

**Farseer [6 PL, 113pts]***Strength from Death*

1. Guide, 2. Doom, Witchblade [7pts]

Name	Description	Ref
<b>Ghosthelm</b>	Roll a D6 whenever this model suffers a mortal wound. On a roll of 5+, that wound is ignored.	
<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.	

Name	Warp Charge	Range	Details	Ref
<b>Doom</b>	7	24"	Choose an enemy unit within 24" of the psyker. You can re-roll failed wound rolls against that unit until your next Psychic phase.	
<b>Guide</b>	7	24"	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.	
<b>Smite</b>	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.	

Name	Cast	Deny	Powers Known	Other	Ref
<b>Psyker (Farseer)</b>	2	2	2 - Runes of Fate		

Name	M	WS	BS	S	T	W	A	Ld	Save	Ref
<b>Farseer</b>	7'	2+	2+	3	3	5	2	9	6+	

Name	Range	Type	S	AP	D	Abilities	Ref
<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>Witchblade</b>	Melee	Melee	User	0	D3	This weapon always wounds on a roll of 2+	

**Warlock [3 PL, 37pts]***Strength from Death*

1. Conceal/Reveal, Witchblade [7pts]

Name	Description	Ref
<b>Rune Armour</b>	This model has a 4+ invulnerable save.	

Name	Warp Charge	Range	Details	Ref
<b>Conceal</b>	6	3"	Your opponent must subtract 1 from all hit rolls for ranged weapons that target the psyker or friendly ASURYANI INFANTRY or ASURYANI BIKER units within 3" of the psyker until your next Psychic phase.	
<b>Reveal</b>	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.	
<b>Smite (Destructor)</b>	5	9"	When this model manifests the Smite psychic power, it has a range of 9" rather than 18" and only deals a single mortal wound.	

Name	Cast	Deny	Powers Known	Other	Ref
<b>Psyker</b>	1	1	1 - Runes of Battle		

Name	M	WS	BS	S	T	W	A	Ld	Save	Ref
<b>Warlock</b>	7"	3+	3+	3	3	2	2	8	6+	

Name	Range	Type	S	AP	D	Abilities	Ref
<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>Witchblade</b>	Melee	Melee	User	0	D3	This weapon always wounds on a roll of 2+	

**Elites [40 PL, 759pts]****Striking Scorpions [10 PL, 134pts]***Strength from Death***5x Striking Scorpion [95pts]**

Ex: Scorpion Chainword [10pts]

## Elites [40 PL, 759pts]

### Striking Scorpions [10 PL, 134pts]

*Strength from Death*

#### 5x Striking Scorpion [95pts]

5x Scorpion Chainsword [10pts]

#### Striking Scorpion Exarch [39pts]

Scorpion's Claw & Scorpion Chainsword [22pts]

Name	Description
<b>Mandiblasters</b>	At the beginning of each Fight phase, roll a D6 if this model is within 1" of an enemy INFANTRY unit. On a roll of 6, that unit suffers a mortal wound. If two or more INFANTRY units are within 1", choose one to target before rolling any dice.
<b>Masters of Stealth</b>	During deployment, you can set up this unit in the shadows instead of placing it on the battlefield. If you do so, at the end of any of your Movement phases the unit can stalk from their hiding place. When they do so set them up anywhere on the battlefield that is more than 9" away from enemy models.
<b>Shadow Strike</b>	Add 1 to hit rolls for attacks for this unit that target a unit in cover.
<b>Sustained Attack</b>	Each time you roll a hit roll of 6+ when making a close combat attack for a Striking Scorpion Exarch, that model can immediately make another close combat attack using the same weapon. These extra attacks cannot generate any additional attacks.

Name	M	WS	BS	S	T	W	A	Ld	Save	Ref
Striking Scorpion	7"	3+	3+	3	3	1	2	8	3+	
Striking Scorpion Exarch	7"	3+	3+	3	3	2	3	8	3+	

Name	Range	Type	S	AP	D	Abilities
Scorpion Chainsword	Melee	Melee	+1	0	1	-
Scorpion's Claw (melee)	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.
Scorpion's Claw (shooting)	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.
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.
Sunburst Grenade	6"	Grenade D6	4	-1	1	-

### Wraithblades [10 PL, 175pts]

*Strength from Death*

Ghostwords [30pts], 5x Wraithblade [145pts]

Name	Description	Ref
<b>Fires of Wrath</b>	Add 1 to the Attacks characteristic of models in this unit in a turn in which it charges.	

Name	M	WS	BS	S	T	W	A	Ld	Save	Ref
Wraithblade	5"	3+	3+	5	5	3	2	9	3+	

Name	Range	Type	S	AP	D	Abilities
Ghostwords	Melee	Melee	+1	-2	1	Each time the bearer fights, it can make 1 additional attack with this weapon.

### Wraithguard [10 PL, 225pts]

*Strength from Death*

D-scythe [110pts], 5x Wraithguard [115pts]

Name	Description	Ref
<b>Implacable</b>	This unit can Fall Back and still shoot in a turn that it does so.	

Name	M	WS	BS	S	T	W	A	Ld	Save	Ref
<b>Wraithguard</b>	5"	3+	3+	5	5	3	1	9	3+	

Name	Range	Type	S	AP	D	Abilities	Ref
<b>D-scythe</b>	8"	Assault D3	10	-4	1	When a unit fires its D-scythes, roll once for the number of attacks and use this for all D-scythes fired by the unit in this phase. This weapon automatically hits its target.	
<b>Wraithguard Fists</b>	Melee	Melee	User	-1	D3	-	

### Wraithguard [10 PL, 225pts]

*Strength from Death*

D-scythe [110pts], 5x Wraithguard [115pts]

Name	Description	Ref
<b>Implacable</b>	This unit can Fall Back and still shoot in a turn that it does so.	

Name	M	WS	BS	S	T	W	A	Ld	Save	Ref
<b>Wraithguard</b>	5"	3+	3+	5	5	3	1	9	3+	

Name	Range	Type	S	AP	D	Abilities	Ref
<b>D-scythe</b>	8"	Assault D3	10	-4	1	When a unit fires its D-scythes, roll once for the number of attacks and use this for all D-scythes fired by the unit in this phase. This weapon automatically hits its target.	
<b>Wraithguard Fists</b>	Melee	Melee	User	-1	D3	-	

### Spearhead Detachment +1CP (Aeldari - Ynnari) [65 PL, 1091pts]

## HQ [7 PL, 132pts]

### Yvraine [7 PL, 132pts]

*Strength from Death, Ynnead's Will*

Gaze of Ynnead, Word of the Phoenix

Name	Description	Ref
<b>Grinx Familiar</b>	You can add 1 to all of Yvraine's Psychic tests and Deny the Witch tests.	
<b>Herald of Ynnead</b>	Each time another AELDARI model is slain within 7" of Yvraine, roll a D6. On a 4+ Yvraine immediately regains a lost wound. If the model was a Psyker, you can immediately generate another Psychic power for Yvraine from the Revenant discipline.	
<b>Runesuit</b>	Yvraine has a 4+ invul save.	

Name	Warp Charge	Range	Details	Ref
<b>Gaze of Ynnead</b>	8	18"	Select a visible enemy unit within 18" of the psyker and roll a D6. On a 1, the unit suffers a mortal wound. On a 2-5 that unit suffers D3 mortal wounds. On a 6, that unit suffers D6 mortal wounds.	
<b>Word of the Phoenix</b>	6	18"	If manifested, select one of the following friendly units within 18" of the psyker that has not made a Soulburst action this turn: an YNNARI INFANTRY unit, an YNNARI BIKER unit or the Yncarne.	

Name	Cast	Deny	Powers Known	Other	Ref
<b>Psyker</b>	Yvrain can attempt to manifest 2 psychic powers in each friendly Psychic phase, and attempt to deny 1 power in each enemy Psychic phase. She knows the Smite power and 2 psychic powers from the Revenant discipline.				

Name	M	WS	BS	S	T	W	A	Ld	Save	Ref
<b>Yvraine</b>	8"	2+	2+	3	3	5	4	9	6+/4++	

Name	Range	Type	S	AP	D	Abilities	Ref
<b>Kha-vir, the Sword of Sorrows.</b>	Melee	Melee	+1	-2	D3	-	

**Heavy Support [40 PL, 633pts]****Dark Reapers [9 PL, 151pts]***Strength from Death***3x Dark Reaper [108pts]**

3x Reaper Launcher [93pts]

**Dark Reaper Exarch [43pts]**

Tempest Launcher [38pts]

Name	Description	Ref
<b>Crack Shot</b>	You can re-roll hit rolls of 1 for a Dark Reaper Exarch's ranged weapons.	
<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).	

Name	M	WS	BS	S	T	W	A	Ld	Save	Ref
<b>Dark Reaper</b>	6"	3+	3+	3	3	1	1	8	3+	
<b>Dark Reaper Exarch</b>	6"	3+	3+	3	3	2	2	8	3+	

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>Tempest Launcher</b>	36"	Heavy 2D6	4	-2	1	This weapon can target units that are not visible to the bearer.	

**Dark Reapers [9 PL, 151pts]***Strength from Death***3x Dark Reaper [108pts]**

3x Reaper Launcher [93pts]

**Dark Reaper Exarch [43pts]**

Tempest Launcher [38pts]

Name	Description	Ref
<b>Crack Shot</b>	You can re-roll hit rolls of 1 for a Dark Reaper Exarch's ranged weapons.	
<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).	

Name	M	WS	BS	S	T	W	A	Ld	Save	Ref
<b>Dark Reaper</b>	6"	3+	3+	3	3	1	1	8	3+	
<b>Dark Reaper Exarch</b>	6"	3+	3+	3	3	2	2	8	3+	

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>Tempest Launcher</b>	36"	Heavy 2D6	4	-2	1	This weapon can target units that are not visible to the bearer.	

**Dark Reapers [22 PL, 331pts]***Strength from Death***8x Dark Reaper [288pts]**

8x Reaper Launcher [248pts]

**Dark Reaper Exarch [43pts]**

Tempest Launcher [38pts]

**Crimson Hunter [9 PL, 183pts]**

2x Bright Lance [40pts]

Name	Description	Ref
<b>Airborne</b>	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.	
<b>Crash and Burn</b>	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.	
<b>Hard To Hit</b>	Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.	
<b>Skyhunters</b>	You can re-roll all failed wound rolls for this model's ranged weapons that target units that can FLY.	
<b>Wings of Khaine</b>	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.	

Name	M	WS	BS	S	T	W	A	Ld	Save	Ref
Crimson Hunter	*	6+	*	6	6	12	3	8	3+	

Name	Range	Type	S	AP	D	Abilities	Ref
Bright Lance	36"	Heavy 1	8	-4	D6	-	
Pulse Laser	48"	Heavy 2	8	-3	3	-	

Name	Remaining W	Characteristic 1	Characteristic 2	Characteristic 3	Ref
Crimson Hunter 1.	7-12+	20-60"		2+	
Crimson Hunter 2.	4-6	20-40"		3+	
Crimson Hunter 3.	1-3	20-25"		4+	

**Dedicated Transport [9 PL, 143pts]**

**Wave Serpent [9 PL, 143pts]**

Shuriken Cannon [12pts], Twin Shuriken Cannon [24pts]

Name	Description	Ref
<b>Explodes (Hover Tank)</b>	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.	