

# New Roster (Warhammer 40,000 8th Edition) [104 PL, 1808pts]

## A Outrider Detachment (Aeldari - Craftworlds) [28 PL, 287pts]

### HQ

**Farseer [6 PL, 113pts]**

Witchblade

### Heavy Support

**Dark Reapers [22 PL, 174pts]**

**9x Dark Reaper**

9x Reaper Launcher

This unit actually costs 360

**Dark Reaper Exarch**

Reaper Launcher

## A Outrider Detachment +1CP (Aeldari - Drukhari) [23 PL, 452pts]

### Elites

**Beastmaster [3 PL, 60pts]**

Agoniser

### Fast Attack

**Razorwing Flocks [4 PL, 84pts]**

12x Razorwing flock

**Razorwing Flocks [4 PL, 77pts]**

11x Razorwing flock

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11x Razorwing flock

## B Outrider Detachment +1CP (Aeldari - Drukhari) [26 PL, 540pts]

### Elites

**Beastmaster [3 PL, 60pts]**

Agoniser

**Beastmaster [3 PL, 60pts]**

Agoniser

**Fast Attack****Razorwing Flocks [4 PL, 84pts]**

12x Razorwing flock

**Razorwing Flocks [4 PL, 84pts]**

12x Razorwing flock

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**B Outrider Detachment (Aeldari - Ynnari) [17 PL, 337pts]****HQ**

The Yncarne [17 PL, 337pts]

**Warlord****Fortification Network (Aeldari - Drukhari) [10 PL, 192pts]****Fortification****Imperial Bastion [10 PL, 192pts]**

Fortification

4x Heavy bolter

**Profile Summary****Abilities**

Name	Description	Ref
<b>Automated Weapons</b>	Unless a friendly unit is embarked inside this model, each of its weapons can only target the nearest visible enemy. If two units are equally close, you may choose which is targeted.	
<b>Avatar of Ynnead</b>	Each time another AELDARI model is slain within 7" of the Yncarne, roll a D6, on a 4+ the Yncarne regains a wound lost earlier in the battle.	
<b>Beastmaster</b>	All friendly DRUKHARI BEAST units that are within 6" of a Beastmaster in the Fight phase can re-roll hit rolls, and all friendly DRUKHARI BEAST units that are within 6" of a Beastmaster in the Morale phase use the Beastmaster's Leadership instead of their own. In addition, if your army is Battle-forged, then for each Beastmaster in your army you can take a DRUKHARI BEAST unit in the same Detachment without taking up any of the Detachment's slots.	
<b>Combat Drugs</b>	See Force Rule	

<b>Crack Shot</b>	You can re-roll hit rolls of 1 for a Dark Reaper Exarch's ranged weapons.
<b>Daemonic Avatar</b>	The Yncarne has a 4+ invul save.
<b>Fire Points (10)</b>	10 models embarked in this model can shoot in their Shooting phase, measuring and drawing line of sight from any point on this model. They can do this even if enemy models are within 1" of this model.
<b>Ghosthelm</b>	Roll a D6 whenever this model suffers a mortal wound. On a roll of 5+, that wound is ignored.
<b>Immobile</b>	This model cannot move for any reason, nor can it fight in the Fight phase. Enemy models automatically hit this model in the Fight phase - do not make hit rolls. However, this model can still shoot if there are enemy models within 1" of it, and friendly unit can still target enemy units that are within 1" of this model.
<b>Inescapable Accuracy</b>	Models in this unit always hit on a 3+ when firing a ranged weapon, regardless of any modifiers (although they still only hit on rolls of 6 when firing Overwatch).
<b>Inevitable Death</b>	When you set up the Yncarne, it must be set up in waiting rather than on the battlefield. When a unit (friend or foe) is completely destroyed, you may immediately set up the Yncarne as close as possible to the position of that unit, more than 1" from all enemy models. Each time a unit (friend or foe) is completely destroyed, you may immediately remove the Yncarne from the battlefield and set it up again as close as possible to the position of that unit, more than 1" from all enemy models. The Yncarne may not charge in the turn it is set up in this manner.
<b>Magazine Explosion</b>	If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 its magazine explodes, and each unit within 2D6" suffers D3 mortal wounds.
<b>Power from Pain</b>	See Rule
<b>Rune Armour</b>	This model has a 4+ invulnerable save.
<b>Runes of the Farseer</b>	Once in each Psychic phase, you can re-roll any number of dice used for this model's attempt to manifest or deny a psychic power.
<b>Ynnead Stirs</b>	Friendly YNNARI units within 6" of the Yncarne automatically pass Morale tests. In addition whenever a friendly YNNARI unit within 6" of the Yncarne suffers an unsaved wound or mortal wound, roll a D6. On a 6 that wound is ignored.

## Psychic Power

Name	Warp Charge	Range	Details	Ref
Smite	5	18"	Smite has a warp charge value of 5. If manifested, the closest visible enemy unit within 18" of the psyker suffers D3 mortal wounds (pg 181). If the result of the Psychic test was more than 10 the target suffers D6 mortal wounds instead.	

## Psyker

Name	Cast	Deny	Powers Known	Other	Ref
Psyker	The Yncarne can attempt to manifest 2 psychic powers in each friendly Psychic phase, and attempt to deny 1 power in each enemy Psychic phase. It knows the Smite power and 2 psychic powers from the Revenant discipline.				
Psyker (Farseer)	2	2	2 - Runes of Fate		

## Transport

Name	Capacity	Ref
Imperial Bastion	Any number of INFANTRY CHARACTERS and one other INFANTRY unit, up to a maximum of 20 models.	

## Unit

Name	M	WS	BS	S	T	W	A	Ld	Save	Ref
Beastmaster	12"	3+	3+	3	3	3	3	7	5+	
Dark Reaper	6"	3+	3+	3	3	1	1	8	3+	
Dark Reaper Exarch	6"	3+	3+	3	3	2	2	8	3+	

<b>Farseer</b>	7"	2+	2+	3	3	5	2	9	6+
<b>Imperial Bastion</b>	-	-	5+	-	9	20	-	-	3+ Index: Imperium 2 p130
<b>Razorwing flock</b>	12"	5+	-	2	2	4	8	4	7+
<b>The Yncarne</b>	8"	2+	2+	6	6	9	6	9	3+/4++

## Weapon

Name	Range	Type	S	AP	D	Abilities	Ref
<b>(Reaper) Starshot Missile</b>	48"	Heavy 1	8	-2	3	-	
<b>(Reaper) Starswarm Missile</b>	48"	Heavy 2	5	-2	2	-	
<b>Agoniser</b>	Melee	Melee	*	-2	1	This weapon wounds on a 4+, unless it is targeting a VEHICLE, in which case it wounds on a 6+.	
<b>Claws and talons</b>	Melee	Melee	User	0	1		
<b>Heavy bolter</b>	36"	Heavy 3	5	-1	1	-	
<b>Shuriken Pistol</b>	12"	Pistol 1	4	0	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -3 instead of 0.	
<b>Splinter pods</b>	18"	Assault 2	*	0	1	This weapon wounds on a 4+, unless it is targeting a VEHICLE in which case it wounds on a 6+.	
<b>Vilith-zhar, the Sword of Souls</b>	Melee	Melee	User	-4	D6	You can re-roll failed wound rolls for this weapon.	
<b>Witchblade</b>	Melee	Melee	User	0	D3	This weapon always wounds on a roll of 2+	

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