page.

Unlike other Factions in the Age of Darkness, Eldar Sub-factions of any kind may choose to be **Loyalist** or **Traitor** - the whims of the Eldar are hard to fathom - or, they may choose to be truly neutral, and set their Allegiance Level as **'Xenos'**. An Aeldari Army of any Sub-Faction which chooses to use the **Xenos** Allegiance may not contain any detachments which are not an Aeldari Sub-faction.

In addition, if the **Xenos** Allegiance is selected, you may choose to have both your **Primary** and **Allied** D**etachments** contain different Aeldari Sub-factions; if any other Allegiance is selected, this is not permitted. You may not choose to have both a **Primary** and **Allied Detachment** of the same Aeldari Sub-faction.

An army with a **Primary Detachment** of a Faction which is not Aeldari may not select an Aeldari Lord of War choice, from any Sub-Faction.

The way the various Aeldari Sub-factions interact is shown in the chart below - all Aeldari Sub-factions treat each other as Sworn Brothers at all times unless otherwise specified, even when not taken in an **Allied Detachment**:

Faction	Sub-Faction	Allegiance
Aeldari	**Asuryani**	**Any**
Aeldari	**Saedath**	**Any**

The Horus Heresy: Age of Darkness Allies Matrix

In the Age of Darkness, fraught alliances can be made and broken in the heat of battle. These alliances may, on occasion, involve factions that were not truly partisan in the wider Horus Heresy conflict.

The chart below is intended to replace the ones found in all current publications by Games Workshop, adding new factions and modifying a handful of factions in terms of their relationships with each other. Despite these minor modifications, the chart below still functions as per the rules and allegiance levels found on pages 10, 12, and 13 of the **Horus Heresy: Age of Darkness** Core Rulebook, and this should be consulted to see the benefits and drawbacks applied by any given factions when they are allied together. It is also important to note that some sources, such as Special Rules, Rites of War, and so on, may modify the relationships between any given Factions or Sub-Factions - if this is the case, it will be clearly specified, and the allegiance rulings presented in those locations takes precedence over the chart presented below.

Note that even though there are numerous Sub-Factions in the Age of Darkness which share the same Faction (such as Legio Custodes and Sisters of Silence, or Solar Auxilia and Imperialis Militia), which normally would prevent you from taking them as allies as you cannot select the same faction as your Primary and Optional Detachments, you may still select forces which have different Sub-Factions as allies.

The icons in the chart correspond to the Levels of Allegiance shown in the boxout below:

Age of Darkness Levels of Alliance

Sworn Brothers

Fellow Warriors

Distrusted Allies

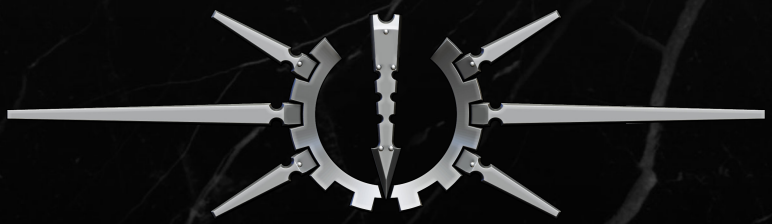
By the Emperor's (or the Warmaster's) Command

Primary Detachment

Optional Detachment

	Dark Angels	Emperor's Children	Iron Warriors	White Scars	Space Wolves	Imperial Fists	Night Lords	Blood Angels	Iron Hands	World Eaters	Ultramarines	Death Guard	Thousand Sons	Sons of Horus	Word Bearers	Salamanders	Raven Guard	Alpha Legion	Mechanicum	Imperial Army	Aeldari
Dark Angels																					
Emperor's Children																					
Iron Warriors																					
White Scars																					
Space Wolves																					
Imperial Fists																					
Night Lords																					
Blood Angels																					
Iron Hands																					
World Eaters																					
Ultramarines																					
Death Guard																					
Thousand Sons																					
Sons of Horus																					
Word Bearers																					
Salamanders																					
Raven Guard																					
Alpha Legion																					
Mechanicum																					
Imperial Army																					
Aeldari																					

Liber Antiquia:
Asuryani



Introduction

The Asuryani were those Aeldari who fled to the safety of the Craftworlds before the fall, taking refuge among the stars just before the doom that befell their race. The shattering of their immense stellar empire and the scattering of their species did enormous damage to them, both in terms of physical might - the utter loss of their old military power - and mentally, in the psychological damage at losing their grip on a status quo that had persisted for millions of years.

These losses forced the Asuryani to evolve. No longer were massed ranks of grav-tanks, titans, and Ghost Warriors available to them - and with their race's doom upon them, not even death was a release from the evils of the warp they had unleashed. As a result, new ways of war came into being; Aspect Shrines, whose warriors specialised in a singular way of war to ensure they could not fall prey to the same vices as had resulted in their race's downfall being the first of such ways. Onto such paths were the Asuryani led by the Phoenix Lords, mighty heroes who arose from the death and devastation of their race, their guttering light shielding the Craftworlds against the darkness.

Another was the acceptance and wider propagation of technologies such as Spirit Stones, and the ability to retrofit the old Ghost Warrior chassis still available from the scattered Anrathe armouries into the first of the Wraiths. Such acts were seen by many as akin to necromancy, a perversion of the soul itself - but the alternative was a permanent and agonising death in the warp. Such a fate was unacceptable, and so these new ways were accepted begrudgingly, but accepted nonetheless.

Against such horrific and hopeless odds were the Asuryani bound; and then, as if a final mocking laugh from She Who Thirsts itself, came the onrushing horde of humanity and the nascent Imperium of Man - once a force to be ignored, now a deadly threat to the continued existence of the Aeldari. Indeed, the 'Great Crusade' represented a possible end to the Asuryani in their entirety; that was, until it collapsed inward in a darkling mirror of the Aeldari's own hubristic doom, and the one known as Horus rose to the favour of the powers of the warp...

Asuryani Advanced Reaction

This Advanced Reaction is available only to units in an Asuryani Detachment. Unlike Core Reactions, it is activated in unique and specific circumstances, as noted in its description, and can often have game changing effects. Advanced Reactions use up points of a Reactive player's Reaction Allotment as normal and obey all other restrictions placed upon Reactions, unless it is specifically noted otherwise in their description.

Aspects of War

This Advanced Reaction may be made once per battle during any phase when any enemy unit fulfils one of the following conditions:

- *Ends a move within 12" and Line of Sight of a unit which is part of an Asuryani Detachment.*
- *Makes a Shooting Attack targeting a unit which is part of an Asuryani Detachment.*
- *Declares a Charge targeting a unit which is part of an Asuryani Detachment.*

The Reactive Player may immediately choose to perform one of the following actions:

- *The Reacting unit may move a number of inches up to its unmodified Initiative Characteristic in any direction the Reactive Player chooses. In a unit with mixed Initiative Characteristics, use the highest unmodified Characteristic. Vehicles may pivot once up to 180° and then move up to 8" directly forwards.*

- *The Reacting unit may make a Shooting Attack which is resolved immediately, targeting the unit that triggered this Reaction and following all the usual rules for Shooting Attacks. A unit that makes a Shooting Attack as part of this Reaction may not make any attacks indirectly (without line of sight) including Barrage weapons or other weapons or Special Rules that otherwise ignore line of sight, and Vehicles may only fire Defensive weapons. Template weapons may only be used as part of this Reaction if the target unit is within 8" and must use the Wall of Death rule instead of firing normally. Units making a Shooting Attack as part of this Reaction are considered to be Stationary, and may fire weapons of any type as though they had not moved.*

- *The Reacting unit may count any charges made against it this turn as Disordered.*

Asuryani Warlord Traits

The Asuryani were not a military force at heart, for unlike their Anrathe kin, the Asuryani were a mix of artisans, poets, craftsmen, and more - the average citizens of an empire in decline. This was not to say, however, that among their number were not warriors - and as the Path of the Aspects took ahold, many among the Asuryani found themselves proficient in the ways of war...

If your Warlord has the Asuryani Sub-type, instead of choosing a Warlord Trait from the Core Rulebook's Common Traits, you may instead choose a Warlord Trait from the options below.

Asuryani Warlord Trait: Falcon's Swiftness

This warrior, and those who travel in his wake, move across broken ruins and blasted battlefields with astonishing certainty and dexterity.

This Warlord, and any unit they have joined, increase the value of the Fleet (X) Special Rule by +1, if they already possess it, If the Warlord, or any unit they have joined, does not have the Fleet (X) Special Rule, they gain they gain the Fleet (1) Special Rule instead. In addition, the Warlord gains the Pathfinder Special Rule.

In addition, an army whose Warlord has this Trait may make an additional Reaction during the Opposing Player's Movement phase so long as the Warlord has not been removed as a casualty.

Asuryani Warlord Trait: Seer of the Shifting Vector

Wise enough to read the skeins of destiny, whether at their own prowess or with the counsel of others, this warrior sees the many possible futures amidst the mayhem of the oncoming battle, allowing them to better coordinate the forces at their disposal.

While a Warlord with this Trait is in reserves, or deployed on the battlefield, the Controlling Player may choose to re-roll failed Reserves rolls.

In addition, an army whose Warlord has this Trait may make an additional Reaction during the opposing player's Shooting phase so long as the Warlord has not been removed as a casualty.

Asuryani Warlord Trait: Ambush of Blades

The uncanny senses of this warrior pierce the fog of war. Their tranquillity in combat allows them to predict the precise time at which to strike with his kin, commanding a storm of blades and blasts to tear apart the foe.

Once per battle, the Controlling Player of a Warlord of this Trait may declare the use of this Trait at the start of any phase. For the duration of that phase only, the Warlord and any unit they have joined gain the Preferred Enemy (Everything!) Special Rule.

In addition, an army whose Warlord has this Trait may make an additional Reaction during the opposing player's Assault phase so long as the Warlord has not been removed as a casualty.

Aspect Shrines

The Aspect Shrines were a relatively new concept on the Craftworlds of the Asuryani during the time coinciding with the Great Crusade; though despite this, the Shrines spread across the Craftworlds with surprising speed, the success of their doctrines allowing the nascent Asuryani to defend both their minds and their homes with greater effectiveness.

An Exarch or Autarch must select one of the following upgrades at the cost specified on their profile as part of your army list construction. In return, they gain all of the Special Rules, Wargear, Unit Types, Unit Sub-types, and Characteristic changes specified for their chosen Path.

Each Exarch or Autarch may only select a single Aspect Shrine upgrade, unless they are explicitly given the ability to select additional ones from another source. If this occurs and a model already possesses a version of the Aspect Shrine (X) Special Rule - and does not have a version to replace - simply add the relevant Aspect Shrine (X) Special Rule to its unit profile instead.

Whilst each Aspect Shrine upgrade notes the amount of times an Exarch from a Detachment may select it (usually only one), an Autarch may select any Aspect Shrine upgrade and does not count toward the amount of times it may be selected by Exarchs in the same Detachment.

Aspect Shrine: Dark Reaper

Embodying death as the inescapable harvester of souls, Dark Reapers were a shrine devoted to annihilation at range. No matter how swift, silent, or hardened their enemies, a Dark Reaper would seek them out and destroy them. Tales abound of their legendary accuracy, rumours of missiles that could seek targets around corners and inside tunnels or drop ships felled from the sky.

This Aspect Shrine upgrade may only be selected by a single Exarch in a Detachment.

An Autarch or Exarch which selects the Dark Reaper Aspect Shrine upgrade gains the Heavy Sub-type.

Special Rules

An Autarch or Exarch which selects the Dark Reaper Aspect Shrine upgrade gains the Aspect Shrine (Dark Reaper), Relentless, Inescapable Accuracy, and Fast Shot Special Rules.

Wargear

An Autarch or Exarch which selects the Dark Reaper Aspect Shrine upgrade exchanges their Aspect Armour for Heavy Aspect Armour (if they are not already equipped with it), and gains a Reaper Launcher (with Starswarm, Starshot, and Starhawk Missiles) at no additional points cost.

In addition, an Autarch or Exarch which selects the Dark Reaper Aspect Shrine upgrade may choose to replace their Reaper Launcher (with Starswarm, Starshot, and Starhawk Missiles) for one of the following options below at the costs shown:

- Shuriken Cannon ..... Free
- Aeldari Missile Launcher (with Sunburst, Starshot, and Starhawk Missiles) ..... +10 points
- Tempest Launcher ..... +20 points

Aspect Shrine: Dire Avenger

The most common of the newly emerged Aspect Shrines, the Dire Avengers were the children of Asurmen, the eldest and great of the Phoenix Lords, founder of the Path of the Warrior. Devoted to the high ideals of implacable defence and unrelenting assault, those who trod in Asurmen's footsteps were flexible warriors who would face any odds with immeasurable courage.

This Aspect Shrine upgrade may be selected by up to three Exarchs in a Detachment.

Special Rules

An Autarch or Exarch which selects the Dire Avengers Aspect Shrine upgrade gains the Aspect Shrine (Dire Avenger), Flexible Tactics, and Feel No Pain (5+) Special Rules.

Wargear

An Autarch or Exarch which selects the Dire Avenger Aspect Shrine upgrade gains a Shuriken Pistol, Augury Scanner, and Twin-Linked Avenger Catapult at no additional points cost.

In addition, an Autarch or Exarch which selects the Dire Avenger Aspect Shrine upgrade may choose to replace their Twin-Linked Avenger Catapult for one of the following options:

- Power Weapon ..... +10 points
- Diresword ..... +25 points

Alternatively, an Autarch or Exarch which selects the Dire Avenger Aspect Shrine upgrade may choose to replace their Twin-Linked Avenger Catapult and Shuriken Pistol for one of the following options:

- Power Weapon and Improved Forceshield ..... +20 points
- Diresword and Improved Forceshield ..... +35 points

Aspect Shrine: Fire Dragon

Dragons, creatures of fire and death, the embodiment of destruction and wrath unleashed upon the world. Such was the totem chosen by the Fire Dragons Aspect Shrine, and to its tenants of destruction they held - all who opposed them purged by the fusion weapons that turned their base matter into the tools of their own destruction.

This Aspect Shrine upgrade may be selected by up to two Exarchs in a Detachment.

Special Rules

An Autarch or Exarch which selects the Fire Dragon Aspect Shrine upgrade gains the Aspect Shrine (Fire Dragon), Wrecker, and Crack Shot Special Rules.

Wargear

An Autarch or Exarch which selects the Fire Dragon Aspect Shrine upgrade exchanges their Aspect Armour for Heavy Aspect Armour (if they are not already equipped with it), and gains Melta Bombs and a Fusion Gun at no additional points cost.

In addition, an Autarch or Exarch which selects the Fire Dragon Aspect Shrine upgrade may exchange their Fusion Gun for one of the following options:

- Khaine's Fury ..... Free
- Firepike ..... +15 points

Aspect Shrine: Howling Banshee

While some say that all Aspect Shrines embodied aspects of Khaela Mensha Khaine, the Howling Banshees were the voice of Morai-Heg the Crone, Eldar Goddess of Death. Terrifying cries broke the field as they charged, the raw psychic force frying the nervous systems of unshielded mortals as the banshee's blades brought the promised end to their enemies.

This Aspect Shrine upgrade may be selected by up to two Exarchs in a Detachment.

Special Rules

An Autarch or Exarch which selects the Howling Banshee Aspect Shrine upgrade gains the Aspect Shrine (Howling Banshee), Fleet (2), Fear (1), Acrobatic, and War Shout Special Rules.

Wargear

An Autarch or Exarch which selects the Howling Banshee Aspect Shrine upgrade gains a Banshee Mask, Shuriken Pistol, and Power Sword at no additional points cost.

In addition, an Autarch or Exarch which selects the Howling Banshee Aspect Shrine upgrade may exchange their Power Sword for one of the following options:

- Triskele ..... Free
- Executioner ..... +10 points
- Two Mirrorswords ..... +20 points

Aspect Shrine: Shadow Spectre

Lithe spirits rarely seen, the Shadow Spectres during the Age of Darkness were little more than a rumour, even compared to the secretive nature of the Craftworlds as a whole. Called revenants and daemons by those few who observed them, only those of the Aspect itself knew the truth; that they were a martial tradition of flowing force, projecting the precision of powerful laser weaponry with pinpoint accuracy.

This Aspect Shrine upgrade may only be selected by a single Exarch in a Detachment.

Special Rules

An Autarch or Exarch which selects the Shadow Spectre Aspect Shrine upgrade gains the Aspect Shrine (Shadow Spectre), Fear (1), Shadow of Death, Relentless, and Shrouded (4+) Special Rules.

Wargear

An Autarch or Exarch which selects the Shadow Spectre Aspect Shrine upgrade exchanges their Aspect Armour for Heavy Aspect Armour (if they are not already equipped with it), and gains a Spectre Jet Pack, Haywire Grenades, and a Prism Rifle at no additional points cost.

In addition, an Autarch or Exarch which selects the Shadow Spectre Aspect Shrine upgrade may exchange their Prism Rifle for one of the following options:

- Haywire Launcher ..... +5 points
- Prism Blaster ..... +10 points

Aspect Shrine: Shining Spear

The Bringers of Dawn, The Final Charge, The Light of Anaris; shrines of the Shining Spears Aspect drew from an eternity of Eldar myth to describe their fundamental truth. A single, powerful blow could fell even the gods of old. Astride the fast moving Skyrunner Jetbikes they called their steeds, they tested this truth against the hides of their enemies.

This Aspect Shrine upgrade may only be selected by a single Exarch in a Detachment.

Special Rules

An Autarch or Exarch which selects the Shining Spear Aspect Shrine upgrade gains the Aspect Shrine (Shining Spear), Monster Hunter, Pathfinder, Shrouded (4+), Relentless, Firing Protocols (3), and Outflank Special Rules. In addition, a model which selects this Aspect Shrine upgrade gains +1 to their Wounds Characteristic.

Wargear

An Autarch or Exarch which selects the Shining Spear Aspect Shrine upgrade exchanges their Aspect Armour for Heavy Aspect Armour (if they are not already equipped with it), gains a Laser Lance, Shuriken Pistol, and a Skyrunner Jetbike at no additional points cost.

In addition, an Autarch or Exarch which selects the Shining Spear Aspect Shrine upgrade may choose to replace their Laser Lance for one of the following options:

- Power Weapon ..... Free
- Star Lance ..... +15 points

Aspect Shrine: Striking Scorpion

Shrouded in secrecy on the battlefield and the doors of their shrines, the Striking Scorpions knew that timing was the key to victory. Eager to prove themselves in the wake of their original Phoenix Lord's betrayal, Striking Scorpion Aspect warriors were a relentless presence on the battlefield. Those who called upon this training were especially subtle commanders, a stark contrast to the brutality of their chain blades.

This Aspect Shrine upgrade may only be selected by a single Exarch in a Detachment.

Special Rules

An Autarch or Exarch which selects the Striking Scorpion Aspect Shrine upgrade gains the Aspect Shrine (Striking Scorpion), Brutal Ambush, Infiltrate, Move Through Cover, Stalker, and Fleet (2) Special Rules.

Wargear

An Autarch or Exarch which selects the Striking Scorpion Aspect Shrine upgrade exchanges their Aspect Armour for Heavy Aspect Armour (if they are not already equipped with it), and gains a Shuriken Pistol, Scorpion Chainsword, and a Mandiblaster at no additional points cost.

In addition, an Autarch or Exarch which selects the Striking Scorpion Aspect Shrine upgrade may choose to replace their Shuriken Pistol for one of the following options:

- Biting Blade ..... +10 points
- Scorpion's Claw ..... +20 points

Alternatively, an Autarch or Exarch which selects the Striking Scorpion Aspect Shrine upgrade may choose to replace their Scorpion Chainsword and Shuriken Pistol for:

- Two Chainsabres ..... +10 points

Aspect Shrine: Swooping Hawk

Ancient tales say that Isha wished to gift her children with the power of flight, but the Phoenix King would not allow it, knowing the mischief those same children might perform. Now, at the end of their race, the hand of the Phoenix returned to give that gift to the Eldar, whose Aspect Shrines drilled relentlessly in the art of flight, using it to deploy the deadly rays of their las weaponry, and the explosive force of their grenade packs. Swiftly spreading as the appeal of flight resonated deeply within the minds of every Eldar, the Swooping Hawks were becoming increasingly common as the fall receded into the past.

This Aspect Shrine upgrade may only be selected by a single Exarch in a Detachment.

Special Rules

An Autarch or Exarch which selects the Swooping Hawk Aspect Shrine upgrade gains the Aspect Shrine (Swooping Hawk), Herald of Victory, Skyleap, and Skystrike Special Rules.

Wargear

An Autarch or Exarch which selects the Swooping Hawk Aspect Shrine upgrade gains Swooping Hawk Wings, a Hawk Lasblaster, Haywire Grenades, and a Grenade Pack at no additional points cost.

In addition, an Autarch or Exarch which selects the Swooping Hawk Aspect Shrine upgrade may exchange their Hawk Lasblaster for one of the following options:

- Hawk's Talon ..... +10 points
- Sunrifle ..... +15 points

Aspect Shrine: Warp Spider

The Webway was a unique place, existing on the edge of the real and the unreal, the material and the empyrean. The diminutive creatures known as Warp Spiders that made their homes here acted like an immune system, hunting daemonic forces and repairing small damage to this intricate system. The Warp Spiders themselves fearlessly embraced this ideology, risking their very souls to travel the deeper void and remove their prey's threat to the skeins of fate.

This Aspect Shrine upgrade may only be selected by a single Exarch in a Detachment.

Special Rules

An Autarch or Exarch which selects the Warp Spider Aspect Shrine upgrade gains the Aspect Shrine (Warp Spider), Flickerjump, Hit & Run, Firing Protocols (2) and Iron Resolve Special Rules.

Wargear

An Autarch or Exarch which selects the Warp Spider Aspect Shrine upgrade exchanges their Aspect Armour for Heavy Aspect Armour (if they are not already equipped with it), and gains a Warp Jump Generator and a Death Spinner at no additional points cost.

An Autarch or Exarch which selects the Warp Spider Aspect Shrine upgrade may exchange their Death Spinner for one of the following options:

- Two Death Spinners ..... +5 points
- Spinneret Rifle ..... +15 points

In addition, an Autarch or Exarch which selects the Warp Spider Aspect Shrine upgrade may choose to purchase the following:

- Two Power Swords ..... +15 points

World-Runes

The Craftworlds were possessed of a unique spirit and disposition; a product of the Aeldari they took from the home-worlds as their empire crumbled in the Great Fall. These unique combinations of culture and mentality resulted in each Craftworld fighting in individual - and even idiosyncratic - ways.

This section presents a set of World-Runes, dispositions that allow Aeldari Autarchs to fight in a style most befitting their ancient race's beliefs.

Each World-Rune presents one of these cultures, and is chosen when a player selects their army – before the start of a battle. The rules for each individual World-Rune will present a number of Effects which will grant the Detachment new options or Special Rules, as well as a number of Limitations which will deny the Detachment access to certain options or rules it might otherwise be able to make use of. Unless otherwise stated as part of the World-Rune's rules, all Effects and Limitations must be applied to models and units that are selected as part of the Detachment that it has been chosen for. Some World-Runes may only be chosen for a Primary Detachment or an Allied Detachment – such Limitations will be clearly stated as part of the World-Rune.

Gaining Access to World-Runes

Any Detachment that has the Aeldari (Asuryani) Faction, and fulfils at least one of the following conditions, may use a World-Rune:

- The Detachment includes at least one model with both the Asuryani Sub-type and the Path of Command Special Rule (such as an Autarch).
- The Detachment can upgrade at least one model from the Detachment to have the Path of Command Special Rule as noted in a specific World-Rune that allows this (see Echoes of the Fallen and The Tears of Lileath World Runes that follow).

World-Rune: The Serpent Host

Some Craftworlds played host to vast numbers of those Eldar who claimed Windrider clan ancestry. On these Craftworlds, it was well established that in times of war, great lance-banners of anti-grav cavalry would muster, ready to defend their home and ensure the horrors of the fall did not claim those among them who had survived it.

Effects

- Windrider Squads in a Detachment with this World-Rune do not have the Support Squad Special Rule.
- Windrider Squads taken as Compulsory Troops in a Detachment with this World-Rune gain the Line Sub-type.
- Vyper Squadrons may be taken as non-Compulsory Troops in a Detachment with this World-Rune.
- Shining Spears units may be taken as Elites choices in a Detachment with this World-Rune.
- When selecting an army using this World-Rune, a single unit made up entirely of models with the Aspect Shrine (Shining Spear) Special Rule may be selected, without restriction regardless of which Aspect Shrine Upgrades are selected for the army. A unit selected in this way still occupies a Force Organisation Chart slot as normal.

Limitations

- A Detachment with this World-Rune must select more units equipped with Skyrunner Jetbikes, Vyper Jetbikes, or Raptor Jetbikes than units without.
- Compulsory HQ choices in a Detachment with this World-Rune must be made up entirely of models with Skyrunner Jetbikes.
- Any unit made up entirely of models without the Cavalry Unit Type in a Detachment with this World-Rune that does not begin play Embarked on a model with the Transport Sub-type, or any model with the Vehicle Unit Type without either the Transport or Fast Sub-types, must begin play in Reserve if the mission allows it. If the mission does not allow any units to be placed into Reserves then the unit is instead deployed as normal.
- A Detachment using this World-Rune may not select any Fortification choices.

World-Rune: The Sword-Wind

On those earliest Craftworlds to flee the ancient doom of the Eldar race, the Aspect Shrines saw a ready and willing acceptance. It was on such Craftworlds that the Aspects rose rapidly to prominence - and the Asuryani way of war adapted to bring its full use to bear.

Effects

- A Detachment with this World-Rune may include up to two Aspect Exarch units, instead of the one normally permitted.
- An Autarch in a Detachment with this World-Rune may select a second Aspect Shrine Upgrade. This upgrade must be different to the first, and they must pay the points cost for it respectively, gaining all Unit Types, Sub-types, Special Rules, and Wargear associated with the upgrades.

Limitations

- A Detachment with this World-Rune must include an Autarch, and they must be selected to be the Warlord, unless a model with the Phoenix Lord Unit Type is present - in which case, that model must be your Warlord instead.
- An Allied Detachment may not use this World-Rune.
- An Detachment with this World-Rune may not include more non-Infantry units than it does Infantry units. Units of Aspect Exarchs, Bonesingers Conclaves, Guardian Officer Cadres, Guardian Defenders, and Storm Guardians are not counted for the purposes of this Limitation.

World-Rune: Echoes of the Fallen

Reviled as a necromantic perversion, and an unacceptable horror, there was nonetheless a dire need for the use of the Wraith-Constructs whose use was foremost supported by those known as Wraith Guides. Though shunned by the Eldar race at large, none could deny their effectiveness in war; nor the lives they saved in preventing Aeldari blood from being spilled.

Effects

- A single Wraith Guide, Wraithseer, or Wraithlord Conclave unit composed of a single model in a Detachment with this World-Rune may be taken as a Compulsory HQ choice - if taken in this way, the unit gains the Path of Command Special Rule, as well as the Character Sub-type if they do not already possess it. A model selected in this way must be selected to be your Warlord. In addition, if the model selected in this way is not already equipped with Guide Stones, they may select them at a cost of +15 points. A Wraithseer selected in this fashion does not count towards the 0-1 limitation normally present on this unit.
- Units of Wraithblades and Wraithguard may be taken as Troops in a Detachment with this World-Rune.
- Units of Wraithblades and Wraithguard taken as Compulsory Troops in a Detachment with this World-Rune gain the Line Sub-type.
- A Detachment using this World-Rune does not count units of Wraithblades or Wraithguard toward the number of units with the Wraith Sub-type they are allowed to select by the Wraith Guide Special Rule.

Limitations

- A Detachment with this World-Rune must include a Wraith Guide.
- A Detachment with this World-Rune must include at least as many units with the Wraith Sub-type as without. Units of Guardian Officer Cadres, Guardian Defenders, and Storm Guardians are not counted for the purposes of this Limitation.
- An Allied Detachment may not use this World-Rune.
- A Detachment using this World-Rune may only select a single Fast Attack Choice.
- An army containing a Detachment using this World-Rune may never roll to Seize the Initiative.
- A Detachment using this World-Rune is counted as Distrusted Allies to all other Aeldari Sub-Factions.

World-Rune: The Hunter's Moon

Whether through oppression or personal rebellion, many chose to walk the Path of the Outcast shortly after The Fall. Many who walked this path, however, still held strong ties to their Craftworld. As a result, it fell to these Rangers and Pathfinders to return to protect it. Through a combination of alacrity, precision and peerless camouflage, those that fought under the Hunter's Moon were able to use the battlefield itself to obscure themselves and move effortlessly around their clumsy foe with the grace and efficiency that venerated ancient aeldari warfare.

Effects

- Any model chosen as part of a Detachment with this World-Rune with the Independent Character special rule may be given an Outcast Cloak at a cost of +10 points each. An Independent Character that does so may choose to also gain the Skirmish Sub-type, as well as the Scout special rule, at no additional cost in points.
- Any model chosen as part of a Detachment with this World-Rune with the Character Sub-type may be equipped with a Ranger Long-Rifle at a cost of +10 points each.
- A single model within every unit chosen as part of a Detachment with this World-Rune with the Infantry Unit Type that does not have the Character Sub-type may be given a Gloom-Field at a cost of +15 points each.
- All models in a Detachment with this World-Rune that have the Infantry Unit type gain the Move Through Cover special rule.
- Units of Shroud Runners in a Detachment with this World-Rune gain the Line Unit Sub-type.
- Units of Rangers in a Detachment with this World-Rune gain the Pathfinder Special Rule, and lose the Support Squad Special Rule.

Limitations

- All models with the Vehicle Unit Type in a detachment using this World-Rune must begin play in Reserves.
- A Detachment using this World-Rune cannot include more Heavy Support choices than Fast Attack choices.
- All Compulsory Troops Choices in a Detachment using this World-Rune must be Rangers.

World-Rune: The Tears of Lileath

Many of the Craftworlds that departed in the wake of the Fall harboured extremely powerful Psykers, or found themselves with exaggerated amounts of Psykers in their population. Those which were blessed with such a curse balanced on the tightrope of dread. Where their increased psychic capability provided their Craftworld with Intuition and foresight bordering that of prescience, they knew that skeining the threads of fate with such hubris could draw the attention of the daemons that haunt them. Whatever the reason a Craftworld cradled them, many Warlocks, Seers, and other psychic warriors followed their armies into battle to lend their psychic powers to their comrades. However, this did not save them from the fear and suspicion using such power uncaringly bestowed, and what recourse could have occurred as a result.

Effects

- A single Farseer in a Detachment with this World-Rune gains the Path of Command Special Rule.
- A Detachment with this World-Rune may ignore the 0-1 limit on Seer Council units.
- All non-Vehicle models in a detachment with this World-Rune gain the Adamantium Will (6+) Special Rule. If a model has the Psyker Unit Sub-type, that model gains Adamantium Will (3+) Special Rule instead.
- Guardian Defenders, Storm Guardians, and Vaul's Wrath Support Batteries in a Detachment with this World-Rune may add a single Warlock to the unit, at a cost of +35 points (see Seer Council unit profile). A Warlock selected in this way may not be upgraded to a Warlock Skyrunner.
- Windrider squads in a Detachment with this World-Rune may add a single Warlock Skyrunner to the unit, at a cost of +50 points (see Seer Council unit profile).
- A player whose army includes a Primary Detachment using this World-Rune may re-roll any dice they roll to see which player takes the first turn, or when attempting to Seize the Initiative.

Limitations

- A detachment with this World-Rune must have a Farseer, or Eldrad Ulthran, as its Warlord.
- An Allied Detachment may not use this World-Rune.
- A detachment with this World-Rune must include at least one Seer Council selected as an Elites Choice.
- A detachment using this World-Rune cannot include more units with the Psyker Sub-type than units without.
- Any unit from a Detachment using this World-Rune that suffers Perils of the Warp as the result of making a Psychic Check is immediately Pinned - this overrides any effect of Unit Types which would normally allow a unit to ignore being Pinned (such as the Cavalry Unit Type, or a Unit Type granting the Fearless Special Rule), though this cannot affect any unit which does not have a Leadership Characteristic.

World-Rune: The Shattered Chains

The birth of the Eye of Terror was unforgiving to the Craftworlds caught in its Vortex during the rapture of the Aeldari. Many escaped its pull, and many fell victim to the Great Rift that was created in the wake of their once great empire. There were, however, few who fell under an estranged limbo, not wholly consumed by the terrible rift but still caught in its pull. Whether stuck in its proximity for a period of time, or permanently frozen within its reach, these shadowy people received little aid and were treated with open suspicion and hostility, for many believe no Aeldari could remain untouched by the predations of Chaos for so long. Despite this, those survivors harboured and harnessed an inner steel, granting great strength to those who survived against all odds.

Effects

- Independent Characters which were not selected as a Primarch Choice in a Detachment with this World-Rune may select a Guardian Officer Cadre as part of the same Force Organisation Slot choice. A unit selected in this manner is considered a "Retinue Squad" and must have a minimum of 2 models. The Retinue Squad does not use up a Force Organisation Slot and is considered a part of the same unit as the Independent Character. The Retinue Squad must be deployed with the Independent Character as part of the unit and the Independent Character may not voluntarily leave the Guardian Officer Cadre during play. All models in a Guardian Officer Cadre unit taken as a Retinue Squad lose the Guardian Officers Special Rule and the Character Sub-type, and gain the Chosen Warriors Special Rule. If an Independent Character has a Skyrunner Jetbike, their Retinue Squad must all have Skyrunner Jetbikes. If an Independent Character does not have a Skyrunner Jetbike, their Retinue Squad must not have Skyrunner Jetbikes.
- A Detachment with this World-Rune may ignore the 0-1 limit on Guardian Officer Cadre units, and may take them as HQ choices; Guardian Officer Cadre units taken as HQ Choices lose the Guardian Officers Special Rule and the Character Sub-type, and gain the Chosen Warriors Special Rule.
- Guardian Defenders may be selected as Elites choices. When Guardian Defenders are taken in this manner, increase the Ballistic Skill Characteristic of all Guardian Defender and Defender Platform models in that unit to 5.
- Storm Guardians may be selected as Elites choices. When Storm Guardians are taken in this manner, increase the Weapon Skill Characteristic of all Storm Guardian and Defender Platform models in that unit to 5.
- All models without the Aspect Shrine (X) Special Rule or the Wraith Unit Sub-Type gain the Stubborn Special Rule. If a model does not have a Leadership Characteristic, they instead ignore the effects of any Crew Shaken result on the Vehicle Damage table.

Limitations

- A Detachment using this World-Rune is counted as Distrusted Allies to all other Eldar Sub-Factions.
- All Compulsory Troops choices taken in a Detachment using this World-Rune must be Guardian Defenders or Storm Guardians.
- All Compulsory Troops choices taken in a Detachment using this World-Rune must take the maximum number of models possible for that unit (though note that this does not include Defender Platforms, where applicable).

World-Rune: The Crucible of Blood

Many Craftworlds who fled following the Fall of the Aeldari harboured more talented craftspeople than talented warriors. These bonesingers' skills were redirected from once peaceful professions to instead produce only the finest Weapons and Engines of Vaul, upscaling their dwindling military power with Grav-Tanks and Walkers of consummate firepower. Warhosts provisioned in such a way fielded War-smiths to bring the talented capabilities of their bonesingers to practise their art in the heat of battle and even the leaders of such hosts knew the true capabilities of Vaul's Engines, and spent time amongst their own conclaves to learn the ways of the shaper.

Effects

- All units using this World-Rune eligible to take a Wave Serpent as a Dedicated Transport may instead take a single Falcon as a Dedicated Transport if the unit numbers 5 models or less.
- Falcon Squadrons in a Detachment using this World-Rune may be selected as Non-Compulsory Troops Choices.
- Firestorm Squadrons and Night Spinner Squadrons in a Detachment using this World-Rune may be selected as Elites choices.
- Models with the Bonesinger Companions Special Rule may ignore the restrictions applied to units they are permitted to join, and may instead join any with the Infantry Unit Type and the Asuryani Sub-type.
- A Detachment with this World-Rune may ignore the 0-1 limit on Bonesinger Conclaves, and may take them as Non-Compulsory Troops choices.
- If the Warlord of this army does not have the Unique Sub-type, the Warlord of this army gains the Path of the Shaper Special Rule.

Limitations

- All units in a Detachment using this World-Rune with the Infantry Unit Type must begin the battle Embarked upon a model with the Transport Sub-Type; any Infantry models in a Detachment using this using this World-Rune, both those deployed on the battlefield and in Reserves, that are not Embarked upon a model with the Transport Sub-type at the beginning of the first Game Turn must be removed as casualties.
- At least one Bonesinger Conclave must be selected in a Detachment with this World-Rune.
- An Allied Detachment may not use this World-Rune.
- A Detachment with this World-Rune may not select any units with the Wraith Sub-type.

The Runes of the Asuryani

In order to protect themselves and their kin from the uncontrolled perils of the Warp, Aeldari Seers channel their psychic energies through Wraithbone Runes.

This section presents a set of Psychic Disciplines unique to the Asuryani; access to these is limited to models with the Asuryani Sub-type, and each is assigned to relevant units by Special Rules on their unit profile.

Psychic Discipline: The Runes of Battle

A Psyker with this Discipline gains a single one of the listed Psychic Powers or Weapons, including both sub-powers, unless they have a Special Rule or other ability that allows them to gain more, as well as the Aetheric Lightning Psychic Weapon (see page 322 of the Horus Heresy: Age of Darkness Core Rulebook) - unless they have already gained this power from another source.

Each power is actually comprised of two sub-powers or weapons – each time the unit which selected a power from the Runes of Battle Psychic Discipline attempts to cast it, they must first decide which of its two sub-powers or weapons they wish to use.

Conceal / Reveal (Psychic Power)

The Seer obscures their allies with a psychic shroud, while the shadows that would hide their foe are cast aside, leaving them in the Aeldari's sights.

Conceal

Instead of making a Shooting Attack, a Psyker with this Psychic Power may select a single friendly unit within 18", that unit gains the Shrouded (6+) Special Rule until the beginning of the controlling player's next turn. When using this power, the controlling player may choose to have the Psyker take a Psychic check. If the Check is passed then the target unit instead gains the Shrouded (5+) Special Rule until the beginning of the controlling player's next turn. If the Check is failed then no benefits are gained and the Psyker suffers Perils of the Warp.

Reveal

Instead of making a Shooting Attack, a Psyker with this Psychic Power may select a single enemy unit within 18" and line of sight of the Psyker, and take a Psychic check. If that Check is passed all models in the target unit may not benefit from the Shrouded (X) Special Rule, and decrease all Cover Saves granted by terrain by one (a unit with an existing 6+ cover save would therefore receive no cover save) until the beginning of the Controlling Player's next turn. If the Check is failed then the Psyker suffers Perils of the Warp.

Embolden / Horrify (Psychic Power)

Reaching into the minds of their kin, the Seer inspired them onward with images of their inevitable victory, or else drained the fleeting resolve of their enemy through terrifying visions of doom.

Embolden

Instead of making a Shooting Attack, a Psyker with this power may select a single friendly unit within 18", that unit gains the Stubborn Special Rule until the beginning of the controlling player's next turn. When using this power, the controlling player may choose to have the Psyker take a Psychic check. If the Check is passed then the target unit instead gains the Fearless Special Rule until the beginning of the controlling player's next turn. If the Check is failed then no additional benefits are gained and the Psyker suffers Perils of the Warp.

Horrify

Instead of making a Shooting Attack, a Psyker with this Psychic Power may select a single enemy unit within 18" and line of sight of the Psyker and take a Psychic check. If that Check is passed all models in the target unit must reduce their Leadership by -2 until the beginning of the Controlling Player's next turn.

Quicken / Restrain (Psychic Power)

Time itself bends at the Seer's behest, transporting their kin across the battlefield at seemingly impossible speeds and forcing their enemies to trudge sluggishly against an invisible burden.

Quicken

At the start of the Movement Phase, a Psyker with this power may select a single friendly Infantry unit within 18", that unit increases its Move characteristic by +2 for the duration of the current player turn. When using this power, the controlling player may choose to have the Psyker take a Psychic check. If the Check is passed then the target unit also gains the Move Through Cover Special Rule until the beginning of the controlling player's next turn. If the Check is failed then no benefits are gained and the Psyker suffers Perils of the Warp.

Restrain

Instead of making a Shooting Attack, a Psyker with this Psychic Power may select a single enemy Infantry unit within 18" and line of sight of the Psyker and take a Psychic check. If that Check is passed all models in the target unit reduce their Movement characteristic by -2 (to a minimum of 1) and cannot Run until the beginning of the controlling player's next turn. If the Check is failed then the Psyker suffers Perils of the Warp.

Empower / Enervate (Psychic Power)

The Seer imbues their kin with newfound physical might, while their enemies feel their bodies wither and strain as their strength is drained away.

Empower

Instead of making a Shooting Attack, a Psyker with this Psychic Power may select a single friendly unit within 18", that unit increases its Strength Characteristic by +1 for the duration of the current player turn. When using this power, the controlling player may choose to have the Psyker take a Psychic check. If the Check is passed then both Strength and Toughness Characteristics are increased by +1 for the duration of the current player turn. If the Check is failed, then the target unit gains no benefit and the Psyker suffers Perils of the Warp.

Enervate

Instead of making a Shooting Attack, a Psyker with this Psychic Power may select a single enemy unit within 18" and line of sight of the Psyker and take a Psychic Check. If that Check is passed all models in the target unit reduce their Strength Characteristic by -1 (to a minimum of 1) until the beginning of the controlling player's next turn. If the Check is failed then the Psyker suffers Perils of the Warp.

Renewer (Psychic Power) / Destructor (Psychic Weapon)

The wounds of the Seer's kin are rapidly mended by a focused concentration of their psychic will, or unleashed upon the foe in waves of destructive energy that engulfs them in azure flame.

Renewer

Instead of making a Shooting Attack, a Psyker with this Psychic Power may select a single friendly unit with at least one model within 18", one model of the Controlling Player's choice regains a single lost Wound. When using this power, the Controlling Player may choose to have the Psyker take a Psychic Check. If the Check is passed then up to three lost Wounds are regained across the target unit. If the Check is failed, then the target unit gains no benefit and the Psyker suffers Perils of the Warp. This ability cannot be used to increase a model's Wounds beyond its starting Wounds Characteristic.

Destructor	**Range**	**Str**	**AP**	**Type**
Destructor	Template	5	5	Assault 1, Fleshbane, Torrent (9"), Breaching (6+), Psychic Focus

Psychic Discipline: The Runes of Fate

A Psyker with this Discipline gains all powers, attacks and other rules included as part of the Discipline, as well as the Aetheric Lightning Psychic Weapon (see page 322 of the Horus Heresy: Age of Darkness Core Rulebook) - unless they have already gained this power from another source.

Fortune (Psychic Power)

The Farseer twists and warps the skein with a gentle hand; not so much as to damage it, but enough that their fellow warriors are able to dodge shots that would otherwise have proved fatal, or otherwise shrug them off. This was often written off as insane luck to many hapless onlookers - but the Asuryani understood the truth of the matter.

Once per turn, at the start of any Phase, a Psyker with this Psychic Power's Controlling Player may select a single friendly unit with the Aeldari Faction within 18", and take a Psychic Check. If the Psychic Check is passed then the target unit may re-roll all failed Armour Saves or Invulnerable Saves for the duration of that Phase, but these re-rolls are taken at a penalty of -1 to Save roll, to a maximum of 6+ (meaning an Armour Save or Invulnerable Save of 3+ would only succeed on a dice roll of a '4', and so on).

Guide (Psychic Power)

By reaching into the future the Farseer gleams the knowledge of exactly where their enemy will be, and thus directs and maximises the firepower of their kin accordingly.

Instead of making a Shooting Attack, a Psyker with this Psychic Power may select a single friendly unit within 18" and take a Psychic check. If the Psychic check is passed then the target unit's ranged weapons gain the Twin-Linked Special Rule for the duration of the current player turn.

Eldritch Storm (Psychic Weapon)

The Farseer generates an enormous storm of psychic energy that crashes into the battlefield with forces capable of tearing apart man and machine with ease - the devastation spreading with time and focus.

	Range	Str	AP	Type
Eldritch Storm	24"	3	4	Assault 1, Large Blast (5"), Fleshbane, Haywire, Pinning, Psychic Focus, Gathering Storm

Psychic Discipline: The Runes of Twilight

A Psyker with this Discipline gains all powers, attacks and other rules included as part of the Discipline, as well as the Aetheric Lightning Psychic Weapon (see page 322 of the Horus Heresy: Age of Darkness Core Rulebook) - unless they have already gained this power from another source.

Voice of Twilight (Psychic Power)

By submerging their mind into the shadow realm the psyker is able to further empower their accompanying wraiths.

Instead of making a Shooting Attack, a Psyker with this Psychic Power may select a single friendly unit with a model within 18" which contains at least one model with the Wraith Sub-Type and apply one of the following effects to all models with the Wraith Sub-Type in the unit. All effects last until the beginning of the Controlling Player's next turn:

- The unit gains the Precision Shots (5+) Special Rule.
- The unit gains the Precision Strikes (5+) Special Rule.
- The unit gains the Split Fire Special Rule.
- The unit gains the Furious Charge Special Rule.

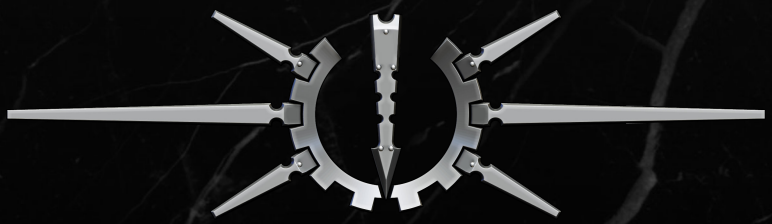
When using this power, the controlling player may choose to have the Psyker take a Psychic check. If the Check is passed then two different options may be applied to the target unit instead of one. If the Check is failed then no benefits are gained and the Psyker suffers Perils of the Warp.

Executioner (Psychic Weapon)

The psyker conjures an apparition to cleave through the enemy ranks, the mirror-image's killing edge renewed and ever more deadly with every foe torn apart by the baleful psychic energies.

	Range	Str	AP	Type
Executioner	18"	4	-	Assault 4, Fleshbane, Deflagrate, Disruption (5+), Precision Shots (5+), Psychic Focus

Asuryani:
HQ



0-1 Autarch ..... 80 Points

	M	WS	BS	S	T	W	I	A	Ld	Sv
Autarch	7	6	6	3	3	3	6	4	10	3+

Unit Composition

- 1 Autarch

Unit Type

- Infantry (Asuryani, Character)

Wargear

- Heavy Aspect Armour
- Improved Forceshield
- Plasma Grenades
- Close Combat Weapon

Special Rules

- Aspect Shrine (X)
- Independent Character
- Stubborn
- Fleet (1)
- Battle-Hardened (1)
- Path of Command

Options:

- An Autarch may select up to two of the following options, in any combination:
  - Chainsword ..... +2 points
  - Shuriken Pistol ..... +2 points
  - Shuriken Catapult ..... +5 points
  - Power Weapon ..... +10 points
  - Charnabal Weapon ..... +10 points
  - Fusion Pistol ..... +15 points
  - Star Glaive ..... +20 points

Aspect Shrines

An Autarch must select a single Aspect Shrine upgrade; no model may take more than one such upgrade unless they are explicitly given the ability to select additional ones from another source. The various Aspect Shrine upgrades and their relevant costs are listed here, but full rules for them can be found in the Aspect Shrine Upgrades section:

- Dark Reaper ..... +30 points
- Dire Avenger ..... +15 points
- Fire Dragon ..... +15 points
- Howling Banshee ..... +15 points
- Shadow Spectre ..... +25 points
- Shining Spear ..... +25 points
- Striking Scorpion ..... +25 points
- Swooping Hawk ..... +20 points
- Warp Spider ..... +20 points

HQ

The Eldar Path system covered all aspects of life; from the path of the life, to the path of the warrior, the heart scribe, and even the bonesinger. Some paths were rarer than others, and the Autarch was one such. Autarchs were experienced warriors, having trod the paths of both guardian and Aspect, before finally treading the Path of Command.

Focused on the art of strategy and logistics, an Autarch was capable of crafting campaigns, leading from the front or from orbit with equal precision. Availed of the psychic technologies of their people an Autarch was able to take in the data of thousands of warriors when needed and issue commands to fights vast distances away.

These leaders were greatly needed to lead Eldar warhosts. With the fall recent in the minds of all Asuryani, and the hunger of She Who Thirsts lurking in the warp, the flawless victories and clever strategies crafted by the Autarchs were pivotal to preserving those who remained. When combined with the peerless foresight of the Farseers, Autarchs provided the means to give Craftworlds the success they needed to survive the brutality of the Age of Darkness.

0-1 Aspect Exarchs ..... 20 Points

	M	WS	BS	S	T	W	I	A	Ld	Sv
Exarch	7	5	5	3	3	2	6	3	9	4+

Unit Composition

- 1 Exarch

Unit Type

- Infantry (Asuryani, Character)

Wargear

- Aspect Armour
- Plasma Grenades

Special Rules

- Aspect Shrine (X)
- Fleet (1)
- Aspect Ascendant

Options:

- An Aspect Exarchs unit may include:
  - Up to 3 additional Exarchs ..... +20 points per model

Aspect Shrines

Each Exarch must select a single Aspect Shrine upgrade; no model may take more than one such upgrade unless they are explicitly given the ability to select additional ones from another source. The various Aspect Shrine upgrades and their relevant costs are listed here, but full rules for them can be found in the Aspect Shrine Upgrades section:

- Dark Reaper ..... +30 points
- Dire Avenger ..... +15 points
- Fire Dragon ..... +15 points
- Howling Banshee ..... +15 points
- Shadow Spectre ..... +25 points
- Shining Spear ..... +25 points
- Striking Scorpion ..... +25 points
- Swooping Hawk ..... +20 points
- Warp Spider ..... +20 points

HQ

The Path system of the Craftworlds focused and shielded the mind of an Eldar from its own vast potential to harm itself. This focus was levels beyond what ordinary humans could achieve, encompassing every aspect of the walker's life; yet that in and of itself became a trap for many minds. To the horror of early Craftworlders, the Path of the Warrior could be trod so far and so deeply that the walker could not find their way off the path to pursue any other endeavour.

Such Eldar became known as Exarchs. Living entirely within their temples these warriors trained to a peerless height and both crafted and wielded powerful weapons of artisanal quality. These same Exarchs also trained new warriors, and even founded new Shrines upon new worlds. Through their tireless and focused efforts the Aspect Shrines spread from Craftworld to Craftworld and strengthened the forces of the recovering Asuryani.

Farseer..... 150 Points

	M	WS	BS	S	T	W	I	A	Ld	Sv
Farseer	7	5	5	3	3	3	5	2	10	-
Farseer Skyrunner	18	5	5	3	3	4	5	2	10	-

Unit Composition

- 1 Farseer

Unit Type

- Farseer: Infantry
  (Asuryani, Character, Psyker)
- Farseer Skyrunner: Cavalry
  (Asuryani, Antigrav, Character, Psyker)

Wargear

- Rune Armour
- Shuriken Pistol
- Witch Weapon
- Plasma Grenades
- Skyrunner Jetbike
  (Farseer Skyrunner only)

Special Rules

- Independent Character
- Fleet (1)
- Adamantium Will (3+)
- Path of the Farseer
- Runes of Warding
- Runes of Witnessing
- Psychic Mastery (2)

Options:

- A Farseer may be upgraded to a:
  - Farseer Skyrunner ..... +25 points
- A Farseer may exchange their Witch Weapon for the following:
  - Singing Spear..... +5 points

HQ

Of all the paths that the Asuryani walked, the Path of the Seer was perhaps the most respected. Eldar technology was based upon their innate psychic potential, with even the smallest constructions using psychic controls or being powered by psychic forces. Yet, much like the Aspect Exarchs, this same path-based life that protected their minds and focused their abilities trapped some in a singular way of life. For many upon the path of the Seer, this lead them down to the way of the Farseer, powerful diviners capable of travelling the skein of fate both forward and back.

Such journeys were often wrought with danger. Thousands of possibilities could bubble up from even the most innocuous of acts, and only the most powerful minds could hope to contain this information and divine the important junctions from the unending flow of time itself. Farseers used runes, powerful symbols that assisted them in unlocking parts of their mind usually sealed unconsciously as to control their mental voyage upon the skein. This made farseers perhaps the most powerful diviners of their time, capable of foreseeing the outcomes of actions centuries before into the future thousands of years hence.

Wraith Guide ..... 80 Points

	M	WS	BS	S	T	W	I	A	Ld	Sv
Wraith Guide	7	5	5	3	3	2	5	2	9	-

Unit Composition

- 1 Wraith Guide

Unit Type

- Infantry (Asuryani, Psyker, Character)

Wargear

- Rune Armour
- Shuriken Pistol
- Witch Weapon
- Plasma Grenades
- Guide Stones

Special Rules

- Independent Character
- Fleet (1)
- Path of the Dead
- Psychic Mastery (2)

HQ

In the aftermath of the fall, the ability of the Anrathe to craft and maintain the Ghost Warrior automatons was lost; their cold wraithbone shells falling into disuse and disrepair. As the Craftworlds began to realise the shape of their doom, however, and Spirit Stone technology rose to prevalence, so too did a new class of Aeldari, and a new path - the Wraith Guides, and the Path of the Dead.

Seen as necromancers by many Eldar, and reviled by some, the Wraith Guides held their duty to safeguard the lives and souls of their fellow Aeldari as a sacred task. It was into this duty that the first Wraith Guides entombed the Spirit Stones of their Craftworld kin into the husks of the ancient Ghost Warriors, replacing their automata minds with that of once-living Eldar.

In times of direst need, the Wraith Guides took upon themselves the task of guiding these new warriors into battle, the souls of the once-dead denied rest at the behest of an age of battle, and of darkness.

Eldrad Ulthran ..... 240 Points

High Farseer of Craftworld Ulthwé

	M	WS	BS	S	T	W	I	A	Ld	Sv
Eldrad Ulthran	7	5	5	3	3	3	5	3	10	-

Unit Composition

- 1 Eldrad Ulthran

Unit Type

- Infantry
  (Asuryani, Character, Psyker, Unique)

HQ

The Aeldari known as Eldrad Ulthran was still relatively young - for one of his long-lived kind - when the nascent Imperium set out across the stars to begin the Great Crusade. A talented Seer even at his young age, he watched with eyes both envious and sad; Eldrad knew the empire humanity set forth to build would never again be within the purview of the Eldar.

This envy and sadness soured to fear within a dangerously short time.

Stabbing pain precluded visions of treachery, of brother turned upon brother, and a second race fallen prey to the powers of the beyond. Desperate to prevent this same ancient doom affecting another race, he reached to contact one of the Primarchs - only realising too late that Fulgrim, despite his earnest outward perception, was in fact already tainted...

Reeling from his discovery, Eldrad was forced to watch from the sidelines as the Imperium turned inward upon itself in madness, and the events of the fall of his race were replayed again in another...

Wargear

- Armour of the Last Runes
- Shuriken Pistol
- Witchblade
- Plasma Grenades
- Staff of Ulthamar

Special Rules

- Independent Character
- Fleet (1)
- Stubborn
- Adamantium Will (2+)
- Battle-Hardened (1)
- Path of the Farseer
- Path of Command
- Runes of Warding
- Runes of Witnessing
- Psychic Mastery (3)
- **Warlord:** Fate Reader

Warlord: Fate Reader

If chosen as the army's Warlord, Eldrad Ulthran automatically has Fate Reader as his Warlord Trait and may not select any other.

If an army's Warlord has this Trait, then at the start of the battle before any models are deployed, up to three units with the Infantry or Cavalry Unit Type in your army may be given the Infiltrate and Scout Special Rule.

In addition, an army whose Warlord has this Trait may make an additional Reaction in any one Phase of the Controlling Player's choice once per turn, as long as the Warlord has not been removed as a casualty.

Armour of the Last Runes

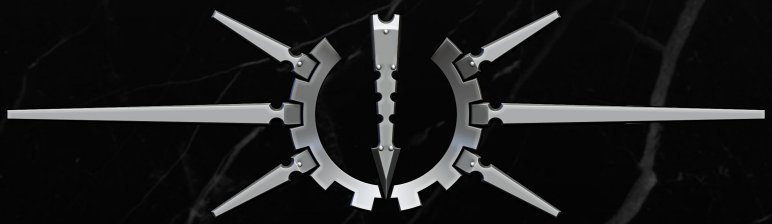
The Armour of the Last Runes confers a 3+ Invulnerable Save.

Staff of Ulthamar

The Staff of Ulthamar counts as a 'Witch' weapon for all rules which affect such weapons.

	Range	Str	AP	Type
Staff of Ulthamar	-	+1	2	Melee, Soul Tear, Force, Reach (1) Master-Crafted

Asuryani:
Elites



0-1 Guardian Officer Cadre .....20 Points

	M	WS	BS	S	T	W	I	A	Ld	Sv
Guardian Officer	7	5	5	3	3	2	5	2	8	4+
Skyrunner Officer	18	5	5	3	3	3	5	2	8	4+

Unit Composition

- 1 Guardian Officer

Unit Type

- Guardian Officer: Infantry (Asuryani, Character)
- Skyrunner Officer: Cavalry (Asuryani, Antigrav, Character)

Wargear

- Heavy Mesh Armour
- Shuriken Pistol
- Chainsword
- Plasma Grenades
- Skyrunner Jetbike (Skyrunner Officer only)

Special Rules

- Fleet (1)
- Guardian Officers
- Stubborn

Options:

- A Guardian Officer Cadre may include:
  - Up to eight additional Guardian Officers ..... +20 points per model
- Any Guardian Officer may be upgraded to a:
  - Skyrunner Officer ..... +15 points
- Any Guardian Officer may take one of the following:
  - Shuriken Catapult ..... +2 points
  - Flamer ..... +5 points
  - Fusion Gun ..... +10 points
- Any Guardian Officer or Skyrunner Officer may take exchange their Chainsword for:
  - Power Weapon ..... +5 points
- Any Guardian Officer or Skyrunner Officer may take exchange their Shuriken Pistol for:
  - Fusion Pistol ..... +10 points
- Any Guardian Officer or Skyrunner Officer may take a:
  - Forceshield ..... +15 points

ELITES

Guardians were the mainstay of Asyurani armies - militias raised from a Craftworld's civilian population. Guardian Officers were veterans of conflicts before and after the Fall, though the innumerable dangers the Craftworlds faced quickly cultivated many battle-hardened troops. Inevitably, the responsibility of leading Guardian squads fell upon these most experienced of soldiers.

Whether they led on foot or were mounted on a jetbike, Guardian Officers were afforded more individualised equipment both for personal protection from would-be assassins and to better support their squads.

As the expansion of the fledgling Aspect Shrines continued in the centuries after the Fall, it was inevitable that many of those who trod the Path of the Warrior had previously served as Guardian Officers – and would do so again upon leaving it.

0-1 Seer Council .....35 Points

	M	WS	BS	S	T	W	I	A	Ld	Sv
Warlock	7	4	4	3	3	2	5	1	8	-
Warlock Skyrunner	18	4	4	3	3	3	5	1	8	-

Unit Composition

- 1 Warlock

Unit Type

- Warlock: Infantry (Asuryani, Psyker)
- Warlock Skyrunner: Cavalry (Asuryani, Antigrav, Psyker)

Wargear

- Rune Armour
- Witch Weapon
- Shuriken Pistol
- Plasma Grenades
- Skyrunner Jetbike (Warlock Skyrunner only)

Special Rules

- Fleet (1)
- Communion of Minds
- Seer Council Retinue
- The Runes of War
- Chosen Warriors

Dedicated Transport:

- A Seer Council composed entirely of only Warlocks may take a Wave Serpent as a Dedicated Transport. As a Dedicated Transport this does not use up an additional Force Organisation slot, but its point cost must still be paid for as part of the army.

Options:

- A Seer Council may include:
  - Up to 9 additional Warlocks ..... +35 points per model
- The unit may have all models in it upgraded to (the whole unit must be so upgraded):
  - Warlock Skyrunners ..... +15 points per model
- Any Warlock may exchange their Witch Weapon for a:
  - Singing Spear ..... +15 points
- One model in the unit may take a:
  - Craftworld Standard ..... +10 points
- One model in the unit may take a:
  - Augury Scanner ..... +10 points
- One model in the unit may take a:
  - Comm-Bead ..... +10 points

ELITES

Eldar seers were powerful opponents to anyone on the field, unleashing psychic blasts and seeming to change the laws of reality to bend to their will. Fearsome beyond doubt, rumours and rare pict-captures showed the deployment of entire units of seers bearing ancient weapons of distinct Eldar provenance - commonly called 'witch' weapons in low gothic - to battlezones throughout the galaxy.

These Warlocks, as they became known, displayed fighting styles akin to those of Aspect Warriors, rumoured to have walked both the Path of the Warrior and of the Seer, to devastating effect. Such living weapons were thankfully rare in the early days of the Craftworlds, and most frequently used as bodyguard units for valuable diviners known as Farseers. Their presence was a statement of the importance of a conflict to the Eldar, and a warning of powerful weapons taking shape not yet seen by Imperial Commanders at the end of the Great Crusade...

0-1 Bonesinger Conclave ..... 45 Points

	M	WS	BS	S	T	W	I	A	Ld	Sv
Bonesinger	7	4	4	3	3	1	5	1	8	-

Unit Composition

- 1 Bonesinger

Unit Type

- Infantry (Asuryani)

Wargear

- Rune Armour
- Psytronome Shaper

Special Rules

- Fleet (1)
- Path of the Shaper
- Bonesinger Companions

Options:

- A Bonesinger Conclave may include:
  - Up to 8 additional Bonesingers.....+45 points per model

ELITES

Those Eldar craftspeople who escaped the fall upon the Craftworlds found their talents in demand in the years that followed; for Aeldari technology had long relied upon the substance known as Wraithbone, and the Bonesingers were capable of literally singing it into shape, encouraging its growth into any shape and form they required.

This skill was not without need on the battlefield, much to the sadness and reluctance of those who had taken the path of the shaper - for those wounds upon the battlefield both flesh and Wraithbone could be sung together, stitched by needles that threaded themselves, or hull-plates bound back together with impossible speed as their craft healed under the Singer's direction.

Fire Dragons..... 110 Points

	M	WS	BS	S	T	W	I	A	Ld	Sv
Fire Dragon	7	4	5	3	3	2	5	1	8	3+

Unit Composition

- 4 Fire Dragons

Unit Type

- Infantry (Asuryani)

Wargear

- Heavy Aspect Armour
- Melta Bombs
- Fusion Gun
- Plasma Grenades

Special Rules

- Aspect Shrine (Fire Dragon)
- Fleet (1)
- Wrecker

Dedicated Transport:

- A unit of Fire Dragons may take a Wave Serpent as a Dedicated Transport. As a Dedicated Transport this does not use up an additional Force Organisation slot, but its point cost must still be paid for as part of the army.

Options:

- A Fire Dragons unit may include:
  - Up to 6 additional Fire Dragons ..... +26 points per model
- One model in the unit may take a:
  - Craftworld Standard .....+10 points
- One model in the unit may take a:
  - Augury Scanner .....+10 points
- One model in the unit may take a:
  - Comm-Bead .....+10 points

ELITES

In Eldar myth, the Dragon is a creature of wanton destruction, laying waste to everything in its path in fire and flame. The Fire Dragon Aspect Shrine sought to embody this aspect of war, the all-consuming flame of their fusion weapons ripping through armor and fortification alike with the power of a star.

Heavily armoured and toting ferocious firepower, the Aspect Warriors of the Fire Dragons quickly gained a place on many Craftworlds reeling from the fall of the old empire due to the prolific journeys of their founder, Fuegan. Seemingly tireless, Fuegan was witnessed across the galaxy destroying the mightiest foes who would snuff out the last embers of the Eldar people. His students followed in his wake, showing that even after the fall, the light of the Eldar burned brightly into an Age of Darkness.

Striking Scorpions.....100 Points

	M	WS	BS	S	T	W	I	A	Ld	Sv
Striking Scorpion	7	5	4	3	3	2	5	2	8	3+

Unit Composition

- 4 Striking Scorpions

Unit Type

- Infantry (Asuryani)

Wargear

- Heavy Aspect Armour
- Shuriken Pistol
- Scorpion Chainsword
- Plasma Grenades
- Mandiblaster

Special Rules

- Aspect Shrine (Striking Scorpion)
- Fleet (2)
- Infiltrate
- Move Through Cover
- Brutal Ambush

Dedicated Transport:

- A unit of Striking Scorpions may take a Wave Serpent as a Dedicated Transport. As a Dedicated Transport this does not use up an additional Force Organisation slot, but its point cost must still be paid for as part of the army.

Options:

- A Striking Scorpions unit may include:
  - Up to 6 additional Striking Scorpions.....+24 points per model
- One model in the unit may take a:
  - Craftworld Standard .....+10 points
- One model in the unit may take a:
  - Augury Scanner .....+10 points
- One model in the unit may take a:
  - Comm-Bead .....+10 points

ELITES

Frequently overlooked, a diminutive scorpion's sting will cripple or kill predators hundreds of times their size. The heavily armoured aspect warriors of the Striking Scorpions sought to emulate these stealthy and lethal creatures, bringing brutality from the shadows. In addition to their potent chainsword and shuriken weaponry, they bore a pair of specialised weapon pods mounted to the sides of their helmets; these scorpion-stingers would project a hail of crystalline flechettes into a target at supersonic speeds, followed immediately by a powerful laser burst. This would instantly turn the attuned crystals into a plasma charge which would detonate already partially within the target resulting in a frequently lethal explosion.

Despite their effectiveness, some felt the Striking Scorpions were ill-omened, their founder Arhra having fallen to the dark lures of Chaos. In Arhra's place, a new Phoenix had risen to the mantle of leading the Scorpions; Karandras. Under Karandras' direction, his children would hunt Arhra for millennia, spreading the teachings of the Scorpion in spite of his crimes, and in effort to expunge his treachery.

Howling Banshees ..... 95 Points

	M	WS	BS	S	T	W	I	A	Ld	Sv
Howling Banshee	7	5	4	3	3	2	5	2	8	4+

Unit Composition

- 4 Howling Banshees

Unit Type

- Infantry (Asuryani)

Wargear

- Aspect Armour
- Shuriken Pistol
- Power Sword
- Banshee Mask
- Plasma Grenades

Special Rules

- Aspect Shrine (Howling Banshee)
- Fleet (2)
- Fear (1)
- Acrobatic

Dedicated Transport:

- A unit of Howling Banshees may take a Wave Serpent as a Dedicated Transport. As a Dedicated Transport this does not use up an additional Force Organisation slot, but its point cost must still be paid for as part of the army.

Options:

- A Howling Banshees unit may include:
  - Up to 6 additional Howling Banshees .....+22 points per model
- One model in the unit may take a:
  - Craftworld Standard .....+10 points
- One model in the unit may take a:
  - Augury Scanner .....+10 points
- One model in the unit may take a:
  - Comm-Bead .....+10 points

ELITES

The Howling Banshees were so named for the banshees of Aeldari mythology; harbingers of woe and death whose cry was said to echo that of the Aeldari War-God, Khaela Mensha Khaine. As perhaps the most feared of all the Aspect Warriors, it is fitting they drew their inspiration from such horror.

Swift and agile even by Aeldari norms, their acrobatic skill seeing them leap and bound over obstacles without breaking stride, quickly closing ranks with their prey to begin a bloody slaughter with all the untouchable grace and athleticism of their approach. What Howling Banshees lacked in sheer brute strength, they more than made up for with speed and precision.

In addition to their panoply of blades, their infamous Banshee Masks acted as powerful sonic weapons, amplifying their battle screams to inflict severe damage on their foes' nervous systems, even so far as causing temporary paralysis - leaving them helpless as sheer terror overwhelmed them. By the end of the Great Crusade, the war cries of the Banshees had heralded the end of many a foe - both Imperial and not...

Wraithblades ..... 250 Points

	M	WS	BS	S	T	W	I	A	Ld	Sv
Wraithblade	7	5	4	5	5	3	4	3	8	3+

Unit Composition

- 5 Wraithblades

Unit Type

- Automata (Asuryani, Wraith)

Wargear

- Two Ghostswords
- Wraithform Shield

Special Rules

- It Will Not Die (6+)
- Bulky (2)

Dedicated Transport:

- A unit of Wraithblades numbering no more than five models may take a Wave Serpent as a Dedicated Transport. As a Dedicated Transport this does not use up an additional Force Organisation slot, but its points cost must still be paid for as part of the army.

Options:

- A Wraithblades unit may include:
  - Up to 5 additional Wraithblades ..... +50 points per model
- Any model may exchange either of their Ghostswords for one of the following options:
  - Forceshield ..... +5 points
  - Ghost Axe ..... +10 points

ELITES

Awoken only in times of great need, the Wraithblades were constructs that were kept apart from the other constructs of a Craftworld, lest the anger of the inhabitants of their Spirit Stones disturb others in the infinity circuit from their deserved rest.

When woken by the Craftworld's Wraith Guides, their rage was quick to spark, and they would set about the enemy of their Craftworld with weapons and shields sung from the same wraithbone as their construct bodies.

Furious fighters upon the battlefield, the Wraithblades' charge into the fray was unto the fury of Khaine himself. Few could stand against a full unit of Wraithblades in close combat, as their bodies flowed and move with an echo of the grace of their former lives.

Wraithguard .....300 Points

	M	WS	BS	S	T	W	I	A	Ld	Sv
Wraithguard	7	4	5	5	5	3	4	2	8	3+

Unit Composition

- 5 Wraithguard

Unit Type

- Automata (Asuryani, Wraith)

Wargear

- Wraithcannon
- Wraithform Shield

Special Rules

- It Will Not Die (6+)
- Bulky (2)

Dedicated Transport:

- A unit of Wraithguard numbering no more than five models may take a Wave Serpent as a Dedicated Transport. As a Dedicated Transport this does not use up an additional Force Organisation slot, but its points cost must still be paid for as part of the army.

Options:

- A Wraithguard unit may include:
  - Up to 5 additional Wraithguard .....+60 points per model
- The entire squad may exchange their Wraithcannons for one of the following options (all models in the unit must take the same option):
  - D-Scythe.....+10 points per model

ELITES

The more calm and collected kin of the tempestuous Wraithblades, the Wraithguard made use of Wraithcannons and D-Scythes to cut their foes down from afar.

Awoken only in times of greatest need, the act of awakening and committing a fallen warrior's soul into a wraithbone construct was seen as akin to necromancy, immeasurably abhorrent in the eyes of the Aeldari.

Despite these reservations, there are few who could deny the power these walking dead brought to bear upon the battlefield, as they waded through storms of fire towards their objective.

These venerable warriors were mostly from the time shortly after the Fall, with most of the earliest Wraithform shells having being taken from the armouries of the Anrathe and retrofitted to accept Spirit Stones. They are often led in battle by a Wraith Guide, to offset and account for the condition that afflicted many such wraiths, known as 'Wraithsight'. This dulling of the senses and slowing of their reactions in comparison to what these esteemed warriors had been able to achieve in life was deemed an acceptable side effect to being able to field an effective army to defend their host Craftworld.

War Walker Squadron..... 95 Points

	M	WS	BS	S	T	W	I	A	Ld	Sv
War Walker	8	4	4	5	6	3	5	2	8	3+

Unit Composition

- 1 War Walker

Unit Type

- Infantry (Asuryani, Skirmish, Mechanised)

Wargear

- Power Field
- Two Shuriken Cannons

Special Rules

- Fleet (2)
- Scout
- Bulky (5)

Options:

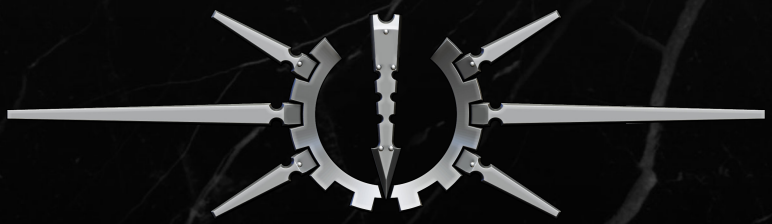
- A War Walker Squadron may include:
  - Up to 4 additional War Walkers.....+90 points per model
- Any War Walker may exchange either of their Shuriken Cannons for one of the following:
  - Scatter Laser.....+5 points
  - Starcannon .....+10 points
  - Aeldari Missile Launcher (with Sunburst, Starshot, and Starhawk Missiles) .....+10 points
  - Bright Lance ..... +15 points
- Any War Walker may take any of the following (all models in the unit must select the same upgrades):
  - Ghostwalker Matrix .....+5 points per model
  - Star Engines.....+10 points per model

ELITES

While the anti-gravitic technology of the Eldar was well established, they were not without powerful walkers to journey into places that such vehicles were unsuited for. Most common of these was known simply as the War Walker, an avian-legged, bipedal strider that was both fast and powerfully armed. Protected by a potent energy shield, this scout was capable of tirelessly covering vast distances through dense terrain.

While not as flexible as the Anrathe's Wasp Assault Walkers, the Craftworld's War Walkers were capable of being mass produced even in the smallest Craftworld's workshops, allowing even the limited the ability to bring heavy weapons to battle. While useful, their pilots had to keep mobility to the forefront of their minds as any weapon that pierced their energy screen was likely to do incredible damage to the machine.

Asuryani:
Troops



Guardian Defenders ..... 85 Points

	M	WS	BS	S	T	W	I	A	Ld	Sv
Guardian Defender	7	4	4	3	3	1	5	1	7	5+
Defender Platform	7	1	4	1	5	2	1	1	-	3+

Unit Composition

- 10 Guardian Defenders

Unit Type

- Guardian Defender: Infantry (Asuryani, Line)
- Defender Platform: Infantry (Asuryani, Grav-Platform)

Wargear

- Plasma Grenades
- Mesh Armour (Guardian Defenders only)
- Shuriken Catapult (Guardian Defenders only)
- Shuriken Cannon (Defender Platforms only)

Special Rules

- Fleet (1) (Guardian Defenders only)
- Bulky (2) (Defender Platforms only)

Dedicated Transport:

- A unit of Guardian Defenders numbering no more than twelve models may take a Wave Serpent as a Dedicated Transport. As a Dedicated Transport this does not use up an additional Force Organisation slot, but its points cost must still be paid for as part of the army.

Options:

- A Guardian Defender unit may include:
  - Up to 10 additional Guardian Defenders..... +8 points per model
- For every ten Guardian Defenders in the unit, you may add one of the following:
  - Defender Platform..... +20 points
- Any Defender Platform in the unit may exchange its Shuriken Cannon for one of the following:
  - Scatter Laser.....+5 points
  - Starcannon .....+10 points
  - Aeldari Missile Launcher (with Sunburst, Starshot, and Starhawk Missiles) .....+10 points
  - Bright Lance ..... +15 points
  - Serpentscale Shield ..... +20 points
- One model in the unit may take a:
  - Craftworld Standard .....+10 points
- One model in the unit may take a:
  - Augury Scanner .....+10 points
- One model in the unit may take a:
  - Comm-Bead .....+10 points

TROOPS

With the already meagre population of the Craftworlds continuing to decline and the Aspect Shrines in their relative infancy, it became necessary for the Aeldari to raise militia levies to serve as the mainstay of their armies. It was a testament to the prowess of the Aeldari that, despite these militias being ostensibly composed of civilians, Guardians proved more than capable of standing against the Craftworlds myriad enemies time and again.

Guardian Defenders were the most common configuration of Guardian squad encountered, serving a battlefield role not dissimilar to the basic line infantry of humanity's armies. Defenders acted in support of the more specialised, offensively-focused Aspect Warriors and Storm Guardians, claiming ground and laying down withering hailstorms of fire. Guardian Defenders nonetheless appeared wary of allowing the enemy to close into melee with them, always ready to manoeuvre to another position and deny their enemy a chance to close into melee.

In addition to their standard armament of Shuriken Catapults and Plasma Grenades, Guardian Defenders regularly crewed heavy weapon platforms, acting as mobile fire-bases that suppressed or outright destroyed many a foe.

Storm Guardians ..... 75 Points

	M	WS	BS	S	T	W	I	A	Ld	Sv
Storm Guardian	7	4	4	3	3	1	5	1	7	5+
Defender Platform	7	1	4	1	5	2	1	1	-	3+

Unit Composition

- 10 Storm Guardians

Unit Type

- Storm Guardian: Infantry (Asuryani, Line)
- Defender Platform: Infantry (Asuryani, Grav-Platform)

Wargear

- Plasma Grenades
- Mesh Armour (Storm Guardians only)
- Shuriken Pistol (Storm Guardians only)
- Chainsword (Storm Guardians only)
- Shuriken Cannon (Defender Platform only)

Special Rules

- Fleet (1) (Storm Guardians only)
- Bulky (2) (Defender Platforms only)

Dedicated Transport:

- A unit of Storm Guardians numbering no more than twelve models may take a Wave Serpent as a Dedicated Transport. As a Dedicated Transport this does not use up an additional Force Organisation slot, but its points cost must still be paid for as part of the army.

Options:

- A Storm Guardians unit may include:
  - Up to 10 additional Storm Guardians .....+7 points per model
- For every ten Storm Guardians in the unit, you may add one of the following:
  - Defender Platform..... +20 points
- Any Defender Platform in the unit may exchange its Shuriken Cannon for one of the following:
  - Scatter Laser.....+5 points
  - Starcannon .....+10 points
  - Aeldari Missile Launcher (with Sunburst, Starshot, and Starhawk Missiles) .....+10 points
  - Bright Lance ..... +15 points
  - Serpentscale Shield ..... +20 points
- For every five Storm Guardians in the unit, one Storm Guardian may exchange their Chainsword for the following:
  - Power Weapon.....+5 points
- For every five Storm Guardians in the unit, one Storm Guardian may exchange their Chainsword and Shuriken Pistol for one of the following:
  - Flamer .....+5 points
  - Fusion Gun ..... +15 points
- One model in the unit may take a:
  - Craftworld Standard .....+10 points
- One model in the unit may take a:
  - Augury Scanner .....+10 points
- One model in the unit may take a:
  - Comm-Bead .....+10 points

TROOPS

Comparatively rarer than Defender squads, Storm Defenders were called upon when the grim calculus of war required ever-conservative Aeldari commanders to nonetheless commit dedicated shock troops to the fiercest sectors of the battle. Appropriately, many Storm Guardians were drawn from those civilian Aeldari with notable experience of war, but who were not otherwise serving as officers.

Storm Guardians forwent Shuriken Catapults in favour of pistols and close-combat weaponry, better suited to the bloody carnage of melee, though some were afforded more specialised armaments such as flamers and Fusion Blasters, apparently uncoupled from the rigidity of their Defender counterparts, perhaps befitting their history as warriors.

Windriders ..... 80 Points

	M	WS	BS	S	T	W	I	A	Ld	Sv
Windrider	18	4	4	3	3	2	5	1	7	4+

Unit Composition

- 3 Windriders

Unit Type

- Cavalry (Asuryani, Antigrav)

Wargear

- Heavy Mesh Armour
- Skyrunner Jetbike
- Plasma Grenades

Special Rules

- Support Squad
- Fleet (2)
- Firing Protocols (2)
- Hit & Run
- Hammer of Wrath (1)
- Relentless
- Battle-Hardened (1)
- Shrouded (5+)
- Deep Strike

Options:

- A Windrider unit may include:
  - Up to 7 additional Windriders ..... +25 points per model
- Any model in the unit may replace its Skyrunner Jetbike's Twin-Linked Shuriken Catapult with one of the following:
  - Shuriken Cannon ..... +5 points
  - Scatter Laser ..... +10 points
- One model in the unit may take a:
  - Craftworld Standard ..... +10 points
- One model in the unit may take a:
  - Comm-Bead ..... +10 points

TROOPS

Those who fought the Eldar during the Great Crusade would often speak of their speed and powerful weapons. This was embodied at most in their Windriders, highly mobile jetbike formations mounting powerful shuriken or laser weaponry. Some Craftworlds fielded these as hereditary family units, or 'Windrider Clans', and were capable of bringing hundreds or even thousands of such vehicles on to bear on the field at a time.

Only the small populations of post-fall craftworlds kept these formations from overwhelming Imperial outposts and agri-worlds unchallenged. Imperial commanders frequently had to call in aerial assets or Legiones Astartes forces to hunt down Eldar Windriders, so manoeuvrable were they.

Dire Avengers ..... 80 Points

	M	WS	BS	S	T	W	I	A	Ld	Sv
Dire Avengers	7	4	4	3	3	2	5	2	8	4+

Unit Composition

- 4 Dire Avengers

Unit Type

- Infantry (Asuryani, Line)

Wargear

- Aspect Armour
- Plasma Grenades
- Avenger Catapult
- Augury Scanner

Special Rules

- Aspect Shrine (Dire Avenger)
- Fleet (1)
- Flexible Tactics

Dedicated Transport:

- A unit of Dire Avengers may take a Wave Serpent as a Dedicated Transport. As a Dedicated Transport this does not use up an additional Force Organisation slot, but its points cost must still be paid for as part of the army.

Options:

- A Dire Avengers unit may include:
  - Up to 6 additional Dire Avengers.....+18 points per model
- One model in the unit may take a:
  - Craftworld Standard .....+10 points
- One model in the unit may take a:
  - Comm-Bead .....+10 points

TROOPS

The Dire Avengers were the first among the nascent Aspect Shrines, as well as the most common, for Asurmen founded more Shrines on more Craftworlds than any other Phoenix Lord. They were regarded as the protectors and the avengers of their Craftworlds; the representation of Khaine as a noble warrior.

They were the least specialised of the Aspect Warriors, affording them greater tactical flexibility in their role as elite ranged infantry, often acting in support of Guardian squads at the heart of a conflict – rapidly shifting between offensive and defence tactics as necessary, for they possessed a seemingly preternatural ability to read the ebb and flow of battle.

While the Shuriken Catapult was a firearm synonymous with the Asuryani, the Dire Avengers were deemed the masters of its use – its wielding an art-form. Although numerous variants existed, the more sophisticated Avenger-pattern was unique to these Aspect Warriors. Although the Dire Avengers eschewed the carnage of melee, they were no less deadly for it, as all carried ceremonial knives as a weapon of last resort.

Rangers ..... 105 Points

	M	WS	BS	S	T	W	I	A	Ld	Sv
Ranger	8	4	4	3	3	1	5	1	7	5+

Unit Composition

- 5 Rangers

Unit Type

- Infantry (Asuryani, Skirmish, Line)

Wargear

- Mesh Armour
- Outcast Cloaks
- Ranger Long-Rifle
- Shuriken Pistol
- Plasma Grenades

Special Rules

- Fleet (1)
- Scout
- Infiltrate
- Move Through Cover
- Support Squad

Options:

- A Ranger unit may include:
  - Up to 5 additional Rangers..... +20 points per model
- One model in the unit may take a:
  - Wireweave Net.....+5 points
- One model in the unit may take a:
  - Gloom Field..... +15 points
- One model in the unit may take a:
  - Craftworld Standard .....+10 points
- One model in the unit may take a:
  - Augury Scanner .....+10 points
- One model in the unit may take a:
  - Comm-Bead .....+10 points

TROOPS

The foundation of the Asuryani is the Path. The path is not just a synonym for profession; far more than simply that, it embodies a series of restrictions and guides that work with the Eldar mind to contain its power and psychic abilities, channelling them into a productive and effective state.

Even in the early days of the Craftworlds, perhaps especially so, there were many who found this restrictive framework chaffing. With the empire fallen, the navy scattered, and the Exodites quietly isolating themselves, the Craftworlds became a major way-point for these roving wanderers in their travels throughout the galaxy. To protect themselves in their journeys, these Rangers frequently carried Long-Rifles, to stop threats before they were detected, and purchased as much with vital information as they did with relics of a bygone era brought to the last cradles of their people. In time most of these wayfarers would find a home and settle into a path of their choosing, but in the meantime, their welcomes had to be kept short so as to not draw the eye of the ever hungry malignity of She Who Thirsts.

Wave Serpent.....125 Points

	M	BS	Armour Front	Armour Side	Armour Rear	HP	Transport Capacity
Wave Serpent	12	4	12	12	10	3	14

Unit Composition

- 1 Wave Serpent

Unit Type

- Vehicle (Asuryani, Transport, Skimmer, Fast)

Wargear

- Turret Mounted Gravis Shuriken Cannon
- Hull (Front) Mounted Twin-Linked Shuriken Catapult
- Wave Serpent Shield

Access Points:

- A Wave Serpent has one access point on its rear.

Options:

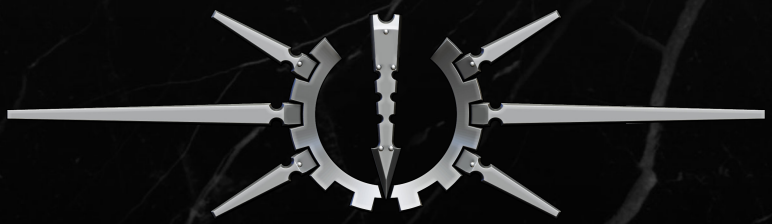
- A Wave Serpent may exchange its Hull (Front) Mounted Twin-Linked Shuriken Catapult for a:
  - Hull (Front) Mounted Shuriken Cannon .....+10 points
- A Wave Serpent may exchange its Turret Mounted Gravis Shuriken Cannon for one of the following:
  - Turret Mounted Gravis Scatter Laser .....+5 points
  - Turret Mounted Gravis Starcannon.....+10 points
  - Turret Mounted Twin-Linked Aeldari Missile Launcher (with Sunburst, Starshot, and Starhawk Missiles) .....+10 points
  - Turret Mounted Gravis Bright Lance..... +20 points
- A Wave Serpent may take one of the following:
  - Star Engines..... +15 points
  - Vectored Engines..... +15 points
- A Wave Serpent may take any of the following:
  - Searchlights .....+5 points
  - Spirit Stones .....+10 points
  - Holo-Fields ..... +20 points
  - Crystal Targeting Matrix..... +20 points

DEDICATED TRANSPORT

The Wave Serpent was one of the more common forms of transport available to the Asuryani. Being both fast and capable of traversing the majority of gates in the webway network, the Wave Serpent traded much of the firepower seen in similar vehicles for approximately twice the transport bay. While this in and of itself was undoubtedly of great use to the early Craftworlds, the lower energy requirements also allowed it to mount a potent energy shield known as the Serpent Shield, and it was from this vehicle drew its name.

The Serpent was a guardian figure in Eldar mythology, as well as a deadly creature. The Serpent Shield embodies this duality, both reducing the impact of incoming fire and storing the kinetic energy of attacks to unleash in a terrifying wave known as a Serpent Strike. While this discharge frequently disabled the system for a short time, the effect was noted to pin entrenched forces to their fortifications or knock down those in the open field. This provided openings for the Eldar warriors inside to disembark and strike unopposed.

Asuryani:
Fast Attack



Shadow Spectres..... 75 Points

	M	WS	BS	S	T	W	I	A	Ld	Sv
Shadow Spectre	7	4	5	3	3	2	5	1	8	3+

Unit Composition

- 2 Shadow Spectres

Unit Type

- Infantry (Asuryani)

Wargear

- Heavy Aspect Armour
- Spectre Jet Pack
- Prism Rifle
- Haywire Grenades
- Plasma Grenades

Special Rules

- Aspect Shrine (Shadow Spectre)
- Shadow of Death
- Fleet (1)
- Fear (1)
- Shrouded (4+)
- Relentless

Options:

- A Shadow Spectre unit may include:
  - Up to 8 additional Shadow Spectres..... +35 points per model
- One model in the unit may take a:
  - Craftworld Standard .....+10 points
- One model in the unit may take a:
  - Augury Scanner .....+10 points
- One model in the unit may take a:
  - Comm-Bead .....+10 points

FAST ATTACK

Of all the Aspect Shrines, the Shadow Spectres were most closely associated with the infamous Wraithguard. While the practice of animating wraith-constructs may have proven controversial among the Asuryani, it became tradition for all Shadow Spectres to continue their service beyond death, rather than enter their Craftworld's Infinity Circuit.

There would be no release from war and duty, but until their deaths the Shadow Spectres still loomed across the battlefield like ghosts, appearing as pale, shimmering lights who only coalesced back into their material forms immediately before their powerful weapons were unleashed against a hapless target. In truth this seemingly supernatural phenomena was the result of the Spectres holo-fields, amplified by the manoeuvrability afforded to them by their jetpacks.

Equipped with powerful prism rifles, Shadow Spectres predominantly acted as tank-hunters. These weapons used the same technology as larger prism cannons mounted upon Aeldari vehicles. Uniquely, each rifle was connected to a single targeting matrix called a Ghostlight, which allowed the Shadow Spectres to maximise the power of their rifles by converging their shots into a single, devastating beam of shrieking light.

Swooping Hawks ..... 65 Points

	M	WS	BS	S	T	W	I	A	Ld	Sv
Swooping Hawks	7	4	4	3	3	2	5	1	8	4+

Unit Composition

- 4 Swooping Hawks

Unit Type

- Infantry (Asuryani)

Wargear

- Hawk Lasblaster
- Swooping Hawk Wings
- Aspect Armour
- Haywire Grenades
- Plasma Grenades
- Grenade Pack

Special Rules

- Aspect Shrine (Swooping Hawk)
- Fleet (1)
- Skyleap
- Skystrike

Options:

- A Swooping Hawks unit may include:
  - Up to 6 additional Swooping Hawks..... +15 points per model
- One model in the unit may take a:
  - Craftworld Standard .....+10 points
- One model in the unit may take a:
  - Augury Scanner .....+10 points
- One model in the unit may take a:
  - Comm-Bead .....+10 points

FAST ATTACK

In Aeldari mythology wild hunting birds were associated with vengeance and retribution. It was believed that the spirit of a murdered Aeldari passed on to a hawk, who forever lingered above their killers as an inescapable mark of their guilt. It is from these legends that the Swooping Hawks derived their name; winged predators who soared above the battlefield to deliver death unto the enemies of the Aeldari.

Swooping Hawks were among the fastest and most agile of the Aspect Warriors, born aloft on specialised winged jump packs which enabled the Hawk to launch high into the air in the blink of an eye. With such speed did these wings vibrate that they became a blur of colour. To better enable this swiftness the Swooping Hawks wore thinner armour than other Aspects, typically in the colours of the skies through which they flew.

Owing to their role as airborne harassers, Swooping Hawks were equipped with a variety of different grenade types, allowing them to engage in hit-and-run attacks against a range of targets while using their mobility to quickly take advantage of weaknesses in the enemy lines.

Shining Spears ..... 85 Points

	M	WS	BS	S	T	W	I	A	Ld	Sv
Shining Spears	18	5	4	3	3	2	5	2	8	3+

Unit Composition

- 2 Shining Spears

Unit Type

- Cavalry (Asuryani, Antigrav)

Wargear

- Heavy Aspect Armour
- Skyrunner Jetbike
- Plasma Grenades
- Laser Lance
- Shuriken Pistol

Special Rules

- Aspect Shrine (Shining Spear)
- Pathfinder
- Shrouded (4+)
- Outflank
- Fleet (2)
- Firing Protocols (2)
- Hit & Run
- Hammer of Wrath (1)
- Relentless
- Battle-Hardened (1)
- Deep Strike

Options:

- A Shining Spears unit may include:
  - Up to 4 additional Shining Spears ..... +40 points per model
- One model in the unit may take a:
  - Craftworld Standard ..... +10 points
- One model in the unit may take a:
  - Augury Scanner ..... +10 points
- One model in the unit may take a:
  - Comm-Bead ..... +10 points
- Any model in the unit may replace its Skyrunner Jetbike's Twin-Linked Shuriken Catapult with one of the following:
  - Shuriken Cannon ..... +10 points
  - Scatter Laser ..... +15 points

FAST ATTACK

Among the rarest of the Aspect Shrines, the Shining Spears were the only Aspect Warriors who took to battle mounted on jetbikes. Serving as the spear of Khaine and their Craftworld, many indomitable foes were struck down by a single charge.

The Shining Spears were expert riders, able to complex aerial manoeuvres at high-speeds, a testament not only to their skill, but also the exceptional calibre of their gleaming mounts, upon which they skimmed and weaved at breakneck speeds across even the most daunting of terrain.

Most of the Shining Spears equipped Laser Lances; delivering powerful, short ranged blasts of energy on the charge. If the initial salvo proved insufficient, their speed enabled them to quickly reform or move on to other prey while slower elements of the Asuryani warhost finished off the weakened foe.

Warp Spiders .....100 Points

	M	WS	BS	S	T	W	I	A	Ld	Sv
Warp Spider	7	4	4	3	3	2	5	1	8	3+

Unit Composition

- 4 Warp Spiders

Unit Type

- Infantry (Asuryani)

Wargear

- Heavy Aspect Armour
- Death Spinner
- Warp Jump Generator
- Plasma Grenades

Special Rules

- Aspect Shrine (Warp Spider)
- Fleet (1)
- Hit & Run
- Flickerjump
- Deep Strike

Options:

- A Warp Spiders unit may include:
  - Up to 6 additional Warp Spiders.....+23 points per model
- One model in the unit may take a:
  - Craftworld Standard .....+10 points
- One model in the unit may take a:
  - Augury Scanner .....+10 points
- One model in the unit may take a:
  - Comm-Bead .....+10 points

FAST ATTACK

Within a Craftworld's Infinity Circuit, invasive psychic entities were hunted down and destroyed by tiny, aggressive creatures called Warp Spiders. These arachnids would melt and crystallise their own bodies before reappearing elsewhere, affording the predators manoeuvrability akin to that of the Aspect Warriors who took their name for their own.

More heavily armoured and thus ostensibly slower than most other Aspect Warriors, the Warp Spiders carried compact warp-generators which enabled them to make quick warp-jumps over short distances, disappearing and reappearing in the blink of an eye – Warp Spiders could engage in lightning fast attacks and vanish before the enemy was able to react.

Despite the battlefield advantage these 'flickerjump' manoeuvres afforded them, they were nonetheless submerging themselves into the Warp and risking their very souls with every use of their generator. It was for this reason that the Warp Spiders were considered the bravest of all Aspect Warriors.

Shroud Runners..... 110 Points

	M	WS	BS	S	T	W	I	A	Ld	Sv
Shroud Runner	18	4	4	3	4	3	5	2	8	4+

Unit Composition

- 3 Shroud Runners

Unit Type

- Cavalry (Asuryani, Antigrav, Skirmish)

Wargear

- Ranger Long-Rifle
- Shuriken Pistol
- Heavy Mesh Armour
- Outcast Cloaks
- Raptor Jetbike
- Plasma Grenades

Special Rules

- Mark of Kurnous
- Fleet (2)
- Firing Protocols (3)
- Hit & Run
- Hammer of Wrath (1)
- Relentless
- Scout
- Infiltrate
- Battle-Hardened (1)
- Shrouded (5+)
- Deep Strike

Options:

- A Shroud Runners unit may include:
  - Up to 3 additional Shroud Runners..... +35 points per model
- The entire unit may take any of the following (all models must select the same upgrades):
  - Ghostwalker Matrix ..... +5 points per model
  - Star Engines..... +5 points per model
- One model in the unit may take a:
  - Wireweave Net..... +10 points
- One model in the unit may take a:
  - Craftworld Standard ..... +10 points
- One model in the unit may take a:
  - Augury Scanner ..... +10 points
- One model in the unit may take a:
  - Comm-Bead ..... +10 points

FAST ATTACK

Many Rangers were able to find and secure relics from the old empire through their wandering of the galaxy. One of the more common of such relics was the Raptor Jetbike. Capable of rapidly moving a pair of Eldar through the webway or across planets with less maintenance and greater clearance than even the lithe Vyper chassis was capable of, the Raptor proved its use many times over in service to Rangers. While its small size and ease of maintenance was a great boon, the rare technologies required to fabricate them made them uneconomical for the early Craftworld forces, and as such these machines were almost entirely used by the roving bands that discovered them.

This rarity did nothing to make them less deadly. Capable of being both a scout and a sniper platform, the so-called Shroud Runners were invaluable assets for an Eldar commander on any campaign. Indeed, more than Cohort of the Solar Auxilia witnessed their commander's head simply ceased to exist, followed by the hum of fastly retreating anti-grav motors.

Vyper Squadron .....50 Points

	M	WS	BS	S	T	W	I	A	Ld	Sv
Vyper	16	4	4	3	5	3	5	2	8	4+

Unit Composition

- 1 Vyper

Unit Type

- Cavalry (Asuryani, Antigrav, Skirmish)

Wargear

- Heavy Mesh Armour
- Vyper Jetbike
- Plasma Grenades

Special Rules

- Fleet (2)
- Firing Protocols (2)
- Hit & Run
- Hammer of Wrath (2)
- Relentless
- Shrouded (5+)
- Deep Strike

Options:

- A Vyper Squadron may include:
  - Up to 4 additional Vypers..... +50 points per model
- The entire unit may take any of the following (all models must select the same upgrades):
  - Ghostwalker Matrix .....+5 points per model
  - Star Engines.....+10 points per model
  - Holo-Fields ..... +20 points per model
- Any Vyper may exchange their Vyper Jetbike's Twin-Linked Shuriken Catapult for one of the following:
  - Shuriken Cannon .....+10 points
- Any Vyper may exchange their Vyper Jetbike's Shuriken Cannon for one of the following:
  - Scatter Laser.....+5 points
  - Starcannon .....+10 points
  - Aeldari Missile Launcher (with Sunburst, Starshot, and Starhawk Missiles) .....+10 points
  - Bright Lance ..... +15 points

FAST ATTACK

The small and nimble patrol craft known as Vypers were similar to the Land Speeders of the Imperium in function, if not more efficient - and even capable of orbital drop and ascents. Piloted by two Eldar, the gunner was mounted in an omnidirectional turret, whilst the pilot was capable of keeping pace with even the fast moving Windrider hosts. Frequently used as scouts, or escorts for larger vehicles, the Vyper was an effective if fragile weapon for the coalescing war hosts of the early Craftworlders.

Frequently outfitted with the deceptive Eldar Holo-Fields and advanced targeting arrays, there are apocryphal tales of these vehicles somehow phasing through walls or fortifications. While these stories are widespread, they are far from confirmed; such stories were often assumed to be nothing more than the realm of hysterics, for if it were true then surely the Imperium would have been unable to stand before the Eldar's assault.

Nightshade Interceptor Squadron.....125 Points

	M	BS	Armour Front	Armour Side	Armour Rear	HP	Transport Capacity
Nightshade Interceptor	18	4	12	11	11	3	-

Unit Composition

- 1 Nightshade Interceptor

Unit Type

- Vehicle (Asuryani, Flyer, Fast)

Wargear

- Hull (Front) Mounted Pulse Laser
- Two Hull (Front) Mounted Gravis Bright Lances

Special Rules

- Vector Dancer
- Agile
- Shrouded (5+)
- Deep Strike

Options:

- A Nightshade Interceptor Squadron may include:
  - Up to 1 additional Nightshade Interceptor .....+115 points
- The entire unit may take the following (all models must select the same upgrades):
  - Holo-Fields ..... +20 points per model

FAST ATTACK

A powerful military fighter hailing originally from the armouries of the Anrathe, the Nightshade interceptor was both incredibly manoeuvrable and powerfully armed with potent laser weaponry. Capable of cracking even the void-shielded hull of a thunderhawk at speed, Nightshade interceptors were the purview of ace pilots and their destruction was prized by Imperial Navy commanders both during and after the Great Crusade.

During the dark days of the Horus Heresy, a new trend was seen amongst the Nightshades encountered by Imperial and Secessionist forces. For unknown reasons, across the forces of multiple Craftworlds, and across vast distances of space, pict-captures began to tell of red markings covering these nimble crafts. While it was impossible to tell the truth of the matter, it was theorised that this was some sort of ace marking, similar to those found on Imperial fighter craft. Certainly, their effectiveness in battle would indicate as much...

Nightwing Interceptor Squadron.....140 Points

	M	BS	Armour Front	Armour Side	Armour Rear	HP	Transport Capacity
Nightwing Interceptor	22	4	12	11	11	3	-

Unit Composition

- 1 Nightwing Interceptor

Unit Type

- Vehicle (Asuryani, Flyer, Fast)

Wargear

- Two Hull (Front) Mounted Shuriken Cannons
- Two Hull (Front) Mounted Scatter Lasers

Special Rules

- Vector Dancer
- Agile
- Shrouded (6+)
- Deep Strike
- Holo-Fields

Options:

- A Nightwing Interceptor Squadron may include:
  - Up to 1 additional Nightwing Interceptor.....+130 points
- Any Nightwing Interceptor may exchange their Two Hull (Front) Mounted Scatter Lasers for one of the following options:
  - Two Hull (Front) Mounted Starcannons.....+10 points
  - Two Hull (Front) Mounted Aeldari Missile Launchers (with Sunburst, Starshot, and Starhawk Missiles).....+10 points
  - Two Hull (Front) Mounted Bright Lances..... +20 points

FAST ATTACK

The incredibly manoeuvrable Nightwing Interceptor was the most common air superiority fighter of the Anrathe before and during the fall. Many such craft found their home upon the Craftworlds, for as a multi-role craft capable of devastating hails of shuriken fire and pinpoint destruction from paired Bright Lances, the Nightwing was almost without equal.

An incredible craft, its success lay in an adaptable wing design which allowed it to pull off pinpoint turns, slowing to a seeming stall in a moment, before turning and re-engaging with such speed that many Imperial Aces simply could not track them. Often seen escorting larger craft such as Phoenix Bombers and Vampires, the Nightwing was both the herald of impending raids and the warning of battle lines being drawn by the young Craftworlds.

Phoenix Bomber Squadron ..... 210 Points

	M	BS	Armour Front	Armour Side	Armour Rear	HP	Transport Capacity
Phoenix Bomber	16	4	12	12	11	4	-

Unit Composition

- 1 Phoenix Bomber

Unit Type

- Vehicle (Asuryani, Flyer, Fast)

Wargear

- Hull (Front) Mounted Pulse Laser
- Two Hull (Front) Mounted Shuriken Cannons
- Two Hull (Front) Mounted Phoenix Missile Launchers

Special Rules

- Vector Dancer
- Agile
- Deep Strike
- Shrouded (6+)
- Strafing Run

Options:

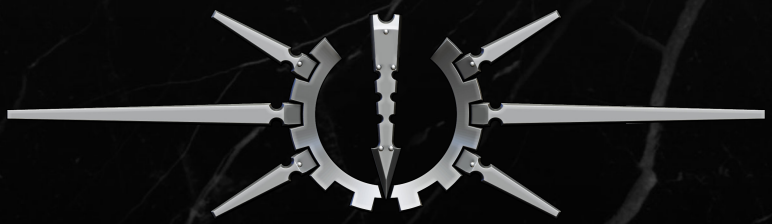
- A Phoenix Bomber Squadron may include:
  - Up to 1 additional Phoenix Bomber ..... +200 points
- The entire unit may take the following (all models must select the same upgrades):
  - Holo-Fields ..... +20 points per model
- Any Phoenix Bomber may exchange their Hull (Front) Mounted Pulse Laser for one of the following:
  - Hull (Front) Mounted Gravis Starcannon ..... Free
  - Hull (Front) Mounted Gravis Bright Lance ..... +10 points
- Any Phoenix Bomber may exchange both of their two Hull (Front) Mounted Phoenix Missile Launchers for the following:
  - Nightfire Missile Launcher ..... +20 points

FAST ATTACK

Another relic of the Ancient Eldar Empire, the Phoenix Bomber had many variations, all of them carrying multiple and diverse weapon systems to rain death down upon the foes of the Eldar. The Craftworld version frequently housed both deadly shuriken weaponry, as well as a powerful Eldar Pulse Laser; a rapid firing and deadly weapon similar to an Imperial Lascannon.

The Phoenix also carried a variety of deadly missile weapons with which to barrage targets, from armor piercing munitions to battlefield-control payloads that shrouded the area in darkness, or dropped plasmatic fire upon enemy positions. Rarely seen without backup, the Phoenix spoke to the enduring wrath of the shaken survivors of the fall.

Asuryani:
Heavy Support



Vaul's Wrath Support Battery ..... 50 Points

	M	WS	BS	S	T	W	I	A	Ld	Sv
Guardian Crew	7	4	4	3	3	1	5	1	7	5+
Support Weapon	5	1	4	1	5	2	1	1	-	3+

Unit Composition

- 2 Guardian Crew
- 1 Support Weapon

Unit Type

- Guardian Crew: Infantry (Asuryani, Heavy)
- Support Weapon: Infantry (Asuryani, Grav-Platform, Heavy)

Wargear

- Mesh Armour (Guardian Crew only)
- Shuriken Catapult (Guardian Crew only)
- Plasma Grenades (Guardian Crew only)
- Shadow Weaver (Support Weapon only)

Special Rules

- Fleet (1) (Guardian Crew only)
- Bulky (4) (Support Weapon only)
- Relentless (Support Weapon only)
- Guardian Artillerists

Options:

- A Vaul's Wrath Support Battery may include:
  - Up to 2 additional Support Weapons* ..... +50 points per model
- Every Support Weapon in the unit may exchange its Shadow Weaver for one of the following (all Support Weapons in the unit must take the same upgrade):
  - Vibro Cannon ..... +20 points per model
  - D-Cannon ..... +40 points per model
- One model in the unit may take a:
  - Craftworld Standard ..... +10 points
- One model in the unit may take a:
  - Augury Scanner ..... +10 points
- One model in the unit may take a:
  - Comm-Bead ..... +10 points

**For each additional Support Weapon, the unit must include 2 additional Guardian Crew at no additional points cost.*

HEAVY SUPPORT

The ancient Aeldari Smith-God Vaul was a craftsman without peer. He made wonders that he shared with the Gods and their children, helping them in all aspects of civilisation. Yet he was not without his dark side, and when the god of murder took his friends captive, he bargained a hundred peerless blades for their freedom. The last of these dread weapons, he took into battle against Khaine himself, and though he lost the fight, his strength in defiance echoed in the Eldar mind.

So were the support platforms of the Eldar named for his peerless capacity for manufacturing. Mighty weapons using powerful relic technologies garnered from millions of years of warfare, the Support Batteries bore weapons capable of launching monofilament to shred infantry formations, weaponising the very atmosphere to shake apart fortifications and tanks, or even sundering reality with the devastating distortion weaponry. This might made the Vaul's Wrath formations powerful area denial weapons on the field of battle. While few Eldar commanders wished to stand in a single position for long, when required to do so, the use of these powerful weapons was all but guaranteed.

Dark Reapers ..... 165 Points

	M	WS	BS	S	T	W	I	A	Ld	Sv
Dark Reaper	7	4	5	3	3	2	5	1	8	3+

Unit Composition

- 4 Dark Reapers

Unit Type

- Infantry (Asuryani, Heavy)

Wargear

- Heavy Aspect Armour
- Reaper Launcher (with Starswarm, Starshot, and Starhawk Missiles)
- Plasma Grenades

Special Rules

- Aspect Shrine (Dark Reaper)
- Relentless
- Inescapable Accuracy

Dedicated Transport:

- A unit of Dark Reapers may take a Wave Serpent as a Dedicated Transport. As a Dedicated Transport this does not use up an additional Force Organisation slot, but its points cost must still be paid for as part of the army.

Options:

- A Dark Reapers unit may include:
  - Up to 6 additional Dark Reapers.....+40 points per model
- One model in the unit may take a:
  - Craftworld Standard .....+10 points
- One model in the unit may take a:
  - Augury Scanner .....+10 points
- One model in the unit may take a:
  - Comm-Bead .....+10 points

HEAVY SUPPORT

The Eldar mythic cycles speak of a time before death; a time when reincarnation flowed their people from one body to another seamlessly and eternally. The Dark Reapers were the embodiment not of that ancient tradition, but of the new way of the world, a way where death's reach was both inescapable and permanent.

Masters of long-ranged and powerful missile weaponry, the Dark Reapers were a thankfully rare sight upon the battlefields of the Age of Darkness. Capable of ranging their opponents regardless of speed or terrain, these immobile and intimidating figures struck without pity. It is impossible to say why their shrine was so slow to spread given its notable effectiveness; though some theorise the spectre of death already laid all too heavily in the minds of the Craftworlds, and this in turn caused reluctance to accept these Aspect Warriors.

Falcon Squadron ..... 145 Points

	M	BS	Armour Front	Armour Side	Armour Rear	HP	Transport Capacity
Falcon	12	4	12	12	10	3	7

Unit Composition

- 1 Falcon

Unit Type

- Vehicle
  (Asuryani, Skimmer, Transport, Fast)

HEAVY SUPPORT

The Eldar Empire lasted for millions of years, and their mastery of many obscure sciences was built over this time to truly dominating status. Nowhere was this seen more clearly than in the ease and frequency that they used antigravitic technology. The Falcon was a hallmark of this power, being as common to its people as the ubiquitous and sturdy Rhino Transport to the Imperium.

With a flexible turret mount capable of carrying a multitude of weaponry and a reasonable transport bay in the main body, the Falcon was a workhorse of the early Craftworlds for its ability to both defend itself against anything it could not outrun, and to swiftly deliver its contents anywhere it might be needed. Many of these vehicles were equipped with additional thrusters allowing them to drop from orbital gates or waiting ships directly onto the planets that need their crucial supplies or reinforcements.

Wargear

- Turret Mounted Pulse Laser
- Turret Mounted Gravis Shuriken Cannon
- Hull (Front) Mounted Twin-Linked Shuriken Catapult

Access Points:

- A Falcon has one access point on its rear.

Options:

- A Falcon Squadron may include:
  - Up to 2 additional Falcons ..... +125 points per model
- A Falcon may exchange its Hull (Front) Mounted Twin-Linked Shuriken Catapult for a:
  - Hull (Front) Mounted Shuriken Cannon ..... +10 points
- A Falcon may exchange its Turret Mounted Gravis Shuriken Cannon for one of the following:
  - Turret Mounted Gravis Scatter Laser ..... +5 points
  - Turret Mounted Gravis Starcannon ..... +10 points
  - Turret Mounted Twin-Linked Aeldari Missile Launcher (with Sunburst, Starshot, and Starhawk Missiles) ..... +10 points
  - Turret Mounted Gravis Bright Lance ..... +20 points
- A Falcon may take one of the following:
  - Star Engines ..... +15 points
  - Vectored Engines ..... +15 points
- A Falcon may take any of the following:
  - Searchlights ..... +5 points
  - Spirit Stones ..... +10 points
  - Holo-Fields ..... +20 points
  - Crystal Targeting Matrix ..... +20 points

Fire Prism Squadron ..... 165 Points

	M	BS	Armour Front	Armour Side	Armour Rear	HP	Transport Capacity
Fire Prism	12	4	12	12	10	3	-

Unit Composition

- 1 Fire Prism

Unit Type

- Vehicle (Asuryani, Skimmer, Fast)

Wargear

- Turret Mounted Prism Cannon
- Hull (Front) Mounted Twin-Linked Shuriken Catapult

Options:

- A Fire Prism Squadron may include:
  - Up to 2 additional Fire Prisms ..... +150 points per model
- A Fire Prism may exchange its Hull (Front) Mounted Twin-Linked Shuriken Catapult for a:
  - Hull (Front) Mounted Shuriken Cannon ..... +10 points
- A Fire Prism may take one of the following:
  - Star Engines ..... +15 points
  - Vectored Engines ..... +15 points
- A Fire Prism may take any of the following:
  - Searchlights ..... +5 points
  - Spirit Stones ..... +10 points
  - Holo-Fields ..... +20 points
  - Crystal Targeting Matrix ..... +20 points

HEAVY SUPPORT

As light permeates everywhere in the cosmos, so too did most species eventually weaponize it using laser technology. The Eldar of the Craftworlds did so with their expected potency, mounting massive focusing crystals on the turret of their Falcon chassis. This setup was known as the Fire Prism, and mounted additional batteries and generation systems to power the hungry demands of this truly awe-inspiring laser cannon.

Indeed, these focusing crystals were capable of directing far more energy than the Fire Prism was capable of creating itself. The earliest pilots were quick to take advantage of this, leveraging this and the advanced targeting systems of the chassis to fire directly into the crystals of other fire prisms, in effect combining their firepower into a larger and more terrible blast capable of damaging even the God-Machines of the Mechanicum. It was from this exceptionally dangerous and deadly technique that the Fire Prism drew its name, their crystals blazing on every facet.

Night Spinner Squadron.....175 Points

	M	BS	Armour Front	Armour Side	Armour Rear	HP	Transport Capacity
Night Spinner	12	4	12	12	10	3	-

Unit Composition

- 1 Night Spinner

Unit Type

- Vehicle (Asuryani, Skimmer, Fast)

HEAVY SUPPORT

Another variation of the ubiquitous Falcon Chassis, the Night Spinner was fitted with a large and resource-hungry monofilament weapon that gave it its name. Capable of extruding and accelerating literal kilometers of monofilament web into a large and deadly cloud of flensing razor wire, before lofting it high up into its intended target, the Night Spinner proved to be a potent area denial weapon - as well as devastating to lightly armoured troops of any race.

The Night Spinner was wholly dedicated to this task, removing its transportation ability to store greater amounts of ammunition for its weaponry. This was small consolation for the Craftworld's enemies, as these barrages were frequently followed by hosts of Wave Serpents and screaming Jetbikes.

Wargear

- Turret Mounted Doomweaver
- Hull (Front) Mounted
  Twin-Linked Shuriken Catapult

Options:

- A Night Spinner Squadron may include:
  - Up to 2 additional Night Spinners..... +160 points per model
- A Night Spinner may exchange its Hull (Front) Mounted Twin-Linked Shuriken Catapult for a:
  - Hull (Front) Mounted Shuriken Cannon .....+10 points
- A Night Spinner may take one of the following:
  - Star Engines..... +15 points
  - Vectored Engines..... +15 points
- A Night Spinner may take any of the following:
  - Searchlights .....+5 points
  - Spirit Stones .....+10 points
  - Holo-Fields ..... +20 points
  - Crystal Targeting Matrix..... +20 points

Firestorm Squadron ..... 115 Points

	M	BS	Armour Front	Armour Side	Armour Rear	HP	Transport Capacity
Firestorm	12	4	12	12	10	3	-

Unit Composition

- 1 Firestorm

Unit Type

- Vehicle (Asuryani, Skimmer, Fast)

Wargear

- Turret Mounted Firestorm Scatter Array
- Hull (Front) Mounted Twin-Linked Shuriken Catapult
- Helical Targeting Array

Options:

- A Firestorm Squadron may include:
  - Up to 2 additional Firestorms..... +100 points per model
- A Firestorm may exchange its Hull (Front) Mounted Twin-Linked Shuriken Catapult for a:
  - Hull (Front) Mounted Shuriken Cannon .....+10 points
- A Firestorm may take one of the following:
  - Star Engines..... +15 points
  - Vectored Engines..... +15 points
- A Firestorm may take any of the following:
  - Searchlights .....+5 points
  - Spirit Stones .....+10 points
  - Holo-Fields ..... +20 points
  - Crystal Targeting Matrix..... +20 points

HEAVY SUPPORT

The falcon chassis was a workhorse frontier vehicle in many ways similar to the Imperial Rhino Transport. Adaptable for many worlds, and capable of moving both Eldar and materials swiftly and securely to new places, it was modified in countless ways. One such modification seen more frequently near the time of the 30th millennium was the Firestorm. Trading out the flexible falcon turret for a powerful and long ranged 'Firestorm' Scatter Laser Array, these vehicles were capable of filling the sky with potent anti-aircraft fire to stop both alien raiders and aerial wildlife from approaching Eldar convoys on the ground.

While the Craftworlds would eventually phase these tanks out, regarding them as a second-line unit due to their phenomenal aircraft, in the days shortly after the fall the chaos of the webway and the shattering of supply lines meant that these tanks provided an important stop-gap in their new military. Unlike the hyper-specialised Aspect Shrines, any on the path of the Guardian could operate these potent weapons, providing an invaluable shield to their fellows.

Wraithlord Conclave .....180 Points

	M	WS	BS	S	T	W	I	A	Ld	Sv
Wraithlord	8	5	5	8	8	5	4	3	8	3+

Unit Composition

- 1 Wraithlord

Unit Type

- Automata (Asuryani, Wraith)

Wargear

- Two Wraith Gauntlets (with in-built Shuriken Catapults)
- Power Field

Special Rules

- Wraith Conclave
- It Will Not Die (6+)

Options:

- A Wraithlord Conclave may include:
  - Up to 2 additional Wraithlords ..... +180 points per model
- Any Wraithlord may select up to two of the following options in any combination:
  - Shuriken Cannon .....+5 points
  - Scatter Laser .....+5 points
  - Starcannon .....+10 points
  - Aeldari Missile Launcher (with Sunburst, Starshot, and Starhawk Missiles) .....+10 points
  - Bright Lance ..... +15 points
- Any Wraithlord may replace a single Wraith Gauntlet (with in-built Shuriken Catapult) for:
  - Wraithsword (with in-built Shuriken Catapult)..... +15 points
- Any Wraithlord may replace an in-built Shuriken Catapult on either a Wraith Gauntlet or Wraithsword with one of the following:
  - Flamer .....+5 points
  - Fusion Gun .....+10 points

HEAVY SUPPORT

The Wraithlords were the grander kin of the smaller wraithguard and wraithblades, standing tall far above their still-living brethren. Only the most capable of the warrior dead could be summoned from the newly-created Infinity Circuits to be attached to these towering constructs. Such an act was only to be done in times of direst need, as disturbing the rest of the souls of the slain to rouse them to war once more was seen as nothing short of abject defilement of their well earned slumber.

Many of these ancient constructs owed their origin to the armouries of the Anrathe, in the same manner as their smaller wraith-kin, the hallowed chassis they inhabited having fought since before the Fall of their ancient race. Some Craftworlds make greater use of these ancient warriors than others, with some using them in numbers unheard of on others, and reviled on many.

Armed with a variety of heavy weaponry, a individual Wraithlord can be equipped for most any task, and whichever way they were armed, it could be assured than they would perform with utmost surety; whether splitting foes from afar with shuriken fire or beams from their bright lances, or cutting them apart in close combat with immense swords or bludgeoning them into the ground with their gauntlets.

0-1 Wraithseer .....250 Points

	M	WS	BS	S	T	W	I	A	Ld	Sv
Wraithseer	8	5	5	8	8	5	4	4	9	3+

Unit Composition

- 1 Wraithseer

Unit Type

- Automata
  (Asuryani, Wraith, Psyker, Character)

Wargear

- Ghostspear
- Wraithshield
- Guide Stones

Special Rules

- It Will Not Die (5+)
- Path of the Dead

Options:

- A Wraithseer may select one of the following options:
  - Shuriken Cannon .....+5 points
  - Scatter Laser .....+5 points
  - Starcannon .....+10 points
  - Aeldari Missile Launcher (with Sunburst, Starshot, and Starhawk Missiles) .....+10 points
  - Bright Lance .....+15 points
  - D-Cannon .....+25 points

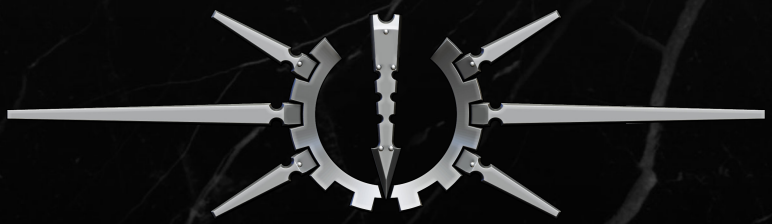
HEAVY SUPPORT

A Wraithseer was a sight very rarely seen upon the battlefields of the Great Crusade or Heresy, as the precious souls entombed within them were guarded jealously by the kin that carried their legacy. In times of utmost need, an especially powerful Warlock could be called forth from the Infinity Circuit, and asked to stride to war once more.

Such a request was not made lightly, for if the wraithbone construct that housed such a venerable soul fell in battle, then the soul within risked being forever lost to the predations of She Who Thirsts. Despite this obvious and immense risk, however, such a construct was a terrifying force that could turn the tide of even the most desperate battle, and so this risk was deemed necessary on occasion.

The armaments of the Wraithseers were similar to the more common Wraithlords, making them a considerable threat at range; though the unique weapons and wargear the Wraithseers carried, in conjunction with their considerable psychic might, made them a deadly adversary. Indeed, this psychic might helped them overcome the 'Wraithsight' that blighted other wraiths, lending them a greater speed and acuity - and making it a deadly mistake to underestimate the speed and agility of a Wraithseer - and not one many make twice.

Asuryani:
Lords of War



Wraithknight ..... 500 Points

	M	WS	BS	S	Armour Front	Armour Side	Armour Rear	I	A	HP
Wraithknight	16	5	5	10	13	13	12	4	4	8

Unit Composition

- 1 Wraithknight

Unit Type

- Vehicle (Asuryani, Knight)

Wargear

- Two Arm Mounted Heavy Wraithcannons
- Holo-Fields

Special Rules

- It Will Not Die (5+)

Options:

- A Wraithknight may select up to two of the following options in any combination:
  - Hull (Front) Mounted Shuriken Cannon ..... +10 points
  - Hull (Front) Mounted Scatter Laser ..... +10 points
  - Hull (Front) Mounted Starcannon ..... +15 points

- A Wraithknight may exchange an Arm Mounted Heavy Wraithcannon for one of the following options:
  - Arm Mounted Ghostglaive ..... Free
  - Arm Mounted Scattershield ..... Free
  - Arm Mounted Suncannon ..... Free

LORDS OF WAR

Wraithknights were towering constructs, eclipsing even the size and might of a Wraithlord with their sheer bulk. Many of these knights were taken from the ruins of Anarathe warships in the aftermath of the Fall, repurposed as guardians of their respective Craftworlds. Despite their size, they could run across the battlefield, their long-legged gait making them faster than even a charging Questoris Knight - whilst their array of ancient weaponry allowed them to unleash the fury of the Aeldari at a moment's notice. Wraithknights provided a powerful middle ground position between the smaller Wraithlords and Wraithguards, and the much larger Titan sized constructs that stood sentinel over the largest and most important shrines of the Aeldari.

The Wraithknights differed from their smaller kin with the fact that along with the soul of a slain Eldar, each Wraithknight was also piloted by an living Eldar - and at that, one which was their twin. Such a rare occurrence lead to a strong psychic link between the two pilots, to the point that the still-living twin was occasionally entombed within the cockpit permanently, bonding their souls and mind beyond death, and allowing the wraithknight to move with the speed and grace of a living Eldar.

Skathach Wraithknight ..... 600 Points

	M	WS	BS	S	Armour Front	Armour Side	Armour Rear	I	A	HP
Skathach Wraithknight	16	5	5	10	13	13	12	4	4	8

Unit Composition

- 1 Skathach Wraithknight

Unit Type

- Vehicle (Asuryani, Knight)

Wargear

- Two Arm Mounted Deathshroud Cannons
- Webway Shunt Generator
- Holo-Fields

Special Rules

- It Will Not Die (5+)
- Hit & Run
- Guardian of the Gates

Options:

- A Skathach Wraithknight may select up to two of the following options in any combination:
  - Hull (Front) Mounted Shuriken Cannon ..... +10 points
  - Hull (Front) Mounted Scatter Laser ..... +10 points
  - Hull (Front) Mounted Starcannon ..... +15 points

- A Skathach Wraithknight may exchange an Arm Mounted Deathshroud Cannon for one of the following:
  - Arm Mounted Ghostglaive ..... Free
  - Arm Mounted Inferno Lance ..... Free
  - Arm Mounted Scattershield ..... Free

LORDS OF WAR

Specialised for hunting the tunnels of the webway, the Skathach Wraithknights were a rare and terrible breed of Wraithknight. Piloted by a living Eldar separated permanently from their twin, they patrolled the endless tunnels of the Webway using esoteric weaponry similar in design to those of the Fire Dragon Aspect Warriors. These pilots spent most of their time communing with the soul of their wraithknight as they defended the webway from any that would trespass, bonding with it in a strange symbiosis. Rarely emerging into realspace, the rare occasions in which they were seen to appear were typically in defence of a webway portal under threat, or otherwise to aid an Eldar force upon the brink of defeat. Multiple hunting bands and small armies were been rescued by the sudden appearance of a Skathach Wraithknight after they had met with forces that grossly outnumbered and overpowered their own.

Along with their normal armament, the Skathach mounted Webway Shunt Generators, immensely powerful engines which allowed them to slip in and out of the webway seemingly with a ghost-like grace; keeping a solid location lock on them proving near impossible in a battle condition. This would often end only one way for their foes - for when they reappeared in realspace, cannons shining bright, they would lay a foe low before simply melting back into the webway to continue their patrols.

Vampire Hunter..... 700 Points

	M	BS	Armour Front	Armour Side	Armour Rear	HP	Transport Capacity
Vampire Hunter	20	4	13	12	12	12	-

Unit Composition

- 1 Vampire Hunter

Unit Type

- Vehicle (Flyer, Lumbering, Hover)

Wargear

- Hull (Front) Mounted Scatter Laser
- Two Hull (Front) Mounted Pulsars
- Two Hull (Front) Mounted Twin-Linked Phoenix Missile Launchers
- Improved Holo Fields

Special Rules

- Deep Strike
- Strafing Run
- Agile

LORDS OF WAR

The Eldar Vampire chassis was already respected as a harbinger of oncoming assault elements in its Raider form, but rarer and far more feared was the deadly Vampire Hunter variant. Exchanging its transport capacity to support the systems required to mount titan-grade pulsars, the Vampire Hunter was capable of destroying the largest and most powerful machines of the Imperium. Indeed, its destruction was prioritised over all others by the agents of the Mechanicum for its ability to strike against their Titans, whose anti-air weaponry was far to slow to track the nimble craft during their attack runs.

Thankfully for the lesser races of the galaxy, after the fall, the number of Vampire Hunters still in use was exceptionally small. Building new Pulsars was a time-consuming process that required specialist engineers and space that was at a premium on all but the largest of the nascent Craftworlds. As such, many Asuryani commanders only committed their Vampire Hunters to the skies as a last resort, or when air superiority was so thoroughly established as to be a foregone conclusion.

Vampire Raider.....600 Points

	M	BS	Armour Front	Armour Side	Armour Rear	HP	Transport Capacity
Vampire Raider	20	4	13	12	12	12	32

Unit Composition

- 1 Vampire Raider

Unit Type

- Vehicle (Flyer, Lumbering, Hover, Transport)

Wargear

- Hull (Front) Mounted Scatter Laser
- Two Hull (Front) Mounted Gravis Shuriken Cannons
- Improved Holo Fields

Special Rules

- Deep Strike
- Strafing Run
- Agile

Access Points:

- A Vampire Raider has one access point on its rear.

Options:

- A Vampire Raider may exchange its Two Hull (Front) Gravis Shuriken Cannons for:
  - Two Hull (Front) Mounted Twin-Linked Pulse Lasers .....+25 points
- A Vampire Raider may take the following:
  - Two Hull (Front) Mounted Twin-Linked Phoenix Missile Launchers.....+25 points
- A Vampire Raider may take the following:
  - One Centreline Mounted Pulsar* .....+50 points

**A Vampire Raider which selects this option reduces its Transport Capacity to 22.*

LORDS OF WAR

Another example of the Eldar mastery of anti-gravitic technology, the Vampire Raider was a void capable strike craft capable of carrying multiple units of Eldar warriors hundreds of thousands of kilometres through the void, making planetfall, and then supporting them on the battlefield. In this role, the Vampire Raider saw use by the Craftworlds, the remnants of the Anrathe, and the ever-growing threat of Aeldari Pirates during the Great Crusade. This was particularly troublesome for local authorities in Imperial systems, as their long range and small profile for a void ship meant that locating their bases, or indeed webway portals, was nearly impossible.

Often supported by smaller fighter craft, the Vampire Raider was still exceptionally nimble for a vessel its size; making it a difficult target for local air defences and a favoured transport for Eldar commanders looking to make landfall in force on a world without safely charted webway portals.

Phantom Titan ..... 2500 Points

	M	WS	BS	S	Armour Front	Armour Side	Armour Rear	I	A	HP
Phantom Titan	24	9	5	10	14	14	13	5	5	24

Unit Composition

- 1 Phantom Titan

Unit Type

- Vehicle (Asuryani, Titan)

Wargear

- Hull (Front) Mounted Cloudburst Missile Launcher
- Hull (Front) Mounted Voidstorm Missile Launcher
- Hull (Front) Mounted Gravis Starcannon
- Two Arm mounted Phantom-Pulsar
- Holo-Fields

Special Rules

- Night Vision
- Wraithbone Core
- It Will Not Die (5+)

Options:

- A Phantom Titan may exchange either of its Arm Mounted Phantom-Pulsars for one of the following:
  - Arm Mounted D-Bombard ..... Free
  - Arm Mounted Wraith Glaive and Twin-Linked Gravis Starcannon ..... Free
- A Phantom Titan may exchange its Hull (Front) Mounted Gravis Starcannon for the following:
  - Hull (Front) Mounted Pulse Laser ..... Free

LORDS OF WAR

In a striking parallel to the scions of Mars, the Eldar Titan Clans were self contained entities even during the fall of their race. As such, when the empire was destroyed many of these ancient households survived, their war machines ready to face the Age of Darkness and the new threats their weakened people would see.

Piloted by exceptionally rare triplets, the Phantom Titan was one of the largest warmachines seen on the field of battle during the great crusade. Capable of bearing truly devastating weapons into battle such as the Phantom-Pulsar or Disruption Bombard, these weapons could undo even adamantine at range, or rend holes in the fabric of reality itself. Rumors abounded of rare and dread examples of this titan known as the Warlock-class, who seemed capable of summoning psychic powers that could change the laws of reality on entire battlefields and whose presence condemned armies to the immaterium - but these rumours were seemingly unfounded...

Revenant Titan .....750 Points

	M	WS	BS	S	Armour Front	Armour Side	Armour Rear	I	A	HP
Revenant Titan	16	7	5	10	13	13	12	5	3	12

Unit Composition

- 1 Revenant Titan

Unit Type

- Vehicle (Asuryani, Titan)

Wargear

- Hull (Front) Mounted Cloudburst Missile Launcher
- Two Arm-Mounted Revenant Pulsars
- Revenant Jump Engines
- Holo-Field

Special Rules

- Night Vision
- Wraithbone Core
- Wraith Conclave
- It Will Not Die (5+)

Options:

- A Revenant Titan unit may include:
  - Up to 1 additional Revenant Titan.....+750 points
- A Revenant Titan may exchange both of its Arm Mounted Revenant Pulsars for the following option:
  - Two Arm Mounted Sonic Lances .....+75 points
- A Revenant Titan may select the following:
  - Hull (Front) Mounted Scatter Laser .....+5 points

LORDS OF WAR

The Eldar Titan clans stood apart from their race even as the fall came to the ancient empire. Many chose to join the forming Craftworlds, creating partnerships similar to the ones seen between the Titan Legios and the Scions of Mars. While building new titans was a difficult and costly affair for these ancient households, the larger Craftworlds were capable of constructing ever more of their smallest engines, the Revenant Titans, slowly growing their stockpile.

Piloted by exceptionally rare Eldar twins, the Revenant Titan was blisteringly fast and capable of leaping through the air vast distances. Bringing advanced Pulsar weaponry or immense Sonic Lances to the battlefield, capable of slicing hardened bunkers in half or vaporising even the mighty hulls of a Legiones Astartes Land Raider, a Revenant Titan was commonly the priority target for Imperial forces faced with one. Yet, despite this, the foes of the Eldar had to be wary, for where one Revenant was seen, a second was often not far behind...

Scorpion ..... 500 Points

	M	BS	Armour Front	Armour Side	Armour Rear	HP	Transport Capacity
Scorpion	12	4	14	13	12	10	-

Unit Composition

- 1 Scorpion

Unit Type

- Vehicle
  (Asuryani, Super-Heavy, Skimmer)

Wargear

- Turret Mounted Twin-Linked Revenant Pulsar
- Pintle Mounted Shuriken Cannon

Options:

- A Scorpion may exchange its Pintle Mounted Shuriken Cannon with one of the following:
  - Pintle Mounted Scatter Laser ..... +5 points
  - Pintle Mounted Starcannon ..... +10 points
  - Pintle Mounted Aeldari Missile Launcher (with Sunburst, Starshot, and Starhawk Missiles) ..... +10 points
  - Pintle Mounted Bright Lance ..... +15 points

- A Scorpion may take one of the following:
  - Star Engines ..... +5 points
  - Vectored Engines ..... +5 points

- A Scorpion may take any of the following:
  - Searchlight ..... +5 points
  - Holo-Fields ..... +40 points

LORDS OF WAR

One of the largest anti-grav vehicles ever encountered by the Imperium, the Scorpion Super Heavy Grav-Tank was a miracle of technology and a beacon of destruction. Bringing titan-grade weaponry to the battlefield on a manoeuvrable chassis, it spelled doom for the engines of the Craftworld's enemies, many of whom never saw the nimble vehicle who brought their doom upon them.

The key to this power was the Eldar Holo-Field, an esoteric technology that upon movement took the photons reflected from the craft's colourful hull and turned it into a shifting morass of light, confounding even the most sophisticated systems of their enemies. Rare on the field, these craft survived where far more rugged vehicles fell, the trickery of the Eldar made murderously manifest.

Cobra ..... 550 Points

	M	BS	Armour Front	Armour Side	Armour Rear	HP	Transport Capacity
Cobra	12	4	14	13	12	10	-

Unit Composition

- 1 Cobra

Unit Type

- Vehicle
  (Asuryani, Super-Heavy, Skimmer)

Wargear

- Centreline Mounted D-Impaler
- Pintle Mounted Shuriken Cannon

Options:

- A Cobra may exchange its Pintle Mounted Shuriken Cannon with one of the following:
  - Pintle Mounted Scatter Laser ..... +5 points
  - Pintle Mounted Starcannon ..... +10 points
  - Pintle Mounted Aeldari Missile Launcher (with Sunburst, Starshot, and Starhawk Missiles) ..... +10 points
  - Pintle Mounted Bright Lance ..... +15 points

- A Cobra may take one of the following:
  - Star Engines ..... +5 points
  - Vectored Engines ..... +5 points

- A Cobra may take any of the following:
  - Searchlight ..... +5 points
  - Holo-Fields ..... +40 points

LORDS OF WAR

Thought to be a relic of the ancient empire, the Cobra was built around a devastating weapon that uses the concentrated force of a black hole to literally rend the fabric of reality. Known as Disruption Impaler, this weapon bypassed all known defences to simply tear at enemies with the tidal forces of the empyrean. Those few who survived found themselves trapped within warp space, unable to escaped, damned to live their last moments in the home of daemons.

Short-ranged, this massive grav-tank was frequently used as an ambush predator. Shrouded in powerful holo-fields or hidden by cameoline until enemy war engines wandered too close - such as the attack enacted on Urthax, where a single Cobra is thought to have been responsible for the destruction of an entire company of the Imperium's Baneblade-class battle tanks within minutes, before disappearing swiftly from local auspex.

Lynx.....300 Points

	M	BS	Armour Front	Armour Side	Armour Rear	HP	Transport Capacity
Lynx	16	4	13	12	12	5	-

Unit Composition

- 1 Lynx

Unit Type

- Vehicle (Asuryani, Skimmer, Fast)

Wargear

- Centreline Mounted Lynx Pulsar
- Hull (Front) Mounted Shuriken Cannon

Special Rules

- Skyhunter
- Deep Strike

Options:

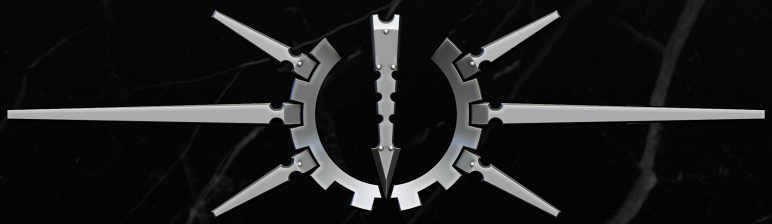
- A Lynx may exchange its Centreline Mounted Lynx Pulsar with the following:
  - Centreline Mounted Sonic Lance.....+75 points
- A Lynx may exchange its Hull (Front) Mounted Shuriken Cannon with one of the following:
  - Hull (Front) Mounted Scatter Laser.....+5 points
  - Hull (Front) Mounted Starcannon.....+10 points
  - Hull (Front) Mounted Bright Lance.....+15 points
- A Lynx may take one of the following:
  - Star Engines.....+15 points
  - Vectored Engines.....+15 points
- A Lynx may take any of the following:
  - Searchlight.....+5 points
  - Spirit Stones.....+10 points
  - Holo-Fields.....+20 points

LORDS OF WAR

The main battle tank of the ancient Eldar empire's Anrathe forces, most of these venerable vehicles ceased to exist in the raging birth of She Who Thirsts. Some few Lynx, carefully husbanded by the Craftworlds, dwelt in their armouries to be unleashed when nothing smaller would suffice.

Carrying a powerful Pulsar or Sonic Lance, and with the ability to make orbital insertion or simply fly over enemy fortifications, the Lynx was one of the most powerful sub-titan units seen in the armouries of the young Craftworlds. Thankfully for those forces in the field, evidence of their deployment during the Age of Darkness was rare indeed...

Asuryani:
Dramatis Personae



Avatar of Khaine.....750 Points

Kaela Mensha Khaine Incarnate, War-God of the Aeldari

	M	WS	BS	S	T	W	I	A	Ld	Sv
Avatar of Khaine	10	8	5	8	8	8	6	6	10	-

Unit Composition

- 1 Avatar of Khaine

Unit Type

- Daemon Primarch (Asuryani, Gargantuan, Unique)

Wargear

- Molten Body
- The Wailing Doom

Special Rules

- Fleet (1)
- Hammer of Wrath (3)
- Fear (2)
- Fearless
- A Bloody-Handed God
- Khaine Awakened

Molten Body

The Molten Body of an Avatar of Khaine flows like wax to seal even the most grievous wounds. A Molten Body provides a 3+ Invulnerable Save. Weapons of the Flame, Melta, and Volkite types can never cause Wounds to a model with a Molten Body, and any allocated to a model with a Molten Body are immediately discarded.

In addition, when a model with a Molten Body and a Wounds Characteristic loses its last Wound, but before it is removed as a casualty, all models both friendly and enemy within D6+6" suffer an automatic Hit at Str 8, AP -.

A Bloody-Handed God

Unlike other models with the Daemon Primarch Unit Type, an Avatar of Khaine may never be selected to be your Warlord, and may not select a Warlord Trait – you must select another eligible model from your army instead. In addition, the Avatar of Khaine may never join or be joined by any other model or unit, and may not be given any manner of Retinue during army selection.

Khaine Awakened

All friendly units within 12" of the Avatar of Khaine which can draw line of sight to it and have the Asuryani Unit Sub-type gain the Stubborn and Rage (2) Special Rules.

The Wailing Doom

	Range	Str	AP	Type
The Wailing Doom (Ranged)	12"	9	1	Heavy 1, Armourbane (Ranged), Exoshock (5+), Heavy Beam
The Wailing Doom (Melee)				
- Scything Slash	-	9	3	Melee, Reaping Blow (3), Breaching (6+)
- Speartip Strike	-	9	1	Melee, Armourbane (Melee), Exoshock (5+), Brutal (2)

PRIMARCH

The Avatar of Khaine was an incarnation of the Aeldari God of War, Kaela Mensha Khaine. After his apocalyptic duel with She Who Thirsts during the fall of the Eldar, Khaine's essence was scattered, and eventually coalesced within the Craftworlds which had managed to successfully escape their race's doom.

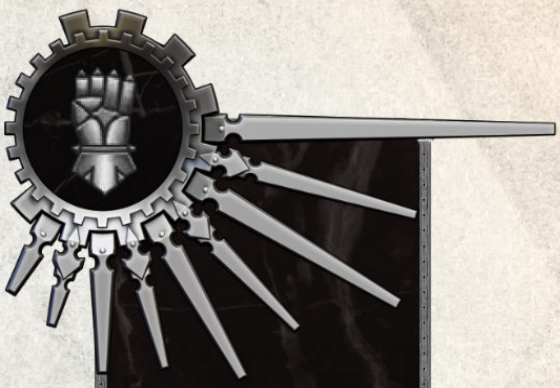
The essence of Khaine was not quick to coalesce within the Craftworlds. Over the course of many decades, inside shrines, or hidden, deep places, an immense statue formed. Made of blood-red steel, cold to the touch and utterly still, the Avatar began its long wait.

When the first Craftworlds discovered these statues, they understood on some primal level that these were the last fragments of their War-God; a final gift to them, but one that demanded a terrible sacrifice in return for its use...

Asurmen .....325 Points

The Hand of Asuryan, Dire Avenger

	M	WS	BS	S	T	W	I	A	Ld	Sv
Asurmen	8	7	7	4	4	4	7	5	10	2+



Unit Composition

- 1 Asurmen

Unit Type

- Phoenix Lord (Asuryani, Unique)

Wargear

- The Bloody Twins
- The Sword of Asur
- Phoenix Armour
- Plasma Grenades

Special Rules

- Aspect Shrine (Dire Avenger)
- Counter-Attack (1)
- Crusader
- Fleet (1)
- Furious Charge (1)
- Flexible Tactics
- Shield of Grace
- **Warlord:** Hand of Asuryan

Warlord: Hand of Asuryan

If chosen as the army's Warlord, Asurmen automatically has the Hand of Asuryan Warlord Trait and may not select any other Warlord Trait.

All other models with any variant of the Aspect Shrine (X) Special Rule in the same army as Asurmen gain the Stubborn Special Rule. If a model has the Aspect Shrine (Dire Avenger) Special Rule in the same army as Asurmen, they may also use this model's Leadership Characteristic instead of their own.

In addition, an army that includes a Warlord with this Trait may make an additional Reaction in any one Phase per turn, as long as the Warlord has not been removed as a casualty (the Phase in which the additional Reaction is made does not need to be declared in advance).

Shield of Grace

Whenever Asurmen fights in a Challenge, his Invulnerable Save is increased to a 3+.

The Sword of Asur

	Range	Str	AP	Type
The Sword of Asur	-	+1	2	Melee, Master-Crafted, Brutal (2), Murderous Strike (4+), Sanctic

The Bloody Twins

	Range	Str	AP	Type
The Bloody Twins	18"	5	4	Assault 4, Twin-Linked, Rending (5+)

PRIMARCH

Once known as Iliathin, the Phoenix Lord Asurmen rose to prominence only after the fall had wrought its evils upon the Eldar empire. Living upon a world bathed in the after-effects of that great calamity, Iliathin contemplated his own death after being forced to kill his own daemon-possessed brother - until he was rescued, unbeknownst to both him and his rescuer, by a child who had survived at the brink of death on the same tainted world.

Eventually escaping the hellish expanse in which he and the child had dwelt, the pair travelled together, joined by others who were alike in mind, until eventually the group founded a shrine upon a barren world they chose to call Asur. This Shrine would become the first Aspect Shrine, and Iliathin took its name for himself, becoming Asurmen, first Phoenix Lord of the Dire Avengers.

Tutoring group which had founded the shrine with him, each in turn of his followers took upon a new Aspect of war - each understanding their new role as Phoenix Lords in turn. The child who had saved his life became Jain Zar, Phoenix Lord of the Howling Banshees - and as each other Phoenix began to spread their teachings to the Craftworlds, a glimmer of hope began to flicker in Asurmen's breast, that perhaps the light of the Eldar was not yet extinguished...

Baharroth .....325 Points

The Cry of the Wind, Swooping Hawk

	M	WS	BS	S	T	W	I	A	Ld	Sv
Baharroth	8	7	7	4	4	4	8	5	10	2+

Unit Composition

- 1 Baharroth

Unit Type

- Phoenix Lord (Asuryani, Unique)

Wargear

- The Shining Blade
- Fury of the Tempest
- Phoenix Armour
- Plasma Grenades
- Swooping Hawk Wings
- Grenade Pack
- Haywire Grenades

Special Rules

- Aspect Shrine (Swooping Hawk)
- Fleet (2)
- Herald of Victory
- Skyleap
- Skystrike
- Sun's Brilliance
- **Warlord:** Cry of the Wind

PRIMARCH

Baharroth – meaning "The Cry of the Wind" – was the first of the Swooping Hawks, the most vibrant and youthful of Asurmen's disciples and a master of flight whose majestic presence on the battlefield was said to herald an inevitable Asyurani victory.

Brother to Maugan Ra, Baharroth was the sun to his sibling's moon, and was regarded as perhaps the fastest of all Aeldari, who struck with the force of a hurricane – easily evading the swings of his comparatively sluggish foes – before taking back to the skies in the blink of an eye.

Warlord: Cry of the Wind

If chosen as the army's Warlord, Baharroth automatically has the Cry of the Wind Warlord Trait and may not select any other Warlord Trait.

Models with the Aspect Shrine (Swooping Hawk) Special Rule in the same army as Baharroth gain the Hit & Run and Reaping Blow (1) Special Rules.

In addition, an army with Baharroth gains an additional Reaction in the Opposing Player's Movement phase, as long as Baharroth has not been removed as a casualty.

Sun's Brilliance

Shooting attacks targeting a unit containing a model with this Special Rule made as part of a Interceptor Reaction are resolved as Snap Shots. Models which are immune to the effects of Blind are not affected by Sun's Brilliance.

The Shining Blade

	Range	Str	AP	Type
The Shining Blade	-	User	2	Melee, Blind, Master-Crafted, Shred, Murderous Strike (5+),

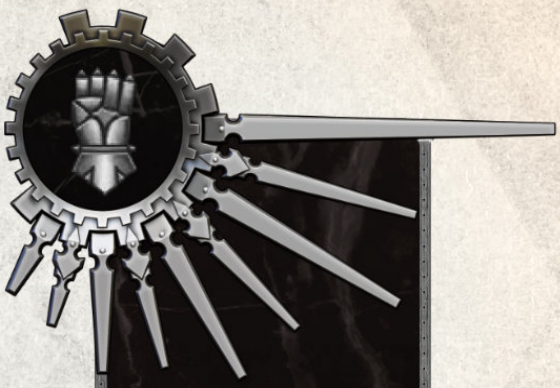
Fury of the Tempest

	Range	Str	AP	Type
Fury of the Tempest	24"	6	3	Assault 4, Rending (5+), Pinning, Shell Shock (1)

Drastanta..... 350 Points

The Tempest of Starlight, Shining Spear

	M	WS	BS	S	T	W	I	A	Ld	Sv
Drastanta	18	7	7	4	4	5	7	5	10	2+



Unit Composition

- 1 Drastanta

Unit Type

- Phoenix Lord (Asuryani, Unique)

Wargear

- The Crown of the Seventh Sky
- The Celestial Lance
- Khaine's Destrier
- Phoenix Armour
- Plasma Grenades

Special Rules

- Aspect Shrine (Shining Spear)
- Fleet (2)
- Pathfinder
- Outflank
- Hit & Run
- Relentless
- Monster Hunter
- **Warlord:** The Lancer's Charge

Warlord: The Lancer's Charge

If chosen as the army's Warlord, Drastanta automatically has The Lancer's Charge as their Warlord Trait and may not select any other Warlord Trait.

Once per game in the Controlling Player's Charge phase, the Controlling Player may declare a Lance Charge. All models with the Aspect Shrine (Shining Spear) Special Rule in the same army as Drastanta roll an additional dice, discarding the lowest rolled dice, for determining the results of the Charge Distance Roll until the end of the Controlling Player's current Charge phase. All models with the Aspect Shrine (Shining Spear) Special Rule in the same army as Drastanta also count their Hammer of Wrath (X) Special Rule as being one higher than normal on a turn in which a Lance Charge is declared - Hammer of Wrath (2) becoming (3), and so on.

In addition, an army that includes a Warlord with this Trait may make an additional Reaction in the Movement phase as long as the Warlord has not been removed as a casualty.

The Crown of the Seventh Sky

The Crown of the Seventh Sky allows Drastanta and a unit they have joined to make a single reaction in the Movement Phase without expending a point of the Reactive Player's Reaction Allotment.

Khaine's Destrier

Khaine's Destrier is a jetbike of unique and exquisite make. Drastanta gains the following benefits from Khaine's Destrier:

- Two Master-Crafted Shuriken Cannons
- Drastanta may choose to move up to their unmodified Initiative Characteristic at the start of the Controlling Player's Charge Sub-Phase. If they choose to do, they may not declare a Charge.
- Drastanta may join units that include models with the Cavalry Unit Type despite the usual restrictions, and any rules that target the Cavalry Unit Type are considered to affect Drastanta as if they had that Unit Type.
- Drastanta also counts as having the Cavalry Unit Type in addition to their other Unit Types.
- The Firing Protocols (3), Hammer of Wrath (2), and Deep Strike Special Rules.

The Celestial Lance

	Range	Str	AP	Type
The Celestial Lance				
- Pierce the Heavens	12"	8	2	Assault 2, Lance, Blind
- Tear the Earth	-	+5	1	Melee, Lance, Reach (1), Soul-Shatter

Soul-Shatter: Successful Invulnerable Saves made against Wounds caused by a weapon with this Special Rule must be re-rolled.

PRIMARCH

Drastanta was the Phoenix Lord of the Shining Spears, a truly dazzling sight upon the battlefield. Arrogant by nature but thoroughly ruthless, they were known for their harrying strikes, hitting hard before speeding off to avoid any retribution that was to be laid upon them. They had such a love of battle that they drag engagements out in order to enjoy the feeling of superiority they had over their foe.

All their speed and might, however, was an attempt to allay a deep and desperate fear in their soul; a repeated dream of Asurmen dead at their feet, a howing daemon of She Who Thirsts standing over his corpse. Drastanta vowed to prevent this outcome, and crafted a mighty lance beyond the other laser lances members of their Aspect Shrine possessed. This Celestial Lance could pour forth power in such quantities that it could literally shatter the spirit of its victims; erasing them from materium and immaterium both.

Fuegan..... 350 Points

The Burning Lance, Fire Dragon

	M	WS	BS	S	T	W	I	A	Ld	Sv
Fuegan	8	7	7	5	4	4	7	5	10	2+

Unit Composition

- 1 Fuegan

Unit Type

- Phoenix Lord (Asuryani, Unique)

Wargear

- Searsong
- The Fire Axe
- Phoenix Armour
- Melta Bombs
- Plasma Grenades

Special Rules

- Aspect Shrine (Fire Dragon)
- Fleet (1)
- Crack Shot
- Split Fire
- Wrecker
- Dragon of Myth
- Unquenchable Resolve
- **Warlord:** Rhana Dandra

PRIMARCH

Founder of the Fire Dragon Aspect Shrine, Fuegan was utterly devoted to the Path of the Warrior in a way that even his fellow Phoenix Lords were not. In the pitiless destruction of the enemies of the Aeldari, Fuegan was witnessed to take grim pride; for in their utter decimation was the thread of fate forward for his race reinforced, and the skein tightened to secure the longevity of his people.

In battle, Fuegan's weaponry was entirely alike with his mentality - for in the searing beams he unleashed, or the immense blows he delivered, were his determination to see the Asuryani survive writ large.

Despite his brutal nature, however, his teachings and Aspect were reinforced with his nobility, his teachings instructing all who followed in his footsteps that no matter how righteous and true their actions may feel, they must be undertaken for the good of the future, and of the Eldar race - or be wasted forever.

Warlord: Rhana Dandra

If chosen as the army's Warlord, Fuegan automatically has the Rhana Dandra Warlord Trait and may not select any other Warlord Trait.

All models with the Aspect Shrine (Fire Dragon) Special Rule in the same army as Fuegan gain the Dragon of Myth and Feel No Pain (5+) Special Rules.

In addition, an army that includes a Warlord with this Trait may make an additional Reaction in the Shooting phase as long as the Warlord has not been removed as a casualty.

Dragon of Myth

At the start of any Fight Sub-phase, each model with this Special Rule within base to base contact with an enemy model makes D3 additional attacks at Initiative step 10. These attacks are resolved at Strength 4 with an AP of -, and are counted as "Flame" attacks for those rules that affect such attacks.

Unquenchable Resolve

At the end of any phase in which a model with this Special Rule suffers one or more unsaved Wounds, their Strength and Attack Characteristics are increased by +1 for each unsaved Wound suffered. These Characteristic bonuses are permanent and last for the rest of the game (Note that Damage Mitigation Rolls do not prevent this Special Rule from taking effect).

Searsong

	Range	Str	AP	Type
Searsong				
- Searing Lance	18"	9	1	Assault 1, Armourbane (Ranged), Exoshock (5+)
- Burning Beam	9"	8	2	Assault 1, Armourbane (Ranged), Heavy Beam

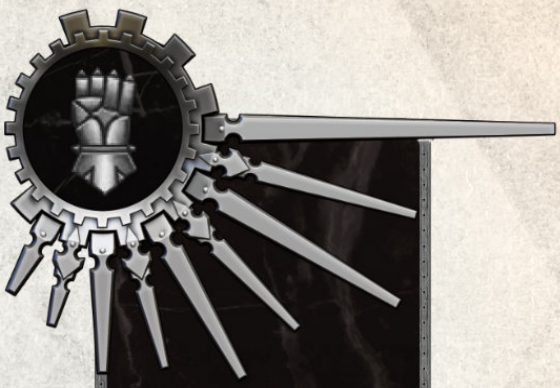
The Fire Axe

	Range	Str	AP	Type
The Fire Axe	-	+1	1	Melee, Armourbane (Melee), Master-Crafted

Irillyth.....325 Points

The Shade of Twilight, Shadow Spectre

	M	WS	BS	S	T	W	I	A	Ld	Sv
Irillyth	7	7	7	4	4	4	7	4	10	2+



Unit Composition

- 1 Irillyth

Unit Type

- Phoenix Lord (Asuryani, Unique)

Wargear

- Spear of Starlight
- Phoenix Armour
- Spectre Jet Pack
- Haywire Grenades
- Plasma Grenades

Special Rules

- Aspect Shrine (Shadow Spectre)
- Fleet (2)
- Fear (2)
- Shadow of Death
- Shrouded (4+)
- Dawn of Twilight
- **Warlord:** Reaper of Souls

Warlord: Reaper of Souls

If chosen as the army's Warlord, Irillyth automatically has the Reaper of Souls Warlord Trait and may not select any other Warlord Trait.

All models with the Aspect Shrine (Shadow Spectre) Special Rule in the same army as Irillyth gain the Night Vision and Ignores Cover Special Rules.

In addition, an army with Irillyth gains an additional Reaction in the opposing player's Shooting phase as long as Irillyth has not been removed as a casualty.

Dawn of Twilight

During any mission where the Night Fighting Rules are in effect, a player whose army includes Irillyth may choose to force Night Fighting to be used, without the need for a dice roll. In addition, the Controlling Player may re-roll any dice rolled during the game to determine whether Night Fighting Rules stay in effect during a Game Turn.

Spear of Starlight

	Range	Str	AP	Type
Spear of Starlight				
- Solar Beam	24"	8	2	Heavy 3, Lance, Ghostlight
- Wanelight Glaive	-	+1	2	Melee, Reach (1), Master-Crafted, Ghoststrike

Ghoststrike: On any turn in which Irillyth charges a unit that has suffered at least one successful Hit from a weapon with the Ghostlight type, the Spear of Starlight's Wanelight Glaive profile is changed to Strength +3, and gains the Armourbane (Melee) and Murderous Strike (5+) Special Rules until the end of that player turn.

PRIMARCH

Irillyth founded the Shrine of the Shadow Spectre on the Craftworld of Mymeara, and his fate was evermore entwined with it. During his training as a disciple of Asurmen, Irillyth received a vision of Mymearan's destruction. He resolved to set out and rediscover the Craftworld to prepare it for the wars to come.

Returning to Mymearan would not prove easy, however. Irillyth's journey took decades as he explored many webway paths. During this time, the Phoenix Lord established numerous Shrines upon the Craftworlds he encountered before continuing his search. The Phoenix Lord's efforts were not in vain, however, as in time he found Mymeara once more. Irillyth began to train its warriors in his own methods of war; stealth, speed and overwhelming firepower.

Karandras ..... 350 Points

The Shadow Hunter, Striking Scorpion

	M	WS	BS	S	T	W	I	A	Ld	Sv
Karandras	8	8	7	4	4	4	7	5	10	2+

Unit Composition

- 1 Karandras

Unit Type

- Phoenix Lord (Asuryani, Unique)

Wargear

- Isirmathil & Shadowsting
- Arhra's Bane
- Scorpion's Bite
- Phoenix Armour
- Plasma Grenades

Special Rules

- Aspect Shrine (Striking Scorpion)
- Fleet (2)
- Brutal Ambush
- Infiltrate
- Move Through Cover
- Stalker
- Crusader
- Counter-Attack (1)
- Rage (2)
- **Warlord:** The Duellist's Fury

Warlord: The Duellist's Fury

If chosen as the army's Warlord, Karandras automatically has The Duellist's Fury as their Warlord Trait and may not select any other Warlord Trait.

On a turn in which a unit with the Aspect Shrine (Striking Scorpion) Special Rule charges, or is successfully charged, they gain the Riposte (1) Special Rule, and improve their Counter-Attack (X) and Rage (X) Special Rules values by 1.

In addition, an army that includes a Warlord with this Trait may make an additional Reaction in the Assault phase as long as the Warlord has not been removed as a casualty.

Isirmathil & Shadowsting

	Range	Str	AP	Type
Isirmathil & Shadowsting	-	+2	3	Melee, Shred, Rending (5+), Two-Handed, Murderous Strike (6+), Paired Weapons

Arhra's Bane

	Range	Str	AP	Type
Arhra's Bane				
- Crushing Blow	-	x2	2	Melee, Murderous Strike (5+), Brutal (2), Unwieldy
- Shuriken Volley	12"	5	4	Assault 3, Breaching (5+)

Scorpion's Bite

	Range	Str	AP	Type
Scorpion's Bite	-	6	3	Melee, Specialist Weapon, Breaching (5+), Scorpion's Sting (2)

PRIMARCH

Karandras did not have the honour of being the first Exarch of the Striking Scorpion Aspect Shrine; for in truth, he was the second to take up the mantle, being the pupil of the first, Arhra.

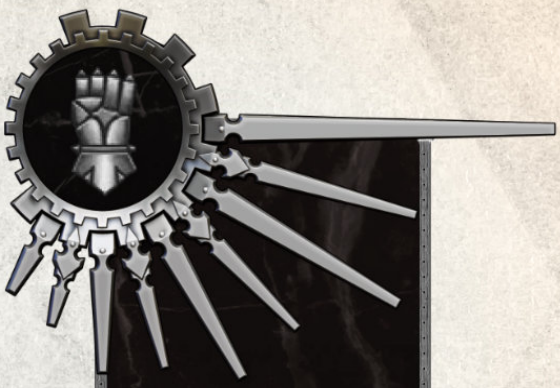
Arhra was not akin to the other Phoenix Lords, being far more merciless and cruel - alike with those Eldar who dwelt within the webway, who had taken to calling themselves Drukhari - and this darkness within his soul was to be his downfall. Driven from the Shrine of the Asur at the hands of Karandras, his name sundered forever, Arhra fled - and so Karandras set about rebuilding the Striking Scorpions into an Aspect worthy of respect.

In doing so, Karandras hoped to stave off the darkness that sought to claim both his soul, and that of his people; and as a consummate duellist and expert warrior, he was accepted as a true Phoenix Lord by those lords of the other Aspects in turn.

Maugan Ra.....325 Points

The Harvester of Souls, Dark Reaper

	M	WS	BS	S	T	W	I	A	Ld	Sv
Maugan Ra	8	7	7	4	4	4	7	5	10	2+



Unit Composition

- 1 Maugan Ra

Unit Type

- Phoenix Lord (Asuryani, Unique)

Wargear

- The Maugetar
- Phoenix Armour
- Plasma Grenades

Special Rules

- Aspect Shrine (Dark Reaper)
- Fleet (1)
- Preferred Enemy (Daemons)
- Night Vision
- Inescapable Accuracy
- Whirlwind of Death
- **Warlord:** The Reaper's Gaze

Warlord: The Reaper's Gaze

If chosen as the army's Warlord, Maugan Ra automatically has The Reaper's Gaze as his Warlord Trait and may not select any other Warlord Trait.

After Deployment, but before the first turn begins, the Controlling Player may nominate a single unit from your Opponent's army. All models with the Aspect Shrine (Dark Reaper) Special Rule gain the Precision Shots (5+) and Precision Strikes (5+) Special Rules whilst making any attack targeting the nominated unit.

In addition, an army that includes a Warlord with this Trait may make an additional Reaction in the Shooting phase as long as the Warlord has not been removed as a casualty.

Whirlwind of Death

Maugan Ra may fire The Maugetar twice during the Controlling Player's Shooting Phase. These Shooting Attacks may be made at different targets.

The Maugetar

	Range	Str	AP	Type
The Maugetar				
- Shrieker Strike	36"	5	5	Assault 1, Rending (5+), Poisoned (2+), Bio-Cataclysm, Master-Crafted
- Shuriken Storm	36"	6	3	Assault 5, Rending (4+), Pinning, Master-Crafted
- Reaping Blade	-	+2	2	Melee, Master-Crafted, Murderous Strike (5+)

Bio-Cataclysm: If a model with a Toughness Characteristic is slain as a result of a weapon with this Special Rule, centre a Large Blast (5") marker over the slain model. All models under the marker suffer an immediate, automatic hit at Strength 5, AP 5 with the Ignores Cover Special Rule. Note that models slain in this manner do not generate additional Bio-Cataclysm markers.

PRIMARCH

Ever the furthest from the Asurmen's vision of the Asurya, save Arhra himself, Maugan Ra acted with removed independence from the ideals of the other Phoenix Lords. Not for him was the flashing sword or the plunging spear. Rather, the Harvester of Souls would choose to execute his foes from great range, with unerring accuracy. These principles were fed into the creation of his legendary weapon, the Maugetar - a Shrieker Cannon with an inbuilt Executioner. The likes of this weapon would never be crafted again after the Phoenix Lord crippled the Bonesinger who crafted it for him, to ensure the weapon remained a singular example of its craft.

The Dark Reaper Aspect Shrine would be founded on the Harvester of Souls' doctrine in war, applying impeccable precision to every shot fired from their mighty weaponry. Instructed by their Phoenix Lord, the Dark Reapers quickly became known as some of the most deadly ranged combatants among the Aeldari.

Jain Zar ..... 350 Points

The Storm of Silence, Howling Banshee

	M	WS	BS	S	T	W	I	A	Ld	Sv
Jain Zar	8	7	7	4	4	4	7	5	10	2+

Unit Composition

- 1 Jain Zar

Unit Type

- Phoenix Lord (Asuryani, Unique)

Wargear

- Terror's Lament
- Jainas Mor, Silent Death
- Zhai Morenn, Blade of Destruction
- Phoenix Armour
- Plasma Grenades

Special Rules

- Aspect Shrine (Howling Banshee)
- Fleet (3)
- Acrobatic
- Fear (2)
- War Shout
- Disarming Strike
- **Warlord:** Storm of Silence

PRIMARCH

First among the revered warriors who became the Asurya and later one of the exalted Phoenix Lords, Jain Zar was famed for her furious speed and nigh-unmatched skill at arms. 'The Storm of Silence', as she was known, was a name earned a thousand times over as she proved her mastery in the art of battle and carved her own legend from the hewn flesh of those who stood in her path - accenting her victories in squalls of bloody rain.

It was Jain Zar herself who developed the Scream that Steals, and went on to instruct many in her arts - teaching the Aeldari to harness the anguish and despair that plagued them after the Fall and channel it into utter lethality. It was from these first lessons that the sword-maiden had spread across the stars that the Howling Banshees Aspect came to be, and to hear their blood-chilling wail was to know that the daughters of Jain Zar had come to claim the lives of those that dared stand before them.

Warlord: Storm of Silence

If chosen as the army's Warlord, Jain Zar automatically has the Storm of Silence Warlord Trait and may not select any other Warlord Trait.

All models with the Aspect Shrine (Howling Banshee) Special Rule in an Army which includes Jain Zar gain Furious Charge (1) and the Crusader Special Rules.

In addition, an army that includes a Warlord with this Trait may make an additional Reaction in the Assault phase as long as the Warlord has not been removed as a casualty.

Terror's Lament

During the Assault phase, the Reactive player may not make Reactions targeting a unit that contains at least one model equipped with Terror's Lament. Furthermore, whilst an enemy is in base contact with a model equipped with Terror's Lament, its Attacks and Initiative Characteristics are reduced by 1, to a minimum of 1. This wargear's effect does not activate if the unit equipped with it makes a Disordered Charge.

Disarming Strike

Before rolling to Hit whilst in a challenge, a model with this Special Rule can choose to nominate one of the Opponent's model's melee weapons. Both Jain Zar and the opposing model must then roll a D6 and add their Weapon Skill; the model with the highest result being the Winner. If the opposing model is the Winner, Jain Zar reduces her Attacks Characteristics by -3 for the duration of that Assault phase. If Jain Zar is the Winner, Jain Zar reduces her Attacks Characteristics by -1 for the duration of that Assault phase, whilst the Opposing model counts as no longer being equipped with the nominated melee weapon for the duration of that Assault phase. Any Characteristic Modifiers applied by this Special Rules ignore the normal restrictions found in the Phoenix Lord Unit Type.

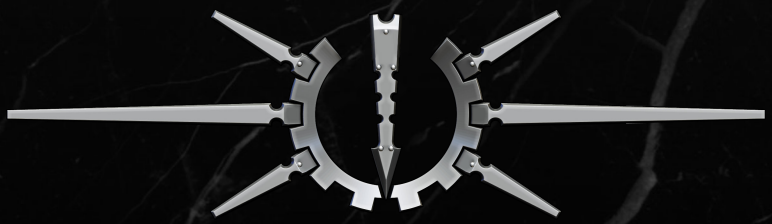
Jainas Mor, Silent Death

	Range	Str	AP	Type
Jainas Mor, Silent Death				
- Spiraling Throw	12"	4	3	Assault 4, Master-Crafted, Shred, Breaching (4+)
- Reversed Grip	-	User	3	Melee, Master-Crafted, Rampage (2), Shred, Breaching (4+),

Zhai Morenn, Blade of Destruction

	Range	Str	AP	Type
Zhai Morenn, Blade of Destruction	-	+2	2	Melee, Master-Crafted, Rending (4+), Murderous Strike (4+)

Asuryani: Fortifications



Webway Gate ..... 75 Points

	M	BS	Armour Front	Armour Side	Armour Rear	HP	Transport Capacity
Webway Gate	-	-	13	13	13	4	-

Unit Composition

- 2 Wraithbone Arches

Unit Type

- Fortification (Building)

Wargear

- Power Field

Special Rules

- Webway Strike
- Mysterious Statuary

FORTIFICATION

The foundation upon which the Eldar Empire was formed, and the main form of transportation for all its sundered remnants, was the webway. Capable of near instantaneous transportation from one place to another, the fall left the webway a dangerous but still-critical pathway through the galaxy for the survivors. Heavily traveled by rangers, and used to find vital supplies or deliver brave warriors to far flung battlefields, webwab portals were paramount to the continued survival of the Craftworlds.

Difficult to locate, hidden by ancient artifice as they often were, Webway portals were high priority targets for Imperial logisticians. Yet an assault upon one was not without its perils, as entire warhosts could appear, transported impossible distances, and likely guided with impeccable timing by distant farseers.

Holo-Field Defence Line .....35 Points

	M	BS	Armour Front	Armour Side	Armour Rear	HP	Transport Capacity
Holo-Field Defence Line	-	-	-	-	-	-	-

Unit Composition

- 4 Double Holo-Field Sections
- 4 Single Holo-Field Sections

Unit Type

- Fortification (Barricade)

Special Rules

- Holo-Emitter
- Multi-Part Fortification

Options:

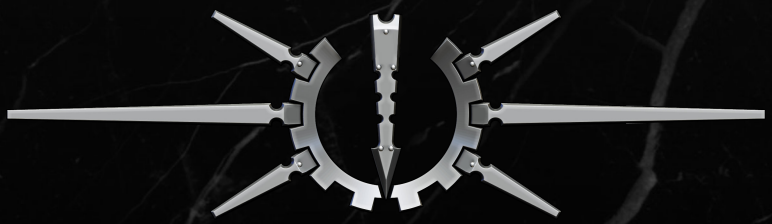
- A Holo-field Defence Line may take one of the following options:
  - Sky Lance ..... +25 points
  - Vibro Disruptor ..... +35 points

FORTIFICATION

The Eldar are renowned for their cunning. Nowhere is this shown off as it is in the concealment of those locations that cannot be moved by vast holo-field arrays and augury jammers that make all but the most determined search simply fruitless. On the battlefield forward supply depots and necessary positions are often protected by Holo-Field Defence Lines, deployable equipment that allow the nimble Eldar to conceal their logistics from the prying eyes of their enemies, and muster in secret.

Such arrays are potent, but not as powerful as the emplaced relics that preserve their temples and webway gates from prying eyes. As such determined commanders may find them, and reveal targets to strike. Of course the Eldar are aware of this, leading to their use as traps to ensnare the unwary.

Liber Antiquia:
Saedath



Introduction

Those Aeldari who lingered too long in the dark places of the webway, or upon the surface of those sundered worlds once at the heart of the Eldar empire, risked disappearance; snatched into the deepest places of the webway at the behest of Cegorach, the Laughing God, patron of those who call themselves Harlequins.

The first Harlequins were performers foremost, and their mythic dances began before the horrors of the fall in a desperate effort to push back upon the hedonism and debauchery of the Eldar empire as it fell upon itself in orgies of excess that would, unknown at the time, lead to the birth of She Who Thirsts. Against this, the Harlequins raged, their tales desperate attempts to point out the path the Eldar now found themselves upon. Ignored by most, shunned by many, and even attacked by some, the Harlequins were forced to become competent combatants; the same culture that reviled the mirror they shone upon it honing their edge.

When the fall came, Cegorach stole all those who had followed his path - his *Rillietann* - into the webway, where they would be safe from the rancid horror of the fall. As the fall ended and the surviving Aeldari languished upon their Craftworlds, upon their idyllic maiden worlds, deep in the void, or even within the great halls and houses they had built in the corners of the webway, the Harlequins waited; for now all those who did not heed their warnings would hear the call to join their grand dances, their *Saedaths*, to save their very souls. In this, over the years since the fall, have numerous Aeldari found themselves called to the ranks of the Harlequins.

Despite the inherent risks, small numbers of Harlequins were witnessed to sneak forth from the webway to assist their Aeldari kin, as well as others from many species - including human and transhuman both - during the Age of Darkness, furthering their own ends or those otherwise unknown at only their own behest. Whilst not a true fighting force alone, none could deny the effectiveness of their discrete musters - and few could afford to reject their assistance in times as dire as those...

Saedathii Detachments

Ever the embodiment of the Aeldari's mythic history, the Harlequins sought to weave story and symbolism into their every action. Equal parts performance and battle strategy, a Saedath employed intricately conceived strategy that was simultaneously rife with emotion and ritual allegory.

This section presents a set of Saedathii Detachments, small-scale troupes of the Harlequins that allow them to perform their Saedath upon the battlefields of the Age of Darkness.

Instead of taking an Allied Detachment as normal, in order to select models of the Saedath Sub-faction, you must instead select a Saedathii Detachment. A Saedathii Detachment entirely replaces an Allied Detachment, though is counted as an Allied Detachment for the purposes of all Special Rules, Limitations, and Gameplay Interactions, including the Allies Matrix. A Detachment with the Saedath Sub-faction may not be taken as a Primary Detachment. No more than one Allied Detachment may be replaced in this manner by a Saedathii Detachment, if you are using a Force Organisation Chart which permits more than one Allied Detachment. You may also use a Saedathii Detachment in a game using the Zone Mortalis Game Mode - in this case, the Saedathii Detachment replaces the Zone Mortalis Engagement Force Organisation Chart - though you must still follow the normal rules on unit selection, such as not being permitted to select units with the Antigrav Unit Sub-type. It is important to note that this may prevent you from selecting some Grand Performances.

When selecting a Saedathii Detachment, instead of using a Force Organisation chart of any kind, you must instead first select a Grand Performance. Each Grand Performance will present a unique set of Special Rules which provide objectives the player can complete to score additional Victory Points, as well as outlining units you are permitted to select as part of the Detachment.

Units listed as **Pivotal Roles** are Compulsory, and must be selected as part of the Saedathii Detachment. Units listed as **Additional Players** may be optionally selected, in addition to the **Pivotal Roles**. All units must have the points costs displayed on their profiles paid for as part of your Army.

Grand Performance: The Trials of Khaine

The storied mythos surrounding Kaela Mensha Khaine inspired the Aeldari to ever-growing heights in war. As they embodied the war god during his ordeals facing the Yngir, the Harlequins became death and slaughter given physical form.

Pivotal Roles

- 1 Troupe-Master
- 2 Harlequin Troupes

Additional Players

- +2 Harlequin Troupes
- +1 Death Jester
- +1 Shadowseer
- +1 Skyweaver Jetbikes
- +1 Voidweaver

If you select The Trials of Khaine Grand Performance, all units selected as part of this Saedathii Detachment gain The Bloodied Blade and Amateur Performance Special Rules.

The Bloodied Blade

At the end of the game, if the Controlling Player has destroyed three or more units in the Assault Phase by a unit composed entirely of models with the Rillietann Sub-type, then the Controlling Player immediately gains +D3 Victory Points, in addition to any awarded by any other source.

Amateur Performance

If, at the end of the game, no units have been destroyed in the Assault Phase by a unit composed entirely of models with the Rillietann Sub-type, then the Opposing Player immediately gains +D3 Victory Points, in addition to any awarded by any other source.

Grand Performance: The Heroes Path

Bursting forth from the shadows, warriors embodying the legendary heroes Ulthanash and Eldanesh suddenly unleashed their wrath on the foes. But ever did terrible pride gnaw at the hearts of the daring...

Pivotal Roles

- 2 Troupe-Masters
- 2 Harlequin Troupes
- 1 Shadowseer

Additional Players

- +2 Harlequin Troupes
- +1 Death Jester
- +1 Shadowseer

If you select The Heroes Path Grand Performance, all units selected as part of this Saedathii Detachment gain The Sin of Pride and Amateur Performance Special Rules.

The Sin of Pride

All models with the Character Sub-type and The Sin of Pride Special Rule must issue or accept any Challenge, wherever it is possible for them to do so. At the end of the game, if the Controlling Player has destroyed three or more models in Challenges with any model with the Character Sub-type and The Sin of Pride Special Rule, then the Controlling Player immediately gains +D3 Victory Points, in addition to any awarded by any other source.

Amateur Performance

If, at the end of the game, no models have been destroyed in Challenges by any model with the Character Sub-type and The Sin of Pride Special Rule, then the Opposing Player immediately gains +D3 Victory Points, in addition to any awarded by any other source.

Grand Performance: Faolchu's Blade

Hurtling towards the enemy at blinding speed, Starweavers and Voidweavers descended relentlessly upon the enemy ranks, in embodiment of the Great Hawk's consort as she bore Anaris, the sword of Eldanesh, to his hand.

Pivotal Roles

- 1 Troupe-Master
- 1 Harlequin Troupe
- 1 Skyweaver Jetbikes

Additional Players

- +2 Harlequin Troupes
- +2 Shadowseers
- +2 Skyweaver Jetbikes
- +2 Voidweaver

If you select Faolchu's Blade Grand Performance, all units selected as part of this Saedathii Detachment gain The Falcon's Wing and Amateur Performance Special Rules.

The Falcon's Wing

All models with the Infantry Unit Type and The Falcon's Wing Special Rule must begin the game embarked upon a Transport.

In addition, before the game begins, total up the number of units from the Controlling Player's Primary Detachment with the Independent Character Special Rule. At the end of the game, if at least half (rounding up) of these units are still in play, and at least one friendly unit with The Falcon's Wing Special Rule is also still in play, then the Controlling Player immediately gains +D3+1 Victory Points, in addition to any awarded by any other source.

Amateur Performance

If, at the end of the game, no Victory Points have been scored as a result of The Falcon's Wing Special Rule, then the Opposing Player immediately gains +D3 Victory Points.

Grand Performance: Cegorach's Jest

The Laughing God's warriors left their foes bewildered in a grand display of shock and awe. Voidweavers and Skyweavers burst their way towards their prize, evoking imagery of Cegorach's attempt to steal one of the antlers of Kurnous himself.

Pivotal Roles

- 1 Troupe-Master
- 1 Skyweaver Jetbikes
- 1 Voidweaver

Additional Players

- +3 Harlequin Troupes
- +1 Death Jester
- +1 Shadowseer
- +2 Skyweaver Jetbikes
- +2 Voidweavers

If you select Cegorach's Jest Grand Performance, all units selected as part of this Saedathii Detachment gain The Last Laugh and Amateur Performance Special Rules.

The Last Laugh

At the end of the game, the Controlling Player gains +D3 Victory Points if they have three or more units of Starweavers, Voidweavers, or Skyweaver Jetbikes (in any combination) in the Opposing Player's Deployment Zone, in addition to any awarded by any other source.

Amateur Performance

If, at the end of the game, there are no units of Starweavers, Voidweavers, or Skyweaver Jetbikes in the Opposing Player's Deployment Zone, then the Opposing Player immediately gains +D3 Victory Points.

Grand Performance: Cegorach's Lament

Placing emphasis on lightning-fast slaughter over cunning strategy, the Harlequins embodied the bitter tragedy of the Fall. The anguish of the Aeldari's doom could be expressed only through the reaping of bloody revenge upon She Who Thirsts.

Pivotal Roles

- 1 Troupe-Master
- 1 Harlequin Troupes
- 1 Arebennian

Additional Players

- +2 Harlequin Troupes
- +2 Death Jesters
- +1 Shadowseer
- +1 Skyweaver Jetbikes
- +2 Voidweavers

If you select Cegorach's Lament Grand Performance, all units selected as part of this Saedathii Detachment gain The Curtain Falls and Amateur Performance Special Rules.

Cegorach's Lament Grand Performance cannot be selected in the same army as a Detachment with the Traitor Allegiance.

The Curtain Falls

At the end of the game, if the Controlling Player has destroyed three or more units with the Daemon or Daemon Primarch Unit Types, or the Corrupted Sub-type, with units composed entirely of models with the Rillietann Sub-type, then the Controlling Player immediately gains +D3+1 Victory Points, in addition to any awarded by any other source.

In addition, if during the course of the game, the Arebennian successfully slays the enemy Warlord, the Controlling Player immediately gains +2 Victory Points. If the enemy Warlord is removed as a casualty by any other means, then no additional Victory Points are awarded, but the Victory Point penalty inflicted by the Amateur Performance Special Rule is not applied.

Amateur Performance

If, at the end of the game, no Victory Points have been scored as a result of The Curtain Falls Special Rule, then the Opposing Player immediately gains +D3 Victory Points.

Phantasmancy

Utilising psychoactive chemicals as much as psychic powers, psykers of this bent could conjure impossible visions in those unfortunates in their sights.

This section presents a unique Psychic Discipline only available to the Saedath; access to this is limited to models with the Rillietann Sub-type, and is assigned to relevant units by Special Rules on their unit profile.

Psychic Discipline: Phantasmancy

A Psyker with this Discipline gains all powers, attacks and other rules included as part of the Discipline, as well as the Aetheric Lightning Psychic Weapon (see page 322 of the Horus Heresy: Age of Darkness Core Rulebook) - unless they have already gained this power from another source.

Veil of Tears (Psychic Power)

A Shadowseer could conjure up a great wave of sadness, clouding the mind of those they targeted with wracking guilt that forced those so affected to turn their faces aside from those the Shadowseer, in order to not have their sorrow observed.

At any point during the Controlling Player's Movement Phase, a Psyker with this Psychic Power may select a single enemy unit within 24" and line of sight of the Psyker. The target unit may not make Shooting Attacks against units composed entirely of the Rillietann Sub-type over 18" until the beginning of the Controlling Player's next turn.

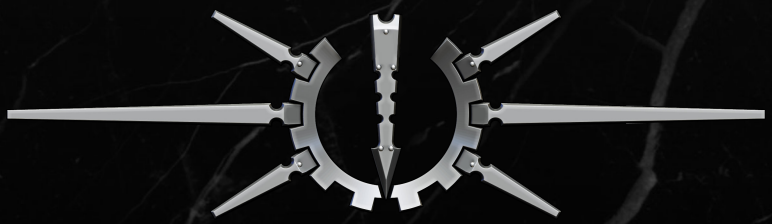
Whilst casting this power, the Psyker may choose to make a Psychic Check. If that Check is passed, then the target unit may also not make Reactions against units composed entirely of the Rillietann Sub-type until the end of the Opposing Player's next turn. If the Check is failed then no effects are applied to the target unit, and the Psyker suffers Perils of the Warp.

Peal of Discord (Psychic Weapon)

With an immense clang, like that of metal on metal, the Shadowseer blocked out all other sensory input; leaving hapless victims unable to react in time...

	Range	Str	AP	Type
Peal of Discord	24"	4	-	Assault 4, Blind, Psychic Focus

Saedath:
HQ



Troupe Master.....175 Points

	M	WS	BS	S	T	W	I	A	Ld	Sv
Troupe Master	8	6	6	3	3	3	7	4	10	-

Unit Composition

- 1 Troupe Master

Unit Type

- Infantry (Rillietann, Skirmish, Character)

Wargear

- Mask of Many Faces
- Holo-Suit
- Flip Belt
- Shuriken Pistol
- Power Sword
- Plasma Grenades

Special Rules

- Independent Character
- Fleet (2)
- Crusader
- Stubborn
- Precision Shots (6+)
- Precision Strikes (6+)

Options:

- The Troupe Master may exchange their Shuriken Pistol for one of the following:
  - Neuro Disruptor.....+10 points
  - Fusion Pistol..... +15 points
- The Troupe Master may exchange their Power Sword for one of the following:
  - Harlequin's Kiss .....+5 points
  - Harlequin's Embrace.....+5 points
  - Harlequin's Caress.....+10 points
  - Harlequin's Edge..... +20 points
- The Troupe Master may select any of the following:
  - Haywire Grenades.....+10 points
  - One Vortex Grenade .....+25 points

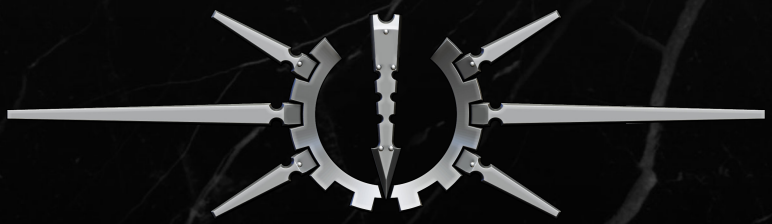
HQ

With extreme rarity did the Troupes of the Rillietann descend into the battlefields of the Horus Heresy, but on those occasions a Troupe Master could ever be found at the forefront of the action, acting out the role of an ancient Aeldari hero on new a theatre of war. With every action they undertook, a Troupe Master would ever so slightly twist the strands of fate towards the unfathomable goals of the Laughing God.

Utilising the arcane arsenal at their disposal, a Troupe Master led the Laughing God's servants in dances that drew their adversaries to their demise. Behind the whirlwind of flourishing blades, the grotesque features of a Troupe Master's mask would constantly shift between nightmarish terror and dreadful, cackling mirth - mocking the inevitable demise of the one gazing into their maddening visage.

Disappearing as fast as they emerged, a Harlequin Troupe would leave only two signs as proof of their presence: the butchered corpses of their foes, and a single pennant bearing esoteric symbols and unfamiliar designs. It was deemed that this could only have served as a sort of calling card - proof that this bloody artistry was of their own making.

Saedath:
Elites



Shadowseer .....125 Points

	M	WS	BS	S	T	W	I	A	Ld	Sv
Shadowseer	8	5	5	3	3	2	6	3	10	-

Unit Composition

- 1 Shadowseer

Unit Type

- Infantry
  (Rillietann, Skirmish, Character, Psyker)

Wargear

- Miststave
- Hallucinogen Grenade Launcher
- Holo-Suit
- Flip Belt
- Shuriken Pistol

Special Rules

- Independent Character
- Fleet (2)
- Agent of Pandemonium

Options:

- A Shadowseer may exchange their Shuriken Pistol for the following:
  - Neuro Disruptor .....+10 points
- A Shadowseer may take the following:
  - Haywire Grenades .....+10 points

ELITES

Where a Troupe Master played the part of the hero or the villain, taking centre stage in the Saedath with rambunctious panache, the enigmatic Shadowseers were cast in an altogether different role - though one that held no less import. For the performances of the Harlequins were ever intertwined with the machinations of destiny, and every role needed its player.

In battle, Shadowseers exploited their psychic abilities to unravel the structures within the minds of their foes and twist their perception to suit their own whims. The psychic influence of a Shadowseer could unleash manic hysteria in the ranks of the bravest warriors, implant false memories in the heads of their victims or outright break their psyche - driving them into irreversible madness.

Less understood was the Shadowseers' intrinsic aptitude for divining the future. The relationship between destiny and the Shadowseers was altogether different to that of the Asuryani Farseers, who glimpsed the paths of fate and walked them to their own benefit. Shadowseers interpreted the future in the fulfilling of roles, as they stood witness to grand performances that were yet to unfold.

Death Jester.....100 Points

	M	WS	BS	S	T	W	I	A	Ld	Sv
Death Jester	8	5	5	3	3	3	7	4	10	-

Unit Composition

- 1 Death Jester

Unit Type

- Infantry (Rillietann, Skirmish, Character)

Wargear

- Shrieker Cannon
- Holo-Suit
- Flip Belt
- Plasma Grenades

Special Rules

- Independent Character
- Fleet (2)
- Fear (2)
- Precision Shots (4+)
- Split Fire
- Harrow-Lord
- Relentless
- Stubborn

Options:

- A Death Jester exchange their Shrieker Cannon for one of the following:
  - Aeldari Missile Launcher (with Sunburst, Starshot, and Starhawk Missiles) ..... Free
  - Bright Lance ..... Free
  - Fire Pike ..... Free
  - Prism Blaster ..... Free
  - Prism Rifle ..... Free
  - Reaper Launcher (with Starswarm, Starshot, and Starhawk Missiles) ..... Free
  - Scatter Laser ..... Free
  - Spinneret Rifle ..... Free
  - Starcannon ..... Free
  - Tempest Launcher ..... Free

- A Death Jester may take the following:
  - Haywire Grenades .....+10 points

ELITES

Exploding the head on an enemy commander in a spray of gore, terrifying those who were once so inspired by their presence. Detonating explosive munitions behind enemy lines to turn the very weapons of the foe against them. Picking off ever more desperate attempts at rescuing injured comrades until the enemy had suffered casualties many times more than the lives they could have saved. These tools were the strokes of grim comedy that made up the Death Jester's trade.

Few in the galaxy were so adept in the art of terror, or took such delight in the creative tormenting of their adversaries. When faced with particularly entertaining victims, Death Jester occasionally paused their antics to laugh at their foes or offer a bout of mocking applause before engrossing themselves once more in their morbid work.

Masterfully wielding a variety of devastating heavy weaponry, a Death Jester's commitment to revelling in the terrible comedy to be found on the battlefield can be matched only by the consummate skill with which they execute their grisly spectacle.

Arebennian ..... 200 Points

	M	WS	BS	S	T	W	I	A	Ld	Sv
Arebennian	8	6	6	3	3	3	7	4	10	-

Unit Composition

- 1 Arebennian

Unit Type

- Infantry (Rillietann, Skirmish, Character)

Wargear

- The Thirsting Mask
- Harlequin's Caress
- Harlequin's Kiss
- Holo-Suit
- Flip Belt
- Plasma Grenades
- Haywire Grenades

Special Rules

- Independent Character
- Fleet (2)
- Fear (2)
- Precision Strikes (5+)
- Shrouded (4+)
- Counter-Attack (1)
- Stubborn
- Pathfinder
- Infiltrate
- Soul Forfeit

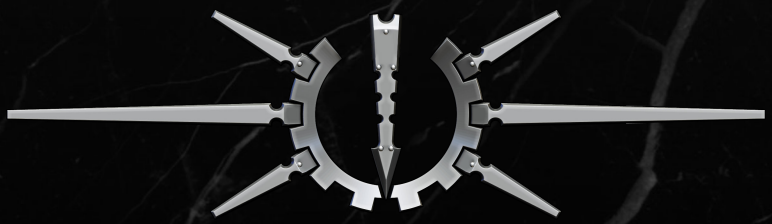
ELITES

Perhaps the strangest of all of the Laughing God's warriors were those mysterious few donning hooded coats devoid of the colourful checked patterning typical of the Rillietann. Among the many whispers surrounding the emergence of such a figure, it was one word that echoed more than any other - Arebennian.

Arebennian were duellists of unbelievable skill, capable of landing decapitating strikes before an enemy was even aware of the mortal peril they were in - and yet, unlike the other Saedathii, who might laugh with mirth at their enemy's idiot attempts to defend themselves, the Arebennian would remain silently impassive as they slaughtered their way through Astartes and mortals alike.

To the most psychically sensitive of the Aeldari it seemed that a terrible doom weighed heavy upon the souls of these warriors, tragic purpose and unspoken truths permeating every facet of their being. More unsettling however, was perhaps the mask an Arebennian donned, its curved horns and eerie elegance evoking imagery not beheld in the eyes of the Aeldari since the Fall.

Saedath:
Troops



Troupe.....135 Points

	M	WS	BS	S	T	W	I	A	Ld	Sv
Players	8	5	5	3	3	2	6	2	9	-
Lead Player	8	5	5	3	3	2	6	3	9	-

Unit Composition

- 4 Players
- 1 Lead Player

Unit Type

- Players: Infantry (Rillietann, Skirmish)
- Lead Player: Infantry (Rillietann, Skirmish, Character)

Wargear

- Holo-Suit
- Flip Belt
- Shuriken Pistol
- Power Sword
- Plasma Grenades

Special Rules

- Fleet (2)
- Chosen Warriors

Dedicated Transport:

- A Troupe numbering no more than six models may take a Starweaver as a Dedicated Transport. As a Dedicated Transport this does not use up an additional Force Organisation slot, but its points cost must still be paid for as part of the army.

Options:

- A Troupe may include:
  - Up to 7 additional Players .....+22 points per model
- Any model in the unit may exchange their Shuriken Pistol for one of the following:
  - Neuro Disruptor .....+10 points
  - Fusion Pistol ..... +15 points
- Any model in the unit may exchange their Power Sword for one of the following:
  - Harlequin's Kiss .....+5 points
  - Harlequin's Embrace .....+5 points
  - Harlequin's Caress .....+10 points
- The Lead Player may exchange their Power Sword for one of the following:
  - Harlequin's Edge ..... +20 points
- The Lead Player may select:
  - Haywire Grenades .....+10 points

TROOPS

In the centuries following the Fall, rumours would occasionally surface of sudden bursts of blurred colour and flashing swords carving elegant lines across the myriad battlefields of the galaxy. None remained long enough to reveal themselves, and indeed the majority of the Aeldari had written them off as nought but fanciful tales.

But one word ever danced in the unknowable void between shadow and myth, weaving a legend that would be millenia in the making.

Rillietann. Harlequin.

Each tale of the appearance of the Harlequins told not only of their supernatural swordsmanship and their haunting laughter, but also of the curious masks they wore, constantly shifting to suit the unknowable whims of the individual wearing it. To gaze into the mask of one of the Rillietann in battle was to behold one's greatest fears play out before them on their mind's stage, and to allow but a singular moment of weakness in the face of such horror was to invite certain death.

Starweaver .....100 Points

	M	WS	BS	S	T	W	I	A	Ld	Sv
Starweaver	16	5	5	3	5	4	6	2	9	3+

Unit Composition

- 1 Starweaver

Unit Type

- Cavalry (Antigrav, Rillietann, Skirmish, Transport*)

Wargear

- Starweaver Skimmer
- Holo-Fields
- Shuriken Pistol
- Power Sword
- Mirage Launchers

Special Rules

- Transport Skiff*
- Open-Topped (6)
- Fleet (2)
- Firing Protocols (3)
- Hit & Run
- Hammer of Wrath (1)
- Relentless
- Skilled Rider
- Shrouded (5+)
- Deep Strike

Dedicated Transport:

- A Starweaver has a Transport Capacity of 6 models. It may only carry models with both the Infantry Unit Type and the Rillietann Sub-type.

Access Points:

- A Starweaver counts its entire hull as an access point.

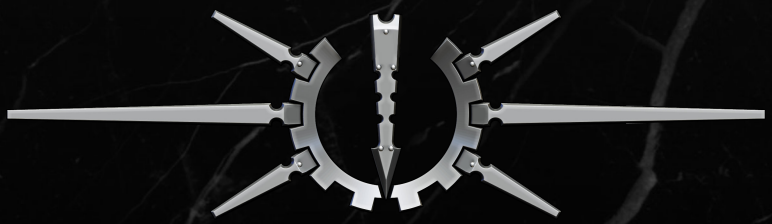
DEDICATED TRANSPORT

Effortlessly soaring across the battlefield in a tempest of colour and light, the Starweaver was the primary means by which the Rillietann bore themselves into battle. The sheer velocity at which the Starweaver would travel was enough to confound all but the most arcane targeting systems, compensating for its poor armour with impossible speed.

To further protect its mysterious passengers, the Starweaver employed Holo-Field technology and Mirage Launcher salvos, to turn the craft into little more than a shimmering blur, disappearing as fast as it emerged before bringing devastating firepower to bear with its twin Shuriken Cannons.

The Starweaver took its name from the firstborn son of the Cosmic Serpent, who was a brave and steadfast ally to the Laughing God in ages long since lost. In those elder days, it was said that Starweaver would bear Cegorach upon his own back in times of great peril, and that each time the Laughing God was brought to safety. In the actions of the fabled warriors of the Harlequin Troupes, the echoes of these ancient tales were brought to life upon the field of battle once more.

Saedath:
Fast Attack



Skyweavers .....160 Points

	M	WS	BS	S	T	W	I	A	Ld	Sv
Skyweaver	18	5	5	3	4	3	6	3	9	3+

Unit Composition

- 2 Skyweavers

Unit Type

- Cavalry (Antigrav, Rillietann, Skirmish)

Wargear

- Star Bolas
- Skyweaver Jetbike
- Holo-Suit
- Shuriken Pistol
- Plasma Grenades
- Mirage Launchers

Special Rules

- Furious Charge (2)
- Fleet (2)
- Firing Protocols (2)
- Hit & Run
- Chosen Warriors
- Hammer of Wrath (1)
- Relentless
- Skilled Rider
- Battle-Hardened (1)
- Shrouded (5+)
- Deep Strike

Options:

- A Skyweavers unit may include:
  - Up to 4 additional Skyweavers .....+80 points per model
- Any model in the unit may replace its Skyweaver Jetbike's Shuriken Cannon with the following:
  - Haywire Cannon .....+5 points
- Any model in the unit may replace its Star Bolas with the following:
  - Zephyrglaive .....+5 points

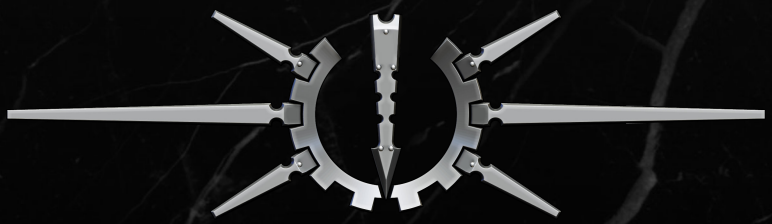
FAST ATTACK

In ancient Aeldari myth, Skyweaver was the third of the Cosmic Serpent's offspring. As a being composed of hundreds of smaller serpents, each with their own desires and all speaking only in riddles, Skyweaver spread himself across the stars and told infinite different versions of Cegorach's tales. Having spread his lies and sown confusion amongst the Laughing God's enemies, Skyweaver would often lay these foes low with its fangs as soon as their backs were turned.

As echoes of these ancient tales, Harlequin Skyweavers integrated their ritual allegory into lightning-fast mounted combat - blending brilliant battle strategy and theatrical artistry into one and the same thing. Prismatic afterimages followed their movements as a brilliant cloak of scattered light, ensuring enemy firearms would find itself unable to land a shot as they plunged headlong into battle.

Unlike the jetbike mounts typical of their Asuryani or Drukhari cousins, Harlequin Skyweavers flew as a pair. The Skyborne Prince was tasked with the piloting of their craft, spitting hails of devastating firepower into enemy infantry formations from their Shuriken Cannon. Meanwhile the Great Falcon fought from the rear, laying armoured walkers low with their Star Bolas or cleaving the heads clean off of their foes with elegant Zephyrglaives.

Saedath:
Heavy Support



Voidweaver..... 90 Points

	M	WS	BS	S	T	W	I	A	Ld	Sv
Voidweaver	16	5	5	3	5	4	6	2	9	3+

Unit Composition

- 1 Voidweaver

Unit Type

- Cavalry (Antigrav, Rillietann, Skirmish)

Wargear

- Haywire Cannon
- Starweaver Skimmer
- Holo-Fields
- Shuriken Pistol
- Power Sword
- Mirage Launchers

Special Rules

- Fleet (2)
- Firing Protocols (3)
- Hit & Run
- Hammer of Wrath (1)
- Relentless
- Skilled Rider
- Shrouded (5+)
- Deep Strike

Options:

- A Voidweaver unit may include:
  - Up to 2 additional Voidweavers .....+90 points per model
- Any model in the unit may replace their Haywire Cannon with the following:
  - Prismatic Cannon.....+5 points

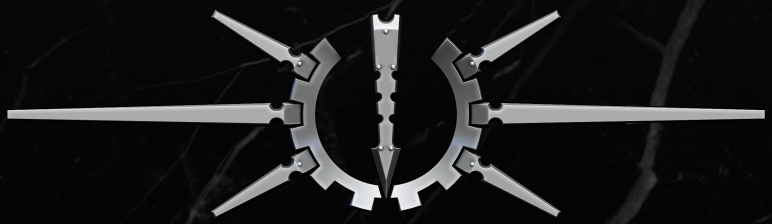
HEAVY SUPPORT

Borne on silent anti-grav engines, Voidweavers acted as the ambush hunters of the Harlequins. Voidweavers employed polychromatic camouflage in order to manoeuvre into the perfect position before unleashing a devastating salvo of haywire or prismatic laser fire. Its heavy armament sacrificed none of its speed, allowing the Voidweaver to flee before fire can be brought to bear against it, leaving no trace beyond a mad cackle on the wind.

Named for the second of the Cosmic Serpent's brood, the Voidweaver follows the role of its primordial namesake with ritual reverence. Ill-tempered and obsessed with displaying its superiority, Voidweaver refused to bear the Laughing God as his brother did. It did however, lend its strength to the role of Cegorach's protector. Legends tell that Voidweaver grew so jealous and cautious that it grew a second head with which to look backwards so that it could never be caught by surprise.

As the Rillietann picked out roles from the oldest of Aeldari legends, so to did the Voidweaver similarly play out this role in the warmaking of the Harlequins, eerily mirroring the tales of ancient days in every facet of its design and strategy in the theatre of battle.

Liber Antiquia:
Unit Types



Aeldari Unit Types

This document includes a number of new unit Sub-types to represent the various sub-factions of the Eldar at war. These Unit Types and Unit Sub-types are presented here for easy reference and operate under the rules established for Unit Types and Unit Sub-types in the **Horus Heresy: Age of Darkness Core Rulebook**:

Daemon Primarch Unit Type

Accursed and hated, these paragons of war were forged of a dark mix of sorcery and science that no mortal, living or otherwise, could claim to truly comprehend.

The following rules apply to all models with the Daemon Primarch Unit Type:

- Independent Character, Eternal Warrior, Fear (2), It Will Not Die (5+), Bulky (6), and Relentless. In addition, all models with the Daemon Primarch Unit Type always count as Character models.
- Models with the Daemon Primarch Unit Type are not affected by Special Rules that negatively modify their Characteristics (other than Wounds) and, in addition, models with the Daemon Primarch Unit Type always resolve Snap Shots at their normal BS.
- All models with the Daemon Primarch Unit Type are immune to the effects of the Fear (X) special rule, cannot be Pinned, and a unit that includes one or more models with the Daemon Primarch Unit Type automatically passes Pinning and Regroup tests and cannot choose to fail a Morale check due to the Our Weapons Are Useless special rule. When a unit that includes one or more models with the Daemon Primarch Unit Type fails a Morale check, the unit does not Fall Back as per the standard rules, but instead suffers D3 automatic Wounds with no Saves of any kind allowed which must be allocated to a model with the Daemon Primarch or Daemon Unit Type or the Corrupted Unit Sub-type.
- Primarchs have the Precision Strikes (2+) and Precision Shots (2+) Special Rules, and may choose to use these rules when attacking even when ordinarily they would be prevented from doing so, including when making Snap Shots.
- If an army includes any models with the Daemon Primarch Unit Type, then one of those models must be chosen as the army's Warlord.
- For the purposes of any special rule that affects or has additional effects that target models with the Daemon or Primarch Unit Type, a model with the Daemon Primarch Unit Type is considered to have the Daemon and Primarch Unit Types.
- Any unit entirely composed of models with the Primarch Unit Type may choose to ignore the Heroic Stand Special Rule, ignoring any penalties normally applied for declining a Challenge, unless the Challenge was issued by a model with the Knight, Gargantuan, Titan, Primarch, or Daemon Primarch Unit Types.

Phoenix Lord Unit Type

The greatest warriors of the Eldar race, the Phoenix Lords were akin to mythic heroes more than mortal warriors - and many drew parallels with the other paragons of war in the Age of Darkness as a result...

The following rules apply to all models with the Phoenix Lord Unit Type:

- All Phoenix Lords have the following Special Rules: Independent Character, Eternal Warrior, Fearless, Relentless, Favoured of Khaine, and Path of Command. In addition, all models with the Phoenix Lord unit type always count as Character models.
- Phoenix Lords are not affected by Special Rules that negatively modify their Characteristics (other than Wounds) and, in addition, Phoenix Lords always resolve Snap Shots at their normal BS.
- Phoenix Lords have the Precision Strikes (2+) and Precision Shots (2+) Special Rules, and may choose to use these rules when attacking even when ordinarily they would be prevented from doing so, including when making Snap Shots.
- If an army includes any Phoenix Lord models, then one of those models must be chosen as the army's Warlord.
- Any unit entirely composed of models with the Phoenix Lord Unit Type may choose to ignore the Heroic Stand Special Rule, ignoring any penalties normally applied for declining a Challenge, unless the Challenge was issued by a model with the Knight, Gargantuan, Titan, Primarch, or Daemon Primarch Unit Types.
- Any attacks made or effects applied against a unit with the Phoenix Lord Unit Type are resolved as if the Phoenix Lord had the Primarch Unit Type, for the purposes of resolving these attacks. Note that this affects any Wargear, Weapons, Special Rules, Psychic Powers, or any other abilities.
- A model with this Unit Type may join units and embark upon Transports as though it had the Infantry Unit Type.
- A unit containing at least one model with this Unit Type may take Shrouded Damage Mitigation rolls as though it did not have the Fearless Special Rule, in the same manner as the Primarch Unit Type.
- For the purposes of any Wargear or Special Rules which state that models with the Primarch Unit Type may ignore their effects, count a model with the Phoenix Lord Unit Type as having the Primarch Unit Type.

Asuryani Unit Sub-type

The remnants of the Aeldari Empire did not take to the fields of war often in the years following the Fall; but on those occasions that they did, the Children of Asuryan displayed a power and mastery that echoed their heights of old.

The following rules apply to all models with the Asuryani Sub-type:

- Any model with this Sub-type has the Legacies of the Fall Special Rule.
- Any model with the Infantry or Cavalry Unit Type and this Sub-type has the Battle Focus Special Rule.

Grav-Platform Unit Sub-type

The Aeldari war-machine had long leveraged the power of anti-grav platforms as dedicated artillery weapons long before the fall.

The following rules apply to all models with the Grav-Platform Sub-type:

- If a unit that includes any models with the Grav-Platform Sub-type has no models without the Grav-Platform Sub-type, then all models in the unit are removed from play as casualties immediately.
- Any model with this Sub-type cannot shoot as part of any Reaction.
- Any model with this Sub-type can shoot with Heavy or Ordnance weapons, counting as Stationary, even if they moved in the previous Movement phase.

Mechanised Unit Sub-type

Some combat walkers lacked the armoured systems and protective bulk of Dreadnoughts; though their armoured frames still carried many of the same strengths - and harboured the same weaknesses...

The following rules apply to all models with the Mechanised Sub-type:

- Successful Wounds caused by attacks with the Poisoned (X) or Fleshbane special rules must be re-rolled against models with the Mechanised Unit Sub-type.
- Failed To Wound rolls, made for weapons with the Armourbane (X) special rule, and against a unit that includes any models with this Unit Sub-type must be re-rolled.
- A model with the Mechanised Unit Sub-type may attack with all weapons it has when making a Shooting Attack, including as part of a Reaction.
- A model with the Mechanised Unit Sub-type may attack with Heavy and Ordnance weapons while counting as stationary even if it has moved in the preceding Movement phase, and may declare Charges as normal regardless of any Shooting Attacks made in the same turn.
- Any attacks made against a unit with the Mechanised Unit Sub-type are resolved as if the model had the Dreadnought Unit Type, for the purposes of resolving these attacks. Note that this affects any Wargear, Weapons, Special Rules, Psychic Powers, or any other abilities.
- No model that does not also have the Mechanised Unit Sub-type may join a unit that includes one or more models with the Mechanised Unit Sub-type.

Rillietann Unit Sub-type

The most enigmatic of all the Aeldari, the Rillietann - Harlequins, in low gothic - were masters of war and performance in equal measure. Their blend of theatrical storytelling and combative finesse combined into a unique - and supremely dangerous - style of warfare.

The following rules apply to all models with the Rillietann Sub-type:

- Any model with this Sub-type has the Fear (1), Move Through Cover, Hit & Run, and Furious Charge (1) Special Rules.
- Models with this Sub-type may only be taken in a Saedathii Detachment.
- Models with this Sub-type and the Independent Character Special Rule may only join units which also have the Rillietann Sub-type.

Wraith Unit Sub-type

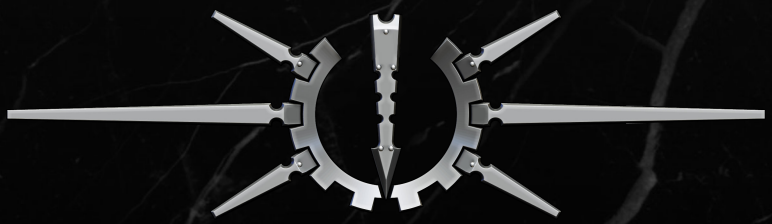
In the aftermath of the fall, many innovations were made to allow the Craftworlds to continue to mount effective defences. Once such innovation was that of reusing the long-stilled Ghost Warrior automaton bodies as surrogates for those Eldar who had had their souls preserved within Soul Stones upon their death. These Wraiths were seen by many as necromantic perversions; but necessity called, and all eventually accepted that only those Eldar brave enough to accept their use were likely to survive the onrushing darkness...

The following rules apply to all models with the Wraith Sub-type:

- Models with the Wraith Unit Sub-type are subject to the Wraithsight provision. At the start of each of the Controlling Player's Movement Phases, a unit which includes any models with the Wraith Sub-type must take a Leadership test, using the unmodified Leadership Characteristic of a model in the unit which has the Wraith Sub-type. Models which are not on the board at the start of the Controlling Player's Movement Phase, but which are Deployed or Disembark after the start of the Phase must test immediately after being Deployed or Disembarking.

  A unit which passes suffers no negative penalty, and in addition may react as normal, ignoring the limitations imposed from the Automata Unit Type, until the start of the Controlling Player's next Movement Phase. A unit which fails the Leadership test suffers a -2 modifier to its Movement, Weapon Skill, Ballistic Skill, and Initiative, which is also applied to any Rules or Restrictions that call for a unit's unmodified Characteristics, until the start of the Controlling Player's next Movement Phase.
- A model with the Wraith Unit Sub-type may fire all weapons they are equipped with in each Shooting Attack they make, including as part of a Reaction, where eligible.
- Models with the Wraith Unit Sub-type may fire Heavy and Ordnance weapons and count as Stationary even if they moved in the preceding Movement phase, and may declare Charges as normal regardless of any Shooting Attacks made in the same turn.
- Models with the Wraith Unit Sub-type ignore the effects of Night Fighting.
- Models with the Wraith Unit Sub-type ignore any penalties to their Initiative Characteristic when Charging into or through Difficult Terrain or Dangerous Terrain.
- Models with the Wraith Unit Sub-type cannot be affected by any Cybertheurgic Rites, and ignore any effects imposed by them.
- Models with the Wraith Unit Sub-type ignore the effects of the Disruption and Haywire Special Rules.
- You may only include up to two units with the Wraith Unit Sub-type for each model with the Path of the Dead Special Rule in the same Detachment.

Liber Antiquia:
Special Rules



Aeldari Special Rules

The units that form the various sub-factions of the Aeldari in this document have a number of additional new Special Rules - these can be found below. These function in addition to the Special Rules found in the official Horus Heresy publications, and operate under the broader Rules and Conventions laid out in the **Horus Heresy: Age of Darkness** Core Rulebook.

Acrobatic

Whirling, somersaulting, this combatant never ceased moving - ever an onrushing force toward the enemy.

A unit made up entirely of models with this special rule that chooses to Run in the Movement phase may still declare a Charge in the Assault phase of the same turn. Furthermore, models with this special rule attack at their normal Initiative Step during an Assault after it has successfully Charged through Difficult Terrain or Dangerous Terrain, but still suffers any penalties to Charge rolls imposed by Difficult or Dangerous Terrain.

Agent of Pandemonium

Whilst all Psykers were innately skilled at unleashing confusion and discord, some elevated this to an art-form.

A model with this Special Rule gains the Phantasmancy Psychic Discipline (see page 110), as well as the Thaumaturgy and Telepathy Psychic Disciplines from the Core Psychic Power Disciplines list (see the Horus Heresy: Age of Darkness Core Rulebook, page 322).

Agile

To some, the art of dodging properly was more important than simply relying upon the strength of their armour.

A model with this Special Rule may re-roll failed Shrouded Damage Mitigation rolls.

Aspect Ascendant

Those who mastered the Path of the Warrior could become cursed with an inability to remove their war mask, forever be stuck within the compartmentalised mind of a soldier. These tragic but powerful warriors, those who were lost upon the path, were destined to fight and die on the battlefield, or eventually be chosen for greater callings...

A unit of Aspect Exarchs is selected as any other unit, using up a single Force Organisation slot and bought in the same manner. However, before the first turn begins and any models are deployed to the battlefield, all models in a unit with this Special Rule must be assigned to another unit from the same Detachment of the army they were selected as part of. An Aspect Exarch not assigned in this way is immediately slain.

Each Exarch may only be assigned to a unit without the Character Sub-type (or the Phoenix Lord Unit Type) which possesses the corresponding Aspect Shrine (X) Special Rule. No more than one Exarch may be assigned to any given unit in this manner.

Once assigned to a unit, the Exarch is considered part of that unit and may not leave it under any circumstances. In battles using Victory points, no Victory points are ever scored for removing an Exarch as a casualty. When assigned to a unit, an Exarch does not gain access to any additional Wargear options available to the unit to which it is assigned.

Aspect Shrine (X)

The budding Aspect Shrines were a facet of the paths of which the Aeldari walked, a discipline of which one dedicated themselves to - at the exclusion of all else. Each of these cults focused upon a different element of the Aeldari war god, honing themselves into a particular tactical role on the battlefield. Their minds and bodies were honed with endless practice until they became suffused with the aspect of Khaine those Aspect Warriors were intended to honour. When the Aeldari of the Aspect Shrines went to war, they did so as a group of specialists, practised to perfectly compliment one another's roles on the battlefield. However, their numbers dwindled due to their newfound existence, and when forced to mass in numbers against some dire threat, they were forced to draw upon the greater Craftworld population in the hope of assembling a force capable of combating the enemy.

The notation in brackets that is included as part of the Aspect Shrine (X) Special Rule defines which Aspect Shrine the model belongs to. This Aspect Shrine influences how it may be selected when building an army that incorporates a Detachment with the Asuryani Sub-faction.

When selecting a detachment using the Asuryani Army List, the number of units from Aspect Shrines is limited; for each model included in a Detachment with the Character Sub-Type (or the Phoenix Lord Unit Type) and a given version of the Aspect Shrine (X) Special Rule (for example, Aspect Shrine (Dire Avenger)), the Detachment may include up to one other unit without the Character Sub-type (or the Phoenix Lord Unit Type) with the corresponding Aspect Shrine (X) Special Rule. Units taken this way are still limited to available Force Organisation slots. Note that Dedicated Transports do not count towards these limits.

Battle Focus

Warriors of the Aeldari entered a semi-trance state when at war, enabling them to enact pinpoint assaults whilst still utilising their natural agility for rapid repositioning.

A unit composed entirely of models with this Special Rule may choose to Run in the Controlling Player's Movement Phase and still shoot in the following Shooting Phase. If they choose to Run in the Movement Phase, all shooting attacks the unit makes in the following Shooting Phase are resolved at a Ballistic Skill Characteristic of 2.

Bio-Explosive

Those slain by weapons which use this ammunition did not merely perish in gore and gunsmoke - but instead came apart in an explosion of surprisingly violent power.

If a model is slain as a result of a weapon with this Special Rule, centre a Small Blast (3") template over the slain model. All models under the marker suffer an immediate automatic hit at Strength 5, AP 4 with the Ignores Cover Special Rule. Note that models slain in this manner do not generate additional Bio-Explosive templates.

Bonesinger Companions

The Bonesingers served as psychic engineers and craftsmen for the Craftworlds, using the solidified essence of the warp to create and maintain both aesthetically pleasing and incredibly capable items. Whilst not traditionally warriors, those that were summoned to war were a vital resource only assigned in necessity, placed amongst kin that could best benefit from their capabilities.

A Bonesinger Conclave is selected as any other unit, using up a single Force Organisation slot and bought in the same manner. However, before the first turn begins and any models are deployed to the battlefield, all models in a Bonesinger Conclave must be assigned to another unit from the same Detachment of the army they were selected as part of.

Bonesingers may only be assigned to units of Guardian Defenders, Storm Guardians, or Vaul's Wrath Support Batteries. No more than one Bonesinger may be assigned to any given unit.

Once assigned to a unit, the Bonesinger is considered part of that unit and may not leave it under any circumstances – if the unit is removed as a casualty, then the Bonesinger is removed as well. In battles using Victory points, no Victory points are ever scored for removing a Bonesinger as a casualty. When assigned to a unit, a Bonesinger gains all of the special rules (with the exception of those that specifically forbid it) and Unit Sub-types listed for the unit to which it is attached, but does not gain access to any additional Wargear options available to the unit to which it is assigned.

Blade Spirit

These weapons were inhabited by the spirits of fallen warriors, who could guide their strikes true.

Whenever a model makes attacks with a weapon with this Special Rule, the Controlling Player may re-roll all failed To-Hit rolls of '1' made for those attacks.

Breaching (X)

Designed to pierce armour, these weapons can be deadly when employed with skill.

When rolling To Wound for a model that has the Breaching (X) Special Rule, or is attacking with a weapon that has the Breaching (X) Special Rule, for each To Wound roll equal to or higher than the value listed in brackets, the Controlling Player must resolve these wounds at AP 2 instead of the weapon's normal AP value. This rule has no effect on models that do not have Wounds, such as models with the Vehicle Unit Type.

For example, a model with the Breaching (5+) Special Rule that rolls To Wound and rolls a result of '5' or higher, the Wound inflicted gains an AP of '2' regardless of the AP value listed on the weapon's profile. Note that a weapon that has both the Breaching (X) and the Gets Hot special rules always uses the base AP of the weapon when rolls of '1' To Hit inflict Wounds on the attacking model.

Breath of Khaine

The Fire Dragons burned with the Heat of Vaul's own forge, and were able to dispense this ardent flame against those who dared to challenge the fury of their Aspect.

When attacking using the Wall of Death Special Rule (see the Template rules on page 248 of the Horus Heresy: Age of Darkness rulebook), a Weapon with this Special Rule inflicts D6 Hits instead of D3.

Brutal (X)

The horrendous wounds inflicted by this weapon could bring low the greatest warriors, ending their lives in fountaining gore.

When a model is allocated a Wound inflicted by a weapon with this Special Rule, it does not suffer only one Wound but instead suffers a number of Wounds equal to the number in brackets associated with the specific variant of this Special Rule, with all of the Wounds inflicted using the same AP and special rules as that of the initial Wound. Roll to save against each Wound inflicted separately, but note that Wounds caused in excess of a given model's remaining Wounds do not spill over to other models and are lost. This Special Rule has no effect on models that do not have a Toughness value.

Brutal Ambush

Lurking in perfect stillness, these warriors became one with the shadows. As their unsuspecting foe approached, they would leap into action, destroying them in a blur of blades.

A unit with this Special Rule has the Shrouded (5+) Special Rule until the first time the unit is locked in combat, at which point it loses the Shrouded (5+) Special Rule and gains the Rage (2) and Counter-Attack (1) Special Rules instead.

Communion of Minds

Whilst individually powerful psykers in their own right, these practitioners of the hidden arts understood that strength in numbers was a boon they could ill afford to ignore.

Models with this Special Rule in a unit which contains multiple models with this Special Rule may not cast Psychic Powers as normal - instead, all applicable models must cast as a group.

Whenever the unit attempts to cast a Psychic Power, the majority Leadership Characteristic must be used. Whenever a power is manifested by the unit, you must pick a single model to be the 'originating' model – this is only to represent the lead caster, and is for the purposes of measuring ranges and so on. In addition, the unit's starting size and casualties taken affecting the number of models remaining influences Special Rules the unit has, as below;

- If a unit contains 1-3 models with this Special Rule, all models in the unit with this Special Rule gain the Psychic Mastery (1) Special Rule, and lose any other variant of the Psychic Mastery (X) Special Rule they possessed.
- If a unit contains 4-6 models with this Special Rule, all models in the unit with this Special Rule gain the Psychic Mastery (2) Special Rule, and lose any other variant of the Psychic Mastery (X) Special Rule they possessed.
- If a unit contains 7-10 models with this Special Rule, all models in the unit with this Special Rule gain the Psychic Mastery (3) Special Rule, and lose any other variant of the Psychic Mastery (X) Special Rule they possessed.

Any models in the unit without the Communion of Minds Special Rule are unaffected.

Crack Shot

The art of destruction sometimes boils down to knowing exactly where to hit your target.

A model with this Special Rule may re-roll a single failed To-Hit, To-Wound, or Armour Penetration roll per turn.

Detonation

When used correctly, even the smallest explosives could be used to bring low mighty foes.

A weapon with this Special Rule may only be used to attack models of the Vehicle, Dreadnought or Automata Unit Types, any model with a Movement Characteristic of 0 or '-', or Buildings or Fortifications. Furthermore, a model that is chosen to attack with a weapon with this Special Rule during the Assault phase may only make a single attack in the Fight sub-phase, regardless of its Attacks Characteristic and any bonus attacks from Charging or other Special Rules.

Dimensional Edge (X)

The blade of this weapon is not truly at home in our reality - and the exotic matter that constitutes its form will, when caught in the right phase, pass straight through any matter it touches.

Weapons with this Special Rule can only ever cause a Wound on the number indicated in brackets.

No Saves or Damage Mitigation rolls of any kind may be taken against Wounds caused by this weapon.

Disruption (X)

The coruscating energies imparted by these weapons could circumvent armour entirely.

To Hit rolls of the value X indicated made by a weapon with this Special Rule cause an automatic Glancing Hit against models with the Vehicle Unit Type instead of rolling for Armour Penetration, and an automatic Wound against models with the Dreadnought, Automata, or Armiger Unit Types, instead of rolling To Wound.

On weapons which do not roll to Hit, such as Template or Blast Weapons, a D6 should be rolled for every applicable target - a roll of X or higher causes an automatic Glancing Hit against models with the Vehicle Unit Type instead of rolling for Armour Penetration, and an automatic Wound against models with the Dreadnought, Automata, or Armiger Unit Types.

Only Invulnerable Saves or Damage Mitigation rolls may be taken against Wounds or Hull Points of damage inflicted automatically by this Special Rule.

If a model armed with a weapon with this Special Rule receives a Ballistic Skill modifier (such as Night Fighting or being forced to make Snap Shots, etc), then they may only gain the benefit of the Disruption (X) Special Rule on a successful Hit (provided the Hit Roll is equal to or better than the value X).

Distortion Impalement

Against the roiling energies unleashed by this weapon, there could be no defence.

A weapon with this Special Rule ignores the effects of Void Shields on a model it targets. Before firing a weapon with this Special Rule, roll a D6. On a 6, the attack is resolved with the Vortex Special Rule.

Embrace of Death (X)

Some weapons were so swift as to defy the eyes, moving before perceptions could even register their presence.

A model making Attacks with a weapon with this Special Rule makes a number of attacks equal to the number indicated in brackets at Initiative step 10 with it, regardless of their Attacks Characteristic or bonuses gained from any source (including Charging). Note that a weapon with this Special Rule may only be used in the first round of a combat, and may be used even if the charge made was Disordered.

Fast Shot

With steely focus and expert handling, the warrior eliminates all other distractions from their consciousness and unleashes extreme amounts of fire. All that existed in that moment wass the potent tool they wielded, and their luckless victims.

A model with this Special Rule may add one to the number of shots fired when making a Shooting Attack with a weapon which has the Heavy type.

Favoured of Khaine

Some warriors among the warhosts of the Craftworlds were known to bear honourifics marking them as exalted in the eyes of the Eldar Gods.

All units composed entirely of models with the Asuryani Unit Sub-type which can draw line of sight to at least one model with this Special Rule gain +1 to their Leadership Characteristic (to a maximum of 10).

Flexible Tactics

Deepening their battle-trance, time seems to slow for these warriors, allowing them and their allies to react and adapt to the tides of war. Their swift and flexible stance capitalised on everything that it meant to be Asuryani.

At the beginning of the Controlling Player's turn, a unit containing any models with this Special Rule must select one of the following Tactics. Note that only models with the Flexible Tactics Special Rule may benefit from its effects.

Defensive Posture

If a unit with this Tactic has at least half of its models within 6" of an Objective, then all models in the unit gain the Feel No Pain (5+), Battle-Hardened (1), and Stubborn Special Rules.

Offensive Rush

Whenever a unit with this Tactic makes a Shooting Attack, each weapon they are equipped with makes one additional shot - a weapon with Assault 2 becoming Assault 3, and so on.

Flickerjump

Those who thought they had these masters of misdirection cornered would often find their quarry vanished in a flash.

A unit with this Special Rule may make a Flickerjump Advanced Reaction:

Flickerjump - Advanced Reaction

This Advanced Reaction may be made during the Opposing Player's Shooting Phase when any enemy unit declares a Shooting Attack targeting a friendly unit composed entirely of models with the Flickerjump Special Rule.

Before resolving the Shooting Attack, the unit targeted by the Shooting Attack may make an immediate Move 2D6" in any direction. This distance is not affected by any modifiers, whether positive or negative. If the result of the 2D6" roll is a double 1, one model from the Reaction unit is immediately removed as a casualty.

Once the move is resolved, if the Shooting Attack is no longer valid (due to the enemy unit no longer having line of sight to the target or being out of range, for example) then the Active player may not select a different target and no attacks are made or dice rolled for that unit.

Gathering Storm

Unlike the lesser psykers of other races, the powers cast forth by Aeldari could often overlap, multiplying in effectiveness.

Whenever a weapon with this Special Rule's attack is resolved using a Large Blast (5") marker, after the attack is resolved, leave the Large Blast (5") marker in play until the end of the Controlling Player's next turn. If a weapon with this Special Rule places another Large Blast (5") marker within 3" of the original Blast marker, the Controlling Player may instead resolve the attack with an Apocalyptic Blast (10") marker, instead of a Large Blast (5") marker. After the attack is resolved, remove any Blast markers used in this attack.

Ghostlight

The ghostly emanations of these weapons could pierce steel, stone, and even flesh.

Whenever a unit containing more than one model armed with weapons with this Special Rule is elected to make a shooting attack in the Controlling Player's Shooting Phase, the unit may declare it is combining its fire rather than attacking normally. If you do so, select one model in the unit. No other models in the unit may make Shooting Attacks with a weapon with this Special Rule during the Controlling Player's Shooting Phase.

The selected model may then make a shooting attack with a weapon it is equipped with which has the Ghostlight Special Rule. If the weapon has multiple profiles with the Ghostlight Special Rule, you must select one of them to use. If only one of multiple profiles has the Ghostlight Special Rule, only that profile may be used for the combined fire attack.

In addition, for each two additional models in the unit equipped with a weapon with the Ghostlight Special Rule, you may apply one of the below bonuses to the attack. Note that these bonuses may only be claimed if the friendly models in the unit can see the selected model which is making the shooting attack, and you may select the same bonus multiple times:

- Increase the Range of the Profile by 6"
- Increase the Strength of the Profile by +1 (to a maximum of 10)
- Decrease the AP of the Profile by -1 (to a minimum of 1)
- Increase the number of shots by 1

Guardian Artillerists

Whether due to ease-of-use or practised familiarity, these Guardians were highly capable with the employment of artillery. These trained individuals knew best how to place each shot from their platforms to deadly effect.

A Vaul's Wrath Support Battery must have one Guardian Crew per Support Weapon in order for all Support Weapons to make Shooting Attacks in the Shooting phase. If, at the start of any of the controlling player's Shooting phases, the Vaul's Wrath Support Battery contains fewer Guardian Crew than Support Weapons, then only a number of Support Weapons equal to the number of Guardian Crew may make Shooting Attacks in that Shooting phase. In addition, as long as there are at least as many Guardian Crew in the unit as there are Support Weapons, then the unit cannot be Pinned, automatically passing any Pinning test it is called upon to take without any dice being rolled (this benefit is immediately lost once the number of Guardian Crew is reduced to less than the number of Support Weapons in the unit).

Guardian Officers

The militia of the Craftworlds require consolidation and leadership to ensure perfect coherency with allies across the tide of battle. Those who choose to take up the mantle of Officer assemble in cadres before assigning themselves to those Guardian units who will stand in battle.

A Guardian Officer Cadre is selected as any other unit, using up a single Force Organisation slot and bought in the same manner. However, before the first turn begins and any models are deployed to the battlefield, all models in a Guardian Officer Cadre must be assigned to another unit from the same Detachment of the army they were selected as part of. If a unit with this Special Rule contains three or more models during the list creation stage, it does not use up a Force Organisation slot.

Guardian Officers may only be assigned to units of Guardian Defenders, Storm Guardians, or Vaul's Wrath Support Batteries. Skyrunner Officers may only be assigned to units of Windriders or Windrider Support Squads. No more than one Guardian Officer or Skyrunner Officer may be assigned to any given unit.

Once assigned to a unit, the Guardian Officer or Skyrunner Officer is considered part of that unit and may not leave it under any circumstances – however, if they are the sole survivor of an attack they may continue to function as normal. In battles using Victory points, no Victory points are ever scored for removing a Guardian Officer or Skyrunner Officer as a casualty. When assigned to a unit, a Guardian Officer or Skyrunner Officer gains all of the special rules (with the exception of those that specifically forbid it) and Unit Sub-types listed for the unit to which it is attached, but does not gain access to any additional Wargear options available to the unit to which it is assigned.

Guardian of the Gates

Some of the ancient Aeldari sentinels patrolled the webway for time immeasurable, venturing forth only when required to defend it.

A model with this Special Rule may only be selected in an army that also includes a Webway Gate Fortification. In addition, it must be assigned to Reserves, and deployed via the Webway Strike Special Rule.

Harrow-Lord

With targeted shots, these masters of death could inflict both great suffering - and great fear - into their foes.

Any unit from which a model is removed as a casualty during the Shooting Phase as a result of an attack from a model with this Special Rule must take a Morale check as if they had suffered 25% casualties.

Heavy Beam

As opposed to the normal pulsing shots emitted by weapons, this weapon projects a constant barraging stream of power.

When the weapon with this special rule is used to make a Shooting Attack, draw a 1" wide line from the end of the gun barrel up to the listed range of the weapon – this is the beam area. The initial target for the weapon (the model in the beam area closest to the attacking model) must be an enemy model.

- All models (friend and enemy) caught in the beam area (excepting the firing model) suffer a Hit with the listed profile of the weapon, except models with the Flyer Sub-type which cannot be affected or targeted.
- Units with any models in the beam area receive a number of Hits equal to the number of their models caught in the path of the beam; casualties are removed from affected units using the normal rules for removing casualties.
- If a Terrain piece, Building, model with the Vehicle Unit Type or any model with 6 or more Wounds is in the beam area, the attack is blocked and its line of effect will go no further than that model. The blocking model will, however, suffer 1+D3 separate Hits, rather than just 1.
- If a model with the Vehicle Unit Type and the Transport Sub-type suffers a Penetrating Hit from a weapon with this special rule, each unit Embarked on it suffers D6 Str 4 AP - Hits with the Deflagrate Special Rule, in addition to any other effects. Any Wounds caused are allocated by the controller of the target unit.

Herald of Victory

To those warriors who spent much time aloft, landing with precision was second nature.

A unit which contains at least one model with this Special Rule counts as always rolling a hit on the scatter die when performing a Deep Strike Assault.

Holo-Emitter

These great barricades provided their cover not with layered armour or slabs of plascrete, but fields of shimmering power.

A model with this Special Rule is a Barricade and provides a 5+ Cover Save for models obscured by it. In addition, any Wounds inflicted by attacks with the Blast special rule targeting a model that claims a Cover Save due to a model with this Special Rule must be re-rolled.

Inescapable Accuracy

Completely at one with their weapon, these warriors entered a killing trance until the perfect shots had been placed upon the enemy.

Successful Shrouded Damage Mitigation Rolls and Countermeasures Saves made against Shooting Attacks by a model with this Special Rule must be re-rolled.

Iron Resolve

To be able to fight without fear, but to still be aware of its effects, was a rare gift on the battlefields of the Age of Darkness.

A unit containing one or more models with the Iron Resolve Special Rule automatically passes Pinning tests, Regroup tests, and Morale checks. In addition, a unit containing one or more models with the Iron Resolve Special Rule ignores the effects of the Fear Special Rule.

Legacies of the Fall

The Asuryani simultaneously despised and feared She Who Thirsts. In the neverborn of the warp they encounter in real-space, they saw their doom made manifest.

A model with this Special Rule has the Hatred (Daemons) Special Rule.

In addition, a unit with this Special Rule suffers a -1 penalty to their Leadership whilst locked in a combat which includes at least one model with the Daemon Unit Type. This penalty is cumulative with other penalties applied to the unit's Leadership Characteristic.

Linked Fire

Pouring the energy of their weapons through a single nexus crystal, the blasting energy of this weapon was built to a deadly crescendo.

Whenever a unit composed entirely of models armed with weapons with this Special Rule (and that includes more than one model) is elected to make a shooting attack in the Controlling Player's Shooting Phase, the unit may declare it is making a Linked Fire attack rather than attacking normally. If you do so, select one model in the unit. No other models in the unit may make shooting attacks with a weapon with this Special Rule during the Controlling Player's Shooting Phase.

If the weapon has multiple profiles with the Linked Fire Special Rule, you must select one of them to use. If only one of multiple profiles has the Linked Fire Special Rule, only that profile may be used for the Linked Fire attack.

In addition, for each additional model in the unit equipped with a weapon with the Linked Fire Special Rule, you may apply one of the below bonuses to the attack. Note that these bonuses may only be claimed if the friendly models in the unit can see the selected model which is making the Shooting Attack, and you may select the same bonus multiple times:

- Increase the Strength of the Profile by +2
- Increase rolls made on the Vehicle Damage table by +1
- Increase the number of shots by +1
- Give the Shooting Attack the Brutal (2) Special Rule (or increase an existing Brutal (X) value by +2)

Mark of Kurnous

To those who followed the path of the hunter, there was no greater thrill than the pursuit of a marked target.

At the start of the controlling player's Shooting Phase, a unit with this Special Rule may select an enemy unit within 12" of any model in the unit.

The unit making the Shooting Attack loses any variant of the Firing Protocols (X) Special Rule it possesses, instead gaining the Ignores Cover Special Rule for all Shooting Attacks made against the selected unit, until the end of the Controlling Player's Shooting Phase.

Monofilament

These deadly devices launched monomolecular streams of wire. Kept in a liquid state within the weapon's magnetic reservoir, these wires were released from a multitude of microscopic firing ducts and woven into a cloud-like net of razor sharp wire through spinning gravity clamps. Those caught in its web were quickly reduced to chunks as wire sliced through gaps in armour, flesh, and bone.

When rolling To Wound normally with this weapon, any non-Vehicle model that suffers a Hit from a weapon with this special rule uses the target's Initiative Characteristic instead of its Toughness - this is rolled as per the normal to-Wound roll rules otherwise. The target unit's Toughness characteristic is still used to determine whether the attack causes Instant Death.

In addition, any unit successfully hit by one or more models or weapons with this Special Rule must take an Initiative test once the attack is fully resolved. If failed, the unit must reduce its Initiative and Movement Characteristics by -2 until the end of their Controlling Player's next turn. Note that the effects of this Special Rule are cumulative, and a unit can be affected by multiple sources, with the penalties to their Characteristics being applied to any further Initiative Characteristic tests they are called to make - though models with a starting Wounds Characteristic of 6 or more cannot have their Characteristics reduced as a result of this Special Rule.

Mysterious Statuary

These great arches hummed with immense power - and set the minds of the Eldar ablaze with memories of their lost empire.

After Deployment Zones are determined but before any other models are deployed, a Webway Gate must be set up on the battlefield as follows:

- When this unit is set up on the battlefield, place the 2 Wraithbone Arches so that an arch is formed with the bases 5" apart.
- The Webway Gate must be deployed at least 6" away from the Opposing Player's Deployment Zone.
- No Webway Gate can be placed within Difficult Terrain, Dangerous Terrain, Impassable terrain or inside a Building or Fortification.

Units with the Asuryani Sub-type gain the Stubborn Special Rule whilst within 3" of a Webway Gate. Any model in cover behind a Wraithbone Arch has a 5+ Cover Save.

Open-Topped (X)

Some vehicle hulls are open to the elements, allowing for their occupants to fire - but at the cost of protection.

Up to X number of models in a unit Embarked upon a Transport with this Special Rule may make a Shooting Attack in the Controlling Player's Shooting Phase (where X is the number in brackets next to the Special Rule), measuring from the Transport's Hull. If a model chooses to fire in this way, they are counted as having moved - note that this may prevent them from shooting certain weapon types. It should be noted that any ability which replaces a Shooting Attack (such as, but not limited to, casting a Psychic Power or Cybertheurgic Rite) may not be used. Shooting Attacks made in this manner may target a different unit to ones made by the Transport, but any Reactions made to these target the Transport as normal. Units with any Special Rule that allows them to count as stationary for the purposes of Shooting attacks (such as Relentless, Legiones Astartes (Death Guard), etc) may not benefit from them whilst embarked on a Transport with this Special Rule.

In addition, any rolls on the Vehicle Damage Table that target a model with this Special Rule add +1 to the result.

Paired Weapons

Some weapons require they are used together to achieve full effectiveness.

A model armed with a weapon with this Special Rule gains an extra Attack.

Path of Command

To follow the Path of Command in Aeldari society was to accept responsibility for all those souls under your command.

If your army contains any models with the Path of Command Special Rule, and those models are in your army's Primary Detachment, then you must select one to be your Warlord. In addition, any models from the same Detachment as a model with the Path of Command Special Rule selected as your Warlord, and with the same Aspect Shrine (X) Special Rule (if your Warlord has it), gain the Line Sub-type.

Path of the Dead

Those who followed the Path of the Dead were seen as accursed, practitioners of the dark arts of Necromancy.

A model with this Special Rule gains the Runes of Twilight Psychic Discipline (see page 25), as well as the Thaumaturgy Psychic Discipline from the Core Psychic Power Disciplines list (see the Horus Heresy: Age of Darkness Core Rulebook, page 322).

In addition, an army that includes one or more models with this Special Rule gains the ability to select up to two units which have the Wraith Unit Sub-type in the same Detachment per model with this Special Rule. A model with both this Special Rule and the Wraith Sub-type counts itself against the units it may select.

A model with both this Special Rule and the Independent Character Special Rule may join a unit composed of models with the Automata Unit Type and the Wraith Unit Sub-type - the unit the Independent Character is joining must have both the Unit Type and Unit Sub-type to be joined.

Path of the Farseer

In following the Path of the Farseer, one could learn to peer into the future - but to do so was to risk madness and the attentions of She Who Thirsts...

A model with this Special Rule gains the Runes of Fate Psychic Discipline (see page 24) as well as the Divination, Telepathy, and Thaumaturgy Psychic Disciplines from the Core Psychic Power Disciplines list (see the Horus Heresy: Age of Darkness Core Rulebook, page 322).

Path of the Shaper

The Path of the Shaper encompassed artisans, craftspeople, and the like - but all had their part to play in war.

All models with the Infantry Unit Type in a unit that includes at least one model with the Path of the Shaper Special Rule gain the Feel No Pain (5+) Special Rule. Units that include more than one model with the Path of the Shaper Special Rule do not stack the Feel No Pain (X) Special Rule and gain no additional benefit. Models with the Grav-Platform Sub-type are not affected by this Special Rule and do not gain the Feel No Pain (X) Special Rule.

At the start of the Controlling Player's Shooting Phase, they may choose to lose the ability to confer the Feel No Pain (5+) Special Rule to the unit they are part of, and if they do so, they gain the Battlesmith (3+) Special Rule instead. They may use the Battlesmith (3+) Special Rule as normal - or may instead use it on a model with the Grav-Platform Sub-type instead to restore a single Wound lost earlier in the battle. A model with this Special Rule may choose to use the Battlesmith (3+) Special Rule to affect any applicable friendly model within 6". This effect lasts until the start of the Controlling Player's next turn, at which point the model with this Special Rule loses the Battlesmith (3+) Special Rule and regains the Feel No Pain (5+) Special Rule.

Ponderous Aim

Some weapons were simply too unwieldy to use without difficulty - though their troublesome use was often offset by their decidedly impressive effects.

A weapon with this Special Rule cannot be fired as part of a Reaction or used to Snap Shoot.

Precise Throw

Designed to be thrown during a rapid, controlled descent, this weapon's explosions often do untold damage in the doing so.

A unit that contains at least one model equipped with a weapon with this Special Rule may nominate a single model to make a shooting attack with it immediately after they complete a Deep Strike Assault. Only a single model may use a weapon with this Special Rule per unit, and this attack is treated as a Shooting Attack made in the Movement Phase. A unit that uses a weapon with this Special Rule in the Movement phase can still shoot in the subsequent Shooting phase; however, it must target the same unit, and if no viable targets remain in that unit it cannot shoot any other target. A weapon with this Special Rule cannot be used to make Shooting Attacks in any other situation.

Psychic Mastery (X)

A raw bulwark of ethereal power, the psyker pushes past the limits that would spell doom for others - despite the great risks...

A model with this Special Rule may cast an amount of Psychic Powers per phase, up to the number indicated in brackets, in spite of the normal limitations on doing so. Note that a Psychic Power counted as a Shooting Attack counts as a single Psychic Power or Weapon for the purposes of this Special Rule, and each Psychic Power or Weapon a model or unit knows can only be cast once per Phase.

Reach (X)

The range of this weapon allowed those armed with it to strike before their foes.

A model making attacks as part of an Assault using a weapon with this Special Rule, adds the value of (X) that is included as part of this Special Rule to its Initiative Characteristic. If a model has more than one weapon with this special rule then that model only increases the value of its Initiative by the value of the Special Rule on the weapon whose profile is used by that model to attack during the Fight sub-phase. A weapon that is not used to attack does not modify the model's Initiative Characteristic – models that may attack with more than one weapon, or models claiming the bonus for having a second weapon, may only add the value of the highest variant of this Special Rule and do not add the values together.

For example, a model attacking as part of an Assault with a weapon that has the Reach (1) Special Rule increases its Initiative by +1.

Reaping Blow (X)

When outnumbered, this weapon could be swung to connect with many foes at once.

If a model is in base contact with more than one enemy model in the Initiative step in which they fight, they gain a number of Attacks equal to the value of X as noted in the variant of the Special Rule (if no value of X is included then count the value of X as 1).

Riposte (X)

Fluid in the air in a way the eye struggles to track, this weapon seems to be in many places at once - and always right where it is needed to block a blade...

Models making an attack against a model wielding a weapon with this Special Rule must subtract X from their Weapon Skill.

Runes of Warding

These potent runes could nullify the efforts of psykers whose goals did not align with that of the caster.

Any enemy model within 18" and line of sight of a model with the Runes of Warding Special Rule must reduce its Leadership by -3 when making Psychic Checks. This modifier is not cumulative and no model may suffer penalties from more than one model with the Runes of Warding Special Rule.

Runes of Witnessing

Shielding the caster, these etched runes allowed one skilled to unravel the fates to avoid disaster.

Once per Game Turn, a model with the Runes of Witnessing Special Rule may re-roll any number of dice when making a Psychic Check.

Scorpion's Sting (X)

The warrior was capable of employing mandiblaster weapons with expert precision, directing deadly volleys at the foe's most vulnerable points in the struggle of close combat.

A model equipped with a weapon with this Special Rule causes a number of immediate Hits equal to the number indicated in brackets at Initiative step 10 with it, but may not assign any further attacks to the weapon with this Special Rule. Note this attack does not grant an additional Pile In move.

Seer Council Retinue

On rare occasions, the most skilled of warlocks would band together around a Farseer, shielding them in battle to ensure the fate they followed would come to pass.

A Seer Council may be selected as a Retinue Squad in a Detachment that includes at least one model with the Path of the Farseer Special Rule, instead of as an Elites choice. A Seer Council selected as a 'Retinue Squad' must have one model with the Path of the Farseer Special Rule from the same Detachment selected by the Controlling Player as the Seer Council's Leader for the purposes of this Special Rule.

A Seer Council selected as a Retinue Squad does not use up a Force Organisation slot, is considered part of the same unit as its Leader, and does not count towards any 0-1 restrictions on unit selections. A Seer Council selected as a Retinue Squad must be deployed with the model selected as its Leader deployed as part of the unit and the Leader may not voluntarily leave the Retinue Squad during play. All models in a Seer Council unit taken as a Retinue Squad gain the Chosen Warriors special rule. If the Leader has a Skyrunner Jetbike, their Retinue Squad must all have Skyrunner Jetbikes. If the Leader does not have a Skyrunner Jetbike, their Retinue Squad must not have Skyrunner Jetbikes.

Shadow of Death

The malign influence of these warriors hinted at the painful death to come for those who opposed them.

An enemy unit with at least one model within 12" of a model with this Special Rule must roll an additional D6 when making a Leadership Characteristic Check for any reason, discarding the lowest die. Models with the Fearless Special Rule are not affected by this Special Rule.

Skilled Rider

A lifetime in the saddle allows the most skilled to fire their arsenal at full effectiveness - even on the move.

A model with this Special Rule may opt to run in the Movement Phase and still fire a single ranged weapon in the Shooting Phase. These shots are made at BS2. The To-Hit rolls for these shots cannot be improved by any source.

Note that if a unit makes use of this Special Rule, they may not claim the benefits of the Firing Protocols (X) Special Rule in the same Game Turn.

Skyhunter

These craft were designed for operation as skimmers - though when required, they could perform low-level flight.

If a model with this Special Rule chooses to move Flat Out, it moves up to triple its Movement Characteristic instead of double.

Skyleap

With even the gentlest purposeful flicker of their iridescent wings, these warriors took effortlessly to the sky, ready to redeploy where they were needed most.

At the beginning of the Controlling Player's Movement phase, if a unit composed entirely of models with this Special Rule is not currently locked in combat, you may place the unit back into your ongoing reserves. If you do, it can be assigned to a Deep Strike Assault as normal on your Next Player Turn.

Skystrike

Experts in providing supporting assaults from on high, these warriors' weapon would blaze as they descended from the sky, heralding their approach.

At the end of the Movement Phase, a unit with this Special Rule can make a single Attack for each model in the unit against an enemy unit with the Flyer Sub-type the unit moved over this turn. This Attack hits automatically on a 4+ and is resolved at Strength 4 AP4 with the Haywire Special Rule. Vehicles are hit on their Side Armour Value. Attacks made with this Special Rule may only ever be made against a single target per turn.

Sonic Pulse

These weapons could unleash blasts of pure sound, capable of breaking apart a target with sonic energy.

When making a Shooting Attack with this weapon, place the Blast (3") marker so that its edge touches the barrel of the firing model's weapon. Instead of scattering this Blast marker, move the marker in a direct line away from the firing model, travelling in any direction within the weapon's 45° forward firing arc until its maximum range is reached or the template leaves the battlefield. All models the template passes over suffer a single automatic Hit. Flyers cannot be hit by this attack. Should a model with the Knight, Titan, Super-Heavy Vehicle, Building or Fortification Unit Type be Hit by this attack, increase the Strength of the attack to 8.

Sonic Wave

The greatest of sonic weaponry did not merely shatter its targets, but liquefied them utterly under their annihilating assault.

When making a Shooting Attack with this weapon, place the Large Blast (5") marker so that its edge touches the barrel of the firing model's weapon. Instead of scattering this Blast marker, move the template in a direct line away from the firing model, travelling in any direction within the weapon's 45° forward firing arc until its maximum range is reached or the template leaves the battlefield. All models the template passes over suffer a single automatic Hit. Flyers are also Hit if the template passes over their base. Should a model with the Knight, Titan, Super-heavy Vehicle, Building or Fortification Unit Type be Hit by this attack, increase the Strength of the attack to 10.

Soul Forfeit

This warrior fought without fear; for their soul itself was lost, and so they were already dead.

A model with this Special Rule never awards Victory Points when slain, and if removed from play does not count toward the total number of units slain at the end of the battle. In addition, a model with this Special Rule does not count as a Scoring or a Denial unit.

Soul Tear

Some weapons were so potent that, at a whispered command, they would cleave not only a foe's physical form, but their very soul.

The Controlling Player of any unit that includes one or more models with the Psyker Unit Sub-type and a weapon or ability with this Special Rule may choose to activate this Special Rule before making any attacks with that weapon or resolving the ability. To activate this Special Rule, the Controlling Player must make a single Psychic check using the Leadership Characteristic of any model in the unit that has the Pskyer Unit Sub-type.

If the Check is successful, then all attacks made with weapons or abilities with this Special Rule gain the Armourbane (Melee), Armourbane (Ranged), and Fleshbane Special Rules. In addition, whilst these effects are active, all attacks made with this weapon are counted as having the Force Special Rule for the purposes of any Unit Types, Sub-types, or Special Rules which are affected by it. This benefit is applied only in the Phase in which these attacks are made and ends immediately after that Phase is resolved. If the Check is failed then no benefit is gained, but the models in that unit may attack as normal.

Stalker

An apex predator upon the battlefield, this combatant lived for the fury of the duel and revelled in their superiority.

During the first round of a Challenge, a model with this Special Rule gains a number of bonus attacks equal to the amount its Initiative Characteristic is higher than that of the opposing model. If the Initiative Characteristics are equal, or the model with this Special Rule has a lower Initiative Characteristic, this rule has no effect.

The Runes of War

These casters have become dedicated to the art of casting the Runes of Battle and scrying their effects.

A model with this Special Rule does not individually pick Psychic Powers - instead, it automatically knows the Thaumaturgy Discipline, as well as all powers from the Runes of Battle Discipline. When a model with this Special Rule is selected as part of any unit that is not a Seer Council, they instead must pick a single power from the Runes of Battle Discipline.

Transport Skiff

These transports were often used to deliver occupants to combat at high-speed, leveraging anti-gravitic technology to do so.

A model with the Transport Skiff Special Rule gains the Infantry Transport and Assault Vehicle Special Rules. For the purposes of these Special Rules, as well as the Transport Sub-type, a model with this Special Rule is counted as a Vehicle.

In addition, when a model with this Special Rule loses its last wound, all models embarked upon it immediately suffer a S6 AP- hit. These are allocated by the Controlling Player. Surviving passengers are placed where the model used to be (or as close as possible) in unit coherency, at least 1" away from any enemy models. Any models which cannot be placed are removed as casualties. The unit must then take a Pinning Test.

Vector Dancer

Some aircraft could perform hairpin turns and exert immense G-forces upon their pilots, dodging incoming fire and wheeling to target the weakest points of their enemy.

A flyer with this Special Rule may make an additional 90 degree pivot at the end of its Movement in the Controlling Player's Movement Phase.

War Shout

The shrill screeches of these warriors would unnerve even the most skilled combatants.

On a turn in which a unit containing a model with this Special Rule charges or is successfully charged, any enemy models locked in the combat suffer a Penalty of -1 to their Weapon Skill, to a minimum of 1.

Webway Strike

Emerging without a whisper from the depths of the webway, these combatants were masters of precision strikes.

Before the start of Game Turn 1, when placing units into Reserve, a player whose army includes a Webway Gate may choose to assign one or more of their units in Reserve to perform a Webway Strike.

Starting on Turn 2, the Controlling Player may choose to deploy one unit assigned to a Webway Strike onto the battlefield per turn (without the need to make a Reserve roll). A unit assigned to a Webway Strike moves onto the battlefield as though the line between each Wraithbone Arch was the Controlling Player's battlefield edge.

Once the unit is deployed, any enemy units that have one or more models within 6" of any unit deployed as part of the Webway Strike must make an immediate Pinning test. Once all Pinning tests are resolved, any enemy units that are neither Pinned or Falling Back and are within line of sight and range may choose to make the Interceptor Advanced Reaction targeting any one of the units deployed as part of the Webway Strike. Note that no Reaction other than Interceptor may be made against the deployment of a unit as part of a Webway Strike.

Once a unit making a Webway Strike has been deployed and any Interceptor Reactions have been resolved, the turn proceeds as normal. Units that have been deployed as part of a Webway Strike may not Move or Run in the same movement phase as they are deployed, but may Shoot and Assault as normal.

If there are any units assigned to a Webway Strike, but no Wraithbone Arch remains in play, then those units are instead reassigned to Reserves instead.

Wraith Conclave

The immense wraithbone constructs fielded by the Aeldari would often stride together in non-combat situations; but once the call of war took them, they would pursue their own objectives.

When deployed onto the battlefield (either at the start of the battle or when arriving from Reserves), all models with this Special Rule in a unit must be placed within unit coherency, but afterwards operate independently and are not treated as a unit. Once a unit with this Special Rule has separated, each model counts as its own unit for the purposes of Victory Points, Units Destroyed, and similar rules.

Wraithbone Core

Aeldari titans were constructed of sterner stuff than the smaller war-engines fielded by their race; attacks of a lesser calibre simply could not affect them.

A model with this Special Rule ignores all Psychic Powers and Cybertheurgic Rites and Attacks made by Psychic and Cybertheurgic Weapons. In addition, a model with this special rule ignores the effects of Haywire and Disruption(X) special rules. In all cases, weapons which benefit from these special rules must attempt to damage a model with this special rule normally using the attack's strength value. Furthermore, when a model with this special rule is destroyed, the damage caused by its Catastrophic Damage is altered to resolve at AP2.

Wrecker

Some weapons pierce armour not with breaching power, but instead raw blunt force.

Penetrating Hits caused by attacks made with weapons or models with this special rule add +1 to the result of any rolls on the Vehicle or Building Damage tables.

Vortex

The collapsing singularities caused by these weapons tore and broke at the fabric of reality itself.

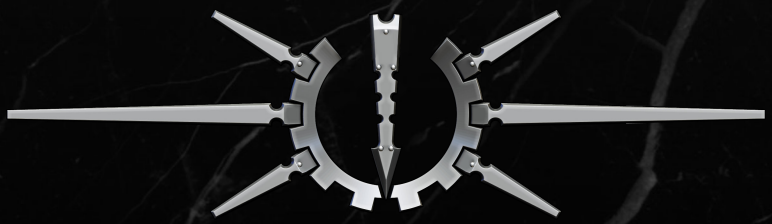
Once an attack with this special rule has been fully resolved, any Blast markers placed as part of that attack are not removed from play and instead are left in place for the remainder of the battle. Such a Blast marker is then referred to as the Vortex marker. The area under a Vortex marker is treated as Area Terrain for the remainder of the battle, and applies the following effects to all models that enter its boundaries:

No line of sight may be drawn through, into, or out of the area covered by the Vortex marker (as such, models within such an area of terrain cannot draw line of sight to any other model, nor can other models draw a line of sight to them).

Any models that enter the boundary of this area of terrain, or begin the Movement phase of the model's Controlling Player within its boundaries, immediately suffer one Str 10, AP 1 Hit and the Instant Death and Armourbane (Melee) special rules. If the model has the Vehicle Unit Type and suffers a Penetrating Hit due to this effect then it adds a modifier of +3 to that roll on the Vehicle Damage table.

This area of terrain does not confer a Cover Save and no model within its boundary may use a Cover Save granted by any other rule or effect.

Liber Antiquia:
Armoury of the Aeldari



Armoury of the Aeldari

The units made available to the various Aeldari Sub-factions by this document have access to a number of new Weapons - these can be found below. These function in addition to the Weapons found in other Horus Heresy publications, and operate under the broader Rules and Conventions laid out in the **Horus Heresy: Age of Darkness** Core Rulebook.

Ranged Weapons

Distortion Weapons

Unlike the lesser armouries of other races, the Aeldari maintained ready access to weapons with which they could violate the laws of physics.

All weapons listed here are counted as 'Distortion' weapons for those rules that affect such weapons.

Weapon	Range	Str	AP	Type
D-Bombard	72"	14/12/10	1	Destroyer 1, Apocalyptic Mega-Blast, Instant Death, Distortion Impalement
D-Cannon	24"	10	2	Ordnance 1, Murderous Strike (5+), Barrage, Blast (3")
D-Impaler	36"	10	1	Destroyer 1, Large Blast (5"), Instant Death, Distortion Impalement
D-Scythe	Template	7	2	Heavy 1, Murderous Strike (5+)
Heavy Wraithcannon	36"	10	2	Ordnance 1, Murderous Strike (5+), Blast (3")
Wraithcannon	18"	8	2	Ordnance 1, Murderous Strike (5+)

Flame Weapons

Whilst the Aeldari often held themselves as beyond the galaxy's other inhabitants in terms of their technologies, they could not deny the effectiveness as a terror weapon the power a curtain of searing flame held.

All weapons listed here are counted as 'Flame' weapons for those rules that affect such weapons.

Weapon	Range	Str	AP	Type
Flamer	Template	4	5	Assault 1
Khaine's Fury	Template	5	4	Assault 1, Breaching (6+), Breath of Khaine

Las Weapons

Undisputed masters of Laser technology, the Aeldari prided themselves on their ability to harness the solar heat of the stars in their weapons.

All weapons listed here are counted as 'Las' weapons for those rules that affect such weapons.

Weapon	Range	Str	AP	Type
Bright Lance	36"	8	2	Heavy 1, Lance, Sunder
Gravis Bright Lance	36"	8	2	Heavy 2, Lance, Sunder
Firestorm Scatter Array	36"	6	6	Heavy 12, Pinning, Twin-Linked
Hawk's Talon	24"	5	5	Assault 3
Hawk Lasblaster	24"	3	5	Assault 3, Pinning, Shell Shock (1)
Laser Lance (Ranged)	12"	6	3	Assault 2, Lance
Star Lance (Ranged)	12"	8	3	Assault 2, Lance, Breaching (5+)
Prism Blaster	18"	7	2	Heavy 2, Lance, Ghostlight
Prism Cannon				
- Dispersed	60"	5	3	Heavy 1, Large Blast (5")
- Focused	60"	7	2	Heavy 1, Blast (3")
- Lance	60"	9	1	Ordnance 1, Lance, Linked Fire
Prism Rifle				
- Dispersed	18"	4	4	Heavy 1, Blast (3"), Ghostlight
- Focused	18"	6	3	Heavy 1, Lance, Ghostlight
Prismatic Cannon				
- Dispersed	24"	4	3	Assault 1, Large Blast (5")
- Focused	24"	6	2	Assault 1, Blast (3")
- Lance	24"	8	1	Assault 2, Lance
Pulsar	60"	12	2	Destroyer 2, Blast (3")
Lynx Pulsar				
- Saturation Fire	48"	8	3	Ordnance 1, Large Blast (5"), Rending (5+), Exoshock (5+)
- Salvo Fire	48"	10	2	Ordnance 4, Twin-Linked
Revenant Pulsar	72"	12	1	Destroyer 2, Blast (3"), Exoshock (5+), Murderous Strike (4+)
Phantom-Pulsar	120"	12	1	Destroyer 2, Large Blast (5")
Pulse Laser	48"	8	2	Heavy 2, Exoshock (5+)
Ranger Long-Rifle	48"	5	4	Heavy 1, Sniper, Rending (5+), Pinning
Scatter Laser	36"	6	6	Heavy 4, Pinning
Gravis Scatter Laser	36"	6	6	Heavy 6, Pinning, Twin-Linked
Sky Lance	72"	8	2	Heavy 1, Lance, Skyfire
Sunrifle	24"	3	3	Assault 3, Blind

Melta Weapons

Heat-based weapons designed to burn and melt armour to little more than charred, glowing slag, these weapons have proven their use may times over in dispatching vehicles both Imperial and not.

All weapons listed here are counted as 'Melta' weapons for those rules that affect such weapons.

Weapon	Range	Str	AP	Type
Firepike	18"	9	1	Assault 1, Armourbane (Melta)
Fusion Gun	12"	8	1	Assault 1, Armourbane (Melta)
Fusion Pistol	8"	8	1	Pistol 1, Armourbane (Melta)
Inferno Lance	36"	8	1	Heavy 5, Armourbane (Melta)

Missile Weapons

Weapons of terror as much as war, eldar missile weapons could often be heard screeching their death wail before they were even visible.

All weapons listed here are counted as 'Missile' weapons for those rules that affect such weapons.

Weapon	Range	Str	AP	Type
Aeldari Missile Launcher				
- Sunburst	48"	4	4	Heavy 1, Blast (3"), Blind
- Starshot	48"	8	3	Heavy 1
- Starhawk	48"	7	3	Heavy 1, Skyfire
Cloudburst Missile Launcher	36"	6	3	Heavy 4, Skyfire, Guided Fire, Pinning
Nightfire Missile Launcher	36"	8	3	Heavy 3, Sunder
Phoenix Missile Launcher	48"	6	3	Heavy 3, Blast (3"), Ignores Cover
Reaper Missile Launcher				
- Starswarm	48"	5	3	Heavy 3
- Starshot	48"	8	3	Heavy 1, Rending (6+)
- Starhawk	48"	7	3	Heavy 1, Skyfire
Tempest Launcher	36"	4	3	Heavy 2, Barrage, Blast (3"), Pinning
Voidstorm Missile Launcher	48"	8	3	Heavy 1, Large Blast (5"), Pinning

Monofilament Weapons

Monofilament Weaponry produces streams of nanomolecular wire to ensnare and slice through their foes. A polymer compound is stored within the weapon in a liquid state, which when launched hardens and - using gravity clamps - is spun into razor-sharp nets that cut through flesh and bone and seek out gaps in the armour of the tangled enemy.

Weapon	Range	Str	AP	Type
Deathshroud Cannon				
- Dispersed	48"	7	4	Heavy 1, Large Blast (5"), Pinning, Rending (5+), Monofilament
- Focused	Hellstorm	7	3	Ordnance 1, Pinning, Rending (5+), Monofilament
Deathspinner	12"	6	-	Assault 2, Rending (5+), Monofilament
Doomweaver				
- Dispersed	48"	7	4	Heavy 1, Large Blast (5"), Barrage, Pinning, Rending (5+), Monofilament
- Focused	Template	7	4	Heavy 1, Pinning, Rending (4+), Torrent (12"), Monofilament
Shadow Weaver	36"	3	4	Heavy 1, Blast (3"), Rending (5+), Blind, Monofilament
Spinneret Rifle	18"	6	1	Assault 2, Monofilament

Plasma Weapons

In contrast with the noisy, dangerous plasma weapons of the nascent Imperium, Eldar plasma weapons were refined and elegant - though trading overall strength for rate of fire and consistency.

All weapons listed here are counted as 'Plasma' weapons for those rules that affect such weapons.

Weapon	Range	Str	AP	Type
Starcannon	36"	6	3	Heavy 3, Breaching (4+)
Gravis Starcannon	36"	6	3	Heavy 6, Breaching (4+)
Suncannon	48"	7	3	Heavy 1, Massive Blast (7"), Rending (4+)

Shuriken Weapons

Rather than the crude ammunition of other races, shuriken weapons fired bladed disks at supersonic velocities to shred their targets.

All weapons listed here are counted as 'Shuriken' weapons for those rules that affect such weapons.

Weapon	Range	Str	AP	Type
Avenger Catapult	18"	4	5	Assault 2, Breaching (5+)
Chainsabre (Ranged)	12"	4	5	Assault 2, Breaching (6+)
Scorpion's Claw (Ranged)	12"	4	5	Assault 2, Breaching (6+)
Shrieker Cannon				
- Shuriken Volley	24"	6	5	Assault 4, Breaching (5+)
- Shrieker Fusillade	24"	1	5	Assault 1, Rending (5+), Poisoned (2+), Bio-Explosive
Shuriken Cannon	24"	6	4	Assault 4, Breaching (6+)
Gravis Shuriken Cannon	24"	6	4	Assault 8, Breaching (6+)
Shuriken Catapult	18"	4	5	Assault 2, Breaching (6+)
Shuriken Pistol	12"	4	5	Pistol 1, Breaching (6+)

Transonic Weapons

Designed to emit great waves of sonic force, these weapons blast apart armoured targets with resonant frequencies - whilst those of the flesh struck by them simply disintegrate into bloody matter and bone.

All weapons listed here are counted as 'Transonic' weapons for those rules that affect such weapons.

Weapon	Range	Str	AP	Type
Sonic Lance	48"	8	3	Ordnance 1, Armourbane (Ranged), Blast (3"), Breaching (5+), Pinning, Shell Shock (1), Ignores Cover, Murderous Strike (6+), Sonic Pulse
Vibro Cannon	36"	7	3	Heavy 1, Heavy Beam, Rending (5+), Pinning, Shell Shock (1), Ignores Cover
Vibro Disruptor	36"	7	3	Heavy 3, Rending (5+), Pinning, Shell Shock (1), Ignores Cover, Skyfire

Witch Weapons

Rare even to the standards of the Aeldari, these weapons could be called upon to pluck the soul from a victim's body.

All weapons listed here are counted as 'Force' and 'Witch' weapons for those rules that affect such weapons. Although technically operated on the same principle, the following weapons are far rarer and more difficult to master than the more common weapons, and so may not be selected by a model eligible to claim a generic Witch weapon.

Weapon	Range	Str	AP	Type
Singing Spear (Ranged)	12"	9	3	Assault 1, Soul Tear

Exotic and Miscellaneous Weapons of the Aeldari

Some weapons of the Eldar, already a race given to esoteric technologies, were stranger still - to the point of defying easy classification.

Weapon	Range	Str	AP	Type
Grenade Pack	12"	4	4	Assault 2, Barrage, Large Blast (5"), Ignores Cover, Precise Throw
Hallucinogen Grenade Launcher	18"	1	-	Assault 1, Blast (3"), Poisoned (3+), Pinning, Shell Shock (2)
Haywire Cannon	36"	4	3	Assault 3, Haywire
Haywire Launcher	24"	3	4	Heavy 3, Haywire
Neuro Disruptor	12"	1	2	Pistol 1, Fleshbane
Star Bolas	12"	6	2	Assault 1, Blast (3"), One Shot
Triskele (Ranged)	12"	3	3	Assault 3
Vortex Grenade	8"	8	2	Assault 1, Blast (3"), Haywire, Concussive (1), Vortex, One Use, Ponderous Aim

Melee Weapons

Chain Weapons

Whilst built on the same principle as Imperial Chain weapons, Aeldari ones elevated the technology to a new height, with crystalline teeth that chewed through almost any armour.

All weapons listed here are counted as 'Chain' weapons for those rules that affect such weapons.

Weapon	Range	Str	AP	Type
Biting Blade	-	+2	4	Melee, Two-Handed, Shred, Rending (5+)
Chainsabre (Melee)	-	+1	5	Melee, Shred, Breaching (5+)
Chainsword	-	User	-	Melee, Shred
Scorpion Chainsword	-	+1	6	Melee, Shred, Breaching (6+)

Charnabal Weapons

These weapons eschewed the powered fields of more conventional weapons for hyper-sharp blades that relied upon reflexes and raw skill alone to cut their targets.

All weapons listed here are counted as 'Charnabal' weapons for those rules that affect such weapons. A model that is eligible to select a Charnabal weapon may take any of the weapons included in this entry.

Weapon	Range	Str	AP	Type
Charnabal Sabre	-	User	-	Melee, Breaching (5+), Duellist's Edge (1)
Charnabal Tabar	-	+2	-	Melee, Breaching (6+), Duellist's Edge (1)
Charnabal Glaive	-	+1	-	Melee, Breaching (5+), Duellist's Edge (2), Two-Handed

Las Weapons

Discharging great cells of power in a confined space allowed for Laser weapons to punch great holes in a target - and the closer that target, the greater the damage could be...

All weapons listed here are counted as 'Las' weapons for those rules that affect such weapons.

Weapon	Range	Str	AP	Type
Laser Lance (Melee)	-	+4	3	Melee, Lance, Reach (1), Breaching (5+)
Star Lance (Melee)	-	+5	2	Melee, Lance, Reach (1)

Power Weapons

The energy fields coating these weapons disrupts the very bonds between molecules, slicing apart flesh and armour with ease.

All weapons listed here are counted as 'Power' weapons for those rules that affect such weapons. A model that is eligible to select a Power Weapon may select any of the weapons included in this section as a Power Weapon selection.

Weapon	Range	Str	AP	Type
Power Sword	-	User	3	Melee, Rending (6+)
Power Axe	-	+1	2	Melee, Unwieldy
Power Maul	-	+2	3	Melee
Power Lance	-	+1	3	Melee, Reach (1)

Although technically operated on the same principle, the following weapons are far rarer and more difficult to master than the more common weapons, and so may not be selected by a model eligible to claim a generic Power weapon.

Weapon	Range	Str	AP	Type
Executioner	-	+2	2	Melee, Two-Handed
Mirrorsword	-	User	3	Melee, Master-Crafted, Rampage (2), Shred
Scorpion's Claw (Melee)	-	x2	2	Melee, Specialist Weapon, Murderous Strike (6+)
Star Glaive	-	+2	2	Melee, Master-Crafted, Two-Handed, Murderous Strike (5+)
Wraith Gauntlet	-	User	2	Melee, Brutal (2)
Wraith Glaive	-	14	1	Melee, Destructor, Instant Death, Reaping Blow (3)
Wraithsword				
- Piercing Blow	-	10	1	Melee, Two-Handed, Unwieldy, Murderous Strike (5+)
- Sweeping Strike	-	User	3	Melee, Reaping Blow (3), Breaching (6+)

Witch Weapons

Rare even to the standards of the Aeldari, these weapons could be called upon to pluck the soul from a victim's body.

All weapons listed here are counted as 'Force' and 'Witch' weapons for those rules that affect such weapons.

Weapon	Range	Str	AP	Type
Witchblade	-	User	3	Melee, Rending (6+), Soul Tear
Witchstaff	-	+1	3	Melee, Reach (1), Soul Tear

Although technically operated on the same principle, the following weapons are far rarer and more difficult to master than the more common weapons, and so may not be selected by a model eligible to claim a generic Witch weapon.

A model armed with two of the same weapons marked with a * gains +2 attacks, instead of the normal +1 for having two combat weapons.

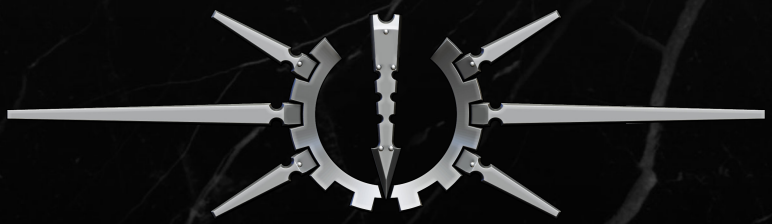
Weapon	Range	Str	AP	Type
Diresword	-	User	3	Melee, Brutal (2), Rending (5+), Murderous Strike (6+), Sanctic
Ghost Axe	-	+3	2	Melee, Unwieldy, Specialist Weapon, Brutal (2)
Ghostglaive				
- Piercing Blow	-	12	1	Melee, Two-Handed, Murderous Strike (5+), Brutal (2), Armourbane (Melee)
- Sweeping Strike	-	User	2	Melee, Reaping Blow (3)
Ghostspear	-	User	2	Melee, Force, Brutal (2)
Ghostsword*	-	+1	3	Melee, Breaching (5+), Blade Spirit
Singing Spear (Melee)	-	User	3	Melee, Breaching (5+), Soul Tear

Exotic and Miscellaneous Weapons of the Aeldari

Some weapons of the Eldar, already a race given to esoteric technologies, were stranger still - to the point of defying easy classification.

Weapon	Range	Str	AP	Type
Harlequin's Caress	-	User	-	Melee, Fleshbane, Rending (5+)
Harlequin's Edge	-	User	-	Melee, Rending (4+), Dimensional Edge (4+), Murderous Strike (6+)
Harlequin's Embrace	-	6	3	Melee, Monofilament, Embrace of Death (2)
Harlequin's Kiss	-	+1	-	Melee, Rending (5+), Murderous Strike (6+)
Haywire Grenade	-	-	-	Melee, Haywire, Detonation
Mandiblaster	-	4	6	Melee, Poisoned (4+), Scorpion's Sting (1), Specialist Weapon
Melta Bomb	-	8	1	Melee, Detonation, Unwieldy, Armourbane (Melee), Instant Death
Miststave	-	+1	-	Melee, Reach (1), Concussive (1), Poisoned (3+), Force
Psytronome Shaper	-	+1	-	Melee, Rending (6+)
Triskele (Melee)	-	User	3	Melee
Zephyrglaive	-	+1	2	Melee, Rending (5+), Two-Handed

Liber Antiquia:
Aeldari Wargear



Aeldari Wargear

The units made available to the various Aeldari Sub-factions by this document have access to a number of new items of Wargear - these can be found below. These function in addition to the Weapons found in other Horus Heresy publications, and operate under the broader Rules and Conventions laid out in the **Horus Heresy: Age of Darkness** Core Rulebook.

Asuryani Armour

The Asuryani were not a dedicated military force - and the battlefields of the Great Crusade and Age of Darkness were unkind to those unprepared to fight upon them. As a result, rapid innovation was required by the Bonesingers of the Craftworlds, as well as raids on old Anrathe caches to bolster existing supplies. This would result in armour wholly unique to that strand of the Aeldari race, designed from the best they could muster to defend themselves.

Mesh Armour

Fashioned from scales of psychically-sensitive armour in a fashion similar to chainmail, these suits were light, and preserved the mobility of those who wore them.

Mesh Armour:
Mesh Armour confers a 5+ Armour Save.

Heavy Mesh Armour:
Heavy Mesh Armour confers a 4+ Armour Save.

Aspect Armour

Building upon the success of Mesh armour, Aspect Warrior armourers added ablative yet flexible plates to reinforce the panoply of the Aspects.

Aspect Armour:
Aspect Armour confers a 4+ Armour Save and a 5+ Invulnerable Save.

Heavy Aspect Armour:
Heavy Aspect Armour confers a 3+ Armour Save and a 5+ Invulnerable Save.

Phoenix Armour:
Phoenix Armour confers a 2+ Armour Save and a 4+ Invulnerable Save.

Rune Armour

Forgoing the protective plating normal to armoured suits, Rune armour instead entirely relied upon psychic wards and runic seals to shield its wearers - a defence proved entirely potent enough by the continued survival of its wearers.

Rune Armour confers a 4+ Invulnerable Save.

Aeldari Shields

Unlike the bulky and restrictive shield projectors of other races, the shield projectors of the Eldar were discrete and sophisticated, comparatively incredibly powerful for their size.

Forceshield

A Forceshield confers a 5+ Invulnerable Save.

Improved Forceshield

An Improved Forceshield confers a 4+ Invulnerable Save.

Holo-Fields

A model equipped with a Holo-Fields has a 5+ Invulnerable Save against Shooting Attacks, unless it is Immobilised.

Improved Holo-Fields

A model equipped with a Holo-Fields has a 4+ Invulnerable Save against Shooting Attacks, unless it is Immobilised.

Holo-Suit

A Holo-Suit confers a 4+ Invulnerable Save.

Gloom Field

A unit containing at least one model equipped with a Gloom Field has the Shrouded (5+) Special Rule.

Power Field

A Power Field confers a 5+ Invulnerable Save, and any model with a Power Field and a Wounds Characteristic that suffers an unsaved Wound with the Instant Death special rule is not immediately removed as a casualty, but instead loses D3 Wounds instead of one for each unsaved Wound with the Instant Death special rule inflicted on it. In addition, when a model with a Power Field loses its last Wound or Hull Point, but before it is removed as a casualty or replaced with a Wreck, all models both friendly and enemy within D6" suffer an automatic Hit at Str 8, AP -.

Scattershield

A Scattershield confers a 5+ Invulnerable Save.

Serpentscale Shield

A unit that includes at least one model with a Serpentscale Shield has a 5+ Invulnerable Save against all incoming Shooting Attacks.

Wraithform Shield

A Wraithform Shield confers a 6+ Invulnerable Save.

Wraithshield

A Wraithshield confers a 4+ Invulnerable Save, and any model with a Wraithshield and a Wounds Characteristic that suffers an unsaved Wound with the Instant Death special rule is not immediately removed as a casualty, but instead loses D3 Wounds instead of one for each unsaved Wound with the Instant Death special rule inflicted on it. In addition, when a model with a Wraithshield loses its last Wound or Hull Point, but before it is removed as a casualty or replaced with a Wreck, all models both friendly and enemy within D6" suffer an automatic Hit at Str 8, AP -.

Wave Serpent Shield
A model equipped with a Wave Serpent Shield has a 6+ Invulnerable Save against Shooting Attacks made on their Front or Side Armour Facings.

In addition, once per game, the Controlling Player may choose to use the Wave Serpent Shield to make a Shield Blast attack. A Shield Blast is a Shooting Attack with the following Profile, and is counted as a Hull (Front) Mounted weapon:

Weapon	Range	Str	AP	Type
Shield Blast	12"	6	-	Assault 8, Ignores Cover, Concussive (2), One Use

For the remainder of the battle after the Shield Blast has been resolved, the model that made the Shield Blast attack may not claim the 6+ Invulnerable Save granted by the Wave Serpent Shield.

Aeldari Engines
Having had millennia to perfect their engine technology, the Aeldari could retrofit attitude thrusters and boosters to further augment their output with no loss of speed.

Star Engines
A model equipped with Star Engines moves an additional 3" when making Movement Reactions.

Vectored Engines
Whenever a model equipped with Vectored Engines is targeted by a Shooting Attack in the Opposing Player's turn, if the Reactive Player chooses to have the model react, before any Shooting Attacks are resolved the model may immediately pivot on the spot to face any direction.

Aeldari Jetbikes
The Eldar race regarded itself as the master of anti-grav technology, and with the varied types of jetbike at their disposal it was hard for Imperial scholars to disagree.

Skyrunner Jetbike
A Skyrunner Jetbike has a Twin-Linked Shuriken Catapult.

In addition, a model with a Skyrunner Jetbike may choose to move up to their unmodified Initiative Characteristic at the start of the Controlling Player's Charge Sub-Phase. A model that chooses to do so may not declare a Charge.

Any model equipped with a Skyrunner Jetbike must change its Unit Type to Cavalry (Antigrav) (keeping any other Unit Sub-types it previously had) changes its Movement Characteristic to 18, and gains the Fleet (2), Firing Protocols (2), Hit & Run, Hammer of Wrath (1), Relentless, Battle-Hardened (1), Shrouded (5+), and Deep Strike Special Rules.

Starweaver Skimmer
A Starweaver Skimmer has 2 Shuriken Cannons.

In addition, a model with a Starweaver Skimmer may choose to move up to their unmodified Initiative Characteristic at the start of the Controlling Player's Charge Sub-Phase. A model that chooses to do so may not declare a Charge.

Any model equipped with a Starweaver Skimmer must change its Unit Type to Cavalry (Antigrav) (keeping any other Unit Sub-types it previously had) changes its Movement Characteristic to 16, and gains a 3+ Armour Save, and the Fleet (2), Firing Protocols (2), Hit & Run, Hammer of Wrath (1), Relentless, Shrouded (5+), and Deep Strike Special Rules.

Skyweaver Jetbike
A Skyweaver Jetbike has a Shuriken Cannon.

In addition, a model with a Skyweaver Jetbike may choose to move up to their unmodified Initiative Characteristic at the start of the Controlling Player's Charge Sub-Phase. A model that chooses to do so may not declare a Charge.

Any model equipped with a Skyweaver Jetbike must change its Unit Type to Cavalry (Antigrav) (keeping any other Unit Sub-types it previously had) changes it Movement Characteristic to 18, and gains the Fleet (2), Firing Protocols (2), Hit & Run, Hammer of Wrath (1), Relentless, Battle-Hardened (1), Shrouded (5+), and Deep Strike Special Rules.

Raptor Jetbike
A Raptor Jetbike has a Scatter Laser.

In addition, a model with a Raptor Jetbike may choose to move up to their unmodified Initiative Characteristic at the start of the Controlling Player's Charge Sub-Phase. A model that chooses to do so may not declare a Charge.

Any model equipped with a Raptor Jetbike must change its Unit Type to Cavalry (Antigrav) (keeping any other Unit Sub-types it previously had) changes it Movement Characteristic to 18, and gains the Fleet (2), Firing Protocols (3), Hit & Run, Hammer of Wrath (1), Relentless, Scout, Infiltrate, Battle-Hardened (1), Shrouded (5+), and Deep Strike Special Rules.

Vyper Jetbike
A Vyper Jetbike has a Twin-Linked Shuriken Catapult and a Shuriken Cannon.

In addition, a model with a Vyper Jetbike may choose to move up to their unmodified Initiative Characteristic at the start of the Controlling Player's Charge Sub-Phase. A model that chooses to do so may not declare a Charge.

Any model equipped with a Vyper Jetbike must change its Unit Type to Cavalry (Antigrav) (keeping any other Unit Sub-types it previously had) changes its Movement Characteristic to 16, and gains the Fleet (2), Firing Protocols (2), Hit & Run, Hammer of Wrath (2), Relentless, Shrouded (5+), and Deep Strike Special Rules.

Augury Scanner

Functioning in a manner to similar to the more unsophisticated scanning technology of other races, the Eldar made use of Augurs to detect their foes.

A unit that includes at least one model with an Augury Scanner gains all of the following benefits:

- Enemy models cannot be deployed using the Infiltrate Special Rule within 18" of a model with an Augury Scanner.
- A unit that includes at least one model with an Augury Scanner ignores the 24" limit to line of sight when making Shooting Attacks while the Night Fighting rules are in effect.
- When any enemy unit is deployed to the battlefield from Reserves, a unit that includes at least one model with an Augury Scanner may make the Interceptor Advanced Reaction (see the Horus Heresy: Age of Darkness Core Rulebook, page 309) without expending a point of the Reactive player's Reaction Allotment. This does not allow the unit to make more than one Reaction per Phase, but does allow the controlling player to exceed the normal three Reactions limit in a given Phase.

Banshee Mask

The twisted, screaming visage of these masks unnerved even the most stalwart opponents - whilst within, the mask itself contained sonic boosters to augment the war-cries of their wearers.

During the Assault phase, the Reactive player may not make Reactions targeting a unit that contains at least one model equipped with a Banshee Mask. This wargear's effect does not activate if the unit equipped with it makes a Disordered Charge.

Comm-Bead

Unlike the bulky radio-relays of the Imperium, the Eldar utilised small-scale beads that slotted into the ear canal for effective point-to-point communications.

While at least one model with a Comm-Bead is present on the battlefield and not Embarked in a Vehicle or Building, the Controlling Player may re-roll any Scatter rolls made (whether as part of a weapon attack or the deployment of a model or unit), as long as the model with the Comm-Bead has line of sight to the unit targeted by the attack or the point chosen as the target of the deployment. In addition, a unit that includes at least one model with a Comm-Bead ignores the -1 penalty to Leadership imposed by the Night Fighting rules.

Craftworld Standard

These back-banners would often proclaim both the Craftworld the bearer came from proudly - as well as the sorrowful tale of their homeworld, now lost to the fall.

A unit that includes at least one model with a Craftworld Standard adds +1 to the Wounds score used to determine if they win a Combat in the Assault phase. In addition, a unit that includes at least one model with a Craftworld Standard may, before any dice are rolled to determine Fall Back distance, choose to Fall Back only a distance equal to the roll of a D6 instead of 2D6 (or 3D6 if a Cavalry unit), and if forced to move off the edge of the battlefield will instead stop moving, with any model that would have moved off of the battlefield ending its Fall Back move prematurely when it reaches 1" from the edge of the battlefield.

Crystal Targeting Matrix

Making use of similar adaptive matrices as used to convert Ghost Warrior chassis into Wraiths, the Crystal Targeting Matrix could be used to allow a slain Eldar warrior to lend their expertise in guiding weapons so a pilot could focus on the path ahead.

Once per game, a model equipped with a Crystal Targeting Matrix may choose to fire a single weapon it is armed with at its full Ballistic Skill Characteristic in the Controlling Player's Shooting Phase after moving Flat Out.

Flip Belt

The exclusive purview of the Saedathii Eldar, these belts allowed the wearer to treat gravity with contempt and walk astride any surface they so chose.

A unit composed entirely of models equipped with Flip Belts may choose to ignore terrain and intervening friendly units while Moving, including Charges, Fall Back moves, Advancing, and during Reactions. A unit that ends or begins its movement in Dangerous Terrain will still need to take Dangerous Terrain tests as normal, though they entirely ignore the effects of Difficult Terrain.

Ghostwalker Matrix

In a similar manner to the Crystal Targeting Matrix, the Ghostwalker Matrix allowed the Spirit of an expert pilot to aid the living.

A model equipped with a Ghostwalker Matrix has the Move Through Cover Special Rule.

If the model that selected a Ghostwalker Matrix has the Antigrav Unit Sub-type, it gains the Pathfinder Special Rule instead.

Guide Stones

In a strange inversion of the Spirit Stones used on some Eldar craft to aid the living, a Wraith Guide could imbue some of their very-much-alive spirit into Spirit Stone, creating a Guide Stone; with which they were able to reliably lead the Wraiths into battle.

Any unit that includes one or more models with the Wraith Unit Sub-type is considered to automatically succeed the Leadership test required by the Wraithsight provision described as part of that Sub-type while within 12" of a friendly model equipped with Guide Stones. Note this does allow a unit both equipped with Guide Stones, and possessing the Wraith Unit Sub-type, to automatically succeed its own Leadership test.

Harlequin Masks

Whilst all Harlequins wore masks - an intrinsic tool of their trade - some of them stood out from the faceless ranks in unpleasant ways.

The Mask of Many Faces

The mask of a Troupe Master did not shift slowly in the same way those of the other members of the troupe's did – instead it writhed and shifted between various expressions of cruel amusement and sardonicism, forever mocking those who fell to its wearer.

A unit that includes at least one model equipped with The Mask of Many faces adds +2 to the Wounds score used to determine if they win a Combat in the Assault phase.

The Thirsting Mask

The mask of an Arebennian was another outlier in the ranks of the Harlequins; for its horned visage, sneering fanged mouth, and pale lilac hue hinted at something dark and terrible taking root within its wearer.

A model equipped with The Thirsting Mask has the Preferred Enemy (Daemons, Corrupted) Special Rule.

Helical Targeting Array

These arrays allowed weapons linked into them to pick forth targets too fast to otherwise track, laying low even the fastest of foes.

The Controlling Player of a model with a Helical Targeting Array may activate it at the start of any of their own turns, or, if the Controlling Player is not taking the first turn of the battle, at the start of the battle, before the beginning of the Opposing Player's first turn. Once the Helical Targeting Array is activated, the model is affected by the following conditions until the beginning of the Controlling Player's next turn:

- The model may not move, Run or declare or make any Reactions other than the Interceptor or Overwatch Reaction.
- The Controlling Player may choose to use the Skyfire Special Rule when making any Shooting Attacks with the model.
- No model may make a Damage Mitigation roll provided by the Shrouded Special Rule against an attack made by a model with a Helical Targeting Array while it is active.
- When the model makes a Shooting Attack as part of the Interceptor Reaction, the Reaction does not cost the Controlling Player a point from their Reaction Allotment. This does not allow the unit to make more than one Reaction per Phase, but does allow the controlling player to exceed the normal three Reactions limit in a given Phase.
- When a model with the Vehicle Unit Type and a Helical Targeting Array makes a Shooting Attack as part of the Interceptor Reaction, that model may fire all of its weapons, not just Defensive Weapons, as part of the Shooting Attack.

Mirage Launcher

These vehicle-mounted canister launchers would pour forth clouds of shimmering gases that would obscure anything within from even the most advanced sensors.

Whenever targeted by a Shooting Attack, the range between an attacking unit and a unit composed entirely of models equipped with Mirage Launchers is considered to be 6" further than the actual range between the two units – models with the Primarch Unit Type ignore this effect.

In addition, when attacked by a weapon with the Barrage Special Rule, a unit composed entirely of models equipped with Mirage Launchers is always treated as though it was out of line of sight when scattering any attacks.

Outcast Cloaks

The Eldar who trod off the beaten path - literally and figuratively - all knew the benefit of being able to remain unseen, and their cloaks were a logical extension of this necessity.

Whenever a unit composed entirely of models equipped with Outcast Cloaks is targeted by a Shooting Attack, the range between an attacking unit and the targeted unit is considered to be 6" further than the actual range between the two units – enemy models with the Night Vision Special Rule and models with the Primarch Unit Type ignore this effect. In addition, when attacked by a weapon with the Barrage special rule, a unit that is composed only of models equipped with Outcast Cloaks is always treated as though it was out of line of sight when scattering any attacks.

Plasma Grenades

Unlike the lesser races, the Eldar would carry usually only a single type of grenade - and with which, both infantry and vehicles would fall.

A unit that includes at least one model with Plasma Grenades makes attacks at its normal Initiative Step during an Assault after it has successfully Charged through Difficult Terrain or Dangerous Terrain, but still suffers any penalties to Charge rolls imposed by Difficult Terrain or Dangerous Terrain when resolving a Charge through Difficult Terrain or Dangerous Terrain.

In addition, the Controlling Player may choose to have a model with Plasma Grenades that is Engaged or otherwise in base contact during the Assault phase with a Building or Fortification, or a model with the Vehicle, Dreadnought or Automata Unit Type, inflict one automatic Str 5, AP 4 Hit with the Breaching (6+) Special Rule, on the target in Initiative Step 1 instead of attacking normally. If this option is selected, the unit makes its Pile In move at the Initiative 1 step. Any model in a unit that is chosen to inflict Hits using Plasma Grenades may not otherwise attack or make use of any other Special Rule or item of Wargear that inflicts Hits or Wounds on a model in the same Assault phase (but may participate in Sweeping Advances as normal).

Revenant Jump Engines

Enormous thrusters allowed even the titans of the Eldar a grace unavailable to the Titan Legios of Mars.

At the start of the Controlling Player's Movement phase, a model with Revenant Jump Engines may add +16" to it Movement Characteristic for the duration of the Controlling Player's turn (sometimes referred to as 'activating' the Revenant Jump Engines). This allows a model with Revenant Jump Engines to move up to 32", regardless of the Movement Characteristic shown on its profile and gain any other benefits of a Movement Characteristic of 32 (including the bonus to Charge distance). In addition, all models with Revenant Jump Engines that have been activated ignore terrain while Moving and Charging, as though it was not present, though may not end their move in Impassible Terrain. A model with an activated Revenant Jump Engines may move over both friendly and enemy models or units without penalty – but must end its Movement at least 1" away from any model from another unit.

During a Reaction made in any Phase, a player may not choose to activate a model's Revenant Jump Engines to gain any bonus to its Movement Characteristic.

Searchlights

Whilst crude, the ease of use of these illumination beacons made them invaluable.

A model with searchlights ignores the 24" limit to line of sight imposed by the Night Fighting rules when making Shooting Attacks, however enemy units also ignore that same restriction when making Shooting Attacks that target a model with searchlights.

In addition, any unit that has been the target of a Shooting Attack made by a unit with searchlights (regardless of whether any Hits were inflicted or not) may be freely targeted for Shooting Attacks by any other unit in the same Shooting phase, ignoring the 24" restriction to line of sight imposed by the Night Fighting rules. Searchlights do not count as weapons and may not be targeted by the Weapon Destroyed result on the Vehicle Damage table.

Spectre Jet Pack

The powerful thrusters of the Spectre Jet Pack took special training to master; as a result, they saw almost no use outside of the Aspect Warriors of the Shadow Spectres.

A unit composed entirely of models equipped with Spectre Jet Packs may choose to increase its Move Characteristic by +7 and ignore terrain while Moving during the Movement phase. A unit that ends or begins its movement in Dangerous Terrain will still need to take Dangerous Terrain tests as normal, even when employing Spectre Jet Packs, and treats Difficult Terrain as Dangerous Terrain.

In addition to the bonus move during the Movement phase, a unit composed entirely of models with Spectre Jet Packs may make an additional Move of 7" during the Shooting phase. This Move must be taken after the unit has completed any Shooting Attacks, is not limited by the weapons fired by the unit during that Shooting phase and ignores terrain in the same manner as moves made using a Spectre Jet Pack in the Movement phase. During any Reaction that allows a unit to Move, a unit composed entirely of models with Spectre Jump Pack increases the distance of that Move by 7 and allows it to ignore terrain in the same manner as other Spectre Jet Pack moves.

Any model with a Spectre Jet Pack also gains the Bulky (2) and Deep Strike Special Rules. If the model already has the Bulky (2) Special Rule, it gains the Bulky (3) Special Rule instead.

Spirit Stones

Whilst not a new technology at the time of the Fall, Spirit Stones gained more widespread acceptance as the true horror of She Who Thirst's hunger for Eldar souls was realised.

A model equipped with Spirit Stones gains the Reinforced Sub-type.

Swooping Hawk Wings

The iridescent wings of the Swooping Hawks allowed them to soar beyond the battlefield.

At the start of the Controlling Player's Movement phase, or when deployed as part of a Deep Strike Assault, a model with Swooping Hawk Wings may set its Move Characteristic to a value of 16" for the duration of the Controlling Player's turn. This allows a model with Swooping Hawk Wings to move up to 16" regardless of the Movement Characteristic shown on its profile and gain any other benefits of a Movement Characteristic of 16 (including the bonus to Charge distance).

In addition, all models with a Swooping Hawk Wings that have been activated ignore terrain while Moving and Charging, but must take Dangerous Terrain tests as normal when beginning or ending their Movement in Dangerous Terrain. A model with an activated Swooping Hawk Wings may move over both friendly and enemy models or units without penalty - but must end its Movement at least 1" away from any model from another unit.

Any model with Swooping Hawk Wings also gains the Bulky (2) and Deep Strike Special Rules. If the model already has the Bulky (2) Special Rule, it gains the Bulky (3) Special Rule instead.

Warp Jump Generator

These compact and potent generators allowed their bearer to flicker in and out of the immaterium at will - though at great personal risk.

A unit composed entirely of models with Warp Jump Generators may choose to set its Move Characteristic to 14" instead of moving normally. If they choose to do so, they may move in any direction ignoring Difficult, Dangerous and Impassable Terrain as though it were not present. However a unit that ends or begins its movement in Dangerous Terrain will still need to take Dangerous Terrain tests as normal, even when employing Warp Jump Generators and treats Difficult Terrain as Dangerous Terrain.

In addition to the bonus move during the Movement phase, a unit composed entirely of models with Warp jump generators may make an additional Move of 7" during the Shooting phase. This Move must be taken after the unit has completed any Shooting Attacks, is not limited by the weapons fired by the unit during that Shooting phase and ignores terrain in the same manner as moves made using a Warp Jump Generator in the Movement phase. During any Reaction that allows a unit to Move (except the Flickerjump Advanced Reaction), a unit composed entirely of models with Warp Jump Generators increases the distance of that Move by 7 and allows it to ignore terrain in the same manner as other Warp Jump Generator moves.

Any model with a Warp Jump Generator also gains the Bulky (2) and Deep Strike special rules. - if it already has the Bulky (2) special rule, it gains the Bulky (3) special rule instead.

Webway Shunt Generator

Upscaled versions of the Warp Spider's signature generators, these immense engines allowed even great constructs to hop into and out of the webway, seeming to appear and disappear in a heartbeat.

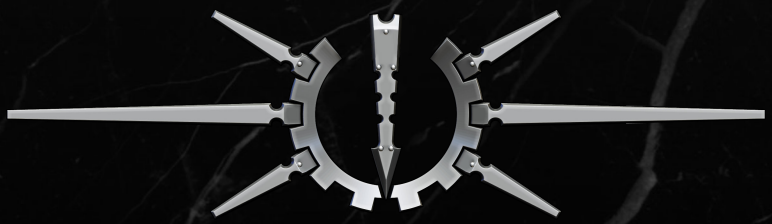
A model equipped with a Webway Shunt Generator may choose to activate it once per game during the Controlling Player's Movement Phase, before it moves. If you choose to activate the Webway Shunt Generator, instead of moving normally, pick a point anywhere on the board and place the model equipped with a Webway Shunt Generator there, then follow the procedure for Performing a Deep Strike Assault (see Page 310 of the Horus Heresy: Age of Darkness Core Rulebook). Note that the model is counted as having already passed its Reserve roll. A model which uses a Webway Shunt Generator cannot charge on the same turn in which it chooses to activate it.

Wireweave Net

Wireweave Nets were employed to great effect by Rangers, who understood the best way to avoid attack was to simply prevent your opponent from reaching them.

When a unit with at least one model equipped with a Wireweave Net is charged for the first time in a game, the Opposing Player suffers a -3" penalty to the distance rolled for the Charge move.

Liber Antiquia:
Base Sizing Chart



Base Sizing Chart

The units available to Aeldari armies by this document may not immediately have an obvious base size to use for them - our recommendations for these can be found below.

Asuryani Models

Model	Base Size
Autarch	
- Autarch (on foot)	Round, 32mm
- Autarch (equipped with Skyrunner Jetbike)	Round, Flying, 60mm
Aspect Exarch	
- Aspect Exarch (on foot)	Round, 32mm
- Aspect Exarch (equipped with Skyrunner Jetbike)	Round, Flying, 60mm
Farseer	
- Farseer (on foot)	Round, 32mm
- Farseer Skyrunner	Round, Flying, 40mm
Wraith Guide	Round, 32mm
Eldrad Ulthran	Round, 32mm
Guardian Office Cadre	
- Guardian Officer	Round, 32mm
- Officer Skyrunner	Round, Flying, 40mm
Seer Council	
- Warlock	Round, 32mm
- Warlock Skyrunner	Round, Flying, 40mm
Bonesinger	Round, 32mm
Fire Dragon	Round, 28.5mm
Striking Scorpion	Round, 28.5mm
Howling Banshee	Round, 28.5mm
Wraithblade	Round, 40mm
Wraithguard	Round, 40mm
War Walker	Round, 60mm
Guardian Defenders	
- Guardian Defender	Round, 28.5mm
- Defender Platform	Round, 40mm
Storm Guardians	
- Storm Guardian	Round, 28.5mm
- Defender Platform	Round, 40mm
Windrider	Round, Flying, 40mm
Dire Avenger	Round, 28.5mm
Ranger	Round, 28.5mm
Wave Serpent	Round, Flying, 60mm
Shadow Spectre	Round, 32mm
Swooping Hawk	Round, 28.5mm
Shining Spear	Round, Flying, 60mm
Warp Spider	Round, 28.5mm
Shroud Runner	Round, Flying, 60mm
Vyper	Round, Flying, 60mm
Nightshade Interceptor	Flying, Oval, 120x92mm
Nightwing Interceptor	Flying, Oval, 120x92mm
Phoenix Bomber	Flying, Oval, 170x105mm
Vaul's Wrath Support Battery	
- Support Weapon	Round, 40mm
- Guardian Crew	Round, 28.5mm
Dark Reaper	Round, 28.5mm
Falcon	Round, Flying, 60mm
Fire Prism	Round, Flying, 60mm
Night Spinner	Round, Flying, 60mm
Firestorm	Round, Flying, 60mm
Wraithlord	Round, 60mm
Wraithseer	Round, 60mm
Wraithknight	Oval, 120x92mm
Skathach Wraithknight	Oval, 120x92mm
Vampire Hunter	Oval, Flying, 170x105mm
Vampire Raider	Oval, Flying, 170x105mm

Model	Base Size
Phantom Titan	No Base
Revenant Titan	No Base
Scorpion	Round, Flying, 60mm
Cobra	Round, Flying, 60mm
Lynx	Round, Flying, 60mm
Avatar of Khaine	Round, 80mm
Asurmen	Round, 40mm
Baharroth	Round, 40mm
Drastanta	Round, Flying, 60mm
Fuegan	Round, 40mm
Irillyth	Round, 40mm
Karandras	Round, 40mm
Maugan Ra	Round, 40mm
Jain Zar	Round, 40mm
Webway Gate	No Base
Holo-Field Defence Line	No Base

Saedath Models

Model	Base Size
Troupe Master	Round, 32mm
Shadowseer	Round, 28.5mm
Death Jester	Round, 28.5mm
Arebennian	Round, 28.5mm
Troupe	
- Lead Player	Round, 28.5mm
- Player	Round, 28.5mm
Starweaver	Round, Flying, 60mm
Skyweaver	Round, Flying, 60mm
Voidweaver	Round, Flying, 60mm

“I remember the Imperium as it was meant to be, as it could have been, and unlike the Emperor, I have no gilded wonder to keep me, and soon I shall pass.”

We Remember.