

Lawrence Baker - No Retreat VI (Warhammer 40,000 8th Edition) [116 PL, 2000pts]

Battalion Detachment +3CP (Aeldari - Craftworlds) [86 PL, 1370pts]

No Force Org Slot

Craftworld Attribute

Selections: Ulthwe: Foresight of the Damned

Categories: Faction: <Craftworld>, Faction: Asuryani, No Force Org Slot

Abilities: *Ulthwe: Foresight of the Damned*

Abilities	Description
Ulthwe: Foresight of the Damned	Roll a D6 each time a model with this attribute loses a wound; on a 6 that wound is ignored. If a model has a similar ability (e.g. the Hemlock Wraithfighter's Spirit Stones ability, or the Farseer's Ghosthelm ability) you can choose which ability to use when a model loses a wound, but you cannot choose both.

Dedicated Transport [45 PL, 670pts]

Wave Serpent [9 PL, 134pts]

Selections: Explodes (Hover Tank), Hover Tank, Serpent Shield, Shuriken Cannon [10pts], Transport, Twin Shuriken Cannon [17pts]

Categories: Faction: <Craftworld>, Faction: Aeldari, Faction: Asuryani, Dedicated Transport, Fly, Transport, Vehicle, Faction: Warhost, Wave Serpent, Falcon

Abilities: *Explodes (Hover Tank), Hover Tank, Serpent Shield, Transport: Transport (Wave Serpent), Unit: Wave Serpent,*

Weapon: *Shuriken Cannon, Twin Shuriken Cannon, Wound Track: Wave Serpent 1., Wave Serpent 2., Wave Serpent 3.*

Abilities	Description
Explodes (Hover Tank)	If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.
Hover Tank	Distance and ranges are always measured to and from this model's hull, even though it has a base.
Serpent Shield	Any damage suffered by a Wave Serpent from a ranged weapon is reduced by 1, to a minimum of 1. In addition, once per battle, in your Shooting phase, a Wave Serpent can discharge its serpent shield in its Shooting phase by rolling a D6. On a 2+ the nearest visible enemy unit within 24" suffers D3 mortal wounds. The Wave Serpent then gains no benefit from this ability for the remainder of the battle.

Transport	Capacity
Transport (Wave Serpent)	This model can transport 12 PHOENIX LORD or <CRAFTWORLD> INFANTRY models. Each WRAITHGUARD or WRAITHBLADE model takes the space of two other models. It cannot transport JUMP PACK models.

Unit	M	WS	BS	S	T	W	A	Ld	Save
Wave Serpent	*	6+	*	6	7	13	*	8	3+

Weapon	Range	Type	S	AP	D	Abilities
Shuriken Cannon	24"	Assault 3	6	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.
Twin Shuriken Cannon	24"	Assault 6	6	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.

Wound Track	Remaining W	Characteristic 1	Characteristic 2	Characteristic 3
Wave Serpent 1.	7-13+	16"	3+	3
Wave Serpent 2.	4-6	12"	4+	D3

Wave Serpent 3.	1-3	8"	5+	1
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Wave Serpent [9 PL, 134pts]

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Categories: Faction: <Craftworld>, Faction: Aeldari, Faction: Asuryani, Dedicated Transport, Fly, Transport, Vehicle, Faction: Warhost, Wave Serpent, Falcon

Abilities: *Explodes (Hover Tank), Hover Tank, Serpent Shield*, **Transport:** *Transport (Wave Serpent)*, **Unit:** *Wave Serpent*, **Weapon:** *Shuriken Cannon, Twin Shuriken Cannon*, **Wound Track:** *Wave Serpent 1., Wave Serpent 2., Wave Serpent 3.*

Abilities	Description
Explodes (Hover Tank)	If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.
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Serpent Shield	Any damage suffered by a Wave Serpent from a ranged weapon is reduced by 1, to a minimum of 1. In addition, once per battle, in your Shooting phase, a Wave Serpent can discharge its serpent shield in its Shooting phase by rolling a D6. On a 2+ the nearest visible enemy unit within 24" suffers D3 mortal wounds. The Wave Serpent then gains no benefit from this ability for the remainder of the battle.

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Twin Shuriken Cannon	24"	Assault 6	6	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.

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Wave Serpent 1.	7-13+	16"	3+	3
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Abilities: *Explodes (Hover Tank), Hover Tank, Serpent Shield*, **Transport:** *Transport (Wave Serpent)*, **Unit:** *Wave Serpent*, **Weapon:** *Shuriken Cannon, Twin Shuriken Cannon*, **Wound Track:** *Wave Serpent 1., Wave Serpent 2., Wave Serpent 3.*

Abilities	Description
Explodes (Hover Tank)	If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.
Hover Tank	Distance and ranges are always measured to and from this model's hull, even though it has a base.

Serpent Shield

Any damage suffered by a Wave Serpent from a ranged weapon is reduced by 1, to a minimum of 1. In addition, once per battle, in your Shooting phase, a Wave Serpent can discharge its serpent shield in its Shooting phase by rolling a D6. On a 2+ the nearest visible enemy unit within 24" suffers D3 mortal wounds. The Wave Serpent then gains no benefit from this ability for the remainder of the battle.

Transport**Capacity****Transport (Wave Serpent)**

This model can transport 12 PHOENIX LORD or <CRAFTWORLD> INFANTRY models. Each WRAITHGUARD or WRAITHBLADE model takes the space of two other models. It cannot transport JUMP PACK models.

Unit	M	WS	BS	S	T	W	A	Ld	Save
Wave Serpent	*	6+	*	6	7	13	*	8	3+

Weapon**Range Type****S AP D Abilities**

Shuriken Cannon	24"	Assault 3	6	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.
Twin Shuriken Cannon	24"	Assault 6	6	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.

Wound Track	Remaining W	Characteristic 1	Characteristic 2	Characteristic 3
Wave Serpent 1.	7-13+	16"	3+	3
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Wave Serpent 3.	1-3	8"	5+	1

Wave Serpent [9 PL, 134pts]

Selections: Explodes (Hover Tank), Hover Tank, Serpent Shield, Shuriken Cannon [10pts], Transport, Twin Shuriken Cannon [17pts]

Categories: Faction: <Craftworld>, Faction: Aeldari, Faction: Asuryani, Dedicated Transport, Fly, Transport, Vehicle, Faction: Warhost, Wave Serpent, Falcon

Abilities: Explodes (Hover Tank), Hover Tank, Serpent Shield, **Transport:** Transport (Wave Serpent), **Unit:** Wave Serpent, **Weapon:** Shuriken Cannon, Twin Shuriken Cannon, **Wound Track:** Wave Serpent 1., Wave Serpent 2., Wave Serpent 3.

Abilities**Description****Explodes (Hover Tank)**

If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

Hover Tank

Distance and ranges are always measured to and from this model's hull, even though it has a base.

Serpent Shield

Any damage suffered by a Wave Serpent from a ranged weapon is reduced by 1, to a minimum of 1. In addition, once per battle, in your Shooting phase, a Wave Serpent can discharge its serpent shield in its Shooting phase by rolling a D6. On a 2+ the nearest visible enemy unit within 24" suffers D3 mortal wounds. The Wave Serpent then gains no benefit from this ability for the remainder of the battle.

Transport**Capacity****Transport (Wave Serpent)**

This model can transport 12 PHOENIX LORD or <CRAFTWORLD> INFANTRY models. Each WRAITHGUARD or WRAITHBLADE model takes the space of two other models. It cannot transport JUMP PACK models.

Unit	M	WS	BS	S	T	W	A	Ld	Save
Wave Serpent	*	6+	*	6	7	13	*	8	3+

Weapon**Range Type****S AP D Abilities**

Shuriken Cannon	24"	Assault 3	6	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.
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Twin Shuriken Cannon	24"	Assault 6	6	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.
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Wound Track	Remaining W	Characteristic 1	Characteristic 2	Characteristic 3
Wave Serpent 1.	7-13+	16"	3+	3
Wave Serpent 2.	4-6	12"	4+	D3
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Categories: Faction: <Craftworld>, Faction: Aeldari, Faction: Asuryani, Dedicated Transport, Fly, Transport, Vehicle, Faction: Warhost, Wave Serpent, Falcon

Abilities: *Explodes (Hover Tank), Hover Tank, Serpent Shield*, **Transport:** *Transport (Wave Serpent)*, **Unit:** *Wave Serpent*,

Weapon: *Shuriken Cannon, Twin Shuriken Cannon*, **Wound Track:** *Wave Serpent 1., Wave Serpent 2., Wave Serpent 3.*

Abilities Description

Explodes (Hover Tank) If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

Hover Tank Distance and ranges are always measured to and from this model's hull, even though it has a base.

Serpent Shield Any damage suffered by a Wave Serpent from a ranged weapon is reduced by 1, to a minimum of 1. In addition, once per battle, in your Shooting phase, a Wave Serpent can discharge its serpent shield in its Shooting phase by rolling a D6. On a 2+ the nearest visible enemy unit within 24" suffers D3 mortal wounds. The Wave Serpent then gains no benefit from this ability for the remainder of the battle.

Transport Capacity

Transport (Wave Serpent) This model can transport 12 PHOENIX LORD or <CRAFTWORLD> INFANTRY models. Each WRAITHGUARD or WRAITHBLADE model takes the space of two other models. It cannot transport JUMP PACK models.

Unit	M	WS	BS	S	T	W	A	Ld	Save
Wave Serpent	*	6+	*	6	7	13	*	8	3+

Weapon Range Type S AP D Abilities

Shuriken Cannon 24" Assault 3 6 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.

Twin Shuriken Cannon 24" Assault 6 6 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.

Wound Track	Remaining W	Characteristic 1	Characteristic 2	Characteristic 3
Wave Serpent 1.	7-13+	16"	3+	3
Wave Serpent 2.	4-6	12"	4+	D3
Wave Serpent 3.	1-3	8"	5+	1

HQ [15 PL, 272pts]

Autarch [4 PL, 77pts]

Selections: Banshee Mask, Forceshield [6pts], Plasma Grenades, Shuriken Pistol, Star Glaive [6pts], The Path of Command, Ulthwe: Fate Reader, Warlord

Categories: Faction: Aeldari, Faction: <Craftworld>, Faction: Asuryani, Autarch, Character, HQ, Infantry, Faction: Warhost, Warlord

Rules: *Ulthwe: Fate Reader*

Abilities: *Ancient Doom, Banshee Mask, Battle Focus, Forceshield, The Path of Command*, **Unit:** *Autarch*, **Weapon:** *Plasma Grenade, Shuriken Pistol, Star Glaive*

Abilities	Description
Ancient Doom	You can re-roll failed hit rolls in the Fight phase for this unit in a turn in which it charges or is charged by a SLAANESH unit. However, you must add 1 to Morale tests for this unit if it is within 3" of any SLAANESH units.
Banshee Mask	Enemy units cannot fire Overwatch at this unit.
Battle Focus	If this unit moves or Advances in its Movement phase, weapons (excluding Heavy weapons) are used as if the unit had remained stationary.
Forceshield	This model has a 4+ invulnerable save.
The Path of Command	You can re-roll hit rolls of 1 for friendly <CRAFTWORLD> units within 6" of this model. In addition, if your army is Battle-forged and this model is your Warlord and on the battlefield, roll a D6 for each Command Point spent when using Stratagems; on a 6 that Command Point is immediately refunded. Note that for Prince Yriel, the first effect of this ability applies specifically to IYANDEN units.

Unit	M	WS	BS	S	T	W	A	Ld	Save
Autarch	7"	2+	2+	3	3	5	4	9	3+

Weapon	Range	Type	S	AP	D	Abilities
Plasma Grenade	6"	Grenade D6	4	-1	1	-
Shuriken Pistol	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.
Star Glaive	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.

Eldrad Ulthran [8 PL, 150pts]

Selections: 1. Guide, 2. Doom, 5. Will of Asuryan, Armour of Last Runes, Ghosthelm, Runes of the Farseer, Shuriken Pistol, Smite, Spiritlink, Staff of Ulthamar, Witchblade

Categories: Faction: Aeldari, Faction: Asuryani, Faction: Warhost, Psyker, Infantry, HQ, Character, Faction: Ulthwe, Eldrad Ulthran

Abilities: *Ancient Doom, Armour of Last Runes, Battle Focus, Ghosthelm, Runes of the Farseer, Spiritlink*, **Psychic Power:** *Doom, Guide, Smite, Will of Asuryan*, **Psyker:** *Psyker (Eldrad)*, **Unit:** *Eldrad Ulthran*, **Weapon:** *Shuriken Pistol, Staff of Ulthamar, Witchblade*

Abilities	Description
Ancient Doom	You can re-roll failed hit rolls in the Fight phase for this unit in a turn in which it charges or is charged by a SLAANESH unit. However, you must add 1 to Morale tests for this unit if it is within 3" of any SLAANESH units.
Armour of Last Runes	Eldrad Ulthran has a 3+ invulnerable save.
Battle Focus	If this unit moves or Advances in its Movement phase, weapons (excluding Heavy weapons) are used as if the unit had remained stationary.
Ghosthelm	Roll a D6 whenever this model suffers a mortal wound, adding 3 to the roll if the mortal wound was inflicted as a result of the psyker suffering Perils of the Warp. On a roll of 5+, that wound is ignored.
Runes of the Farseer	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.
Spiritlink	Whenever you pass a Psychic test for Eldrad Ulthran, you can add 1 to the next Psychic test you take for him until the end of the phase.

Psychic Power	Warp Charge	Range	Details
Doom	7	24"	If manifested, choose an enemy unit within 24" of the psyker. You can re-roll failed wound rolls against that unit until your next Psychic phase.

Guide	7	24"	If manifested, choose a friendly ASURYANI unit within 24" of the psyker. You can re-roll failed hit rolls for that unit's ranged weapons until your next Psychic phase.
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.
Will of Asuryan	5	6"	If manifested, friendly ASURYANI units automatically pass Morale tests while they are within 6" of the psyker until your next Psychic phase. In addition, you can add 1 to all Deny the Witch tests that you make for the psyker until your next Psychic phase.

Psyker	Cast	Deny	Powers Known	Other
Psyker (Eldrad)	3	2	3 - Runes of Fate	

Unit	M	WS	BS	S	T	W	A	Ld	Save
Eldrad Ulthran	7"	2+	2+	3	4	6	2	9	6+

Weapon	Range	Type	S	AP	D	Abilities
Shuriken Pistol	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.
Staff of Ulthamar	Melee	Melee	+2	-2	D3	-
Witchblade	Melee	Melee	User	0	D3	This weapon always wounds on a roll of 2+

Spiritseer [3 PL, 45pts]

Selections: 1. Conceal/Reveal, Ghosthelm of Alishazier, Psyker, Rune Armour, Shuriken Pistol, Smite, Spirit Mark, Witch Staff

Categories: Faction: <Craftworld>, Faction: Aeldari, Faction: Asuryani, Character, HQ, Infantry, Psyker, Faction: Spirit Host, Spiritseer

Abilities: *Ancient Doom, Battle Focus, Ghosthelm of Alishazier, Rune Armour, Spirit Mark*, **Psychic Power:** 1.1 *Conceal*, 1.2 *Reveal, Smite*, **Psyker:** *Psyker*, **Unit:** *Spiritseer*, **Weapon:** *Shuriken Pistol, Witch Staff*

Abilities	Description
Ancient Doom	You can re-roll failed hit rolls in the Fight phase for this unit in a turn in which it charges or is charged by a SLAANESH unit. However, you must add 1 to Morale tests for this unit if it is within 3" of any SLAANESH units.
Battle Focus	If this unit moves or Advances in its Movement phase, weapons (excluding Heavy weapons) are used as if the unit had remained stationary.
Ghosthelm of Alishazier	ULTHWE PSYKER only. The wearer adds 1 to any Psychic test when attempting to manifest the Smite power.
Rune Armour	This model has a 4+ invulnerable save.
Spirit Mark	You can re-roll hit rolls of 1 for friendly <CRAFTWORLD> SPIRIT HOST units' attacks against enemy units that are within 6" of this model.

Psychic Power	Warp Charge	Range	Details
1.1 Conceal	6	18"	Choose a friendly ASURYANI INFANTRY or ASURYANI BIKER unit within 18" of the psyker - your opponent must subtract 1 from all hit rolls for ranged weapons that target that unit until your next Psychic phase.
1.2 Reveal	6	18"	Choose an enemy unit within 18" of the psyker - it does not gain any bonus to its saving throws for being in cover until your next Psychic phase.
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	Cast	Deny	Powers Known	Other
Psyker	1	1	1 - Runes of Battle	

Unit	M	WS	BS	S	T	W	A	Ld	Save
Spiritseer	7"	2+	2+	3	3	4	2	8	6+

Weapon	Range	Type	S	AP	D	Abilities
Shuriken Pistol	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.
Witch Staff	Melee	Melee	User	0	2	This weapon always wounds on the roll of 2+.

Troops [26 PL, 428pts]

Guardian Defenders [5 PL, 80pts]

Categories: Faction: <Craftworld>, Faction: Aeldari, Faction: Asuryani, Infantry, Troops, Faction: Warhost

Abilities: *Ancient Doom, Battle Focus*

10x Guardian Defender [80pts]

Selections: 10x Plasma Grenades, 10x Shuriken Catapult

Unit: *Guardian Defender*, **Weapon:** *Plasma Grenade, Shuriken Catapult*

Abilities	Description
Ancient Doom	You can re-roll failed hit rolls in the Fight phase for this unit in a turn in which it charges or is charged by a SLAANESH unit. However, you must add 1 to Morale tests for this unit if it is within 3" of any SLAANESH units.
Battle Focus	If this unit moves or Advances in its Movement phase, weapons (excluding Heavy weapons) are used as if the unit had remained stationary.

Unit	M	WS	BS	S	T	W	A	Ld	Save
Guardian Defender	7"	3+	3+	3	3	1	1	7	5+

Weapon	Range	Type	S	AP	D	Abilities
Plasma Grenade	6"	Grenade D6	4	-1	1	-
Shuriken Catapult	12"	Assault 2	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.

Guardian Defenders [5 PL, 80pts]

Categories: Faction: <Craftworld>, Faction: Aeldari, Faction: Asuryani, Infantry, Troops, Faction: Warhost

Abilities: *Ancient Doom, Battle Focus*

10x Guardian Defender [80pts]

Selections: 10x Plasma Grenades, 10x Shuriken Catapult

Unit: *Guardian Defender*, **Weapon:** *Plasma Grenade, Shuriken Catapult*

Abilities	Description
Ancient Doom	You can re-roll failed hit rolls in the Fight phase for this unit in a turn in which it charges or is charged by a SLAANESH unit. However, you must add 1 to Morale tests for this unit if it is within 3" of any SLAANESH units.
Battle Focus	If this unit moves or Advances in its Movement phase, weapons (excluding Heavy weapons) are used as if the unit had remained stationary.

Unit	M	WS	BS	S	T	W	A	Ld	Save
Guardian Defender	7"	3+	3+	3	3	1	1	7	5+

Weapon	Range	Type	S	AP	D	Abilities
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Plasma Grenade	6"	Grenade D6	4	-1	1	-
Shuriken Catapult	12"	Assault 2	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.

Guardian Defenders [5 PL, 80pts]

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Abilities: *Ancient Doom, Battle Focus*

10x Guardian Defender [80pts]

Selections: 10x Plasma Grenades, 10x Shuriken Catapult

Unit: *Guardian Defender*, **Weapon:** *Plasma Grenade, Shuriken Catapult*

Abilities	Description
Ancient Doom	You can re-roll failed hit rolls in the Fight phase for this unit in a turn in which it charges or is charged by a SLAANESH unit. However, you must add 1 to Morale tests for this unit if it is within 3" of any SLAANESH units.
Battle Focus	If this unit moves or Advances in its Movement phase, weapons (excluding Heavy weapons) are used as if the unit had remained stationary.

Unit	M	WS	BS	S	T	W	A	Ld	Save
Guardian Defender	7"	3+	3+	3	3	1	1	7	5+

Weapon	Range	Type	S	AP	D	Abilities
Plasma Grenade	6"	Grenade D6	4	-1	1	-
Shuriken Catapult	12"	Assault 2	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.

Guardian Defenders [5 PL, 80pts]

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Abilities: *Ancient Doom, Battle Focus*

10x Guardian Defender [80pts]

Selections: 10x Plasma Grenades, 10x Shuriken Catapult

Unit: *Guardian Defender*, **Weapon:** *Plasma Grenade, Shuriken Catapult*

Abilities	Description
Ancient Doom	You can re-roll failed hit rolls in the Fight phase for this unit in a turn in which it charges or is charged by a SLAANESH unit. However, you must add 1 to Morale tests for this unit if it is within 3" of any SLAANESH units.
Battle Focus	If this unit moves or Advances in its Movement phase, weapons (excluding Heavy weapons) are used as if the unit had remained stationary.

Unit	M	WS	BS	S	T	W	A	Ld	Save
Guardian Defender	7"	3+	3+	3	3	1	1	7	5+

Weapon	Range	Type	S	AP	D	Abilities
Plasma Grenade	6"	Grenade D6	4	-1	1	-
Shuriken Catapult	12"	Assault 2	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.

Rangers [6 PL, 108pts]

Selections: *Appear Unbidden, Cameleoline Cloaks*

Categories: Faction: <Craftworlds>, Faction: Aeldari, Faction: Asuryani, Infantry, Rangers, Troops, Faction: Warhost

Abilities: *Ancient Doom, Appear Unbidden, Battle Focus, Cameleoline Cloaks*

9x Ranger [108pts]

Selections: 9x Ranger Long Rifle, 9x Shuriken Pistol

Unit: *Ranger*, **Weapon:** *Ranger Long Rifle, Shuriken Pistol*

Abilities	Description
Ancient Doom	You can re-roll failed hit rolls in the Fight phase for this unit in a turn in which it charges or is charged by a SLAANESH unit. However, you must add 1 to Morale tests for this unit if it is within 3" of any SLAANESH units.
Appear Unbidden	During deployment, you can set up this unit walking the winding paths of the webway instead of placing it on the battlefield. At the start of the first battle round but before the first turn begins, this unit can emerge from the webway - set it up anywhere on the battlefield that is more than 9" away from any enemy models.
Battle Focus	If this unit moves or Advances in its Movement phase, weapons (excluding Heavy weapons) are used as if the unit had remained stationary.
Cameleoline Cloaks	Your opponent must subtract 1 from their hit rolls for attacks that target this unit. In addition, add 2 to saving throws made for models from this unit that are in cover, instead of 1.

Unit	M	WS	BS	S	T	W	A	Ld	Save
Ranger	7"	3+	3+	3	3	1	1	7	5+

Weapon	Range	Type	S	AP	D	Abilities
Ranger Long Rifle	36"	Heavy 1	4	0	1	This weapon may target a CHARACTER even if it is not the closest enemy unit. Each time you roll a wound roll of 6+ for this weapon, it inflicts a mortal wound in addition to any other damage.
Shuriken Pistol	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.

Air Wing Detachment +1CP (Aeldari - Craftworlds) [30 PL, 630pts]

Flyer [30 PL, 630pts]

Hemlock Wraithfighter [10 PL, 210pts]

Selections: 4. Protect/Jinx, Airborne, Crash and Burn, Hard to Hit, 2x Heavy D-scythe, Mindshock Pod, Psyker (Hemlock), Smite, Spirit Stones [10pts], Wings of Khaine

Categories: Faction: <Craftworlds>, Faction: Aeldari, Faction: Asuryani, Fly, Flyer, Hemlock Wraithfighter, Psyker, Faction: Spirit Host, Vehicle, Wraith Construct

Abilities: *Airborne, Crash and Burn, Hard To Hit, Mindshock Pod, Spirit Stones, Wings of Khaine*, **Psychic Power:** *4.1 Protect, 4.2 Jinx, Smite*, **Psyker:** *Psyker (Hemlock)*, **Unit:** *Hemlock Wraithfighter*, **Weapon:** *Heavy D-scythe*, **Wound Track:** *Hemlock Wraithfighter 1., Hemlock Wraithfighter 2., Hemlock Wraithfighter 3.*

Abilities	Description
Airborne	This model cannot charge, can only be charged by units that can FLY, and can only attack or be attacked in the Fight phase by units that can FLY.
Crash and Burn	If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 6 it crashes in a fiery explosion and each unit within 6" suffers D3 mortal wounds.
Hard To Hit	Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.
Mindshock Pod	Units must subtract 2 from their Leadership characteristic whilst they are within 12" of any enemy Hemlock Wraithfighters.
Spirit Stones	Roll a D6 each time a model with spirit stones suffers an unsaved wound or mortal wound: on a 6 the wound is ignored.
Wings of Khaine	When this model Advances, add 20" to its Move characteristic for that Movement phase instead of rolling a dice. Each time this model moves, first pivot it on the spot up to 90 degrees (this does not contribute to how far the model moves), and then move the model straight forwards. Once its move has finished, you can pivot it a further 90 degrees as before.

Psychic Power	Warp Charge	Range	Details
4.1 Protect	7	18"	Choose a friendly ASURYANI INFANTRY or ASURYANI BIKER unit within 18" of the psyker - add 1 to the saving throws made for that unit until your next Psychic phase.
4.2 Jinx	7	18"	Choose an enemy unit within 18" of the psyker - your opponent must subtract 1 from all saving throws made for that unit until your next Psychic phase.
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	Cast	Deny	Powers Known	Other
Psyker (Hemlock)	1	1	1 - Runes of Battle	Hemlock Wraithfighters can only attempt to manifest the second effect of psychic powers from the Runes of Battle discipline. For example, if a Hemlock Wraithfighter knew the Embolden/Horrify power, it could only attempt to manifest Horrify.

Unit	M	WS	BS	S	T	W	A	Ld	Save
Hemlock Wraithfighter	*	6+	3+	6	6	12	3	8	3+

Weapon	Range	Type	S	AP	D	Abilities	
Heavy D-scythe	16"	Assault	D3	12	-4	2	This weapon automatically hits its target.

Wound Track	Remaining W	Characteristic 1	Characteristic 2	Characteristic 3
Hemlock Wraithfighter 1.	7-12+	20-60"		
Hemlock Wraithfighter 2.	4-6	20-40"		
Hemlock Wraithfighter 3.	1-3	20-25"		

Hemlock Wraithfighter [10 PL, 210pts]

Selections: 4. Protect/Jinx, Airborne, Crash and Burn, Hard to Hit, 2x Heavy D-scythe, Mindshock Pod, Psyker (Hemlock), Smite, Spirit Stones [10pts], Wings of Khaine

Categories: Faction: <Craftworld>, Faction: Aeldari, Faction: Asuryani, Fly, Flyer, Hemlock Wraithfighter, Psyker, Faction: Spirit Host, Vehicle, Wraith Construct

Abilities: Airborne, Crash and Burn, Hard To Hit, Mindshock Pod, Spirit Stones, Wings of Khaine, **Psychic Power:** 4.1 Protect, 4.2 Jinx, Smite, **Psyker:** Psyker (Hemlock), **Unit:** Hemlock Wraithfighter, **Weapon:** Heavy D-scythe, **Wound Track:** Hemlock Wraithfighter 1., Hemlock Wraithfighter 2., Hemlock Wraithfighter 3.

Abilities	Description
Airborne	This model cannot charge, can only be charged by units that can FLY, and can only attack or be attacked in the Fight phase by units that can FLY.
Crash and Burn	If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 6 it crashes in a fiery explosion and each unit within 6" suffers D3 mortal wounds.
Hard To Hit	Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.
Mindshock Pod	Units must subtract 2 from their Leadership characteristic whilst they are within 12" of any enemy Hemlock Wraithfighters.
Spirit Stones	Roll a D6 each time a model with spirit stones suffers an unsaved wound or mortal wound: on a 6 the wound is ignored.
Wings of Khaine	When this model Advances, add 20" to its Move characteristic for that Movement phase instead of rolling a dice. Each time this model moves, first pivot it on the spot up to 90 degrees (this does not contribute to how far the model moves), and then move the model straight forwards. Once its move has finished, you can pivot it a further 90 degrees as before.

Psychic Power	Warp Charge	Range	Details
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4.1 Protect	7	18"	Choose a friendly ASURYANI INFANTRY or ASURYANI BIKER unit within 18" of the psyker - add 1 to the saving throws made for that unit until your next Psychic phase.
4.2 Jinx	7	18"	Choose an enemy unit within 18" of the psyker - your opponent must subtract 1 from all saving throws made for that unit until your next Psychic phase.
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	Cast	Deny	Powers Known	Other
Psyker (Hemlock)	1	1	1 - Runes of Battle	Hemlock Wraithfighters can only attempt to manifest the second effect of psychic powers from the Runes of Battle discipline. For example, if a Hemlock Wraithfighter knew the Embolden/Horrify power, it could only attempt to manifest Horrify.

Unit	M	WS	BS	S	T	W	A	Ld	Save
Hemlock Wraithfighter	*	6+	3+	6	6	12	3	8	3+

Weapon	Range	Type	S	AP	D	Abilities	
Heavy D-scythe	16"	Assault	D3	12	-4	2	This weapon automatically hits its target.

Wound Track	Remaining W	Characteristic 1	Characteristic 2	Characteristic 3
Hemlock Wraithfighter 1.	7-12+	20-60"		
Hemlock Wraithfighter 2.	4-6	20-40"		
Hemlock Wraithfighter 3.	1-3	20-25"		

Hemlock Wraithfighter [10 PL, 210pts]

Selections: 2. Embolden/Horrify, Airborne, Crash and Burn, Hard to Hit, 2x Heavy D-scythe, Mindshock Pod, Psyker (Hemlock), Smite, Spirit Stones [10pts], Wings of Khaine

Categories: Faction: <Craftworld>, Faction: Aeldari, Faction: Asuryani, Fly, Flyer, Hemlock Wraithfighter, Psyker, Faction: Spirit Host, Vehicle, Wraith Construct

Abilities: Airborne, Crash and Burn, Hard To Hit, Mindshock Pod, Spirit Stones, Wings of Khaine, **Psychic Power:** 2.1

Embolden, 2.2 Horrify, Smite, Psyker: Psyker (Hemlock), **Unit:** Hemlock Wraithfighter, **Weapon:** Heavy D-scythe, **Wound**

Track: Hemlock Wraithfighter 1., Hemlock Wraithfighter 2., Hemlock Wraithfighter 3.

Abilities	Description
Airborne	This model cannot charge, can only be charged by units that can FLY, and can only attack or be attacked in the Fight phase by units that can FLY.
Crash and Burn	If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 6 it crashes in a fiery explosion and each unit within 6" suffers D3 mortal wounds.
Hard To Hit	Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.
Mindshock Pod	Units must subtract 2 from their Leadership characteristic whilst they are within 12" of any enemy Hemlock Wraithfighters.
Spirit Stones	Roll a D6 each time a model with spirit stones suffers an unsaved wound or mortal wound: on a 6 the wound is ignored.
Wings of Khaine	When this model Advances, add 20" to its Move characteristic for that Movement phase instead of rolling a dice. Each time this model moves, first pivot it on the spot up to 90 degrees (this does not contribute to how far the model moves), and then move the model straight forwards. Once its move has finished, you can pivot it a further 90 degrees as before.

Psychic Power	Warp Charge	Range	Details
2.1 Embolden	6	18"	Choose a friendly ASURYANI INFANTRY or ASURYANI BIKER unit within 18" of the psyker - add 2 to the Leadership characteristic of that unit until your next Psychic phase.

2.2 Horrify	6	18"	Choose an enemy unit within 18" of the psyker - your opponent must subtract 1 from the Leadership characteristic of that unit until your next Psychic phase.
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	Cast	Deny	Powers Known	Other
Psyker (Hemlock)	1	1	1 - Runes of Battle	Hemlock Wraithfighters can only attempt to manifest the second effect of psychic powers from the Runes of Battle discipline. For example, if a Hemlock Wraithfighter knew the Embolden/Horrify power, it could only attempt to manifest Horrify.

Unit	M	WS	BS	S	T	W	A	Ld	Save
Hemlock Wraithfighter	*	6+	3+	6	6	12	3	8	3+

Weapon	Range	Type	S	AP	D	Abilities
Heavy D-scythe	16"	Assault D3	12	-4	2	This weapon automatically hits its target.

Wound Track	Remaining W	Characteristic 1	Characteristic 2	Characteristic 3
Hemlock Wraithfighter 1.	7-12+	20-60"		
Hemlock Wraithfighter 2.	4-6	20-40"		
Hemlock Wraithfighter 3.	1-3	20-25"		

No Force Org Slot

Craftworld Attribute

Selections: Ulthwe: Foresight of the Damned

Categories: Faction: <Craftworld>, Faction: Asuryani, No Force Org Slot

Abilities: *Ulthwe: Foresight of the Damned*

Abilities	Description
Ulthwe: Foresight of the Damned	Roll a D6 each time a model with this attribute loses a wound; on a 6 that wound is ignored. If a model has a similar ability (e.g. the Hemlock Wraithfighter's Spirit Stones ability, or the Farseer's Ghosthelm ability) you can choose which ability to use when a model loses a wound, but you cannot choose both.

Selection Rules

Ulthwe: Fate Reader: If your army is Battle-forged and your Warlord is on the battlefield, roll a D6 at the start of each turn (yours and your opponent's). On a 6 you gain a Command Point.

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