

The cover art features a central figure, a Craftworld Eldar, depicted from the waist up. The figure has a green, insect-like head with large, glowing red eyes and a prominent, spiky crest. They are wearing a flowing red cloak and holding a large, ornate, green and gold weapon. The background is a dark, atmospheric scene with green and blue lighting, featuring other Craftworld Eldar and structures in the distance. The entire image is framed by a decorative border with a metallic, ornate design.

WARHAMMER[®]

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CODEX

CRAFTWORLDS



CRAFTWORLDS

CHILDREN OF ASURYAN

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INTRODUCTION

You hold in your hands the definitive guide to the ancient, elegant and utterly deadly Aeldari of the star-faring craftworlds. This book will help you to assemble your collection of Craftworlds Citadel Miniatures into a powerful tabletop army, ready to reclaim the galaxy from the barbaric usurpers that threaten it.

The Aeldari are a technologically advanced and psychically gifted race. Although their empire has long fallen and their disparate and dwindling peoples now fight for their very survival, the Asuryani – those Aeldari who belong to the craftworlds – are feared across the galaxy. Their armies are filled with specialist warriors and war engines, providing a collector with a wide variety of unique models to choose from. Gaming with the Asuryani offers a distinct challenge in which every mistake is punishing; in the hands of a consummate commander who can play to their units' strengths and weaknesses, however, the sons and daughters of the craftworlds are all but unstoppable. Whether you choose a rapid jetbike force, elite Aspect Warriors that deploy via grav-tanks, or a host of indomitable wraith constructs, *Codex: Craftworlds* contains everything you need to bring your army to life.

Building and painting Asuryani is an exciting opportunity for hobbyists of any ability. Every model in the Craftworlds range is lavishly detailed, whether it be a legendary Phoenix Lord, a citizen Guardian, a devoted warrior of the Aspect Shrines or a towering Wraithknight. And, as impressive as single models are, when formed into units, with unifying craftworld colours and markings – or bright and contrasting Aspect Warrior heraldry – they are even more spectacular. There are many established craftworlds from which to choose, or collectors can use the examples here as inspiration to invent their own.

Within this book you will find all the information you need to collect a Craftworlds army and field it on the tabletop.

REMNANTS OF THE FALL: This section provides a detailed account of the Aeldari's Fall, the craftworlds that escaped the doom and how each of their warhosts organise themselves for battle.

COLOURS OF THE CRAFTWORLDS: Here you will find a showcase of beautifully painted miniatures displaying the colours and iconography of the craftworlds, and example armies to inform and inspire your own collection.

WARHOSTS OF THE ASURYANI: This section includes datasheets, wargear lists and weapon rules for every Craftworlds unit for you to use in your games of Warhammer 40,000.

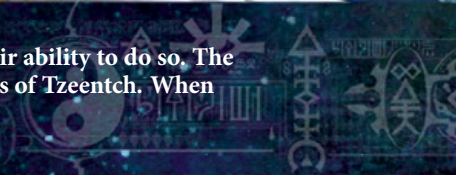
A LETHAL ELEGANCE: This section provides additional rules, including Warlord Traits, Stratagems, Relics and psychic powers, as well as matched play points, that allow you to transform your collection of miniatures into a peerless Craftworlds army.

To play games with your army, you will need a copy of the Warhammer 40,000 rules. To find out more about Warhammer 40,000 or download the free core rules, visit games-workshop.com.





There is no force in the galaxy that can manipulate the future as can the Aeldari, yet they are not alone in their ability to do so. The Dark Gods too have servants that can weave the skeins of fate, foremost amongst them the sorcerous minions of Tzeentch. When battle with such foes is joined, the victor alone will be able to twist destiny to their own designs.







REMNANTS OF THE FALL

The ancient history of the Aeldari stretches back over the millennia to a time when they dominated the stars completely. Yet, for all their splendour and might, the Aeldari brought a terrible curse upon themselves that sundered their empire forever, leaving the ravaged fragments of their race teetering on the brink of annihilation.

Lost in the vastness of space, the craftworlds float in utter isolation like scattered jewels upon a pall of velvet. Distant from the warmth of sun or planet, their domes gaze into the darkness of empty space. Inner lights glisten like phosphorus through semi-transparent surfaces. Within them live the survivors of a civilisation abandoned aeons ago amidst terrifying destruction. These are the Aeldari, a race that is all but extinct, the last remnants of a people whose mere dreams once overturned worlds and quenched suns.

The starfaring history of the Aeldari is long, and encompasses glories and sorrows alike. When their empire was at its height, their home worlds were paradises, their powers godlike and their armies unsurpassed. As the centuries slid past, their status as lords of the galaxy bred an arrogance that led to a cataclysm. A proportion of their race survived that dark time by fleeing from disaster upon the great vessels known as craftworlds. Others settled verdant planets far from the heart of their empire, and still more hid in private realms of their own making. Yet there was no real escape from what was to come.

CHILDREN OF THE STARS

To understand the Aeldari empire's plunge from zenith to nadir, one must first learn of their fickle nature. In appearance they are like unto humans, although the comparison can only be made on a superficial basis, for in their minds and souls the Aeldari are truly alien. The Aeldari stand taller than a man, with longer, cleaner limbs and handsome, striking features. Their skin is pale and unblemished as polished marble, yet with a surprisingly supple strength hiding beneath it. Their keen ears are pointed and their slanted eyes possess a penetrating quality more akin to that of a hunting cat than a man. The most fundamental difference can be seen when the Aeldari move, for they each radiate an inhuman elegance and poise. This is especially evident in the sinuous grace with which they fight and the dexterity with which they wield their weaponry. Every gesture is laden with

subtle intent, and their reflexes are dazzlingly fast. A casual, languid gesture can end in a pinpoint thrust should the necessity arise.

On closer inspection, every aspect of the Aeldari physiology betrays their alien nature. Their hearts beat at twice the speed of a human's, and their minds race through possibilities and process emotions so fast that the brightest geniuses of human history appear dull by comparison. Even their lives are greater in span – the Aeldari enjoy an existence of rich sensation and wonder that can stretch over millennia, unsullied by illness, frailty or disease.

Beyond these physical superiorities, each of their race is also psychic to one extent or another; it is said the ancient Aeldari could read thoughts at a glance, whilst those who trained their minds for war could crush a foe's weapon with a simple narrowing of the eyes. Even the complex technology of the craftworlds is based upon psychic engineering, the manipulation of and creation of matter using mental energies alone. But such raw power has its price.

The Aeldari mind is far more inclined towards extremes than that of a human. To an Aeldari, all of life's experiences are available on a far grander scale: the intellectual rewards of study, the exhilaration of battle, and every imaginable pleasure or sensation in-between. An Aeldari will at some point climb the most noble peaks of accomplishment, just as he will plunge into the darkest abyss of doubt. Their capacity to experience emotion enables them to attain transcendent bliss or, in contrast, undergo soul-wracking sorrow. This spiritual intensity is writ large throughout their culture, manifesting in sublime works of art and music, but also giving rise to a darkness that threatens to engulf them all. No creature, not even an Aeldari, can taste such rich fruits in an uncontrolled way without consequence; for an Aeldari to yield absolutely to his desires would destroy him. Such was the fate of their ancient stellar empire, whose depravities brought about the Fall of the Aeldari race itself.

'WHEN WAR CALLS WE ALL OUGHT TO ANSWER. WOULD THAT IT WERE NOT THIS WAY, BUT FOR OUR PEOPLE TO SURVIVE WE MUST ALL TREAD THE DARKEST OF PATHS. YET I REGRET THAT MANY OF OUR KIN HAVE GROWN TO SEE SUCH OBLIGATIONS NOT AS A DUTY, BUT A JOY. I DO NOT LOVE THE BLADE FOR ITS FORM OR ITS KEEN EDGE, BUT ONLY FOR THAT WHICH IT DEFENDS. MUST WE PAY FOR EXISTENCE WITH OUR VERY SOULS?'

- *Introspections upon Perfection, Kysaduras the Anchorite*

Such apparent perfection is all too often blighted by pride. Over a million years ago, the Aeldari alone ruled the stars as the undisputed masters of their own destiny. Such a position was their right, they thought, and their preeminence was beyond doubt. In many ways, the Aeldari had good reason for such hubris, for no other race had posed a serious threat to their wealth and stability for time immemorial. They were convinced that they no longer had anything to fear from the galaxy at large, and they may have been right, but the true threat came from within. The doom of the Aeldari, when it came, took a form far more subtle and dangerous than that of alien invasion.

At their peak, nothing was beyond the Aeldari's reach and nothing was forbidden. The ancient race continued their glorious existence unaware or unwilling to acknowledge the dark fate that awaited them. They plied the stars at will, experiencing the wonders of the galaxy and immersing themselves completely in the endless sensations that it offered them. Such was the technological mastery of the Aeldari that worlds were created specifically for their pleasure, and stars lived or died at their whim.

On hundreds of idyllic planets seeded across the stars, the Aeldari pursued their inclinations as they willed, indulging every dream and investigating every curiosity.

They mastered the labyrinth dimension of the webway, expanded their realms into the furthest corners of reality and learned much about the universe that has since been forgotten. When their spirits eventually left their mortal bodies they dissolved peacefully back into the aether to be reborn again, for the warp did not thirst for Aeldari souls then as it does today.

There were, of course, many wars. Even when the galaxy was young there were upstart races seeking to gouge out petty empires of their own, and the Aeldari waged wars against the sprawling Necron dynasties that ravaged dozens of star systems and cost trillions of lives. Most of these conflicts, though, were so short-lived that the ease of their victory left the Aeldari ever more sure of their ascendancy. Even the greatest of all their wars, known in the mythic cycles of the craftworlds as the War in Heaven, did not humble them. In their hearts the Aeldari reigned supreme, and no other power could end their dominance.

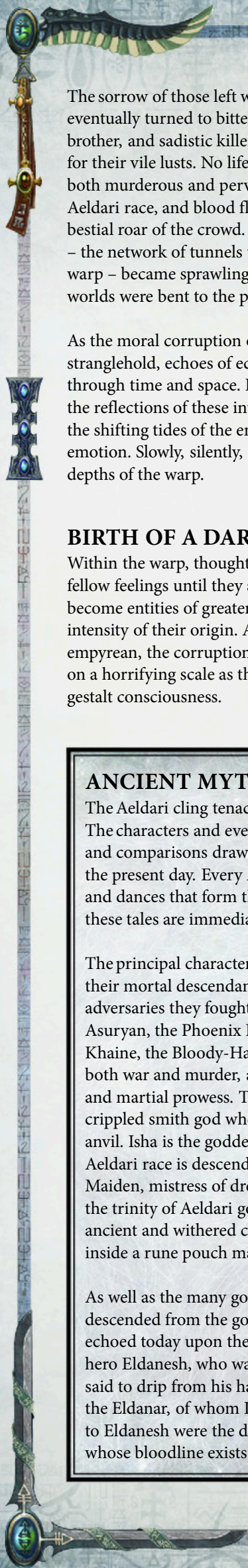
DESCENT INTO DECADENCE

The catalyst that brought about the Aeldari race's fall came from the very depths of their collective psyche, the innate need to fuel their passions and indulge in every extreme. Their people had long outgrown the need for labour or manual agriculture. Society provided all that was

required without individual effort, leaving long centuries for the Aeldari to spend sating their every desire. Fuelled by an inexhaustible curiosity, many gave way to their most hedonistic impulses. Exotic cults sprang up across the Aeldari domains that eclipsed the noble pursuits of old, each dedicated to esoteric knowledge or sensual excess.

The core of the Aeldari race began to look inwards, inexorably seeking new ways to explore the full range of emotion and sensation. Such behaviour was perilously decadent and, in the end, corrosive to the soul of the race. The pursuit of excess gradually became a blight upon the whole society.

The acts of the pleasure cults began to transcend those of idle curiosity, or even extreme addiction. Aeldari from every corner of the empire wallowed in their most unnatural impulses in the pursuit of debauchery. As the cults gained a tighter hold over their society, the Aeldari became increasingly divided. Those who saw the foulness that corrupted their people for what it was became known as Exodites, and they departed to found colony worlds on the fringes of the Aeldari empire. As the civilisation slid further into anarchy, others repented of their ways and fled into deep space aboard world-ships called craftworlds. Most Aeldari, however, continued to glut themselves on the pursuits of the depraved.



The sorrow of those left who mourned the loss of innocence eventually turned to bitterness and spite. In time, brother fought brother, and sadistic killers stalked the shadows in search of victims for their vile lusts. No life was spared in the pursuit of pleasures both murderous and perverse. A sickness of vice overtook the Aeldari race, and blood flowed through the streets amidst the bestial roar of the crowd. Their hidden realms within the webway – the network of tunnels that spread between realspace and the warp – became sprawling palaces of avarice and sadism, and entire worlds were bent to the pursuit of the darkest of sensations.

As the moral corruption of the Aeldari race tightened its stranglehold, echoes of ecstasy and agony began to ripple through time and space. In the parallel dimension of the warp, the reflections of these intense experiences began to coalesce, for the shifting tides of the empyrean can take form around intense emotion. Slowly, silently, a nascent god of excess grew strong in the depths of the warp.

BIRTH OF A DARK GOD

Within the warp, thoughts and emotions flow together, fed by fellow feelings until they achieve a consciousness of sorts. They become entities of greater or lesser potency depending on the intensity of their origin. Amidst the swirling psychic energy of the empyrean, the corruption of the decadent Aeldari became manifest on a horrifying scale as the flood of raw emotions coalesced into a gestalt consciousness.

ANCIENT MYTHS OF THE AELDARI

The Aeldari cling tenaciously to their folklore and traditions. The characters and events of legend are commonly discussed and comparisons drawn between mythic events and those of the present day. Every Aeldari is familiar with the epic songs and dances that form their mythic cycles, and references to these tales are immediately understood by others of their race.

The principal characters of the mythic cycles are the gods, their mortal descendants the Aeldari, and the monstrous adversaries they fought. The chief and oldest of all the gods is Asuryan, the Phoenix King. His first brother is Kaela Mensha Khaine, the Bloody-Handed God. Khaine is the master of both war and murder, and he symbolises wanton destruction and martial prowess. Third of the greatest gods is Vaul, the crippled smith god who is often depicted chained to his own anvil. Isha is the goddess of the harvest, from whom the Aeldari race is descended. The youngest goddess is Lileath the Maiden, mistress of dreams and fortune, whilst the third of the trinity of Aeldari goddesses is Morai-Heg the Crone, an ancient and withered creature who holds the fates of mortals inside a rune pouch made of skin.

As well as the many gods there are countless mortal heroes descended from the gods, who founded the great houses still echoed today upon the craftworlds. These include the great hero Eldanesh, who was slain by Khaine and whose blood is said to drip from his hands. Eldanesh had many descendants, the Eldanar, of whom Inriam the Young was the last. Rivals to Eldanesh were the descendants of his brother Ulthanash, whose bloodline exists upon craftworld Iyanden to this day.

What an unimaginably foul and sickening thing it was that the Aeldari unknowingly raised in the warp; it was a dire shadow of themselves, of what they had become, of nobility and pride brought low by perversity and shamelessness. Worlds burned as the Aeldari slew and laughed and feasted upon the corpses of the dead. Slowly, the Great Enemy stirred towards wakefulness. Too late, the Aeldari realised that they had created a god in their own image, a god grown immense and potent by suckling upon the dark fodder of the Aeldari spirit. No creature was ever conceived that was as terrible or perverse as the Chaos God Slaanesh. It is a name the Aeldari will not speak, instead whispering *Sai'lanthresh*, translatable as 'She Who Thirsts'.

When Slaanesh finally burst into divine consciousness, there was not one Aeldari alive who did not feel its claws in his soul. With a howl of raw power, Slaanesh roared into supernatural life. A psychic implosion tore at the universe. Countless billions of Aeldari screamed aloud and fell dead. In a heartbeat, the shining Aeldari civilisation that had lasted for aeons had its heart ripped out, leaving a pulsing afterbirth of pure chaos in its place. The spirits of the Aeldari were drawn from within them and consumed as their blasphemous creation took its first infernal breath. Intoxicated with this draught, Slaanesh laughed and looked upon a universe ripe for the taking.

DEATH OF AN EMPIRE

The epicentre of the psychic apocalypse lay within the gilded heart of the Aeldari realms. All Aeldari within thousands of light years were reduced to lifeless husks, their souls forever claimed. Even those who had foreseen the catastrophe and fled upon the craftworlds were overwhelmed, with only those furthest from the devastation surviving. The remote Exodite worlds remained largely untouched, but within the space of a single moment, the Aeldari had become a doomed people. Their nemesis was born and would hunt them for the rest of eternity.

Though the psychic shockwave focused upon the Aeldari, billions of humans, Orks and creatures from other races were obliterated as well. Warp space convulsed as a cosmic hurricane raged across the galaxy. The fabric of reality was torn apart and the warp spilled from the dimensional rift into the material universe, turning hope into despair and paradise into hell. Psykers of all races howled with pain as their people died in storms of blood and madness.

The roiling wound in realspace spread outward until it completely encompassed the Aeldari realms of old. This gaping lesion would come to be known as the Eye of Terror, and until its size and horrors were surpassed by the Great Rift, it stood as the largest area in the galaxy where the warp and the material universe overlap. Within its reaches Daemons bathe in the raw energy of the warp, whilst Daemon Princes and the worshippers of Chaos rule over Aeldari planets turned into nightmare worlds of fire and darkness.

For ten thousand long years before the Fall, the warp had been riven with storm and tempest, making it almost impossible for the vessels of the lesser races to travel any great distance between the stars. With the birth of Slaanesh, the warp was becalmed, its rage temporarily spent. A new equilibrium was reached as Slaanesh joined the ranks of the Chaos Gods.

With the warp storms around ancient Terra dispersed, the newly risen Emperor of Mankind was able to launch his Great Crusade.

A new power took its place in the galaxy as isolated human worlds from across the stars were united under the same banner. In this way, the Fall of the Aeldari heralded the rise of the nascent Imperium, and so Mankind inherited the stars.

THE FIGHT FOR SURVIVAL

In birthing Slaanesh from the endless tides of the warp, the Aeldari created their own greatest enemy. After its dire awakening, the god developed a taste for the souls of the Aeldari. Where before, when one of their race died, they would pass peacefully into the warp in order to be reborn, now they face eternal torment, for Slaanesh has a perverse and twisted appetite that can never be sated. She Who Thirsts will not rest until it has claimed every Aeldari soul. The disgraced survivors of that once-glorious race are doomed, and they know it well.

In the darkness of space, those who escaped destruction upon the craftworlds cling to what remains of the culture of the fallen Aeldari empire. They consider themselves the true children of Asuryan, preserving the art and architecture of their people and passing their ancient history from generation to generation via song, dance and the recital of myths and parables. Aboard their continent-sized vessels, these fragments of the Aeldari race sail the sea of stars, always seeking to stay one step ahead of She Who Thirsts. This is primarily achieved through the use of spirit stones; when an Asuryani dies, their soul is captured in a waystone, a precious gem worn for such a purpose. The spirit stone is then retrieved from the fallen Aeldari and released into the infinity circuit – the psychic power grid that runs through the wraithbone core of every craftworld. In such a way the spirits live on, safe from the horrors of the warp and in a twilight existence that allows the dead to watch over the living.

The craftworlders were not the only Aeldari to survive the Fall. On far-flung planets teeming with natural life, the Exodites have carved themselves a survivalist niche. Savage, primal places where everyday life was hard, these realms helped the Exodites to remain focused on the ascetic lifestyle they had chosen. They live in harmony with their adopted worlds, the spirits of the planets protecting the souls of the Exodite dead in much the same way as the infinity circuits of the craftworlds, and will fight aggressively to protect their homes and maintain their isolationist ways.

Cloistered deep within the hidden city-realms of the webway, those survivors who concealed themselves in their palaces of depravity still revel in the debauched lifestyle that led to the Fall. Known as the Drukhari, they mock and jeer those ravaged by the downfall of their race from the dubious safety of that twilight realm between the material universe and the warp. Even though they would never admit it, they know in their hearts that, try as they might to allay their fate, Slaanesh will claim them in the end.

THE TIME OF ENDING

As if the unnatural hunger of a voracious and sinister god was not a dire enough threat, the Aeldari must also contend with a galaxy that is no longer theirs. In the bloody wake of the Fall, the race of Mankind has grown to preeminence. The Imperium has ascended, conquering much of the galaxy in the name of the corpse-god it calls Emperor. The Aeldari, whose maturation patterns span nearly a century, cannot compete in numbers with a race whose generations multiply with the frantic pace of vermin.

The teeming armies of Mankind have brutally swept aside many dangers whilst stamping their mark upon the stars. In the process they have awoken many more. The Aeldari see in them the failings that led to their own downfall, and fear the bitter destiny that they will reap as a result of their Imperium's uncompromising hatred, hunger for power and constant wars. Such a rich fodder of emotions from the weak-willed humans swells the Dark Gods' power, and ripens the galaxy for conquest by the forces of Chaos.

The Imperium's blind aggression has also contributed to the grave threat posed by another primitive species. Lacking the understanding and foresight of the Aeldari, Mankind fails to realise they only strengthen the Orks with every battle they engage them in. The greenskin race has become so prolific that many Asuryani seers believe it has reached critical mass, their numbers too large for even the most protracted cull to have any real effect, and should the Ork hordes unite their efforts, all the artifice and cunning of the Aeldari would not be enough to stop them drowning the galaxy in blood.

In recent millennia, new foes and old have also emerged. Foremost amongst them are the invasion fleets of the Tyranids; having crossed the interstellar void purely to feed, each craftworld and Exodite planet represents a bounty of biomass that the Hive Mind covets greatly. From the galactic east, the T'au – one of the galaxy's youngest and, in many ways, most ignorant races – wage an ideological campaign of assimilation and destruction, while on countless tomb worlds the Necrons awake; ancient enemies of the Aeldari since before the Fall, their lords are eager to renew their war against their much diminished rivals.

Eclipsing all other threats, the Aeldari's most doom-laden prophecies have been fulfilled by the opening of the Great Rift. In the wake of this lesion in reality, warp storms have broken across the galaxy, and the slaves of the Dark Gods spill out in unprecedented numbers. Amidst the madness and slaughter of these apocalyptic days, a new Aeldari deity has been made manifest, and while many have pledged themselves to the God of the Dead, others question his followers' methods. Not since the days of the Fall have the Aeldari been so fragmented and assailed, and for those of their race who yet survive, war remains their only hope. While their many foes lack the technology, wisdom and skill of the Children of the Stars, in numbers alone they seem insurmountable. Yet the Aeldari are a proud race, determined that the flame of their people will blaze brightly once more rather than flicker and die out.

THE MURDERED PANTHEON

At the moment of its birth, Slaanesh decimated the Aeldari pantheon and stole the gods' power, with only two of their number surviving the Fall. The Laughing God Cegorach escaped through guile, while Kaela Mensha Khaine, the strongest and most warlike of the Aeldari deities, endured through might. Slaanesh and the Bloody-Handed God fought a titanic battle in the warp, and despite Khaine's mastery of war, Slaanesh, glutted with stolen power, eventually proved the stronger. Exhausted from the struggle, Slaanesh could not destroy the Aeldari god completely. Instead, Khaine was rent into fragments. Each shard came to rest within the wraithbone core of a craftworld, where it took root and grew into an Avatar of the Bloody-Handed God. To this day, these murderous Avatars of Khaine are still awoken to lead the Asuryani to war.

THE ASURYANI PATH

As protection against the lure of excess, and to guard against any recurrence of the Fall, the people of the craftworlds adhere to a set of strictures known as the Path. Through the rigid emotional discipline of the Path they master their inclination towards sensation-seeking, instead focussing their prodigious intellects and energies upon the pursuit of one specific goal.

Since the Fall, those Aeldari who fled upon the craftworlds have faced their inescapable doom. The battles they have fought in the name of survival have been many and violent. Yet their most important struggle is a spiritual one, for the nature of their psyche remains fundamentally unchanged. As ever they were, the Aeldari are prone to emotional extremes. Perhaps the greatest difference between the ancient Aeldari and their descendants is that the craftworlders have learned to fear wanton experience, shunning the indulgences of the past. To ensure temptation is put behind them, the philosophy often called *Ai'elethra*, or the Path, governs every aspect of craftworld life, enabling the Asuryani to harness their emotional and intellectual intensity safely, without jeopardising themselves or those around them.

In adult life, every Asuryani chooses for themselves a discipline that they then make their task to master to the exclusion of all else. Each discipline is a Path unto itself, and each Path may necessitate further choices and specialisations. It is a concentration of effort that encompasses every aspect of the devotee's life. Once an Asuryani has walked a Path for long enough, they choose another, then another. Though they forsake each Path in turn, their soul is nourished by the experiences upon it.



To the Asuryani, survival and warfare have become synonymous. Across the galaxy their warriors have come to be rightfully feared.

A craftworlder may tread many different Paths in their life, and the skills they learn on each journey serve to enrich further accomplishments. To the Asuryani, all avenues of experience are strewn with dangers, for their minds are capable of depth and understanding that goes beyond the concept of mere human obsession. Such dangers are often likened to traps or nets, waiting to catch the unwary and hold them fast in the chains of compulsion. When an Asuryani's mind becomes so completely focused upon one thing that they can no longer make the change to another discipline, they are said to be lost upon the Path. This is a frightening and final fate for all craftworlders, and it can befall any of their kind despite the discipline and training that they receive. In the case of the Warrior Path, these individuals are called Exarchs, though there are examples that correspond to other Paths, such as the Crystal Seers and the doomed Bards of Twilight.

There are innumerable Paths open for an Aeldari to explore, some as common as the Path of the Artisan, others as rare and dangerous as the Path of the Seer. Each offers its followers a complete way of life. Those Asuryani who have mastered the less esoteric Paths are no less respected than their brethren. After all, the artisans are those who create the craftworlds themselves and their contents, calling masterpieces into being with the care a musician lavishes upon his harp or a warrior upon his sword. It is from the ranks of those upon 'civilian' Paths such as these that the Guardian militia are mustered in times of need, as the Aeldari are so few in number that all are required to gird themselves for battle.

THE PATH OF THE WARRIOR

The Aeldari are a race beset on all sides by hostile forces, and warfare has become a way of life. Would that it were not this way, for Aeldari generations are few and far between, and they can ill afford to lose any of their number. Young Asuryani often believe they can rebuild the glory of their empire with fire and passion, but their elders know well that their shattered civilisation is locked in a struggle for simple survival. Because of this unavoidable truth, more and more Asuryani are needed to walk the Warrior Path with every passing year. Such is the dark nature of the Aeldari psyche, most craftworlders find themselves answering this call to war at some point in their long lives out of choice rather than necessity.

The Path of the Warrior teaches the arts of death and destruction. In aeons past, the ancient Phoenix Lords taught the arts of war to both males and females, and as a result Asuryani warriors are as likely to come from either sex. As with many of the more complex Paths, the Warrior Path is divided into many separate branches. Each of these is known as a Warrior Aspect, representing a different facet of the war god Khaine, and bringing with it unique fighting techniques, weapons and abilities. The Aspects differ greatly in their methods of warfare, and offer specialist skills perfectly refined for specific battlefield roles. Each Aspect upon a craftworld keeps at least one shrine in which to practise the mastery of their Warrior Path, a sanctum wholly dedicated to the pursuit of perfecting destruction.

When the Asuryani go to war, the Warrior Aspects fight in a predetermined role associated with their shrine. They have their own warrior garb, a form of ritual battle suit, and distinctive weaponry, ranging from the fusion guns of the Fire Dragons to the sleek nightshade jet fighters of the Crimson Hunters. Their minds and bodies are honed with endless exercise, both physical and spiritual, until they become suffused with the Aspect of Kaela Mensha Khaine that their shrine represents. The Aspect Warriors do not all live in the shrines, and when they put aside their ritual masks and uniforms, they can walk at peace through their craftworld. Only the keepers of each shrine, the Exarchs, live within them, unable and unwilling to escape.

Some Aspects, such as the Slicing Orbs of Zandros, are unique to a specific craftworld. Others are common to most, with the most famous and well-established being the Dire Avengers, the Howling Banshees, the Striking Scorpions, the Fire Dragons, the Swooping Hawks and the Dark Reapers. In battle, each Aspect plays its own part with the skill of a virtuoso, their singular abilities combining in a symphony of destruction that is far greater than the sum of its parts.

From the most numerous horde to the mightiest enemy war machine, there is a cadre of the craftworld's warriors with skills and weapons suited to its annihilation. Combined with the prescience of the Farseers and the strategic genius of the Autarchs who command the warhost, even a small strike force can devastate its opponents with little fear of reprisal. The Asuryani ideal is to eradicate those who oppose them without a single loss from their own ranks, for the usurpers are many and the Aeldari few. They cannot afford to throw away their lives in the manner of the cruder races they face. Every craftworlder lost in battle will have been sacrificed because there was no other choice, and at great cost to the enemy, for in comparison the lives of other races are worthless.

THE PATH ABANDONED

Sometimes the rigid constraints of craftworld society are intolerable for an Asuryani to bear. Such individuals might leave their world-ship to walk the Path of the Outcast – or may even leave the Path altogether.

There are many kinds of Outcast, each with a varying degree of dissociation from their kin. Some craftworlders simply yearn for the undiscovered vistas of open space, and take the road less travelled – the Path of the Outcast – until their wanderlust is sated. The majority of these eventually return home to take up a new Path and rejoin their people, bringing with them alien treasures and tales of new worlds, fabulous discoveries, and battles on the edges of the galaxy.

Many Asuryani leave the Path entirely, spending years or decades in exile. During this time, they must bear the terrible burden of their heightened consciousness without the protection of rigid self-discipline. Their psychically sensitive minds are a beacon to predatory Daemons and in particular to the Great Enemy Slaanesh, so only Aeldari of especially strong character can survive for long. They leave their craftworlds to carve out lives elsewhere, often wandering the galaxy and visiting the worlds of Men or the Exodites of the maiden worlds. These inscrutable nomads are welcome aboard craftworlds only briefly, for their minds are dangerously unguarded and can attract predators from the psychic realms of the warp. Such Outcasts are also disruptive in another



A warning is given to those who invade a maiden world: leave immediately or be attacked at dawn. Swift and sudden comes the sunrise, and no foe shall live to see it set.

sense, for simply by their presence they can distract the young and inexperienced from the Path, as romantic tales of travel and freedom follow in their wake.

The wildest of all Outcasts become Corsairs and raiders. They often continue to trade with and visit their craftworld whilst plundering the ships of humans, Orks and even other Aeldari. These mavericks may even sometimes hire out their services to alien races, while many a voyage of exploration has turned into a military venture. As home – and the Asuryani Path – become increasingly remote, the naturally wild and amoral character of the Aeldari resurfaces. Aeldari pirates are quick-tempered and unpredictable, equally inclined to magnanimity and wanton slaughter, and many of their fleets have become infamous. On occasion, Corsair fleets will join with the ships of a craftworld in response to a common threat, while at other times a craftworld may aid its Corsair – or, in rare circumstances, even Drukhari – cousins on a mission of war, all of which adds to the illusion that the Aeldari as a whole are little more than a race of raiders hell-bent on indiscriminate slaughter.

Not all who leave their craftworlds become nomads or piratical Corsairs. A select few hear the laughter of Cegorach in their dreams, and join the enigmatic Harlequin troupes who travel between the realms of their divided kin as performers and messengers. Many more have joined the growing Ynnari movement, flocking to the banner of Yvraine, the prophet of the God of the Dead. The elders of the craftworlds have, for the most part, condemned the new faction's radical beliefs as dangerous and misguided, branding those of the Asuryani who turn their backs on the old ways as 'the Pathless'.

CRAFTWORLD WARHOSTS

Like the shimmering blade of Khaine, the Asuryani warhosts carve through the ranks of their enemies. Guided by the military genius of their Autarchs and the prescience of their Farseers, they turn their minds to war with a single deadly purpose, despatching their foes with blistering speed and masterful skill.

Grace in battle and merciless efficiency are prized virtues of craftworld armies. The warhosts are led by those who epitomise such traits: the Autarchs. These are Aeldari who have walked the Path of the Warrior for decades or even centuries, yet resisted the taint of Khaine's red madness. Theirs is a vital role, for the Autarchs alone tread the esteemed Path of Command.

If the Autarchs are the hand that grips the blade then it is the Farseers who guide its aim. The bond between Autarch and Farseer can shape a warhost, and even if neither takes to the field directly, it is their combined vision that will be the difference between victory and defeat. The Farseers' psychic mastery also elevates the warriors around them, complementing the aggressive powers of the Warlocks.

Though some Asuryani warhosts still comprise only Aspect Warriors, the millennia have taken their toll, and it is now all too common for warhosts to rely upon a core of Aeldari Guardians, those who through necessity have donned the mask of the killer despite their Path being one of peace. It is a testament to the Asuryani skill at war that even their citizen militia can overcome

the armies of the lesser races. Well motivated and expertly led, even a modest warhost of Guardians can outclass an army many times its size. If in need of a stalwart defence, an Autarch can order Guardian-crewed weapon platforms and eldritch artillery to swathe the battlefield in ash and fire, while Windriders, Storm Guardians and grav-tank squadrons dart in at their behest, providing lightning-swift spears with which to spit their foes.

Driven by the peerless skill and obsessive focus of their Exarchs, the warriors of the Aspect Shrines form their own strike forces within the craftworld armies. These are the most adept of all their kin, and Autarchs must use their talents wisely. Like razor-tipped arrows, each one is loosed into the enemy where it might do the most harm.

In times of great need, Autarchs can also call upon ghostly legions of wraith constructs, keen-eyed Rangers, and even the Avatar of the Bloody-Handed God itself. As the 41st Millennium draws to a close, such warriors are forced take the field with disturbing frequency, knowing they must fight, or fade away forever.

CRAFTWORLDS AND THEIR MARKINGS

Each craftworld originated from one or more of the ancient Aeldari home worlds. How many craftworlds escaped the Fall is unknown, but in the millennia that have followed the number has dwindled drastically. Given their secretive and isolationist ways, not even the remaining craftworlds know how many of their kind still ply the darkness between the stars. The greatest of the remaining craftworlds – Alaitoc, Iyanden, Biel-Tan, Saim-Hann and Ulthwé – are known to many races throughout the galaxy. There are dozens more besides, some of which are so reclusive they are little more than rumour.

All craftworlds bear their own colours, symbols and iconography that have survived from a long past age; foremost amongst these is each world-ship's distinctive rune. These are proudly displayed on banners, armour, vehicles and more. While there are some exceptions – such as the anarchic schemes of Sgàiltar – the majority of the craftworlds use similar systems to the one shown below to mark out their different squads, vehicle squadrons and warhosts. The exception to this are the Aspect Warriors, who use the heraldry of their own Shrines rather than that of the craftworld they belong to.



The Guardians of the craftworlds utilise a system of coloured bands marked upon their power pack vanes to identify distinct groups of warriors.



Helmet plume colours are consistent within squads.



Faceplate colour signifies a warrior's warhost.



The Asuryani employ a numerical system whose roots are untold thousands of years old. Individual vehicles bear the rune corresponding to their number within the squadron somewhere upon their outer hull or canopy.

STRATEGIC DISPOSITION OF AN AELDARI CRAFTWORLD

CRAFTWORLD COMMAND Autarch Council (command cadre)

Craftworld Seer Council
(High Farseer and senior seers)

Craftworld Assets

- Avatar of Khaine
- Capital-class warships
- Secondary escort squadrons
- Attack and fighter hosts
- Super-heavy squadrons

1st Warhost

3rd Warhost

4th Warhost

5th Warhost

6th Warhost

2nd Warhost

WARHOST COMMAND Autarch

Warhost Seer Council
(Senior advisors to the Autarch)

Warhost Assets

- Battleships
- Attack craft squadrons
- Fighter squadrons
- Escort squadrons
- Grav-tank divisions
- Super-heavy assets

Each warhost consists of several battle, wraith and Aspect hosts, under the command of an Autarch who is guided by a council of craftworld seers, including Farseers, Warlocks, Bonesingers, Spiritseers and Wraithseers.

Nominally battlehosts number nine squads each of ten Guardians. The first six squads may deploy on jetbikes or in Wave Serpent transports, or alternatively band together in pairs to form larger, twenty-strong units. The last three squads often fill a support role, operating squadrons of grav-tanks, War Walkers, Vypers or artillery batteries. Specialised battlehosts comprising nine units of jetbikers, Storm Guardian infantry or even War Walkers may also be maintained.

1st
Battlehost

2nd
Battlehost

3rd
Battlehost

1st Wraith
Host

1st Aspect
Host

4th Battlehost

BATTLEHOST COMMAND Farseer

Warlock Conclave
Warlocks may be attached to the battlehost's squads.

1st Squad
2nd Squad
3rd Squad

1st Squad
2nd Squad
3rd Squad

1st Squad
2nd Squad
3rd Squad

Battlehost Assets

- Rangers
- Wave Serpents
- Jetbikes
- War Walkers
- Support Weapons
- Grav-tank squadrons

2nd Wraith Host (etc.)

WRAITH HOST COMMAND Spiritseer

Wraithlord

1st Squad
2nd Squad
3rd Squad

Wraith Host Assets

- Hemlock Wraithfighters
- Wraithknights
- Wave Serpents

Wraith hosts typically consist of three squads of up to ten Wraithguard or Wraithblades. A Spiritseer from the craftworld's Seer Council will be attached to each wraith host to lead them in battle, attended and guarded by a Wraithlord hero.

2nd Aspect
Host (etc.)

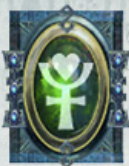
ASPECT HOST COMMAND Autarch

1st Squad
2nd Squad
3rd Squad

Aspect Host Assets

- Wave Serpents

Each Aspect host maintains no more than three squads of Aspect Warriors, each of which may be led by an Exarch. Autarchs from the craftworld's command cadre may be detached to lead the diverse warriors of an Aspect host in battle.



CRAFTWORLD BIEL-TAN

THE SWORDWIND, THE FRACTURED

The Aeldari of Biel-Tan – the most militant of all craftworlds – are consumed with bitterness. Their numbers depleted and their craftworld shattered, they continue to pursue their campaign of xenocide against all the lesser races of the galaxy.

Of all the Aeldari, it is those of Biel-Tan who strive hardest to return to the glory of the time before the Fall. In their quest to restore their race's former galactic reign, the Biel-Tan Asuryani place greater importance upon the Path of the Warrior than their kin in other craftworlds. They know that if a new empire is to be forged, it will be done in the crucible of battle, tempered in strife and quenched in blood. As a result, the Exarchs of Biel-Tan number more than any other craftworld. The deadliest of the Exarchs band together into a military force known as the Court of the Young King. The duties of this elite cadre include awakening the Avatar at the craftworld's core when mustering for war. Led by the embodiment of Khaine, the Aspect Warriors of Biel-Tan fight as

if possessed; having long ago abandoned concepts such as tolerance and mercy, their barely harnessed rage drives them to acts of bloody slaughter.

The warhost of Biel-Tan is known as the *Bahzhakhain*, meaning the Swordwind – also 'Tempest of Blades' or 'Frozen Leaves Falling to Cut' depending upon inflection. The Swordwind strikes swiftly and surely, relying on a focused assault that uses surprise and the immense fighting skills of its numerous Aspect Warriors to annihilate the enemy in one clean blow. Their foes will often be overrun before they even have a chance to realise their doom.

Long before the Fall, the Aeldari seeded barren planets so that over time they would

bloom into lush paradise worlds. The Exodites populated some of these planets, but the majority were left unclaimed. As the Biel-Tan craftworlders see it, such planets are links to the gloried past, vital resources that will be needed when the time comes for the Aeldari to restore what is rightfully theirs. The paradise maiden worlds and the planets of the Exodites will be the first staging points for their conquest.

Due to this, the Asuryani of Biel-Tan see any colonisation by other races as a threat to the future growth of the Aeldari empire. Their prodigious ire is most often directed at the Orks, whose invasive, destructive and prolific nature poses a serious threat to the sanctity of the paradise worlds. It is also



The perfectly swung blade slices all in its path. So too must the Bahzhakhain move – descending swift and terrible upon the foe. One strike, one death; this philosophy is central to the way of the Swordwind.

not uncommon for incautious explorators of the Imperium to make planetfall on an Exodite planet, only for their successors to find nothing but corpses that have been hacked to pieces and subsequently picked clean by indigenous scavengers.

It was during the defence of one such maiden world that disaster struck Biel-Tan. The forces of Slaanesh, led by the Daemon herald known as the Masque, had drawn the Swordwind to battle on the planet of Ursulia, where a vast Daemon army awaited them. Through deceit and cunning, the Masque broke the wards of a long-sealed webway gate and gained entry onto Biel-Tan itself, where she led her followers into the very heart of the craftworld. Once there, the herald of Slaanesh breached and contaminated the infinity circuit – the wraithbone core of the craftworld and the repository for all its ancestral souls. The Daemon invaders were only destroyed by the timely arrival of the Ynnari, who harnessed the death of the craftworld's infinity circuit to awaken Ynnead, the Whispering God.

The craftworld of Biel-Tan remains broken, entire segments blackened and barren, its solar sails shredded. Bonesingers work tirelessly to keep the world-ship together, and the ghost halls of the craftworld swell with newly animated wraithbone constructs bearing the souls of those the infinity circuit can no longer protect. Nearly half of Biel-Tan's inhabitants are gone, either slain in battle or, to the fury of those who blame Yvraine for the catastrophe that befell the craftworld, departed to join the swelling ranks of the Ynnari. Yet those who remain cling more steadfastly than ever to their orthodox methods, vowing with renewed vigour to scour clean all would-be usurpers and bring about a new Aeldari civilisation to rival the ancient empire of old.

THE REBORN

For Biel-Tan, winter has fallen, but they remain stubbornly convinced that spring will return. The world-rune of the craftworld stands for reincarnation, and its name loosely translates as 'Rebirth of Ancient Days'. With the shattering of Biel-Tan giving rise to the Ynnari – also known as the Reborn – many now wonder if perhaps the craftworld's death and Ynnead's awakening represented the true meaning of the rune all along.



Galánta of the House Kre-Swift is an Autarch of Biel-Tan, and leader of the Shadestrike warhost. She is a true master at delivering swift and vicious death to her foes.



CRAFTWORLD ULTHWÉ

THE DAMNED

Once one of the most populous of craftworlds to have escaped the Fall, Ulthwé has fought an unending war around the Eye of Terror. Led by their peerless Seer Council, those of Ulthwé have been a bulwark between the survival of their race and utter destruction. Now, with their own forces splintered and Chaos rampant across the galaxy, they are tested like never before...



Fachean Ullamar, Warlock of the Conclave of the Black Sun, is a follower of Hijeroc the Blind. As part of the Warlock Council, he casts his runes of battle to bolster the warhost.

Craftworld Ulthwé is home to many of the most powerful psykers in the galaxy. For ten thousand years the Aeldari of Ulthwé cast themselves as sentinels, keeping an endless vigil over the dread gulf known as the Eye of Terror. Of all craftworlds, Ulthwé remained closest to that seething warp rift, its people living in the shadow of a realm that constantly hungers for their souls, an inescapable reminder of their race's downfall and the Dark God that it spawned. It is this memory that drives the Aeldari of Ulthwé in their war against Chaos, a fight not just for themselves, but for the continued existence of their species – and perhaps even the galaxy.

Perhaps due to its long proximity to the Eye of Terror, Ulthwé boasts far more psykers than other craftworlds. Consequently, it has fewer Aspect Warriors, instead relying heavily upon a standing army of citizen troops known as the Black Guardians. These fearless soldiers are guided by their seers and Warlocks, and are used to hold back the advance of the Chaos hordes in a hundred different locations, striking with serpentine swiftness from hidden webway portals across Segmentum Obscurus.

Many of the other craftworlds consider Ulthwé cursed as a result of sailing so long adjacent to the Eye of Terror, calling its people the Damned. The truth is that, for Ulthwé, the immaterium is both ally and enemy. It is a dichotomy the Seer Councils must balance with consummate skill. By harnessing its roiling energies, Ulthwé's Farseers gaze into past and future, manipulating the fates of the lesser races to their advantage, and can foresee events with a greater precision than those of other craftworlds. This foresight allows them both to preserve their line and thwart their eternal enemies – the forces of the Great Enemy.

The Seer Council of Ulthwé constantly seeks to influence the course of history. At the behest of the Council, the craftworld's warriors are sent into apparently unrelated battles that will ultimately concern Ulthwé itself. While these seemingly arbitrary conflicts have earned the Aeldari a



All fates flow together into a confluence of battle, leaving little choice save for the black-armoured warhosts to be sent into the fray. So does Craftworld Ulthwé stave off doom across the length of the galaxy.

reputation for capricious and malevolent behaviour, the Farseers of Ulthwé know well that stopping the fall of a single stone can sometimes prevent an avalanche. Ultimately, the Seer Council act to preserve their own people, whatever the cost; they would rather see a hundred thousand humans perish than a single Aeldari life slip away.

Few races understand the threat of Chaos like the Aeldari, who have suffered so deeply for their hubris. The seers of Ulthwé watch Humanity treading the path once walked by their own race and despair. It is not for the Imperium that they mourn; instead they fear that in the fires of Mankind's destruction, their own race may also perish. They recognise the coming of the Cicatrix Maledictum as but the latest and most drastic step towards the ultimate annihilation of the galaxy.

Although the Asuryani of Ulthwé would not sit idly by and allow such a fate to come to pass, the civil strife that has beset the Aeldari of late has divided them. The largest Ulthwé contingent, however, still follow the divinations of their Seer Council; no longer a sentinel over just the Eye of Terror, the craftworld journeys across the galaxy to stave off the many disasters arising from the opening of the Great Rift.

The second contingent – the Exiles – follow Eldrad Ulthran, who was cast out of the craftworld following the events surrounding Biel-Tan's sundering. The High Farseer and his loyal supporters continue to turn up unlooked for, following Ulthran's unmatched gifts of prognostication. A third faction have also departed Ulthwé, abandoning their Asuryani traditions to join the Ynnari. Since the division, the three

distinct factions have fought alongside one another on several occasions, and yet, so twisted are the skeins of fate, they have also found themselves crossing blades.

THE EYE OF ISHA

This world-rune symbolises the sorrow of Isha, the fertility goddess from whom the Aeldari believe they descend. Isha, it is said, wept bitterly when Asuryan, the king of the gods, ordered her separation from her mortal children. Vaul forged her tears into glittering spirit stones that her grief might not be in vain. Today, the warriors of Ulthwé bear this symbol as their sigil, a poignant reminder of the godhood they lost long ago.



CRAFTWORLD IYANDEN

THE GHOST WARRIORS, THE ENDURING

The once-great craftworld of Iyanden is now a place of ghosts as much as of the living. Despite this, the Asuryani of that faded realm do not meekly accept their fate – instead they call ever more of their fallen ancestors back into the fight for survival.

Once the largest and most populous of all the craftworlds, Iyanden's wraithbone spires and crystal domes echoed to the voices of billions of Aeldari. For thousands of years Iyanden had worked in concert with Biel-Tan, purging the eastern rim of usurpers as their allies covered the western arm of the galaxy. Then came the Tyranids.

Iyanden had dealt with such xenos before, but their confidence was their undoing. Elite Asuryani warriors and agile ships had carved apart lesser tendrils, but they were beset by an entire hive fleet. Unprepared for the relentless ferocity that followed, thousands upon thousands of Iyanden's noble warriors fell in battle against the Great Devourer. Only the return of the exiled

Prince Yriel and his Corsair fleet saved the craftworld from being annihilated. Even so, the damage had been done.

After the attack by Hive Fleet Kraken, Iyanden was but a fraction of its former strength. The craftworld was left adrift upon the solar tides, on the verge of utter collapse. The profound losses suffered by Iyanden led to a reliance upon the wraithbone constructs that now form the backbone of the craftworld's armies. Silent ghost warriors and wraithbone automata tower above Iyanden's remaining Guardians and Aspect Warriors, wielding the most powerful weaponry the craftworld can provide. But such strength comes at a price, for the wraithbone constructs protecting Iyanden

are inhabited by the departed spirits of Iyanden's dead. In bodies of living bone, the souls of ancient heroes are roused to war, lest the light of Iyanden fade forever.

Were it not for dire necessity, the seers of Iyanden would leave their ancestors to rest. However, the fight for the survival of their craftworld forces them to resurrect their dead and enlist them to fight once again. This process is akin to necromancy in the Asuryani mind: the soul must be summoned from the infinity circuit and subsequently interred in the impregnable wraithbone shell of a construct. Even the lowliest ghost warrior can take incredible punishment and survive, and on the rare occasions that one is destroyed, its spirit



Once the most populous of the craftworlds, Iyanden became a ghost ship in the wake of Hive Fleet Kraken. Although now the dead outnumber the living, they believe that which cannot be altered must be borne. So Iyanden endures, never giving in to despair.

stone will be recovered and rehoused in another shell. In this way, the dead of Iyanden are trapped in an eternal cycle of war. While most craftworlds will supplement their force with such wraith warriors, in the warhosts of Iyanden, the dead typically outnumber the living. Among their ranks walk the craftworld's Spiritseers, their minds bridging the gap between the real world and that of the spirit realm. It is these strange psykers who guide the Wraithguard and their kind to battle. In doing so, they wade the deep rivers of sorrow that flow through Iyanden's history, forced to relive their greatest tragedies over and over.

Since the invasion by Hive Fleet Kraken, Iyanden's vast halls have become filled with the unsettled spirits of those displaced from the infinity circuit. The dead no longer sleep, but hold silent vigil with the living. Despite being a shadow of its former self, however, Iyanden continues to survive against the odds, fending off Ork assaults, Imperial fleets, the Necrons of the Sautekh Dynasty, and further Tyranid tendrils. With the coming of the Great Rift the craftworld has also seen fresh invasions, three times overcoming daemoniac threats.

While the rise of Ynnear has caused much strife within the craftworlds, none are more unified in their support of the Ynnari than the Asuryani of Iyanden. Many say it was Yvraine's resurrection of the fallen Prince Yriel that won their allegiance. Others believe that it was the arduous support of the Spiritseer Iyanna Arienal, who alone amongst the seers of her craftworld believed the Slumbering God would awaken. While both explanations have a kernel of truth, Iyanden's tragic history means its people share a powerful bond with the spirits of their fallen, more profound than that of any other craftworld. If any would readily accept the Ynnari's message that only the dead can save the living, it is they.

THE SHRINE OF ASURYAN

Asuryan is the oldest and greatest of the ancient Aeldari deities. He is the father of the gods, the ancestor of all living things. The world-rune of the Iyanden craftworld means 'Light in the Darkness', a reference to the ever-burning shrine that honours Asuryan and the flame of hope for Iyanden's beleaguered people.



Tarvaril Ciaradh is a Spiritseer of Iyanden and a disciple of Iyanna Arienal. It is he that leads the wraith hosts of the Tower of Blue Starlight to war.



CRAFTWORLD SAIM-HANN

THE WILD HOST

The jetbike-riding kindreds of Saim-Hann are renowned for their preference for fast, mobile warfare, striking as a serpent before falling back beyond the reach of retaliation. Theirs is a craftworld of ancient tradition and a proud warrior culture.

Saim-Hann was reputedly one of the first craftworlds to abandon the Aeldari home worlds as the Fall approached, and their tribal culture is closest to that of the Exodite worlds on the fringes of the galaxy. While other craftworlds see them as barbarous, the bravery of the Saim-Hann Asuryani is legendary, and they are known to place a higher value on honour than their more enlightened kin in other craftworlds. Their pride, however, has frequently led them to fight unnecessary wars, and even to initiate conflicts with other craftworlds.

Nearly all the craftworlders of Saim-Hann, including its seers, belong to one of the craftworld's Wild Rider clans. These warriors are famed for their ability to speed into battle riding jetbikes, and tales of their swift raids and daring rapid strikes are told in whispered awe across the galaxy. Each of these clans is led into battle by a Wild Rider chieftain, who takes the role of Autarch. The chieftain's closest family form the kinsmen, who paint their faces with hot blood on the eve of conflict, drink from each other's wrists, and ride to war together as brothers. In much the same way, each group of jetbikes or Vyper pilots is comprised of blood

relatives, and tend to bear a vivid banner showing their clan's rune. Such preservation of ancient heraldry is important to those of Saim-Hann, and it is only during a Wild Rider's time as an Aspect Warrior that his familial ties are put aside, as devotion to the Aspect Shrine overrules all other considerations.

Unlike the warriors of other craftworlds, who unite in mass mobilisations, the clans of Saim-Hann are each free to choose whether or not to fight in defence of a particular cause, and it is not unknown for a kindred to go to war without the assistance – let alone the approval – of the rest of the craftworld. It is the nature of the Saim-Hann Asuryani, however, that when one clan rides to battle, others will often follow, forming a loose alliance under the banner of the Cosmic Serpent. In such warhosts each clan is still beholden only to its chieftain, and if a disagreement arises over military or other major matters, they are usually resolved with ritual combat between champions chosen from within the kindred.

Such savagery has contributed to the craftworld's fierce reputation, which has spread across the burning battlefields of the galaxy to such an extent that the distant wail of jetbike engines and the flicker of crimson in the clouds is enough to sow a seed of crippling fear into the hearts of Saim-Hann's enemies. The Wild Host falls upon its foes in a blur of crimson attack craft, its riders and pilots screaming war cries into the raging winds. Like the bloody spear of Khaine, the Wild Rider clans strike from above, their warriors mounted upon jetbikes or taking to the skies in grav-tanks whilst their kin sprint into the fray below. In the face of their assault, foes fall back in disarray, stunned by the speed of the attack or torn asunder in a storm of shuriken fire and energy blasts. The Wild Riders then sweep back around for another pass, ready to thin the enemy's ranks once more. The jetbike-riding kindreds excel at mimicking the strike of a serpent upon the field of battle, able to accelerate from a standstill to blinding speed in the blink of an eye. After delivering their rapid blows, the Wild Rider hosts often pull back, withdrawing out of reach to reassess.

Over the long millennia since the Fall, the clans of Saim-Hann have temporarily allied themselves to many other Aeldari factions. The Seer Councils of the major craftworlds have all attempted to sway their Saim-Hann cousins to join their own particular cause at some point or another, as they place a great value on the martial skill of the Wild Riders. Such entreaties have resulted in many significant triumphs for the Asuryani as a whole, but the obstinate and principled personality of the Saim-Hann people means these alliances often end in frustration. For example, the Wild Rider clans often join the warhosts of Biel-Tan in cleansing aliens from maiden worlds, but, because they find the extreme xenophobia of the Swordwind and its willingness to slaughter non-combatants distasteful, the coalition rarely lasts beyond the defence of the planet in question. The Saim-Hann Asuryani will also lend their strength to Ulthwé, where the cause is obvious, but they quickly grow wary of manipulations and balk at attacking unprovoked foes, regardless of what future outcomes the seers of the Damned claim hinge upon doing so.

THE RITUALS OF SAIM-HANN

The Aeldari of Saim-Hann observe many rites that are unique to their craftworld. Most involve danger, such as the rite of *coltais* – the high-velocity race against a clan elder to earn the right to mount a jetbike in battle – and many leave a physical mark, like the ritual tattoo of the craftworld's world-rune that all warriors bear somewhere upon their bodies. Perhaps the most sacred of these rites, though, is the blood bond – a verbal agreement between two warriors that is sealed by drinking from each others slashed wrists. Tales abound of the lengths to which Wild Riders will go to ensure they uphold the honour of such debts. Those that break a blood bond become *Blei-deòradi*, disgraced exiles of the craftworld.

It is the ritual combat practised by the people of Saim-Hann that is most dimly looked upon by other craftworlders, however. Where most Asuryani settle disagreements through lengthy debates, those of Saim-Hann are too hot-blooded for such wars of words, preferring instead to resolve conflicts with ritual combat. Generally these duels are fought in a stylised fashion, with the winner decided by first blood, but the aggression and speed with which Saim-Hann craftworlders approach every aspect of their lives often mean that fatalities are inevitable. Other Asuryani find such savagery distasteful and backwards, but the Wild Rider clans are equally perplexed by the willingness to waste time in ineffectual discussion, to say nothing of the endless political intrigues and bitterness that follow. Once a decision is reached through ritual combat, even the most fiercely opposed of Saim-Hann clans will accept the result and move forward, and so the practice proves to be an expeditious way to resolve even the most complex of issues.



Torc Sheersom is a proud Windrider of the Fyrcroí Clan under the great chieftain Arnei. He is considered bold, even by the aggressive standards of the Wild Riders.

Saim-Hann maintains a far less strained relationship with the Exodites, and spending time upon their paradise worlds has become part of the many rituals to which the Wild Rider clans adhere. Harlequin troupes are also welcomed aboard the craftworld, for the mysterious followers of Cegorach do not judge those of Saim-Hann for any perceived lack of sophistication.

It can be said in general that the Aeldari of Saim-Hann are not as concerned about the galaxy's lesser races as other craftworlders are. There are exceptions, however. The Wild Riders do not hunt for pleasure, but all clans will attack any Ork colonies they locate, launching hit-and-run missions to thin the greenskins numbers and eliminate their largest and most formidable leaders. An ever deeper contempt is reserved for the Necrons; even the least clue as to the whereabouts of those ancient foes is enough to mobilise the Wild Riders for a hunt. Unlike the Orks, whose numbers are merely culled, Necrons are destroyed utterly and their tomb worlds extinguished. To the Imperium, who do not understand the disparate Wild Rider clans, the people of Saim-Hann remain an enigma, as likely to ally with them as they are to ignore or even assail them.

Always impetuous, the Wild Rider clans are torn with dissent as never before. With the coming of the Great Rift and the influx of Chaos, Saim-Hann is inundated with pleas for aid, and the growing strife amongst the Aeldari means many clamour for the Wild Riders to commit to one side or the other. While a few clans have done so, most remain fiercely independent, acting as their impulses dictate at any given moment.

THE COSMIC SERPENT

In Aeldari myth, the Serpent is the only creature believed to exist in both the material and the psychic universes at the same time. Hence, the Serpent is said to know all secrets past and present. Saim-Hann means 'Quest for Enlightenment', for the Aeldari word for snake and secret knowledge is identical: 'Saim'. The Asuryani of Saim-Hann bear the world-rune that represents the Serpent as their heraldry, emblazoning it on the cowlings of their jetbikes, grav-tanks and air support.



CRAFTWORLD ALAITOC

THE STARSTRIDERS

The Aeldari of Alaitoc have spread their influence further afield than other craftworlds, their many agents and Outcasts acting as the craftworld's eyes and ears as they wander the galaxy. This subterfuge extends to the battlefield, where Alaitoc's warriors favour stealth and misdirection over brute force, killing silently and with guile wherever they can.

Puritanical adherents to the Path, the intense focus of Alaitoc's craftworlders is considered extreme even to their fellow Asuryani. While this acute concentration and shunning of outside influences sharpens their minds into an unyielding shield against the vagaries of Slaanesh, maintaining such rigid discipline proves impossible to many. Some adherents become trapped on their Path, losing more of themselves with every step they take along it. Consequently, Alaitoc has an unusually high proportion of Exarchs, Asuryani warriors who have forgotten everything outside of killing, and dedicate themselves entirely to their Aspect. A great many others of the craftworld abandon the Path completely, choosing instead to sate their repressed desires far from the spires of their home.

Although disenchanted with the strictures of their people, the majority of these Outcasts remain loyal to Alaitoc no matter how far they roam, and often undertake dangerous quests on behalf of the craftworld. Some become spacefaring Corsairs, and in times of need will return home to bolster Alaitoc's navy, their brightly

coloured starships in stark contrast to the midnight hulls of the main fleet. Others choose the way of the Ranger, operating as part of the craftworld's expansive intelligence network. Despite their best efforts to escape the zealous and obsessive mindset that characterises the people of Alaitoc, some of these Rangers ultimately lose themselves to their lifestyle in the same way an Exarch is lost to the Path of the Warrior. Known as Pathfinders, these Outcasts are supernaturally adept at concealment, and make for near-invisible assassins on the field of battle as they kill foes from afar.

The Rangers and Pathfinders of Alaitoc – or Starstriders as they prefer to call themselves – have become synonymous with the craftworld across the breadth of the galaxy. It is from these nomadic individuals that the Imperium has gleaned much of its knowledge of the Aeldari race as a whole. This is not a gift Alaitoc has willingly given, but a product of excruciation at the hands of the Imperial Inquisition. These acts of hostility have led to an

THE NEW HOPE OF THE AELDARI

The diverse peoples of the Aeldari have each created their own measures to avoid their spirits being consumed by Slaanesh. The Asuryani wear psychocrystalline waystones that act as safe havens for their souls at the moment of their deaths; these spirit stones are then interred within a craftworld's infinity circuit, a haven where the dead are protected from the Great Enemy's clutches while still able to communicate with the living. The Harlequins pledge themselves to Cegorach, the Laughing God, who collects their souls, while the Drukhari ensure others suffer so they do not – a devil's bargain that only postpones their fate. However, there is a new faction of Aeldari who believe they have a way of not just avoiding the predations of Slaanesh, but defeating the god entirely.

The Ynnari are a rising force that pay heed to an ancient Aeldari belief that as more and more of their race die, and their spirits pass into the infinity circuits of the craftworlds, they might form a gestalt consciousness. When every last one of them passes they will awaken and empower a new being – Ynnead, the Whispering God. That baleful presence will be strong enough to destroy Slaanesh,

so ending the dreaded curse that the Dark God has held over the Aeldari since its loathsome birth.



The High Farseer Eldrad Ulthran attempted to begin this awakening process early, but his plot only stirred the sentience that would become Ynnead. Soon after, a fraction of the Whispering God's will and power was imparted into a single soul – Yvraine, the Daughter of Shades. In that instant she became a conduit for deathly energies, a reservoir of Aeldari spirits that live on through her.

This power could be attained by all who pledged themselves to Ynnead; no longer would death hold any fear, as the souls of the departed would be harnessed not by spirit stones or other such means, but by the living themselves.

Acting as the chosen prophet and emissary of Ynnead, Yvraine has travelled across the galaxy, visiting craftworlds, far-flung Corsair fleets and hidden nooks of the webway. With every passing day the Ynnari grow in number, attracting followers from a wide variety of backgrounds who believe that the cycle of death and rebirth could be their salvation. Although a young movement, the Ynnari have already shaped the galaxy, most notably by their instrumental role in the restoring the Ultramarines Primarch Roboute Guilliman to lead the Imperium.

Many amongst the Aeldari have rejected the Ynnari, seeing them as misguided and dangerous. Yvraine and the Reborn have pressed on regardless, seeking to reunite the time-lost artefacts known as the Croneswords so that they may act as the focal point for Ynnead's full ascension. Only then can the tides of Chaos be turned, and a united Aeldari race saved.

ongoing war between the Imperium and Alaitoc – a war that Imperial commanders have compared to hunting ghosts.

It is an apt description. Where the seers of Ulthwé rely on anticipating their foes' movements through prophecy, their Alaitoc kin stay a step ahead of their enemies by knowing as much as possible about present realities, and in doing so are able to constantly elude and confound their adversaries. In battle, the Starstriders are sent ahead of Alaitoc's main force to sow disruption and anarchy in the enemy army while remaining unseen. The brilliant colours of Alaitoc's Aspect Shrines then flood onto the field, each warrior demonstrating their dedication to the art of killing by despatching foes with the cold discipline their craftworld is famed for. Even as the enemy reels from the sudden onslaught, their leaders begin to drop as camo-cloaked Starstriders send long rifle rounds through hearts and skulls, picking off key targets as their Aspect Warrior kin cut through the enemy's ranks. Few foes can withstand this combined assault, and even those that flee find no true escape, for Alaitoc has eyes everywhere.

It is these many eyes that allow the Alaitoc Asuryani to assemble a full picture of the turmoil facing the galaxy, from the awakening Necron dynasties to the Chaos forces flowing out of the Cicatrix Maledictum, from the travails of the Imperium to the civil discord amongst their own race. While the Asuryani of other world-ships find their people divided and disparate for the first time, however, the staunch sons and daughters of Alaitoc have ever been cast like a net across the stars – and no matter how far they wander from home, they remain ready to close in around their craftworld's many enemies.

THE DOOM OF ELDANESH

Eldanesh was an Aeldari hero who was slain by the jealous war god Khaine when he rashly denounced his patron deity. The world-rune of Alaitoc depicts the sword of Khaine bisecting the Red Moon: the sign of the House of Eldanesh, borne in grim memory of the act that brought about the War in Heaven. The Red Moon is an ill omen for the Aeldari even now, used as a reminder of the fate of mortals who offend the gods.

Fánaí Ullathani, whose name translates as 'wanderer who walks many paths', travels the length of the galaxy, but will always return to Alaitoc when it is in need.

WANDERERS OF THE STARS

Across the galaxy, floating in the enveloping cosmic darkness, can be found many dozens of craftworlds, each with its own heritage, history, and heraldry. While some of the smaller craftworlds are extremely reclusive, spoken of as little more than rumours, others have become notorious in their own right.



ALTANSAR

When Slaanesh surged into existence, many craftworlds escaped the deadly metaphysical pull of the Eye. Altansar found itself on the cusp of the rift's reach, and although the Asuryani of that craftworld fought valiantly, over five hundred agonising years their craftworld was swallowed by the warp. Only the Phoenix Lord Maugan Ra survived. For millennia Altansar was considered lost. However, as the Eye opened wide at the end of the 41st Millennium, Maugan Ra undertook a great odyssey that culminated in the rescue of his lost people. Since their re-emergence, the people of Altansar have been distrusted by their kin. Some whisper they are tainted by their ordeal, others that they entered a dread pact with Ynnead. Perhaps the rumours are based in truth, for the voices of the Altansar craftworlders are but whispers, and their pale, deathly features seem little more than those trapped in a shadowy half-life.



IL-KAITHE

In the endless war against the Dark Gods, the Asuryani of Il-Kaithe are a keen and vengeful blade. They are driven by a desire to scour the stars of the Great Enemy, and will ally with Commorragh and even the armies of Mankind to see their goals achieved. Their impossible quest has doomed Il-Kaithe to generations of relentless warfare – even the craftworld's name, translated as 'Knowledge of Blood', has changed meaning. Where once their title spoke of the gifts passed down through the generations and the blessings of their ancestry, in the last few millennia it has become a promise of war. Once, the craftworld was renowned for the exquisite art of its Bonesingers. Now, these same craftsmen have turned their skills to creating only weapons, and even accompany the warhosts to battle to heal wraith constructs and Engines of Vault amid the crack of gunfire.



LUGGANATH

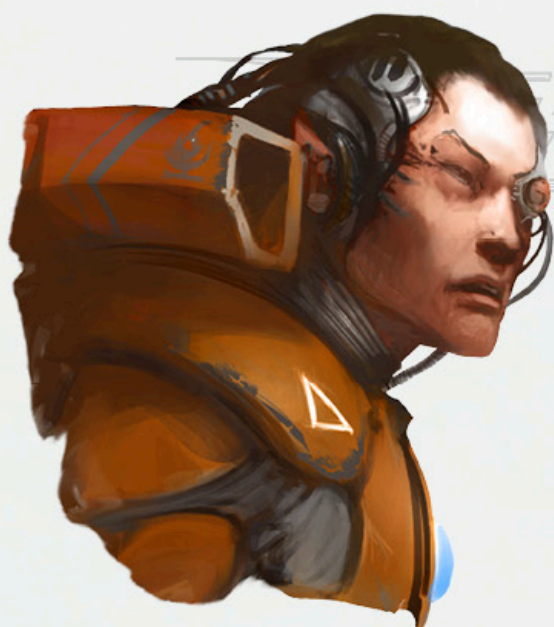
Perceived as little better than Corsairs by other craftworlds, the Asuryani of Lugganath foster close ties with the Harlequins, and have largely abandoned the material realm as a lost cause and seceded into the webway. They enter realspace only to raid for what they need, striking with a rapidity and suddenness impressive even for the Aeldari. Reports of Corsair fleets operating out of Lugganath are common, notably the Sunblitz Brotherhood, whose vessels often fight alongside those of Lugganath's navy in times of war. Despite keeping such questionable company, Lugganath's people bear no love for their dark kindred the Drukhari, for the two have clashed on numerous occasions, both within the webway and without.





IYBRAESIL

Structured around a largely matriarchal society, Iybraesil includes more female warriors within its ranks than any other. For millennia uncounted, the Howling Banshees have formed the vanguard of Iybraesil's warhosts, falling upon their foes amid a cacophony of paralysing war cries. The legends of Iybraesil tell of a pact their ancestors made with the goddess Morai-Heg. Seven times seven of Iybraesil's warrior women became the Crone's deathly handmaidens so their sisters might enjoy especially long and fruitful lives free of her cursing touch. The craftworld has a disproportionately high female population to this day. In these dark times, the people of Iybraesil are driven to hunt for crone worlds, for they hope to secure not only the Tears of Isha, but also ancient technologies and doomsday artefacts with which to tip the balance of fate.



YME-LOC

The war-smiths of Yme-Loc toil endlessly to craft gigantic machines of destruction. Masterful and prolific in their efforts, they ensure that their warhosts are always furnished with the finest Engines of Vaul, and are able to field a great number of titans when they go to war. Yme-Loc's warriors are almost always delivered to battle aboard grav-tank transports, while Fire Prisms and Night Spinners provide supporting fire. Though the wraith constructs of Yme-Loc are but few in number, there are tales among the Aeldari that their weapon smiths have created a new and devastating weapon powered by the souls of the dead. It is a device so terrible in potency that Yme-Loc have never dared to use it. It is whispered that it can scour entire continents of life in mere minutes, the souls of the living torn from their bodies by a vast ghost-storm.



MYMEARA

When the Fall consumed the souls of billions in a psychic shock wave that rocked the foundations of reality, Mymeara was cast far out into the galactic wilderness. For millennia afterwards, the craftworld sailed the void alone, thinking themselves the last of the Aeldari people. Its citizens turned inwards, focusing upon the glories of the past – for they believed that without them the memory of their race would fade away forever. During its long isolation, Mymeara was forced to fight for its survival against rampaging Ork hordes and the ever expanding boundaries of the Imperium. In these bloody wars a great number of Mymeara's people were slain, though they took many millions of their enemies to the grave with them. Alone and outnumbered, the craftworld learned well the ways of stealth, and mastered the art of concealing their world-ship. In time, fate eventually reunited them with their kindred. In their ranks, the Asuryani found a host of exceptional warriors possessed of great cunning and resourcefulness.



THE DOOM OF THE AELDARI

The ancient history of the Aeldari is more the subject of myth and legend, rather than historical fact. Much of what was known was lost during the devastation of the Fall. In the millennia since that cataclysmic event, the Aeldari have been forced into a relentless battle for survival, pressed on all sides by a galaxy teeming with alien races that would see them destroyed. In the warp, She Who Thirsts awaits to consume the unwary. The Aeldari have no choice; they must fight with every weapon at their disposal or die out altogether.

M15-M30 RULING EMPIRE

Although it is unknown when the Aeldari first ascended, by the time Mankind reaches the stars, the Aeldari are unparalleled masters of the galaxy, and have been for some time. Those lesser races that dare oppose them present little challenge. Worlds live and die at their behest, for the supremacy of their great empire is beyond dispute.

A Sickness of the Spirit

The luxurious paradise of Aeldari civilisation gives rise to a dangerous combination of curiosity and complacency. Throughout the empire, a profound degradation in moral discipline sets in. Over the millennia there is a gradual slide into sensual excess.

Darkness Rising

With the rise of the cults of pleasure, the worship of the Aeldari gods declines sharply. As the quest for excess crosses the line into outright evil, a new god stirs towards wakefulness in the depths of the warp.

The Hidden Kin

The cults of pleasure escalate their worship of the Dark Muses – those lesser powers of the Aeldari pantheon who epitomise carnal and selfish vice. The architects and masters of the new order rise so sharply in influence that they are able to claim vast swathes of the labyrinth dimension of the webway as their personal domains. Commorragh, largest and most lawless of the webway's port-cities, becomes synonymous with vice and decadence. The forefathers of the Drukhari are born.

The Great Exodus

Those Aeldari wise enough to see danger in the corruption flee from the rotten core of their empire. The first to leave become known as Exodites: pioneering fleets that seek the verdant havens of the maiden worlds. Later, others build gigantic craftworlds to flee the moral plague corrupting their civilisation. Abandoning all hope of their civilisation's recovery, the craftworld Aeldari cast their lot into the sea of stars.

The Fall

The core of the Aeldari empire is torn out by the cataclysmic birth-screams of a new god. Trillions of sentient beings die as the centre of the galaxy collapses into the immaterium. A thousand worlds are consumed by the Eye of Terror, the largest warp rift the galaxy has ever seen. Aeldari civilisation is shattered forever, and the psychic backlash of Slaanesh's ascendancy curses the souls of those who survive. All that remains are the Drukhari lurking within the webway, those Exodites who settled in the furthest reaches of the galaxy, and those few Aeldari who escaped aboard the craftworlds and travelled far enough away from the psychic blast's epicentre.

They Shall Rise Again

Soon after the Fall, the Phoenix Lords are first seen in the guise that would become familiar to the Aeldari. Heroes from before the cataclysm, it is said they are the first to bear the spirit stones of the Warrior Aspects, and it was they who ensured that Aspect Shrines were built upon each of the craftworlds.



M31-40 AGE OF SURVIVAL

Following the birth of Slaanesh, the Aeldari's long battle against extinction begins.

The Rise of Man

The warp storms isolating the human home world of Terra are blown away by Slaanesh's birth, as are many of the storms that plague the entire galaxy. The Emperor of Mankind unites his greatest masterpieces, the warrior Primarchs, with the Legiones Astartes created from their gene-seed. The Great Crusade begins as Humanity brings the worlds of the galaxy under compliance

one by one. Their stranglehold on space travel shattered, the Aeldari are powerless to stop it. Within the space of a century, the Imperium of Mankind becomes the largest single empire in the galaxy.

Pride and Corruption

Farseer Eldrad Ulthran of Craftworld Ulthwé contrives a meeting with Fulgrim, the Primarch of the Emperor's Children Legion, to warn him of the tendrils of Chaos that are corrupting the Adeptus Astartes. Despite the fact that early action could have changed the fate of the galaxy, the Aeldari's precognitive warnings of doom and destruction fall on deaf ears. As the Horus Heresy unfolds, the Dark Gods turn a full half of the Space Marine Legions to their cause. Chaos runs rampant and the galaxy burns.

The Shattering of Lugganath

Craftworld Lugganath is invaded in force by the Emperor's Children. Thousands die as the devotees of Slaanesh defile much of the craftworld and drive the defenders back. The reeling Asuryani rally at the Plaza of Reflection, where the Emperor's Children use their sonic weapons to collapse much of the craftworld's graceful architecture upon the defenders, crushing hundreds of craftworlders to death amidst splintered spars of wraithbone. Seeing the devastation wrought by the terrible weapons of the Chaos Space Marines, the Autarchs of Lugganath authorise the use of Hemlock Wraithfighters. The Emperor's Children eventually retreat before the resultant barrage of necromantic energy, abandoning their dead and pursued every step of the way by vengeful Harlequins and unflinching, tireless ghost warriors.

Fading Alliance

The steadfast alliance between the craftworlds Biel-Tan and Iyanden begins to break apart over the bloody war to reclaim Rasilena. The Iyanden belief that the Chaos threat should hold precedence over all else does not mesh with the uncompromising crusade of Biel-Tan. Iyanden's failure to send any aid begins the estrangement, and thereafter each craftworld assumes the other is uncommitted to their union.

The Ghostly Harvest

The Twelve Outcasts of Alaitoc, six living and six dead, raid the ancient ruins of the crone world Belial IV. Installed in towering Wraithknights, they plunder the tumbledown cities of the once-glorious world, gathering empty spirit stones from those locations where reality and the warp bled into one another. The cavorting Daemons of the crone world appear in force and bring the Twelve Outcasts to battle, but by fighting almost back to back, the Aeldari are able to forge a path back to their webway portal and disappear from the nightmare planet with seconds to spare.

The False Emperor Deposed

The Aeldari of Iyanden wage war against the Fallen Angel Zhemon and his Empire of Anarchy.

War in the Webway

The Aeldari of Ulthwé and the Jade Knife Kabal of Commorragh battle for dominance within the shattered spars of the webway. With the death toll spiralling into the thousands on either side, an uneasy truce is agreed upon – despite their mutual loathing, both sides know well that Aeldari lives are too valuable to waste in such numbers.

A Cruel Thirst

The Slaaneshi Daemon Prince Lilesh Snarelust slakes his infernal desire for excess, masterminding a vast daemoniac incursion across a score of Imperial worlds near the Moon of Nightmares. Unwilling to permit such a foray into the material plane so near to their craftworld, the Asuryani of Saim-Hann respond with focused aggression, risking all in the battle against the legions of the Dark Prince.

Over the course of five years, the Windriders of Saim-Hann systematically outmanoeuvre and exterminate those loyal to the court of Slaanesh. Eventually, Saim-Hann's high chieftain Nuadhu brings Lilesh Snarelust to battle at the Daemon's co-opted stronghold, the so-called Sanctuary of Sins. Though Snarelust's lethal handmaidens seek to intervene, Nuadhu's jetbike kinriders keep them at bay with volleys of shuriken catapult fire. Leaping from the back of his jetbike, Nuadhu plunges the legendary Celestial Lance into the Daemon's heart, shattering its soul and banishing its essence to the hell from whence it came. Those Slaaneshi Daemons that remain – and the Chaos-worshipping humans that are in league with them – are mercilessly culled.

M41 THE TIME OF ENDING

The Sons of Khaine

Following a costly victory over the Imperium's Titan Legions upon Malaxis, the Autarchs of the five largest craftworlds meet in solemn conclave. Against the advice of several noted Farseers, the Autarchs agree that the lesser races of the galaxy must be shown their place. The message spreads, and the following centuries see a great upswell in the number of Asuryani who take to the Path of the Warrior. The military capabilities of the craftworlds are bolstered to their greatest point in millennia, though dozens of civilian Paths are left to fade away as a result.

The Council of Coalition

In the midst of the Council of Coalition, an attempt to unite the disparate Asuryani under a single banner, tempers flare between the craftworlds, and brief but violent civil war breaks out. Later, some claim the conflict was started by the Drukhari, while others propose that daemoniac forces, led by the Masque, were behind the internecine fighting. The Seer Council of Ulthwé, however, vociferously rejects both assertions, blaming only their race's own hubris for the conflict.

The Coming of the Great Devourer

The Tyranids emerge from the void to plague the Eastern Fringe. Across the galaxy, the prophets of the Asuryani weep as the psychic magnitude of the hive fleet threat becomes horribly clear.

Maedrax Stirs

Eldrad Ulthran foresees a fleet of Imperial explorators unwittingly awakening the Necron tomb world of Maedrax. Before the night is out, the Asuryani of Ulthwé have moved through hidden star-portals to Maedrax and destroyed the Imperial ships in a series of pinpoint strikes. The Damned make planetfall in force and purge the Necron presence before it can fully awaken, but they do not escape unscathed. A nearby battle barge of the Blood Angels Chapter, dispatched to avenge the disappearance of the Explorator fleet, intercepts the Ulthwé warhost as it fights its way out of the system and takes a deadly toll.

Worse still, the Necron presence in the Maedrax System proves far more widespread than even the seers of Ulthwé believed. An entire dynasty awakes across the system, world by haunted world, and the battles that follow are fought with a ferocity not seen since the war between the Aeldari and Necrontyr of old.

The Death of Gnosis Prime

The Imperial planet of Gnosis Prime is invaded by the Aeldari after a territorial dispute of epic magnitude. Despite having settled the planet some twelve hundred years previous, the human inhabitants are given an ultimatum by Eliac Zephyrblade of Saim-Hann – evacuate or die. The Autarch's imperious demand is met by an extremely vulgar response. The Aeldari force is outnumbered a hundred times over by the Imperial armies, but the vengeful Zephyrblade makes the ocean his landing zone before running rings around the military juggernaut of the Imperium with his Windrider hosts. He cripples the planet's industrial zones before leaving Gnosis Prime to a cruel and lonely fate at the hands of his Drukhari allies.

The Doom of Malan'tai

Hive Fleet Naga is systematically vanquished by the combined forces of Craftworlds Malan'tai, Iyanden and Idharæ. In the hive fleet's death throes, it ejects a clutch of Tyrannocytes, one of which reaches Craftworld Malan'tai. The psychic leech-creature that emerges slowly bleeds the craftworld unto death.

The Perfect War

Upon the sludge planet of Yurk, the armies of the Ork Warlord Killfist are engaged and killed without loss by Craftworld Iyanden's grav-tank skimmers. The clockwork precision of the warhost's attack prevents the Yurkoid Waaagh! altogether and saves a virgin Aeldari colony from destruction in the process.

A Clash of Scorpions

The opposed Phoenix Lords Arhra and Karandras of the Striking Scorpions clash in the broken ruins of ancient Zandros. Outnumbered and unable to defeat his former master in combat, Karandras artfully goads his predecessor into a blind killing frenzy over the course of a gruelling seventeen-day battle. At the critical moment, the Shadow Hunter melts into a patch of darkness and disappears entirely, leaving his nemesis to slaughter every one of his own disciples in a murderous rage. For a brief time afterwards several craftworlds are brought into battle against one another, as the aftermath of Aspect Warriors once loyal to the corrupted Arhra are eventually hunted down and slain.

The Confluence of Fate

Every major craftworld, alongside many masques of Harlequins, descend en masse to lay waste to the shrine world of Aggenon.

The Roar of the Beast

In the act of preventing a Waaagh! that would have strayed into the path of Craftworld Idharae, the Aeldari of Ulthwé raise the Ork Warlord Ghazghkull Thraka to prominence. The self-styled Prophet of the Ork gods unites his barbaric followers against the industrial world of Armageddon. Word of the unbridled destruction caused by Waaagh! Ghazghkull spills out until every Ork within ten light years is spoiling for a 'proppa fight', inspiring a dozen other Waaaghs! which bleed into one another until they capsize a huge swathe of the Imperium.

The Exiled Prince

The Eldritch Raiders wreak havoc upon galactic shipping. Over the course of nearly half a century, they claim prizes ranging from Ork hulks to Inquisition corvettes, T'au ambassadorial transporters to Chaos battle cruisers. It is speculated by Ordo Xenos prognosticators that no less than one thousand class IX or greater vessels have been lost to his fleet. In a boastful communiqué, Prince Yriel disavows this notion by listing his Raiders' conquests, totalling over eleven thousand ship names and call signs in languages as diverse as Hrud, High Gothic and Kroot.

Unravelling the Skeins

The Aeldari mystic Kysaduras the Anchorite proclaims the End Times to have begun. After lengthy meditation alongside Eldrad Ulthran of Ulthwé, he preaches to the high seers that the Aeldari's only hope of survival lies with Ynnead, the God of the Dead, whose name is only ever spoken in whispers. A new era of war unending begins, as threats to the craftworlds multiply in number and severity.

The Devourer Descends

The Tyranids push their tendrils into the galaxy, and Craftworld Iyanden is locked in a death-struggle against the mighty Hive Fleet Kraken. As the craftworld teeters on the brink of extinction, more and more ghost warriors are summoned to its defence, until the army facing the Tyranids is as much of the dead as the living. Thousands of souls are drawn from the infinity circuit to stand beside their living descendants until whole armies of wraith constructs stride to war, but even drawing on this precious resource cannot stop the Tyranid invasion. With millions of Tyranids battling through the craftworld itself and the world-ships' own defences unable to drive off the waves of hive ships assailing it, only the timely

arrival of an outside influence saves the ancient craftworld. Prince Yriel returns from his exile at the head of his Eldritch Raiders and vanquishes the Tyranid fleet in a titanic space battle. Rallying the desperate defenders upon the craftworld, Yriel ensures his place in legend when he takes up the cursed Spear of Twilight and slays the towering monster leading the Tyranid invasion.

Sanctity Breached

Furious battle erupts in the twilight realm of the webway as Chaos Space Marines of the Thousand Sons legion fight their way to within sight of the Black Library. Their leader, the master Chaos Sorcerer Ahriman, is thwarted by a powerful force of Harlequins and allies from both Craftworld Ulthwé and Craftworld Lugganath. Several major arteries of the webway are choked with the dead before the warrior-psykers of the Thousand Sons are driven from the secret paths by a concerted attack. The breach caused by the rampaging Chaos Sorcerers is runically sealed, but as a result, a section of the webway is lost forever.

The Bio-Purge

The Biel-Tan and Iyanden Asuryani unite in the incineration of dozens of Imperial and Ork-held worlds in and around the Octarius System. By swiftly establishing beachheads and activating a modified version of the psychic doomsday device used to destroy the Tyranid-infested planet of Dûriel, the Aeldari ensure that no shred of biomass is left intact. Though the Imperium rages at the slaughter, blindly venting its wrath upon any xenos spaceship within a dozen parsecs, Hive Fleet Leviathan is denied crucial bio-resources as a result. A short time after, a major part of the hive fleet is isolated and destroyed by interlacing Asuryani attacks.

Necrons Rising

The ascension of Imotekh the Stormlord comes to pass, proving true the Prophecy of Risen Doom contained within the Book of Mournful Night. With this revelation, the Seer Councils of the craftworlds are forced to concede that the danger prophesied by the Alaitoc Asuryani is very real, and set in motion ancient plans to combat their returned rivals. Many battles follow, such as when the Farseers of Alaitoc foresee to the day when the Hyrekh Dynasty will awaken. The craftworld's warriors arrive in force to meet the Necrons as they come out of their stasis, destroying the constructs within their own tombs.

The Might of Chaos

Abaddon, Warmaster of Chaos, launches the greatest invasion of realspace ever seen. The Seer Council of Ulthwé has waited long for this moment, and leads the craftworlds in a united war effort to contain the Chaos armies flooding from the Eye of Terror. The Asuryani cause horrific damage to the Chaos Space Marine Legions on dozens of worlds, suffering untenable casualties in their turn as the minions of the Great Enemy fight back. Unfortunately for the craftworlders and the Imperium alike, the psychic stink of war is so all-pervading that Abaddon's daemonic allies are able to manifest in their billions. They are quick to join the slaughter, and the death toll rises ever higher.

Altansar Returned

As the nightmarish Eye of Terror vomits out Daemons and Heretic Astartes to reinforce Abaddon's crusade, the Phoenix Lord Maugan Ra undertakes a perilous quest into the rift's malignant reaches in search of the lost Craftworld Altansar. He succeeds in finding his people, somehow having endured their time in the Eye, though deeply changed by their ordeal. Maugan Ra guides them out, where they join the battle against Chaos. Far from celebrating the return of their Altansar kin, however, the other Asuryani treat them with open suspicion and distrust.

Deathly Vision

While fighting within the Crucibael arena on Commorragh, Yvraine passes the threshold of mortality and has a vision. She comes face to face with the newly stirred Ynnead, the God of the Dead, and is filled with new powers during her deathly apotheosis. Gathering followers even as a warp breach brings daemonic invasion to the Dark City, Yvraine escapes into the tunnels of the webway.

Rising Warp Storms

The galaxy is flooded as warp storms of rising intensity sweep across the stars. The psychically attuned Aeldari can feel the mounting pressure, while the seers of their people hear the unnatural keening sounds of doom. Despite the wisdom, skill and foresight of the Asuryani, and the might of Mankind's armies, the linchpin Imperial planet of Cadia falls.

Biel-Tan Corrupted

The Masque, infamous Daemon herald of Slaanesh, leads an invasion through a long-sealed webway tunnel that leads from the maiden world of Ursulia directly

onto the craftworld of Biel-Tan. Despite a heroic defence, the infinity circuit is corrupted, and the spirits of Biel-Tan's dead are displaced. Even as the craftworld shudders, Yvraine arrives, and claims the second of the Croneswords from the world-ship's infected wraithbone core. The psychic backlash of energies unleashed by the breaking of Biel-Tan is felt by all of the Aeldari race. Yvraine harnesses these energies to empower Ynnead, and brings into existence his avatar, the Yncarne.

The Great Rift

Beset by immense warp storms and multiple cataclysmic events, the galaxy shudders. Like a seam in the tapestry of reality, a tear runs through realspace, creating a hole from which the immaterium spills. The Great Rift runs from the Hadex Anomaly in the Eastern Fringe to the furthest system of Segmentum Obscurus in the galactic north-west. A blackness shrouds the galaxy, and every craftworld sustains damage from the battering storms and the daemonic invasions that follow. As the initial cataclysm subsides, the Asuryani reach out to one another, checking for survivors; despite the difficulties experienced by each of the world-ships, even the most obscure of craftworlds, such as hidden Meud-Wyaid and secretive Mymeara, issue communiques. Only two of the known craftworlds do not respond, their fates unknown.

Nowhere is Safe

Many craftworlds seek solace from the raging warp storms, setting course far from the calamity. A few even hope to find safety as they have done previously, by taking refuge in the strange nether-realm of the webway. What they learn instead is that nowhere is safe, and even secluded and once-secret spars of that ancient network are corrupted by the forces of Chaos.

During this period, all craftworlds are discovered and attacked. Those drifting in the furthest, most remote reaches of the void are discovered, as are those secreted in the webway. Even the ever-wary craftworld of Alaitoc is ambushed several times by the Greater Daemon Sli'tha and his Terror Legions, although it manages to escape each of the fiend's traps.

United for Iyanden

In the starless gloom of the Noctis Aeterna, Craftworld Iyanden is once more invaded. Hoping to replicate the Masque's success on Biel-Tan, the Slaaneshi Greater Daemon

N'Kisha uses the warp storm's power to breach the craftworld. They are repelled at the last, however, as Aeldari reinforcements arrive from all corners of the webway, including Drukhari, Ynnari, Harlequins and warhosts from every major craftworld.

The Swordwind Unsheathed

Those that thought the crippled craftworld of Biel-Tan might soften their militant ways are proven mistaken. The Daemon-led sieges upon the trio of Exodite worlds known as the Three Sisters (L'uhnar, Ishqua, and Aramella) are broken and destroyed piecemeal by the peerless warriors of the Swordwind. Furthermore, the vengeful warhosts respond to the attacks by assailing the Imperial world of Khazhar, where the human cultists instrumental to the invading Daemons' presence reside. Declared a spawn-pit for the Great Enemy, the entire population of the hive world is systematically annihilated. Although reduced in numbers, never has the Swordwind been more mercilessly effective.

The Red Tide

The sixth wave of the Blood Crusade stabs into the galactic west, its forces materialising upon planets to wreak havoc. On the Imperial planet of Upsilon, one of the outermost bastions of Terra's defences, the armies of Khorne are fought to a standstill. It is not Mankind's defensive fortresses or walls that ultimately impede the slaughter, however, but the Wild Riders of Saim-Hann. No less than five entire clans descend into the maelstrom. The streams of jetbikes weave in between the wreckage of broken bunkers and smashed gun towers to pour devastating fire upon the massed Bloodletters before darting away. Baying with rage, the murderous Daemon hosts charge over and over but fail to reach their fleet foes. As the Daemons leave in frustration to find easier prey, the Asuryani too disperse, without a word to the stunned human survivors.

Foe versus Foe

With Nurgel's forces overrunning the Imperial sub-sector of Perditha on the far reaches of the Ultima Segmentum, an Alaitoc warhost under Autarch Cynbel Shadespear executes a daring manoeuvre. They awaken the sleeping Necron tomb that lies buried beneath the nearby dead moon of Ull, leading their ancient nemesis into a battle waged between Imperial forces and the Plague Legions. Alaitoc's Starstriders are everywhere, arriving after major conflicts to finish off depleted forces.

To Save Tomorrow

In a dangerous move, every warhost of Ulthwé is sent out across the galaxy, leaving the craftworld with few defences. The Seer Council states that need necessitates such daring, as the threads of fate must be twisted in many places simultaneously to avoid greater doom. Several of Ulthwé's warhosts cross the Great Rift to enter the darkened galactic north. Upon the ice world of Rimenok they aid the beleaguered Imperial forces led by the Space Wolves and Dark Angels. The Ulthwé forces provide a distraction, allowing the humans to safely withdraw. Other warhosts aid the T'au Farsight Enclaves on Vior'los and the Grey Knights upon the cursed moon of Tcharla. Each action by the armies of Ulthwé preserves allies needed for future battles against Chaos.



Return of Eldrad

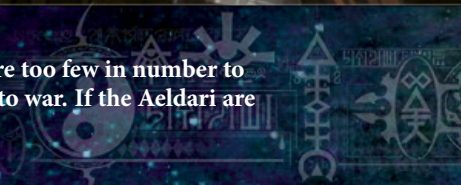
Daemonic forces invade the defenceless Ulthwé, breaching the craftworld's surface to alight within the Dome of Crystal Portents. There, they are met in battle by the exiled Farseer Eldrad Ulthran and his faithful followers, along with warriors of the Ynnari and Harlequins. Despite the presence of Kairos Fateweaver and a sextet coven of Keepers of Secrets, the Aeldari swiftly banish their foes.

The Dead Summon the Living

On the maiden world of Iathglas, Yvraine convenes a council between the major craftworlds, alongside representatives from the Harlequins, many Exodite worlds, three renowned Corsair fleets and even the Drukhari. The assembled Aeldari fall to arguing before a common threat – a Chaos incursion – unites them. The combined forces of the Aeldari are soon triumphant, and despite being presented with such a practical example of how an alliance would be to their benefit, they part ways no closer to reaching an accord.



The Aspect Warriors and Guardians of Iyanden are ever-ready to fight for the little they have left, yet they are too few in number to fight alone. So do the Spiritseers of Iyanden summon forth their fallen ancestors, and lead the wraith hosts to war. If the Aeldari are to fade from the galaxy, the ghost armies of Iyanden will ensure they do not do so quietly.





BATTLE SEERS OF THE ASURYANI

All Aeldari are incredibly sensitive to psychic energies, but only those that follow the Path of the Seer can properly harness them. Although the vast majority of the craftworlds' seers do not develop powers useful in any militaristic way, those trained for battle are another matter altogether, and are essential to the effectiveness of the warhosts.



FARSEERS

Masters of prediction, the Farseers are the strangest and most visionary of a craftworld's advisors. Even in battle they can perform their divinations, casting the complex wraithbone runes of the Asuryani into the air and interpreting changes as the glowing icons orbit around them. In this way, the Farseers explore the myriad skeins of present and future, studying the consequences of the smallest decision, the better to guide their people to victory.

The Path of the Seer – also known as the Witch Path – is the most dangerous and convoluted journey of all, for all psykers are intimately connected to that heinous mirror of reality, the warp. Just as Asuryani who are trapped on the Warrior Path become Exarchs, so seers who progress too far along their own Path become Farseers.

Aeldari upon the Witch Path learn to harness their powers using complex, psychically sensitive wraithbone runes. These act not only as prophetic tools but also as arcane wards. With these runes, the Farseers learn to divine the many futures of their craftworld, identify the course of reality that benefits them the most, and steer their people accordingly. A side-effect of the Farseer's obsession with the metaphysical sees their physical forms eventually turn into delicate psychocrystal. When the transformation is almost complete, the senescent Farseer makes a journey to the Dome of Crystal Seers, joining his predecessors as an inert statue linked to the infinity circuit forever.

The Aeldari of the craftworlds look to the Farseers for leadership in all things, and it is no different upon the field of battle. A Farseer can uncover the enemy's intentions, calculate the effects of his clumsy attacks,

and guide him to his doom upon the blades of the Asuryani. At the heart of each warhost, the Farseers and their Seer Council disciples flow around blasts of enemy fire with a grace that makes their foes seem predictable and slow. Even in the arts of combat the seers excel, for their semi-sentient witchblades and singing spears transmit the destructive potential of their wielder's psyche. Yet the seer's greatest weapon is his mind, for he can obliterate an enemy leader's memories or hurl a tank into the air with a gesture and a pulse of thought. In the crucible of battle, Farseers shape the future with the skill of master craftsmen. Their tools are the warriors they lead, and their clay the flesh of those who oppose them. As the Farseers pluck at the strings of fate, the crude plans of the foe wither away to leave only barren and bloody defeat.

WARLOCKS

Perhaps because of some hidden mark that Khaine has left on their soul, those seers who have trained as Aspect Warriors find it easier to develop destructive psychic powers. Many such adherents, feeling their blood sing with the need to kill, will return to their old shrines; there they will accept their mask, recreating the division in their mind between self and warrior. Known as Warlocks, these individuals have followed the Witch Path to its most aggressive and warlike of ends.

In battle, Warlocks will band together in conclaves to pool their considerable eldritch power, although it is common for some to split off and lead other Asuryani from the front. Whether alone or combining their strength, Warlocks will cast the runes of battle to bolster the warhost and bring havoc to their enemies.

Warlocks who go to war mounted atop jetbikes are known as Skyrunners, adding great speed to their already formidable array of powers. Many craftworlds deploy entire Skyrunner Conclaves, although such formations are especially common in the Wild Rider clans of Saim-Hann.



ELDRAD ULTHRAN

EXILED HIGH FARSEER OF ULTHWÉ

Eldrad Ulthran was once chief amongst the Farseers of Ulthwé. Eldrad has lived for over ten thousand years, and has successfully guided his people along the twisting paths of fate since the Fall, and throughout the rise of the Imperium.

Time and time again, Eldrad has averted disaster for not just his former craftworld, but the entire Aeldari race, committing acts of heroism hidden within severed strands of fate. It was Eldrad who thwarted the malefic works of the newly risen Necron dynasties, Eldrad who prevented the Hrud infestation of proud Saim-Hann that would otherwise have reduced it to rotting mulch. It was his prognostications that resulted in the armies of Ulthwé moving suddenly and unexpectedly against the Ork tribes of Ghazghkull Thraka's home world. As a result, the balance of power amongst the warring rival factions was changed in favour of Ghazghkull, rather than another Ork Warlord whose ambitions were more directly perilous to the Aeldari, and it was the world of Armageddon, that infamous bastion of Humanity, that felt the full wrath of the great Warlord's Waaagh!. Such a machination defines the way of the Farseers; to manipulate the time-stream with great skill and subtlety to their own ends.

Although many Aeldari seers sensed the nascent presence of Ynnead in the infinity circuits, it was Eldrad that put into motion a daring ploy to awaken the slumbering God of the Dead. Enlisting the aid of the Harlequin Masque of the Midnight Sorrow, he stole away the fossilised crystal statues of long-dead Farseers from numerous craftworlds. He hoped to combine their latent power with the psychoactive crystal sands that covered the moon of Coheria to

produce a psychic flare bright enough to awaken Ynnead. Alas, the xenos-hunting Space Marines of the Deathwatch ended his plans prematurely. While the God of the Dead did not waken, he stirred. Even in this perceived failure, Eldrad put in motion the chain of events that would see Yvraine obtain power over death and become the true prophet of the Whispering God.

Eldrad foresaw the coming of the Ynnari, and by his command Yvraine and her followers were saved from the chaos aboard Biel-Tan that resulted from the world-ship's shattering, and brought to the safety of Ulthwé. The cost in doing so was high – three of the craftworld's finest Farseers turned to crystal during the ritual that opened the portal through which the Ynnari made their escape. For this act, and for the wayward arrogance he displayed in stealing hallowed ancestors for his rites upon Coheria, Eldrad was exiled from Ulthwé by its Seer Council.

Despite nearing the end of his life, his ancient bones slowly turning to crystal, many of Ulthwé have chosen to leave the craftworld and pin their hopes, as they always have, to the High Farseer. For some time Eldrad and his faithful accompanied the Ynnari, before his foresight led them down different paths. Existing much like a Corsair fleet, Eldrad and his renegades continue to follow the diminishing strands of fate that keep the Rhana Dandra at bay, regularly offering sage wisdom or tactical aid to those who fight against the overwhelming forces of Chaos that beset the galaxy.

PSYCHIC RUNES

A seer of the craftworlds controls their powers by means of psycho-receptive wraithbone runes. The runes, secreted about the seer's person, function much like keys, unlocking the power of the bearer's mind as well as safeguarding it from the perils of the warp. With the aid of these powerful implements, an Asuryani who walks the Witch Path can read and manipulate fate itself, but if too much power is drawn, the runes will glow hot and the seer risks potentially destroying their greatest assets. Different rune shapes represent different powers and states of mind, and the more experienced a seer becomes, the more runes they can use. The most ancient of seers may even create new runes; it is said that over the course of his long lifespan, Eldrad Ulthran has fashioned over a dozen distinct runes that he alone can master.



AUTARCHS



There is an avenue of the Warrior Path walked by only a few. The Aeldari term for it roughly translates as the Path of the Leader or the Path of Command, and those who travel far enough along it are known by the title of Autarch. Among a race that grows ever more militant as it teeters on the precipice of extinction, the ability to coordinate the actions of the craftworld's warhosts, fleets and fighter squadrons is paramount. This is the duty of the Autarch – to master the myriad ways that the Asuryani wage war, and, should dire enough need arise, to personally lead a warhost to victory in battle.

For the most part, when an Aeldari leaves an Aspect Shrine, they disassociate themselves from it in pursuit of a completely new Path. What was once central to their being is left in the past – teachings and disciplines are abandoned, and trappings are cast off. Not so the Autarch, whose duty it is to learn about each Aspect in turn so that he might better guide them in defence of the craftworld. To this end, Autarchs will join each of his craftworld's most prevalent shrines for a time, learning all that they can of the rituals, skills and battle doctrines of that Aspect. Once the traditions of that shrine have been completely absorbed, an Autarch will leave, though not before participating in a ceremony with the shrine's Exarch known as the *Rhaan Lona*, or the Covenant of Wargift. In this secretive rite, a selection of weapons, armour and wargear of the shrine are

laid out before the Autarch, from which they choose a single item to take with them on their ritual journey. The Autarch retains this wargear throughout his life, using it – and the knowledge that it represents – for the betterment of their craftworld.

Those selected to walk the Path of the Leader must be the most capable of their kind, for they carry the weight of ensuring their craftworld's continued survival. They must be willing to devote themselves to a long and arduous task above all else. After a time, every Autarch comes to learn that the road to true martial excellence lies not in the heat of melee, but rather in gaining a wider vision of battle and directing the warhost along the most efficient path to victory.

An Autarch's insight into each element of the warhost gives them an unparalleled strategic ability that an Exarch, obsessed with one facet of Khaine's bloody craft, could never hope to achieve. When an Asuryani army is led by an Autarch and guided by his Farseer advisors, it functions as a well-honed machine, each component acting in perfect concert with the others to form an irresistible force. However, it is not purely as a back-line commander that the Autarch excels; the Asuryani leaders are quite capable of leading their warhost from the front, plunging into the fray to change the course of the conflict with each well-placed kill.

When visited by such war-lust, an Autarch will call upon the skills that have been honed amongst the Aspect Shrines to spearhead assaults, duel with the leaders of the foe and destroy their war machines with contemptuous ease. Just as they wield the warriors of the different shrines as a cohesive force, so too do they blend their own varied Aspect wargear into a singular, deadly arsenal. For instance, an Autarch might wear the wings of the Swooping Hawk and the mandiblasters of the Striking Scorpions, descending on the foe from above as they spit a hail of death from their helm. Some Autarchs, especially those who lead the clans of Saim-Hann, fight as Skyrunners, joining battle atop jetbikes and recalling the ways of war learnt during their time as Shining Spears.

For an Aspect Warrior, success is to embody a specific element of Khaine's warlike nature, becoming one with their ritual weapons so that they might slay the foe with preternatural grace and ease. For an Autarch, success is to harness every aspect of Khaine's might at once – to achieve victory without weakening the craftworld, and prove the supremacy of the Aeldari race in the process.



'Only when you have soared through morning skies on wings of flame can you understand the Hawk. Only when you have fallen screaming upon those who know they are already dead can you understand the Banshee. Only when you have annihilated those who would oppose you can you truly understand the power of the Dragon. And only one who has travelled but ultimately turned away from each of these Paths can understand the Autarch.'

- Anthrillien Morningchild,
Autarch of Yme-Loc

PRINCE YRIEL

AUTARCH OF IYANDEN

High Admiral of the Eldritch Raiders and bastard scion of the House of Ulthanash, Prince Yriel is a consummate Asuryani commander. In his youth, despite his lack of years, he was chosen to walk the Path of Command – a level of trust that many speculated was unwarranted. Those who questioned the wisdom of Yriel's appointment soon felt vindicated; in a course of action that would drastically alter the course of his life, the young admiral led a bold attack against an encroaching Chaos fleet that temporarily left Craftworld Iyanden all but unprotected. Although his victory over the scions of Chaos was complete and overwhelming, Yriel earned bitter censure rather than accolades from those who had remained behind. Driven by pride, he became an Outcast, vowing never to set foot on Iyanden again. When he left, his followers in the craftworld's navy left with him. Under Yriel's leadership, they were to become the Eldritch Raiders, the galaxy's most feared Corsair fleet.

It is likely that Yriel would have never returned to the home that spurned him had Iyanden not faced annihilation in the face of Hive Fleet Kraken. As the claws of Kraken dug deep into Iyanden's defences, the flame of the craftworld's defiance was all but snuffed out until the Corsair prince led his Raiders in a glorious return. In a daring series of strikes, Yriel won a titanic space battle that crushed the Tyranid fleet, before leading his warriors onto Iyanden's surface. There, Yriel drew the ill-fated Spear of Twilight from the Shrine of Ulthanash, a weapon so potent it curses the soul of any who wield it. With this weapon, he slew the Tyranid leader-beast, and in so doing vanquished the horde.

Yriel was later restored to admiralship of Iyanden's fleet. However, in saving his people Yriel had seemingly doomed himself, for the Spear is no mortal weapon, and cannot be abandoned. As he plies the stars and wins victory after victory in the name of his craftworld, the deadly artefact slowly siphons the Autarch's very life energies.

Whilst he lacks the modesty and temperance of the majority of his peers upon the Path of Command, Yriel has proven himself time and again the best and brightest of all Iyanden's military leaders. When the world-ship faced destruction by an immense Nurgle space hulk in the wake of Biel-Tan's fracturing, it was Yriel's daring boarding action that broke the back of the invasion. For his heroic act, the Autarch paid the ultimate price; in the depths of that hellish vessel, Yriel fell in combat with the Daemon Prince Garagugul'gor.

His plague-ridden corpse, cast into the void of space, was recovered by Iyanden's grief-stricken people, and it seemed the story of the wayward prince had reached its tragic conclusion. As fate would have it, however, there was one aboard the craftworld with power over death itself; Yvraine, the prophet of Ynnead, took up the Spear of Twilight and drove the weapon through Yriel's body, and in doing so revealed the ancient artefact to be one of the long-missing Croneswords. The cursed blade transferred back a large portion of the life force it had stolen from Yriel over the years, and the Autarch arose as one of the Reborn. While his doom at the hands of the Spear has only been forestalled by the event, he has been given back years of his life. It is well that it is so, for in such desperate times, Iyanden needs her favoured son more than ever.



GUARDIANS OF THE CRAFTWORLDS

In an increasingly hostile galaxy, it is not the Aspect Warriors alone that don the garb of war. When a craftworld calls out in dire need, its Guardians answer; comprised of citizens who in times of peace tread the more peaceful Paths, this highly trained and well equipped militia could rival the professional soldiers of lesser races.

It is a painful irony that, in the Eldari race's endless quest for survival, the very civilians the warhosts fight to protect are all too often forced to take up arms. Every Asuryani is trained and ready to fight as a Guardian if need be. In some craftworlds, Ulthwé foremost amongst them, the Guardians are the most common of all its warriors. They are primarily a defence force employed when the craftworld itself comes under threat, as the sheer rarity of the Aspect Warriors means they are often too few to overcome the enemy without reinforcement. Guardians are also called upon to pilot and crew the majority of the Asuryani's many war machines, providing vital armoured support and transportation for the warhost in battle.

'Perfidious Eldar! They had the stars in their grasp and now are left to sift the dust of their once fabulous realm. For all their intellect and mysticism they could not contain the beast within them, nor tame the wild monsters of the Shadow. Why should we pay them any heed?'

- Inquisitor Gründwald, Ordo Xenos



GUARDIAN DEFENDERS

The weapons used by the Guardians vary depending on their battlefield role. Guardian Defenders act as support units, manning anti-grav heavy weapon platforms that glide effortlessly over rugged terrain as they blast away at any targets that get too close. If the enemy closes in on their position, the Guardians will unleash a withering hail of fire from their shuriken catapults, moving steadily to safety all the while. When the Farseers and Autarchs of a craftworld deploy Guardian Defenders, they do so knowing that they are risking the lifeblood of their people. For that reason, Guardian Defenders are briefed to avoid the closest and most furious aspects of combat wherever possible, though in practice they fight as bravely as any of their kin. It is a testament to the skill and technology of the Asuryani that even their civilians are capable of engaging an enemy army and emerging victorious.

AELDARI ARMOUR

In place of the thick armour plates used by soldiers of the Imperium, the Asuryani use psychically activated bodysuits. Guardians wear armour formed from complex psychoplastics which stiffen with the impact of a shot or blow. Aspect Warrior armour is similar in design, but incorporates moulded plates to better reinforce the suit. Both react to the movements and thoughtforms of the wearer, reshaping to fit like a glove as the warrior moves and fights. Even the heaviest and most ornate of these suits, worn by Exarchs, are still lightweight compared to the bulky armour of the galaxy's more primitive inhabitants.



STORM GUARDIANS

In the most desperate of circumstances, the strategic needs of the craftworld will call for a group of Guardians to deploy as Storm Guardians – warriors specifically armed to fight in the maelstrom of close combat with shuriken pistols and elegantly balanced chainswords.

Storm Guardian squads are a rare sight, but effective nonetheless, acting as assault troops in support of the craftworld's Aspect Warriors. Although they lack the protection afforded by Aspect armour, they fight with all the skill and grace of their kind. With preternatural speed, their weapons sweep into the foe, chopping through limbs and joints before their adversaries can take a heavy toll in return.

Storm Guardian squads invariably need to move fast, sprinting from one hotly contested strongpoint to another, and thus they forego the use of heavy weapon platforms. Instead, these darting fighters bear specialist weapons; they often bolster their short-ranged firepower with fusion guns and flamers, allowing Storm Guardian squads to better adapt to the ever-changing realities of the battlefield.



THE WINDRIDERS

Powered by anti-gravitic engines, Jetbikes and Vypers streak above the ground, gliding over its contours at blurring speed. Only the Aeldari, with their swift reaction times and perfect balance, could hope to pilot such craft, and over the millennia, many races of the galaxy have rightly learned to fear the high-pitched whine that precedes them.



WINDRIDERS

Those Guardians who pilot Aeldari jetbikes into battle are known as Windriders. So carefully wrought are the incredible machines they ride that a skilled pilot can cross leagues in the space of a few heartbeats before shredding his awed foes with the paired shuriken catapults that allow the jetbike its famously deadly rate of fire. The Windriders are rightfully proud of their mastery of these impressive vehicles. Upon the cowlings of each jetbike, the heraldry of the craftworld and sometimes the specific Windrider squadron are emblazoned in pride of place. These colours are invariably bold and defiant, for what fear of the foe have those pilots whose steeds mock gravity itself, soaring with the grace and ease of a hawk on the hunt? It is considered a singular honour to join the Windrider hosts in battle, especially upon Craftworld Saim-Hann, where the kinbands ride to war in their thousands, sun glinting from their cowlings and pennants snapping like gunfire in the breeze.



VYPERS

The size of the sleek skimmer known as the Vyper Jetbike belies its lethal bite. Vypers fight as squadrons in the midst of the Asuryani's fearsome Windrider hosts, offering a perfect compromise between the speed of a jetbike and the heavier armament of a grav-tank.

A military innovation initially pioneered by the artisans of Saim-Hann, Vypers are two-seater attack craft capable of mounting a

variety of heavy weapons. Their relatively small size means that they can travel through all but the thinnest arterials of the webway, and their prodigious armament enables them to rival many tanks in terms of firepower. Their sheer speed provides more surety against incoming fire than any amount of armour plating – it is rare for a Vyper squadron to move at anything less than breakneck pace while a battle rages.

While the Vyper's pilot steers the craft through clouds of incoming fire with all the grace and skill expected of a Windrider, the rear-seated gunner effortlessly swings the turreted heavy weapon at the skimmer's rear to select and destroy potential targets. Vypers mount a fearsome array of weapons – shuriken cannons and scatter lasers to scythe down ranks of men or Orks, or missile launchers and bright lances to deal with tanks or heavy infantry. Together, Vypers have the speed and firepower to deal with any threat.

The crew of these arrow-swift attack craft usually share a close bond that allows them to better coordinate their actions, and it is common to find that those manning a Vyper are blood relatives, especially in the tight-knit kinbands of Craftworld Saim-Hann.

A well-drilled Vyper squadron moves as one, redeploying in seconds to target the vulnerable rear of an oncoming tank, looping around an exposed flank or jinking away to escape interceptors attempting to close with them. Vyper crews prefer to work at range, harrying the outriders of the foe before boosting past them to pour yet more firepower into them from a new vantage point.



WAR WALKERS



Sacrificing armour in favour of hard-hitting weaponry and manoeuvrability, the graceful, bipedal War Walkers are often seen in the forward lines of Asuryani armies. Their role is that of aggressive reconnaissance; when the enemy is located, the War Walkers stride forwards to pin them in place. Carried forwards on surprisingly agile limbs, War Walkers are universally armed with two heavy weapons, including shuriken cannons, scatter lasers, bright lances, missile launchers and starcannons. When a squadron of such constructs fires, it produces a prodigious amount of firepower, more than capable of tearing through the ranks of the foe, or, depending upon loadout, leaving enemy tanks as burnt out and blackened hulls.

The War Walker is relatively well protected thanks to a formidable power field that blurs and distorts its outline as well as shielding the pilot from harm. Incoming shots that might strike the cockpit, or the Guardian pilot within, are deflected by a crackling hemisphere of invisible energy, making the War Walker as safe as a fully enclosed vehicle. With grim finality, the pilot returns fire, obliterating his target without mercy.

Being lightly built, squadrons of War Walkers rely on their ranged weaponry to neutralise threats in order of priority. This clinical process is facilitated by advanced support systems, including piloting fail-safes in the form of spirit stones. It is said that during battle the pilot of a War Walker enters a kind of meditative state, wherein he becomes one with his craft. The machine stalks effortlessly through terrain as its twin heavy weapons spit death at the foe. Indeed, the sheer rate of fire of a full squadron of War Walkers is staggering, and is often enough to obliterate a platoon of enemy troops before the rest of the Asuryani host descends upon them.

Such is the effectiveness of the War Walkers' ranged weaponry that, after achieving their vanguard mission, they are often summoned back to the more static core of the warhost, joining their firepower with that of support weapon platforms, Dark Reapers and even Phantom Titans. This cavalcade of fire comes later in the battle, as part of what the Asuryani call the *Murehketh Bein Hekhita*, or 'the Sting of Grief'. Any who attempt to disrupt this fusillade by closing in on the War Walkers quickly learn that the kicking, stamping legs of the constructs are deadly weapons in their own right. Thus do the most successful War Walker pilots have both the first and last word in a battle.

'Strike them all down. Our task will be complete only when every last one of the creatures has been slain, their filthy presence upon this planet washed clean only by their blood. Their crude factories and very footsteps have contaminated this maiden world. They have sullied that which was never theirs, but ours by right. Cast their shallow souls into the black void that awaits them. Do not waver in your duty to the Swordwind. Do not pity the mon-keigh, for their end will be quick, and their war will be over. Save your pity, save it for ourselves. Yes, my kinfolk, pity only ourselves. Despite all that has come to pass here, our war has only just begun.'

- Autarch Lorinth of Biel-Tan

ENGINES OF GRACE

The Aeldari prize agility, and from the lowliest War Walker to the mighty Phantom Titans, the bipedal walkers of the Asuryani move with an effortless finesse the likes of which the clumsy Titans of the Adeptus Mechanicus cannot possibly hope to match. Indeed, so nimble and dexterous are the Asuryani war engines that many of these constructs, such as the Wraithknight and Revenant Titan, incorporate vast jump jets, allowing them to bound across the battlefield in graceful arcs.

Depending on the size of the Aeldari walker in question, they can be manned by a single Guardian pilot or a team of psychically linked crew that move and fight as one. Leaving nothing to chance, the Aeldari often embed a network of spirit stones throughout each war machine's wraithbone structure, which enables the combined essence of a craftworld's long-dead kinsmen to aid the crew in times of direst need. Many walkers also incorporate holo-fields, which emit a complex weave of rippling energy to confound the aim of their enemies with a mirage of distortion. As in all things, the Aeldari prefer to rely on subtlety and guile, rather than brute strength – their fields reflect this philosophy, being far more artful than the crude power shields of lesser races.



SUPPORT WEAPONS



Whilst the artillery used by most of the galaxy's armies can be considered crude and brutal, the Asuryani deploy Support Weapon platforms that are as silent as they are lethal. Known to the craftworlders as

Vaul's Wrath in honour of their smith-god's deadly skills, these large yet graceful war machines are crewed by two experienced Guardians, who glide the weapons into position on the battlefield with the help of anti-gravitic engines. Each platform mounts a huge gun with which to slaughter the enemy – but where the artillery of the Imperium or the Orks employs blunt explosions and weight of fire, Asuryani Support Weapons utilise a variety of dazzling technologies to slay their foes, and can be geared towards a number of battlefield roles as the needs of the craftworld dictate. A support platform carrying a shadow weaver can fire a large net of monofilament wire that drifts down to entangle its target. The razored strands mercilessly shred any enemy that attempts to struggle out of the fine, cloud-like mesh. Such Support Weapons are ideal at breaking up massed infantry attacks, and many an Ork horde has lost its momentum as seemingly harmless mists of shadow descend from the sky to gouge bloody holes in the greenskin assault waves. Experienced Guardian crews have learned to secrete themselves upon the battlefield, firing their shadow weavers using psychonic scanners rather than direct targeting matrices.



The vibro cannon projects sonic waves that, as they hit the resonant frequency of their target, do immeasurable harm. Enemy tanks struck by a vibro cannon shake violently before shattering, whilst troops are thrown to the ground, coughing up blood and pulverised innards. Further vibro cannon shots at the same target capitalise on those before it, receiving increased penetrative power.

Although D-cannon platforms have a shorter range than any other Support Weapon, the dreaded nature of that gun more than compensates. A technological terror, the D-cannon blast causes physical matter to collapse in upon itself, creating a small rift that drags surrounding reality into the warp with horrifying force. Targets are torn apart before being sucked into the immaterium, and no amount of armour can withstand such forces.

Sometimes circumstance dictates the need for each of these weapons on the battlefield. When Vaul's Wrath Support Weapons combine their firepower in such instances, they hammer the foe just as their namesake hammers the fates of mortals upon his anvil.

THE ARTISTRY OF DEALING DEATH

So advanced is Aeldari technology that, to the lesser races, the weapons used by the craftworlders are things of witchcraft rather than devices that follow the laws of nature. To the Asuryani, each weapon is not only a tool constructed by a master artisan, but also a thing of macabre beauty. Its form and function are blended into one, perfectly tuned for the art of bringing death.

A common example is the shuriken weaponry that forms the staple of the Asuryani arsenal. Designed to generate a hail of razor-sharp monomolecular discs, they range in size from sidearms to tank-mounted cannons, but all work on the same principle. A series of high-energy impulses originate at the rear of the weapon and travel through the barrel at terrific speed. Each impulse detaches a monomolecular slice from the device's plasti-crystal ammunition core, and catapults it from the weapon's barrel. A fusillade from such weapons is often referred to as a 'blade storm'.

The Asuryani also make use of monofilament weapons, all of which work in a similar fashion by using spinning gravity clamps to cast out a dense net of monofilament wire. The victim's struggles bring about his doom, for the razored net is so sharp it can reduce an entangled enemy into bloody chunks of flesh in seconds.

There are some Aeldari weapons that use a technology recognisable to the other races, although the craftworlds' versions are far more sophisticated. Unlike the unstable plasma weapons of the Imperium, for example, Asuryani plasma containment fields ensure these weapons function flawlessly; to the Aeldari it is further testament to the idiocy of Mankind that it has created a weapon that frequently maims or even kills the wielder. Asuryani missile launchers are also superior to the Imperium's own, using complex chambered pods that contain several different types of ammunition, all but eliminating the need to reload.

The most dangerous guns used by the Asuryani are those such as the D-cannon, which enables its user to open a portal to the hellish dimension of the warp. If the target is not wholly swept into the immaterium, it is usually torn to pieces by the violent and extreme forces brought to bear upon it.

The weapons wielded by the Asuryani in close quarters are just as deadly as those utilised at range. The gently purring motors of their chainswords spin glittering monomolecular-edged teeth, and shimmering fields dance along the keen edges of their blades as they close in for the kill.



Vibro cannon

ENGINES OF VAUL

Gliding over a planet's surface like a shoal of predatory fish, the grav-tanks of the craftworlds are a formidable addition to the warhosts. Whether acting as battle tanks, transports, tank destroyers or assault craft, the sight of these distinctive armoured vehicles skimming over the horizon has filled many enemies of the Asuryani with dread.

The grav-tanks the Asuryani call 'Engines of Vaul' are immaculate beyond the ken of the lesser races – aeronautical triumphs that combine ethereal grace with a deceptive lethality. Not for them the ground-churning rumble of Imperial tanks or the oil-drizzling incontinence of the vehicles cobbled together by Ork Mekaniaks. Instead, the sleek battle craft of the craftworlds glide through the smoke-filled skies, the nimble Falcon as silent as the deadly Fire Prism and the giant Cobra. The only signs of their passage are the blasted bodies left in their wake; regardless of type, they mount weaponry capable of breaking open a line of battle.

Held aloft by exceptionally advanced anti-gravitic motors, the vehicles of the Aeldari are not bound by the laws that limit inferior craft. Their psychoplastic hulls can bear tremendous stress; when combined with holo-fields and auxiliary spirit stones, they become all but indestructible. All grav-tanks are capable of true flight, if only for a short while, but in battle they swerve above the field at unbelievable speed. Often, an enemy commander has barely registered the presence of a squadron of Asuryani tanks on his flank before they have crippled his armoured strength and slid away again into the night.

For all their deadliness, the grav-tanks of the Asuryani remain artefacts of true beauty, each a brightly-coloured jewel in the arsenal of the craftworld whose world-runes emblazon their curving hulls.



FIRE PRISMS

Despite its aesthetic qualities, the Fire Prism sacrifices none of the killing power associated with heavy armour. Its distinctive weapon, the prism cannon, is the bane of the heavy battle tanks of the lesser races. This extremely unusual armament uses a two-stage firing process. A medium-magnitude laser is discharged into a massive crystal prism that greatly amplifies the potency of the shot in a fraction of a second. This energy can be discharged in a focused beam capable of blasting through a tank and out the other side, or dispersed to slay entire squads of enemy infantry. Most unusual of all, sophisticated tracking arrays allow this technological wonder to narrow the field of its prism cannon into a thin lance of light, forming one all-powerful laser beam that can cripple a battle tank with a single shot.



FALCONS

During the War in Heaven, it was Faolchú, consort of the Great Hawk, who retrieved Vaul's mighty sword Anaris and gave it to the Aeldari hero Eldanesh to aid his duel with Khaine. This principle of deliverance lies behind the design of the Falcon, the primary battle tank of the Asuryani. As well as mounting a diverse array of potent weapons, it carries a small squad in its transport pod, delivering them to where their prowess is most needed and retrieving them once their mission is complete. The craftworlds' enemies have learnt to fear the grav-tank's sleek silhouette, for if its deadly weapons do not bring about their doom, the Asuryani warriors inside it will.



NIGHT SPINNERS

The Night Spinner is unique amongst artillery vehicles. It does not fire crude explosive shells or even high-powered blasts, but instead utilises a far more subtle and elegant means of delivering death from afar. The Night Spinner mounts a doomweaver atop its sleek chassis, an esoteric weapon that spins great swathes of monofilament wire into a lethal web that is launched high into the air. This substance is incredibly thin, and yet so strong that nothing can stop its inexorable descent. Indeed, the threads are known amongst the Aeldari as the Chains of Vaul, named after the unbreakable bonds of legend. Anyone unfortunate enough to lie beneath a Night Spinner's ghostly web will be shredded by the simple action of gravity drawing the cords gently downwards. A Night Spinner's web will eventually fall to the ground but, until then, it is a deadly barrier that dismembers anyone who moves through it. At close range, the Night Spinner can even hurl a deadly accurate web directly into the foe's ranks, with brutal consequences.



WAVE SERPENTS

The Wave Serpent is the main troop carrier of a craftworld's army. Protected inside its sleek hull, strike forces can be transported in safety to any part of the battlefield. The Wave Serpent's energy field projectors generate a rippling bow wave of force at the front of the craft that disrupts incoming fire, protecting the vehicle while it makes its assault run to the front lines. This force field can be projected outwards as a weapon in extremis, although doing so depletes the crystal batteries to such a degree that the vehicle will be shorn of its protective field for a considerable amount of time. The tank's powerful anti-grav engines give it speed enough to hurtle across a battlefield in seconds, which, combined with its powerful array of heavy weaponry, makes the Wave Serpent a superb asset to a warhost in all theatres of war.

There are many ways in which an Autarch can deploy grav-tanks, and each craftworld has been known to use a variety of different vehicle tactics and even special armour formations. While all craftworlds have been known to utilise Wave Serpents to deliver Aspect Warriors to battle, none have perfected the art like the Swordwind – the warhosts of Biel-Tan. A battery of Night Spinners is always formidable on a battlefield, but even more so when deployed by the ambushing forces of Alaitoc, the true masters of dealing long-ranged death to unsuspecting foes. In the largest of conflicts, all craftworlds field massed squadrons of grav-tanks alongside the immense constructs known as Titans, but those who do so most often are the Aeldari of Yme-Loc. Regardless of a craftworld's distinctive practices, a wise Autarch must know best when and how to field his Engines of Vault.

THE BLACK LIBRARY

The Black Library is often spoken of as a craftworld. While in form it may be, it is very different from the other craftworlds of the Aeldari, for the Black Library exists only within the webway itself. To reach this fabled repository it is necessary to travel the most secret of passages through the labyrinth dimension, to pass its terrifying sentinels and locate one of the hidden entrances that lead within. The Black Library houses all of the Aeldari's most precious knowledge, including all that they have learned about the perils of Chaos since their once great civilisation fell to its predations.

The secrets of the library are not for the unwary or the merely curious; within its psychically locked rooms lie grimoires of dark sorcery, black tomes of daemonic lore, and records of countless Chaos cults scattered across the stars. The material has been gathered from every corner of the galaxy, and includes the works of many races, some long extinct. Of the humans, only a handful of Inquisitors have ever entered the confines of the Black Library, and only then in the company of Harlequins and under the closest supervision. These agents of the Imperium share a common bond with the Harlequins, for both are sworn enemies of Chaos and understand only too well the nature of the threat that faces Aeldari and Humanity both. None have ever described their experiences in that mystical place. As to the sentinels of the Black Library, their true nature remains unspoken, yet they are described as the most terrible of all the perils to be encountered in the webway.

RANGERS



The Rangers of the Asuryani are unparalleled scouts and expert marksmen. Outcasts who have left their craftworlds – whether by choice or necessity – these Aeldari have adopted a nomadic lifestyle, free from the rigid constraints of their world-ships. Despite this, most remain loyal to their kin and traditions, and often choose to accept a mission from their seers so that they can continue to serve their people in a useful fashion. Many die, alone and forgotten. Some fall from grace and become consumed by their dark passions, while others manage to exorcise their wanderlust and eventually return to their craftworld.

They investigate alien planets, search for lost webway gates, explore new-found maiden worlds, and hunt down those who would harm their craftworlds. Sometimes Rangers are sent to recover lost artefacts, or retrieve the spirit stone from the corpse of a fallen warrior. Their greatest duty, however, is vigilance, keeping a close eye upon potential foes and reporting any source of danger to the craftworld.

Rangers wear a practical costume derived from the Exodite worlds, and can be recognised easily by their weather-beaten and well-travelled appearance. Most characteristic of all is the long cameleoline cloak they wear over their craftworld

armour, a sophisticated but hard-wearing garment that allows a Ranger to merge seamlessly into their environment.

In battle, a craftworld's Rangers will often gather into small groups and use hidden webway paths to take up commanding positions on the battlefield. When battle is openly joined they will emerge; blending with their surroundings, they use their specially scoped long rifles to deadly effect, their energy bolts finding the eye sockets and neck joints of even the most heavily armoured troops.

Although their long rifles allow for highly accurate shots at impressive ranges, they are cumbersome weapons and not quick to fire. To make sure each round counts, Rangers will identify targets of priority in the enemy lines. Using their skill at marksmanship, they are able to pick out officers, medics, artillery observers, war engine crew or other vital figures, robbing the enemy of an important resource and opening up new avenues for the warhost.

‘The first thing one must learn about the Aeldari is that they are a race of fragments, broken and scattered across the galaxy. In culture, geography and technology, the disparate elements of the Aeldari race vary wildly. Even within a single sub-race (the so-called kindreds of the Asuryani, Exodites, Drukhari and the mysterious Harlequins) there is great diversity of tradition and attitude.’

*- Inquisitor Czevak,
Teachings of the Unholy*



Because of this, once observed upon a battlefield, Asuryani Rangers draw an inordinate amount of attention from the foe. When firepower rains down upon the Outcasts, their ability to ensconce themselves amongst cover comes into play. Aided by their favourable positions and colour-shifting cameleoline cloaks, it takes a vast amount of concentrated effort to dislodge even a relatively small squad of Rangers from a well-chosen site. Should they be forced to make a fighting retreat, the Rangers will switch to their shuriken pistols, surviving as long as needed before their craftworld kin arrive to support them.

ILLIC NIGHTSPEAR

THE WALKER OF THE HIDDEN PATH

Illic Nightspear of Alaitoc has wandered the Path of the Outcast for thousands of years, striding the skeins of fate and seeking out the unknown paths that span the galaxy. He is known to different ranger bands by many different titles; the Sentinel of the Stars, the Wayforger, the Shield of Alaitoc. To Illic, one name is as good as another. Such is Nightspear's knowledge of the webway that it is said by the Aeldari that he can arrive unheralded upon any planet, stepping through its portals with the ease of a man drawing breath. Whilst this is undoubtedly an exaggeration, Illic clearly knows more of the hidden paths than any other living being save the Harlequins themselves. Indeed, some say that he knows too much.

Over the centuries, Illic's great knowledge has benefited Alaitoc and its fellow craftworlds markedly. He has guided countless warhosts through the winding paths of the webway to do battle on far away worlds, arriving to turn the tide of a battle from an unseen quarter. His worth to the craftworlds' cause does not end with his arrival on the field of war; his accuracy with a long rifle is unmatched in all the galaxy, and Ork Warlords, Necron Overlords, Imperial Guard generals and Chaos Champions have all met their end under his watchful gaze.

While it is undeniable that Illic is incredibly skilled at marksmanship and stealth, they alone are not responsible for his battlefield prowess. The ancient warrior-smith Uldanoreth, a Bonesinger of great regard, crafted the rifle Illic carries long ago. Known as Voidbringer, legends claim it is the last of Uldanoreth's great works, and into the weapon the ancient master poured forth so much of his power that a remnant of his soul dwells within it. Empowered by the Bonesinger's embedded psychic capability, each shot by Voidbringer tears open a tiny warp-hole within the foe, ripping their body apart or even transporting them completely into the void. It is a deliverer of death worthy of both Uldanoreth and Illic's utter dedication to their respective crafts.

Illic has walked the Path of the Outcast for so long that it is no longer clear if he can leave it. He wanders the galaxy, pursuing some hidden agenda that his acolytes whisper is the only thing staving off the Rhana Dandra. Legends fall like footprints in his wake; some claim that since his captivity at the hands of the Nemesor Zahndrekh, he fights an eternal war against the Necrons. Others believe he searches for the lost Seerstones, or that he seeks to transcend the mortal plane altogether.

Though Illic prefers to fight alone, he has garnered a great following amongst the outcasts, and especially those of his own craftworld, Alaitoc. Master snipers and expert trackers all, the Starstriders loyally follow the Nightspear into battle, hoping to learn from the greatest of all Rangers as an Aspect Warrior might from a Phoenix Lord.

Swept up in the mayhem following the opening of the Cicatrix Maledictum, Illic now plays a prominent role in the many battles within the webway. His intimate knowledge of that mysterious labyrinth dimension has allowed him to repeatedly come to the aid of many Aeldari, including warhosts from each of the major craftworlds, beleaguered Harlequin troupes, and several congregations belonging to the newly formed Ynnari.



CRONE WORLDS

When the central worlds of the Aeldari empire were overwhelmed by the rift in time and space known as the Eye of Terror, they were not destroyed. They were instead drawn into the warp and horribly altered, so that they became the abodes of Daemons and other foul Chaos entities. These worlds still exist in timeless limbo today, half real and half within the immaterium. In this environment, both Daemons and mortals can survive, and the physical laws of the material universe intermix with the endless possibilities of Chaos to produce nightmare hellscape. There the skies burn with fire, rivers run with blood, and mortals endure unending torment at the whim of their daemoniac masters.

To the Aeldari, these worlds are known as the crone worlds. According to tradition, the crone worlds still preserve some of the Aeldari's greatest treasures, despite the changes that Chaos has wrought upon them. It is even said that there are crone worlds where Aeldari still live, though whether they still resemble their kin is another matter. Asuryani Outcasts have been known to tread upon the crone worlds, searching for some lost treasure or friend. They rarely return, and those that do are often so badly wounded in mind and spirit that they soon seek the solace of the infinity circuits.

THE AVATAR OF KHAINE

INCARNATION OF THE BLOODY-HANDED GOD



In the heart of every craftworld lies a sealed wraithbone chamber. Inside, upon a smouldering throne, sits a towering statue of iron. His body is pitted with age and encrusted with a patina of corrosion.

His slitted eyes reveal only empty darkness. The skeletal structure of his sanctum stretches throughout the entire craftworld, its strands connecting every part to his inert form. As the craftworld prepares for war, this psychically receptive chamber pulses with the battle-lust of the Asuryani. The Avatar's massive heart quickens and his metal flesh pulses with life. Molten iron boils through his veins, and his whole body crackles and hisses like a furnace. The Avatar shifts upon his throne, restless in response to the need for war.

As the Avatar's first stirrings reverberate through the wraithbone core of the world-ship, they are felt by the Aeldari of the craftworld. The eldest of the Exarchs will then don their ceremonial armour, gather outside the chamber, and begin the Ritual of Awakening. Through ribs of wraithbone, a psychic roar echoes across the craftworld. Summoned by this battlecry, the Exarchs bring forth the Young King, an Aspect Warrior chosen by the Farseers for a dread destiny. He stands in front of the chamber's door, naked but for a crown of wraithbone thorns. By now every one of the craftworld's inhabitants feels the rising pulse of the Avatar's blood-thirst awakening in their own mind, a deadly fire waiting to be stoked into an inferno.

At last, the bronze doors of the Avatar's throne room swing open. The light that spills out is so bright it burns through eyelids into the mind, and the sound of splintering iron is deafening. Into the throne room the Young King walks, each step taking him nearer to fiery destruction. For hours, and sometimes days, the furnace rumbles and booms, mercifully drowning out the Young King's screams. At last there is an inhuman roar, and a psychic shock wave blows apart the gates of the shrine. Amidst the blistering torrent, the smouldering Avatar stalks from his throne room. At that moment, the warriors of the craftworld, assembled in their respective Aspect Shrines, put on their helmets – the culmination of a ritual that runs parallel to that of the awakening. As to the fate of the Young King, not even the Farseers will speak. Perhaps he lives on for all eternity, his spirit intermingling with the greater spirit of Khaine. More likely he is incinerated utterly, his soul sacrificed in order to give life to a god.

Fully roused, the Avatar of Khaine becomes an ancient god incarnate, and his massive form is fearsome to behold. His eyes glow like coals, and as he moves his whole surface ripples and spits, fiery ichor bursting and solidifying upon his incandescent skin. Tendrils of smoke and flying cinder wreath him like a dark cloak, and mixed with the hot smell of coal and sulphur is the taint of blood. Thick red gore drips from the fingers of his left hand, leaving molten droplets steaming in his wake; in his right hand he carries *Suin Daellae*, the Wailing Doom, the sacred weapon of the Bloody-Handed God. Manifesting as either a sword or a spear, the runes etched upon it appear to writhe and struggle as it emits an ear-piercing shriek, as if tortured by the heat of the Avatar's iron grip.

Summoned to war through arcane rituals, the Avatar advances at the forefront of his army. The Asuryani who march in his wake are galvanised by his sheer bloodlust. Their fear and hesitation is burned away in an instant, replaced by an unholy joy in the anticipation of battle, and a murder-thirst that must be slaked. In those precious moments, the Aeldari of the craftworlds reach the pinnacle of greatness, transformed from survivors to conquerors once more. A cry of pure exultation echoes across the battlefield. It is then that the killing begins.

Ealíon Tóir, a Guardian of Iyanden, stood upon the field of victory as if coming out of a trance. All around her was carnage. Bodies were strewn amidst the blackened ruins of Imperial battle tanks. Smoke hung in the air, a pall that the setting sun illuminated in an eerie crimson. Only moments ago Ealíon had felt invigorated, the brightness of war driving her. Now her body was heavy, weary, aching. Even as she removed her helm, the deeds of the battle came back to her, as if recalling an evening after consuming too much of the fermented amarulii. Gazing around her, she saw the horrors as if for the first time, each sight forcing her to recall what she had done, the kin she had lost. The Avatar had left, striding through the wraithgate to return to his nether-realm in the heart of the craftworld. Only now could she feel sorrow.



ASURMEN

THE HAND OF ASURYAN



Asurmen is the first and oldest of the legendary Phoenix Lords, those most ancient of Exarchs from whom the Aspects themselves were created. Each is a demigod of battle whose legend spans the stars, imbued with supernatural powers that grant them the ability to cheat death. Asurmen himself is the living embodiment of the warrior, just as the Avatar is the incarnation of the Bloody-Handed God himself.

Asurmen is known as the Hand of Asuryan, for he acts as the immortal agent of the father and chief of the Aeldari gods. In the time of the Fall, Asurmen led his disciples into exile, abandoning his world to the horrors of the warp. He founded the first of the Aspect Warrior Shrines upon the barren world his people eventually settled, which was named Asur in honour of its claimant. This was no peaceful temple of contemplation, but a nexus of martial focus that honed the minds of its devotees just as it did their bodies, until they were sharper than any blade. From the Shrine of Asur sprang the Asurya, the first Aspect Warriors, and the Path of the Warrior was opened forever.

Just as with the Exarchs that follow his Path, Asurmen is immortal after a fashion. Should the Hand of Asuryan be vanquished, his body and his essence will lie dormant for a time, until discovered by an Asuryani whose soul resonates with the spirit-echo that dwells within his armoured shell. The aspirant feels the call of destiny upon him, and if he is worthy, he will don Asurmen's armour, taking his place and thus his identity so that the Phoenix Lord can be reborn to fight once again.

Asurmen is the forefather of the Dire Avengers, most noble and vengeful of all the Aspects. He has founded more shrines on more craftworlds than any other Phoenix Lord. Soon after the inception of the Aspect Shrines, the Hand of Asuryan vanished, but tales of his deeds persist throughout the galaxy. There have been reports of Asurmen slaying the agents of the Great Enemy from the Eye of Terror to the Eastern Fringe, and word of the towering, relentless warrior's valour and skill has spread not only throughout Asuryani culture but also to the legends of the lesser races.

Even the grandest of these accounts are not hard to believe. Asurmen's skill at war are breathtaking, representing the zenith of the Dire Avenger Aspect. The Phoenix Lord wears an elaborate suit of ancient armour, into which are incorporated wrist-mounted shuriken catapults of exceptional firepower. Those that do not fall to the blade storm produced by these guns must face the Sword of Asur, a trial few foes have survived. This ancient weapon is the first of the direswords, and bound within its hilt is the spirit stone of Asurmen's brother Tethesis, that he may continue the fight against the servants of the Great Enemy until the end of time.

Such is the magnitude of Asurmen's heroic presence – and the example of warfare perfected that he presents – that all Aspect Warriors nearby, especially Dire Avengers, are infused with his peerless tactical acumen. Because of this, the Hand of Asuryan's unexpected arrival on the field of battle continues to embolden warhosts of the craftworlds across the galaxy, his advent heralding victory against their enemies.



PHOENIX LORDS

The Phoenix Lords are the most ancient of the Exarchs. Each Phoenix Lord founded one of the warrior shrines of the Asuryani, and is the embodiment of an aspect of the war god Khaine. They are immortal, after a fashion, for when a Phoenix Lord is slain another inherits their panoply of war and fully assumes their identity. In this way, a Phoenix Lord is reborn into a fresh cycle of existence, reincarnated in a way familiar to all Aeldari before the Fall. Each Phoenix Lord's armour contains a spirit stone that contains a fragment of those that have come before. However, no matter how many individuals are incorporated, a Phoenix Lord's essence is forever the same, their mind driven by the dominant personality of the first and greatest incarnation to ever don the Aspect.

Over the millennia, each of the Phoenix Lords has disappeared for periods of centuries or longer before suddenly reappearing. However, since the coming of the Great Rift, all the Phoenix Lords have manifested, including several times when they all arrived and fought at the same battle. This exceptional event is known in the tongue of the Aeldari as a *Rìoghile Bhlàr*, roughly meaning 'Gathering of Fire' or 'Conflux of Battle'.

BAHARROTH

THE CRY OF THE WIND



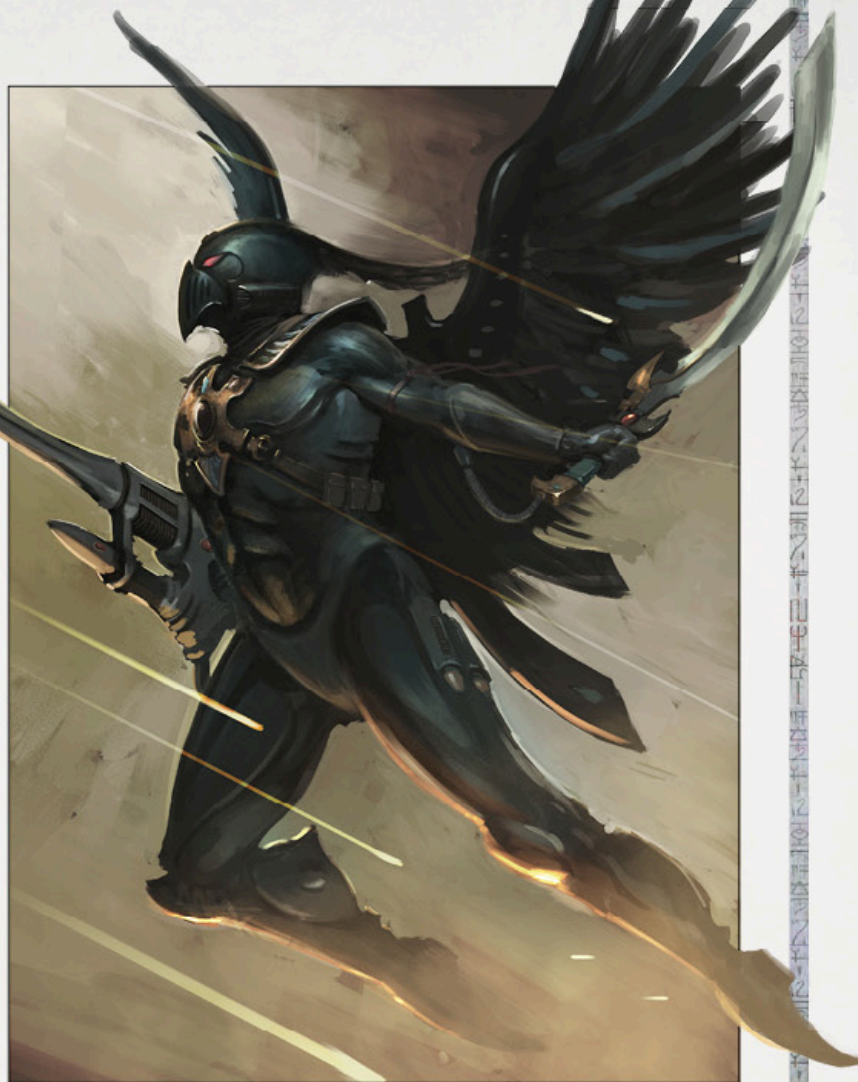
Baharroth is the oldest of the Swooping Hawks, the first Exarch to master aerial combat and the founder of the Warrior Path that is represented by Swooping Hawk shrines throughout the craftworlds. He was the most vibrant and youthful of the Phoenix Lords, revelling in the sensation of the sun on his wings. Baharroth and Maugan Ra are brothers as the sun is to the moon, and many of the Aeldari's deadliest foes have met their doom on the edge of their blades. He learned the arts of war under Asurmen when the Fall was still a living memory in the minds of the Aeldari. Since then, he has died and been reborn many times. Innumerable battlefields have felt the pure white light of his anger, and countless foes have fallen before him.

Baharroth can be translated as Cry of the Wind, for he is the master of flight and aerial warfare. Though he moves with the subtlety and grace of a zephyr, he attacks with the force of a hurricane. The Aeldari consider his presence a sign of victory to come, for he appears above the battlefield as a glorious hero, shining with a brilliance of his own making. Looping and soaring through flak-churned skies, the Cry of the Wind looses pinpoint blasts of blinding fire into the cockpits of enemy aircraft and into those warriors who dare to venture into his domain, sending the airborne interlopers hurtling to an unmarked grave amongst their brethren below. Baharroth has mastered the art of diving into range, releasing a spray of screeching fire and then peeling away,

CLASH OF FLAMES

It is rare for the craftworlds to fight amongst themselves, but there are some instances where warhosts of opposing worldships have come to blows. It is not so difficult to imagine the causes; the Asuryani can be haughty and proud, having their own traditions while being intolerant of others. Such battles are quickly resolved and casualties are few, for each Asuryani is well aware their race stands on the precipice of extinction, and the sight of their dead kin often brings even the most aggrieved back to their senses. Some of these conflicts, however, have lasting consequences – most notably the breaking of Craftworld Aontai during the Era of Tears by the Asuryani of Biel-Tan.

Rarest of all internal Asuryani conflicts are those that put Phoenix Lords on opposing sides. These tragic conflicts are known as *las'raichan bhlàrmhori*, which can be roughly translated 'battle of the undying'. Two of these involved Arhra, the Father of Scorpions, for it was ever his way to betray those closest to him. One of the largest instances of internecine fighting came during the Council of Coalition – Eldrad Ulthran's attempt to unite the Aeldari. Amidst the carnage of that brief but devastating battle, Asurmen, Jain Zar and Baharroth stood against Maugan Ra and Karandras. Whether that confrontation was based on their own political and ideological differences, or duty to their respective craftworlds, will never be known. Fuegan alone maintained his discipline, helping to quickly restore order.



his wings whisking him towards his next quarry. Where Baharroth passes, the ground burns with blinding white fire, for the weapons of the Hawk are many, and his eyes are sharp enough to spy evil wherever it may be found. This glare is often the first and last warning his victims are granted, as he plunges like a falcon, his grenade harness sending forth its fury.

Once descended upon his prey, Baharroth strikes with the resplendent sword known as the Shining Blade. Legend tells that this elegantly curved weapon was forged by the daughters of Vaul in the dying fires of a supernova, and that some of the long-gone star's astral power lives on, captured within the sword's impossible gleam. Those the blade strikes and finds impure find their own blinding reflections burning painfully into their eyes. After dispatching his foe, Baharroth leaps skywards once more, becoming a turquoise blur that flashes across the battlefield.

It is recorded in the Asuryata that Baharroth's final death will come at the Rhana Dandra, the final battle between Chaos and the material universe that will end with the destruction of both. All Aeldari secretly fear that the long-foretold events of the Rhana Dandra will be played out within their lifetime, a sense of impending doom that has only grown more acute since the opening of the Great Rift. Given the portents of the Farseers, the waxing powers of Chaos and the frequency with which the Phoenix Lords have been sighted in recent years, their fears may yet prove well placed.

FUEGAN

THE BURNING LANCE



When the Asurya made their way across the galaxy, it was Fuegan who founded the shrines of the Fire Dragon upon the craftworlds – the warrior Aspect whose teachings advocate the utter annihilation of the enemy so that their demise is assured beyond all doubt. Fuegan schooled his disciples in the arts of wielding fire and flame, of channelling and mastering the powers of the Dragon. It was his hope that the Aeldari could bring harmony through selective destruction rather than regarding oblivion as a force that could only bring discord.

Fuegan is a mighty hero to the craftworlders, often depicted holding the cosmic serpents of wisdom and entropy in his fiery grasp. In his footsteps entire worlds are set ablaze, for the Dragon of Aeldari myth is synonymous with destruction. Fuegan's gaze is flame; smoke rises from the blistering skin of those who do not address him with the proper respect, and those who truly earn his wrath are swiftly reduced to ash.

In many ways it is Fuegan who most embodies the Aspect Warriors' obsession with their deadly craft. He devotes himself completely to the systematic and total persecution of the Asuryan's enemies, pitilessly culling them one by one until their deaths form an unbroken chain of retribution stretching across the universe. The Aeldari believe that, with this chain, Fuegan intends to bind the Dragon at the end of days, though such a feat would mean mastery over destruction itself. Legend also has it that the Burning Lance will be the last of his brethren to fall in the final battle of the Rhana Dandra, when the footsteps of Daemon kings and demigods shake the earth.

After the destruction of Asur, Fuegan disappeared for many centuries. He reappeared during the final battle of Haranshemash, the world of blood and tears, where, fighting at Eldrad Ulthran's side, he scoured a score of Daemon lords from the planet with the firepike from which he takes his name, and claimed a dozen more with his rune-covered axe. The wounds suffered by the Phoenix Lord only increased his resolve, and Fuegan grew stronger and stronger as the



fight progressed, the fury of his attacks blazing ever hotter until finally the last foe was felled.

Once that conflict was done, Fuegan vanished into the webway, and he has travelled its ancient tunnels ever since. He emerges only when it serves his noble cause – tracking down the enemies of his forbears and reducing them to ash and smoke. Of late, the flames of the Phoenix Lord's firepike have burned hotter and more often than ever before.

YOU ARE THE HAND THAT MUST CAST THE SPEAR OF FLAMES. CONTROL THE DRAGON, CHANNEL ITS POWER, AND IN ALL THINGS MAINTAIN ABSOLUTE FOCUS. ONLY THE CONCENTRATED BEAM CAN PENETRATE, AND ONLY THAT WHICH IS TEMPERED WILL NOT BREAK. FINALLY, BE NOT AFRAID. IN THE END, EVERYTHING BURNS.

- Fuegan,
the Scripture of Exarchs

JAIN ZAR

THE STORM OF SILENCE



When Asurmen raised the original Aspect Warriors he became the first of the Asurya, the Children of Asur. First to learn under Asurmen's tutelage was Jain Zar, a passionate Aeldari swordmaiden famed for her speed and ferocity. She and her brothers-in-arms learned well at the feet of their master, and in their turn they assumed the mantle of the Asurya, spreading their own teachings across the stars and founding the shrines of the Warrior Aspects. It was during this time that the first of the Aspects were formalised, taking as a model the specialities of their founders. Great shrines were built on the craftworlds as they took to deep space so the skills of the Asurya could be conserved for all time.

Once her training was complete, Jain Zar travelled the webway extensively, perfecting the abilities of her devotees and leading ever more Asuryani along the Warrior Path. Soon enough, there were shrines practising her arts on every major craftworld – shrines that she still frequents to this day. Of all the Phoenix Lords, Jain Zar is the most devoted to the shrines of the Warriors Aspects, nurturing her spiritual descendants. Although she might disappear for centuries at a time, she always returns, and the shrines maintain a special vigil for their dread mistress.

Jain Zar's astonishing swiftness and mercurial temperament are echoed by her Howling Banshee daughters, and it was she who first perfected the Scream that Steals – though the psychosonic barrage that emanates from her mask can not only stun foes but liquefy their brains in the process. That death-dealing war cry has been heard across the galaxy, and it has proven that even the immortal servants of the Dark Gods are not above fear.

Jain Zar is the most active of all the Phoenix Lords in the war against the forces of the Great Enemy. She has led hundreds of Howling Banshees into battle on countless occasions, even mustering them from several craftworlds at once should she deem it necessary. Always at the forefront of a charge, she carries the Blade of Destruction, a long and elegantly balanced polearm originating from the distant past. Whirled in a bloody arc, the Blade of Destruction carves through foes, twirling to parry return blows before being used as leverage so Jain Zar can vault to a new position of advantage. With a flick of her wrist, the Silent Death is unleashed, a triple-bladed throwing weapon whose edges were forged in the ghostly flames of the warp. Black fire licks around the blades' edges as the Silent Death spins through the air in a graceful loop, leaving decapitated bodies in its wake before returning to its mistress. To watch Jain Zar in combat is to watch an exquisite dance; amidst leg sweeps, dodging twists, and graceful pirouettes the glowing polearm scythes and darts until only the Phoenix Lord is left standing.

No other Phoenix Lord has championed the cause of the newly risen Ynnari as has Jain Zar. She has spoken passionately about the hope fostered by Ynniad, and come to the aid of Yvraine and her followers on multiple occasions since their first meeting aboard Biel-Tan amidst the craftworld's fracturing.

THE TEARS OF ISHA

The myth called the Tears of Isha recalls how the Aeldari race was born as the mortal children of Isha and Kurnous. Lileath dreamed that Khaine would be torn into a hundred pieces by a great mortal army. When Khaine learned of this, he resolved to destroy the Aeldari. Asuryan heard the weeping of Isha and so learned of Lileath's dream and Khaine's plan. To save the few who remained, Asuryan placed a great barrier between mortals and gods, dividing them for eternity.

Learning of this, Isha wept all the more because her mortal children had been separated from her, and so she and Kurnous pleaded with Vaul the Smith to help them. From Isha's tears, Vaul made the spirit stones, by means of which Isha could see and talk to her mortal children; Isha and Kurnous taught the Aeldari much, until one day Khaine overheard Isha as she spoke to her children. He immediately told Asuryan, who was wroth that his commands were disobeyed. The Phoenix King told Khaine that as Isha and Kurnous had betrayed him, he no longer considered them worthy of his protection, and Khaine could do with them as he wished. This suited Khaine, who made the god and goddess his prisoners.

KARANDRAS

THE SHADOW HUNTER



Karandras is the most mysterious of the Phoenix Lords. No one knows where his shrine originally lay; perhaps it was on one of the small craftworlds that survived the Fall but was destroyed soon after, or perhaps it does not even exist in the material dimension at all. The Phoenix Lord speaks rarely, and of his own origins not at all, but a single shift in his stance can carry deadly meaning, for his aura is thick with menace. Be they Aeldari or not, few have set eyes upon Karandras and lived to tell of it, ensuring the secrets that surround him persist.

Karandras is not the oldest of the Exarchs of the Striking Scorpions, for that honour belongs to Arhra, the Father of Scorpions. Arhra was the most sinister of all the Phoenix Lords; the Fallen Phoenix who burns with the dark light of Chaos. Karandras took Arhra's place after his defection, tempering the murderous nature of his predecessor with the patience of the hunter. It is whispered in the shattered reaches of the webway that Arhra still lives, and that he fled to the darkest corners of Aeldari civilisation to begin his murderous teachings anew. Rumours persist that the rival Phoenix Lords duelled with each other for weeks in the shattered ruins of Zandros, over the Shrine of the Slicing Orbs and the mysteries it contains, and that only one walked away with what passed for his soul intact. As with many of the secrets that owe their beginnings to the Scorpion, the truth yet remains hidden from mortal sight.



While Arhra left an indelible mark upon the practices of the Striking Scorpion shrines, the patience of the hunter that now pervades the Aspect's teachings comes from Karandras alone. A squad of Striking Scorpions under Karandras' tutelage will crouch motionless in darkness, forsaking breath altogether as they wait for the optimum moment to dart out and strike at the enemy's heart.

Karandras himself embodies this skill on a far grander level. His armoured body might lay hidden and dormant for decades, lurking in the twilight between worlds until the Aeldari race needs his intervention. Just as all seems lost, the Shadow Hunter will burst from legend into horrific life. Time and again Karandras has arrived from some unexpected quarter of the battlefield, the shuriken catapult built into his claw blazing as the Phoenix Lord quickly closes the gap with his foes.

It is in close quarters where Karandras excels. Once in the press of melee, the vastly superior mandiblaster known as the Scorpion's Bite, a helm-mounted weapon that produces a deadly, short-ranged sting, strikes too quickly for the eyes to follow. His victims reeling, Karandras will spring forward to rip them to shreds with his raised claw and diamond-tipped chainsword. Many who fall in such a way die unaware of the nature of the terrible fate that befell them, for as quickly as he appeared from the darkness, the Phoenix Lord returns to it – for Karandras was born from the shadow, and it is shadow that is his ally to this day.

THE SWORDS OF VAUL

Isha and Kurnous suffered the fiery torments of Khaine's confinement for countless years. Bound with bonds of flame and scorching iron, the god and goddess were cast into a burning pit out of the sight of mortals and gods alike. Of all the gods, only Vaul the Smith pleaded on their behalf. Eventually he struck a bargain; the god swore an oath to Khaine that he would make a hundred swords in exchange for their release, for Vaul was the greatest sword smith of all eternity and a single blade forged by his hand was of incalculable value. A date was fixed one year hence for the completion of the pact. When the time came for Vaul to deliver the weapons, he still had one unfinished blade. To conceal the shortfall, Vaul took an ordinary mortal blade and mixed it amongst his own masterworks.

At first, Khaine was so pleased with the weapons that he failed to spot the deception. Only when Isha, Kurnous and Vaul were far away did he discover the forgery. Khaine roared with anger, calling Vaul a cheat and crying out for vengeance. This was the beginning of the long struggle between Khaine and Vaul, which is called the War in Heaven.



MAUGAN RA

THE HARVESTER OF SOULS



Altansar was one of the many craftworlds, large and small, that survived the Fall. It rode out the initial psychic shockwaves that destroyed the Aeldari realms but was subsequently caught in the gravity well of the Eye of Terror. Although the Asuryani of Altansar fought valiantly against the encroachment of Chaos, they were unable to escape their inevitable doom. Within five hundred years of the Fall their craftworld was swallowed whole into the warp. The only soul that escaped the clutches of this roiling warp storm was the Phoenix Lord known as Maugan Ra, the Harvester of Souls – the most accomplished of Altansar's Exarchs and founder of the Aspect of Dark Reapers.

When Asurmen taught his brethren the arts of war, it was Maugan Ra that fell furthest from the fold. He fashioned baroque weapons of occult nature – not for him the shining blades of his brethren, but instead dark and malefic artefacts that could slay his foes from afar. As his craft progressed, Maugan Ra learnt that even the most outlandish of weapons could be used with the precision of a scalpel. This discovery, and his mastery of each of the diverse facets of ranged combat, is behind the disciplines of the Dark Reaper Aspect, as well as the creation of the Maugetar. This scythe-like weapon built into a shrieker-pattern shuriken cannon fires mind-linked discs large enough to decapitate a swathe of foes before vanishing into nothingness, and the curved blade it sports is worthy of its grim reputation.

Ten thousand years after the Eye of Terror swallowed Maugan Ra's homeworld, that nightmarish realm vomited the legions of Chaos into the material universe, leaving a gaping lesion in space where realspace and the warp could coexist. Whilst the rift was still open and the armies of that hell-plane were spewing forth, Maugan Ra took his chance. He plunged into the unreality of the warp and searched its malignant reaches for what was left of his lost people. Over the course of many adventures, as told in the macabre *Bás-Finscéali* lays, Maugan Ra eventually found the remains of his craftworld.

The Aeldari of Altansar lived on still, after a fashion. Maugan Ra guided what was left

of his craftworld out of the Eye of Terror and led them against the forces of Chaos to deny them their victory. However, at the war councils that followed Altansar's return, there was no welcome from the other craftworlds' Autarchs for their long-lost kin. Though the Phoenix Lord's people certainly fought hard, they were secretive and unsettling, and spoke only in whispers. Of the Asuryani of Altansar, the same question continues to be asked, though never in Maugan Ra's presence – how could

any living Aeldari remain untouched by the predations of the Eye of Terror for so many millennia?

Because of his people's suffering, none harbour such a strong abhorrence for Chaos as does Maugan Ra – but where Fuegan's rage burns hot, the Harvester of Souls is as cold as the grave. The opening of the Great Rift has afforded him many opportunities to reap a bloody tally of the hated foe, and he has seized every one.



DARK REAPERS



In all things, the Dark Reapers take their learnings from the Phoenix Lord Maugan Ra, the most grim and foreboding of all Asuryani. Maugan Ra teaches that the kiss of death can be delivered from afar with grace and ruthless efficiency. It is this credo that is central to the way of the Reaper.

The Dark Reapers are the most menacing of the Warrior Aspects. Their skull-helmed visage is a spine-chilling sight in itself, but to the Aeldari, it has a symbolism altogether darker than simple death – the Dark Reapers exemplify the War God as Destroyer, and their formidable warsuits echo that of their founder, the Harvester of Souls.

The battle armour of these ominous Aspect Warriors is the colour of midnight and cold to the touch. It incorporates a complex set of interlocking plates that provide formidable protection and an impressively stable platform from which to fire their heavy weaponry. This combination of durability and stability makes Dark Reapers relatively slow to attack when compared to the Aspect Warriors of other shrines, though it matters little, for their role on the battlefield has ever been one of long-ranged fire support.

The sacred weapon of the Dark Reaper is the reaper launcher. This long-barrelled weapon can create a blistering firestorm with but a single salvo of starswarm missiles; this is not the clumsy bombardment of other races, however, but a pinpoint volley aimed for the heart. Alternatively, reaper launchers can fire armour piercing starshot missiles, which have the punch to smash through the battle plate of the Traitor Legions, tear apart Tyranid carapaces and even wreck light vehicles. Only the most heavily armoured of foes can hope to escape.

The Dark Reapers pride themselves on their precision, and much of their training within the Aspect Shrine is devoted to the challenge of attaining the perfect shot. During their punishing battle rites, a Dark Reaper is expected to display incredible feats of coordination, focus and balance. Their obsessive, unflinching nature resonates strongly with the image of the Dark Reapers as formidable, stoic warriors whose baleful gaze haunts the battlefield from afar.

The already sublime skills of the Dark Reapers are further increased by powered limb supports within their armour that absorb the recoil of the reaper launcher. Advanced sensor vanes mounted upon the sides of their helmets lock onto a fast-moving target, making their volleys all but impossible to evade. For especially complex shots, a Reaper can utilise an elaborate mind-link that enables him to 'see' from the muzzle of his weapon, giving rise to the adage that death blooms wherever a Reaper's gaze falls.

Dark Reaper Exarchs are masters of their Aspect, crack shots who have spent the equivalent of many human lifetimes perfecting their marksmanship. Following in Maugan Ra's footsteps, many have mastered the use of a wide variety of long-ranged weapons, and, should doing so provide a tactical advantage, will forgo a reaper launcher in favour of a shuriken cannon, tempest launcher or missile launcher. Regardless of their armament, entire wars have been known to go by without a Dark Reaper Exarch missing a single shot. Should they fire wide, however, they will recall it well – for such mishaps must be atoned for once they return to their shrine.

EXARCHS

In theory, an Asuryani is capable of compartmentalising and controlling their warrior selves, casting aside their blood-hungry persona just as they would their wargear. When as Aspect Warrior loses this ability to disassociate from their killer-self, they become an Exarch. High priests of Khaine, Exarchs are the keepers of the Bloody-Handed God's shrines and the teachers of his creed, and their abilities are far more developed than even the finely-honed Aspect Warriors whom they lead to battle. Their lives are utterly dedicated to their Aspect's particular way of war, and the teaching, training and ceremony that go with it.

Upon initiation, an Exarch will don an elaborate version of Aspect Warrior armour, studded with waystones that contain the souls of their shrine's previous Exarchs. The wearer will assume the sacred name associated with the armour, and his own spirit mingles with those of the departed. So empowered, the Exarch can draw upon the skill, wisdom and emotions of their predecessors, and any remaining sense of themselves as a distinct being is lost amidst the susurrus of the dead. It is a process that can never be reversed, and all who undergo it spend the rest of their days held in both fear and awe by their kin.



DIRE AVENGERS



The Dire Avengers are first amongst the Aspect Warriors of the Asuryani. They represent the War God's unending thirst for vengeance upon a galaxy of woe, and as such they are merciless to their foes and unstinting in their devotion to their people.

Most common of all the Aspect Warriors, the Dire Avengers can trace their line back to Asurmen, first of the Phoenix Lords. They are famed for being as deadly on the attack as they are immovable in defence, and are widely regarded as the most tactically flexible of all the Aspects. It is often said amongst the craftworlds' councils of battle that an army without Dire Avengers is like a warrior without a heart.

Throughout history, the Dire Avengers have proven themselves over and over again. At Chogoth Delta, it was the Dire Avengers of the Sable Helm who slaughtered the Orks of Waaagh! Greksh, taking such a toll on the brutish aliens that the piled corpses choked the river and caused it to burst its banks. During the liberation of Laedira, it was the Dire Avengers who scoured the jungles clean of human settlers once and for all, showing neither mercy nor regret as they methodically exterminated an entire planet's population. Through the millennia, a great many legends speak

of Dire Avengers holding back nightmarish tides of Daemons to allow comrades to escape, of bold warriors protecting Autarchs from unseen assassins and a thousand other tales besides. Acts of valour such as these exist from the earliest days of the Dire Avenger Aspect Shrines, and are echoed to this day by their modern counterparts.

Dire Avengers take to the field armed with avenger shuriken catapults. These elegant weapons are even more advanced than the shuriken catapults used by the craftworld Guardians. Their lethal volleys echo the Death of a Thousand Blades, the punishment that Khaine metes out upon traitors and cheats who are unworthy of a clean kill. Each silent fusillade of incredibly sharp monomolecular discs is levelled with such pinpoint accuracy that they slice through armour, bone and flesh with sickening ease.

The Dire Avengers consider the wielding of the shuriken an art form. Even when they are not clad in their full panoply of war, the robes they wear when outside the shrine are lined with lethal discs. In this way, even an apparently unarmed Dire Avenger can slay a distant opponent with a swift chopping gesture, a skill much needed in times of strife. Such vigilance is the hallmark of the Dire Avenger Aspect, a symbol of their duty to guard their craftworld at all times and to take the battle to their enemies at a moment's notice.

When in battle, Dire Avengers use their avenger shuriken catapults to create an impenetrable storm of monomolecular blades. Lightly armoured warriors are slain by the dozen, and even those in heavy battle plate are felled by the sheer volume of cutting discs. Dire Avengers have an uncanny knack of knowing when to follow this onslaught with a lightning-fast assault and when to draw the enemy forward to the awaiting blades of their more melee-focused kin. Given their incredible skill at arms, it is rare to find an Asuryani force without these warriors at its core.

Dire Avenger Exarchs are masters of their Aspect. They possess the uncanny ability to avoid enemy attacks, although whether this is from their own ability to anticipate incoming strikes, or the sheer prowess of the souls within their inherited armour's spirit stones, is unknown. Some Dire Avenger Exarchs carry a single shuriken catapult like the squad they lead, while others bring a pair of these weapons to battle for increased firepower. Other, more close combat-minded Exarchs, wield a diresword and a shuriken pistol, or a power glaive and shimmer shield – an advanced field generator that projects a glimmering protective barrier around the user and the Asuryani warriors that accompany him.

THE ASURYATA

The Asuryata, the legend of the Phoenix Lords, is an ancient epic that is only recited in full once in each generation. Though it is known in its entirety only to a mystical order of storytellers and poets called the Bards of Twilight, the Asuryata features many important parables and teachings, which the Aeldari of the craftworlds use as guiding principles to inform both their day-to-day activities and the actions taken by their war councils.



FIRE DRAGONS



The Fire Dragon Aspect styles itself upon the dragon of Aeldari myth, the sinuous fire-breathing reptile that represents wanton destruction. All Fire Dragon Aspect Warriors are aggressive and warlike, and seek nothing less than the total annihilation of their chosen foes.

They have an unsurpassed mastery of weapons that use heat or flame as their main form of destruction, and take savage delight in the devastation they create. Such is their connection to fire that it is said their Exarchs manifest a burning corona when the murder-lust is upon them.

Within their Aspect Shrines, every Fire Dragon undergoes a great many hazardous trials and dangerous rituals to hone their abilities and master the methods of war that they will unleash if their craftworld is threatened. Thanks to this training, a Fire Dragon knows at a glance which parts of a target will be most susceptible to his weapons, and has learned how best to collapse even the sturdiest of buildings upon their occupants. This knowledge transcends the mere study of schematics, and becomes as much spiritual knowledge as tactical expertise. It is said that a Fire Dragon Exarch knows instinctively how to best kill a tank with just a single shot, even if he has never seen that particular engine of war before.

The ritual weapons of these Aspect Warriors, known as fusion guns, can reduce otherwise impenetrable armour plating to a cloud of superheated vapour in a single super-heated moment. Asuryani fusion weapons cause the molecules of the target to hyper-vibrate, generating so much heat that they burst into flames before turning to molten liquid and then simply evaporating. With such weapons, the Fire Dragons are fully capable of meeting and slaying any foe that the enemy might send against them. However, the Fire Dragons know well their role within the warhost: utterly annihilating the most redoubtable strongholds and war machines the enemy can muster.

Against hordes of lesser foes, such as the numberless greenskin tribes or the chittering beasts of the Tyranids, the Fire Dragons' precise and powerful weapons are less than ideal, and they cannot inflict enough casualties to sway the course of a battle. However, against elite foes, the Fire Dragons are invaluable; the Space Marines, in particular, have learned to be wary of the Fire Dragons Aspect, and the tank pilots of both the Imperial Guard and the T'au Empire know from experience that the fiery colours of the Dragon spell certain destruction for even their most heavily armoured vehicles. To increase their chances of destroying the right target at



the right moment, the Fire Dragons often utilise Falcon grav-tanks to close with their chosen foe before they can flee. So transported, they strike hard and fast at principal targets, whilst the Falcon's anti-infantry weaponry keeps the foe at bay. Once their victim is a blazing ruin, the Fire Dragons swiftly re-embark, and the vehicle carries the Aspect Warriors towards their next quarry.

Should the Aeldari warhost need to eliminate an enemy bunker or breach an enemy fortress, it is the Fire Dragons that the Autarch calls upon. Against both static fortifications and the lumbering war machines many of their foes employ, they use discus-shaped melta bombs that can be skilfully attached to any surface and detonated with but a word. Nowhere is safe from the white-hot rage of the Fire Dragons, for even the mightiest defensive structure or the thickest ferrocrete walls affords but a few moments of precious protection against them.

The Exarchs of the Fire Dragons are truly accomplished in their craft. Many go to war in the manner of Fuegan, bearing the weapon known as a firepike; its range is superior to the standard fusion guns carried by the warriors who follow the Exarch into battle. Others choose a dragon's breath flamer, a weapon that is ideal when pitted against the very thing the Fire Dragons are not – massed enemy troops. With a single blast, an Exarch can clear a swathe of foes from an objective, or prevent his squad from being overrun.

THE RHANA DANDRA

The tale of the Asuryata ends in the *Rhana Dandra*, the 'End of All Days'. Through the Asuryata's verses, the Aeldari learn the legends of the Phoenix Lords, the greatest warriors of their race. Each of the Phoenix Lords plays an important role, and their actions are reflected in the methods and approaches of the Aspects made in their image. It is Fuegan, the Phoenix Lord of the Fire Dragons, who will gather together the others of his kind for the final battle, and it is he who shall die last of all, burning brightly until the final moment.

HOWLING BANSHEES



Howling Banshees are swift and athletic troops who are famously deadly in hand-to-hand fighting, and are renowned for their ability to strike down the foe before they can so much as raise a weapon to defend themselves. Key to this rapid strike is the banshee mask, a ritual weapon containing psychosonic amplifiers that magnify the wearer's keening battle screams into a mind-destroying shockwave. This aural assault inflicts severe damage to the central nervous systems of their foes, inspiring a feeling of mortal terror and causing momentary paralysis even as the incoming Aspect Warriors close in for the kill. A full squad of Banshees activating their masks in unison can secure victory before a single blow is struck.

A predominantly female Aspect, what these fierce warriors lack in brute strength they make up for in precision and efficiency. While their foes reel from the auditory offensive of the banshee masks, the shimmering power swords of the Howling Banshees slice through the armour of their foes. A ceramite-clad Chaos Space Marine is as easily slain as a hulking Ork; haughty Incubi are as easy prey as coarse and hairy Imperial Guardsmen. Foes that turn to flee are ruthlessly pounced upon, or riddled by shuriken pistol shots. Such is the speed and ferocity of the Howling Banshee's attacks that even other Aspect Warriors salute their methods with curt nods of approval.



There is nothing remotely clandestine about the Howling Banshees. The fleetest of the Aspect Warriors, their preferred method of attack is to race forward on foot, acrobatic and graceful even when moving at such incredible speed, but they have also been known to embark upon Wave Serpents or Falcon grav-tanks in order to close with the enemy. However they choose to reach their destination, every combatant on the battlefield will know once they do, for they announce their arrival with a dire, blood-chilling scream. Such boldness might be deemed unwise for one of the most lightly armoured Aeldari Aspect Warriors, but the Howling Banshees care not; their ill-fated victims' deaths were already assured the moment they stepped onto the battlefield.



Howling Banshee Exarchs have surpassed their sistren and given themselves over to their particular way of war entirely, and are second only to the Jain Zar herself in their mastery of their Aspect. It is they that pass on the teachings of that legendary Phoenix Lord, training their shrine's warriors in elegant swordplay, quicksilver speed, and how to focus the vocal chords to better produce the shriek-that-kills. So piercing and shrill are the Exarchs' own war cries that echoing reverberations haunt those who hear them even after the scream has died away, slowing down their reactions long after the initial paralysis wears off.

Some Exarchs forgo their Aspect's standard armament to instead wield an executioner, a two-handed power glaive with even heavier hitting power. Others, devotees of certain fighting traditions within the shrine, choose instead mirrorswords – a pair of reflective blades that are used to weave a whirling web of attacks.

THE CRONE GODDESS

The banshee is a harbinger of woe in Aeldari mythology, whose cry is said to herald such ill fate that it can even wrench a soul from its spirit stone. It is fitting that the most feared of all the Aspect Warriors, the Howling Banshees, draw their inspiration from this unearthly creature.

In Aeldari myth, the Crone Goddess Morai-Heg sought to partake of the wisdom contained in her divine blood. Knowing there was only one with the power to harm a god, she sent her daughters to haunt their father Khaine's steps with their piercing screams. The infernal noise drove Khaine into a bloody rage that saw his mind begin to unravel. Promising an end to this curse, the Crone Goddess bade Khaine cut off her hand that she might drink deep from her own veins. With this deed, Morai-Heg gained the knowledge of blood, and the Aspect of the Banshee was granted to Khaine in return.

STRIKING SCORPIONS



The Striking Scorpions epitomise the deadly attributes of their namesake, for they are the stealthiest and most dangerous of all the close assault Aspects. Each warrior has learned to draw strength from the darkness and rage that once weighed heavy on their soul, and has made fear their closest ally. They are merciless killers without exception, revelling only in the hunt and the kill. The most sinister skill of the Striking Scorpion is the legacy of their Phoenix Lord, Karandras – the ability to become one with the shadows, creeping ever closer before falling upon the foe with the unbridled wrath of Khaine himself.

The heavier armour plates that form the Striking Scorpions' Aspect armour deny them the outright swiftness of their Banshee sisters. Instead, these Aspect Warriors excel at slinking through dense terrain, using every available hiding place to close with their prey. It is said that they will lie in wait for days without motion, waiting patiently for their victim to expose its weakness. When the attack comes, it does so with the force of a lightning bolt. Shuriken pistols spit and scorpion chainswords whirr – vicious blades with diamond-toothed edges that chew through armour to mangle and tear flesh. This patient yet murderous nature has been the doom of many an enemy whose attention drifted from the shadows for even a moment too long.

The signature attack of the Striking Scorpion is made by the deadly weapons housed in pods on either side of the warrior's helmet, known as mandiblasters. These are short-ranged laser weapons used to deliver a deadly energy sting in close combat. Activated by



THE WAR IN HEAVEN

Taking place thousands of years before the Fall, the myth of the War in Heaven tells of a great divide in the Aeldari pantheon. Gods took sides and changed sides, struck bargains and broke them, and the cosmos shook with the thunder of battle. The many parables and tragedies that arose from that epic conflict are still replayed across the stars by the performers of the Harlequin troupes, but the greatest of which concerns the final conflict between Vaul and Khaine.

The smith god Vaul forged a great blade, the final sword that he had failed to finish to settle his debt with Khaine. It was vastly more powerful than any that had come before it, for he had imbued the weapon with all the art of his mastery. He called it Anaris, meaning 'light of dawn', and with this sword in hand he strode out to do battle with the war god. The fight was long and Vaul caused grievous wounds to his nemesis, but in the end Khaine overpowered the smith god, toppling him out of heaven. It was as a result of this confrontation that Vaul is said to have suffered the injuries that left him crippled. Khaine shackled Vaul to his own anvil with chains of iron wrought by the smith god himself. Anaris eventually passed into the hands of the mortal hero Eldanesh, who was torn apart and slain when he confronted Khaine. Asuryan was so appalled by the murder that he cursed the war god so that ever after he was known as Kaela Mensha Khaine – 'Khaine the Bloody-Handed'.

a psychic pick-up, they fire a hail of needle-thin shards that act as conductors for a highly charged laser. The foe scarcely has time to reel in shock at the sudden appearance of the Aspect Warriors before the mandiblasters sting hits home. Capitalising on the advantage provided by their opening volley, the Striking Scorpions deliver a blistering flurry of blows, pressing home more and more attacks.

There are many conflicts in which the Striking Scorpions have risen unexpectedly from cover and charged a foe's centre, wreaking so much carnage that they single-handedly turn close-fought battles into routs. Such is the menace that lurks unseen in the shadows that even the threat of an Asuryani attack causes the most steadfast of warriors to jump at the least movement, for they know well what might be stalking them at that very moment, poised to strike when a moment of opportunity presents itself.

Masters of stealth and close quarters butchery, Striking Scorpions are rightly feared by even the best defended of foes, but it is their Exarchs that are dreaded most of all. These sinister figures are even more skilled in battle than the Aspect Warriors they lead to battle, and carry wargear that is yet more devastating. With the gigantic chainsword known as the biting blade, an Exarch can cleave his opponents in two with a single swing, whilst the fabled Scorpion's Claw can tear open the armour of even a T'au Battlesuit in a heartbeat.

SHINING SPEARS



The Shining Spears possess a bright and clear virtue that marks each one out as a warrior hero and a champion of their race. Aeldari mythology is replete with examples of noble heroes at one with their steed and in the Shining Spears, the glories of legend are made manifest once more. In battle, they fight as the spear of Kaela Mensha Khaine, which struck like lightning and killed with a single blow.

Shining Spears ride sleek, gleaming jetbikes to war, their vehicles' anti-gravitic motors allowing them to skim over even the roughest terrain at breakneck pace. Such is their focus that the Shining Spears can weave through dense jungles and crumbling architecture without slowing, for they dodge and weave around obstacles that would cause a spectacular collision and explosive ending for a rider of lesser skill.

Each Aspect Warrior is so in tune with his jetbike that he can execute complex high-speed aerial manoeuvres with only subtle movements of his hand upon the control console. He instinctively knows the absolute limits of his mount, confidently throwing his jetbike into vertical climbs and dazzling corkscrew spins that even the most gifted pilots of other races cannot hope to match. Such skills are honed through countless years spent within the Aspect Shrines, structures so vast that it takes days to walk from one side to the other. It is said that, whilst there, the Shining Spears never leave the saddle, even when engaged in meditation, and that they can 'feel' the flow of the land beneath them by subtle variations in the hum of their anti-gravitic motors, steering confidently even with their eyes shut tight. In battle this ability to control their jetbikes at top speed allows them to swerve and juke, making it all but impossible for enemy gunners to draw a bead upon them.

The ritual armament of the Shining Spears Aspect is the laser lance. This long and formidable weapon conceals a cunningly wrought device that can deliver a powerful laser blast at short range. With this lance, a rider can deliver a devastating blow even before his charge hits home; this is usually employed just as the Shining Spears make their attack run into the foe. This unexpected volley fells the front ranks of the enemy in a blaze of light, leaving the way clear for the Shining Spears to charge through into the choicest of targets beyond. As the Shining Spear streaks forwards, the head of the laser lance strikes home with an incandescent flash and a devastating, piercing impact.

The Shining Spears are famous for the sheer daring and persistence of their attacks. After delivering a fusillade of shots and blows, they will disengage and circle, barely slowing in the process. In this manner, the Shining Spears are constantly in motion, a constant threat that is impossible to pin down. Such are the tactics taught to them by the Exarchs of their shrine – the most accomplished warriors of their Aspect.

Their battle-craft honed by centuries of often painful experience, it is a Shining Spear Exarch's right to bear to war one of their shrine's most sacred weapons: a starlance, a heavier and harder hitting version of the laser lance, or a paragon sabre – a power weapon of ancient days, mind-forged by the fabled Bonesingers of Ceith-caillí, the creators of the legendary star-dock that fathered all craftworlds.

CRAFTWORLD TECHNOLOGY

No other race has ever replicated the Asuryani's unique technology, nor have the artificers of the craftworlds adopted much from the primitive races that have inherited the galaxy. The reason for this is deeper than simple xenophobia. In the Aeldari mind, there is no difference between technology and nature – they are a single process by which the artificers of the world-ships imbue living things with function and functional things with life.

The materials the Asuryani use in their engineering are complex and varied psychoplastics that can be formed into solid shapes under psychic pressure. In some respects the materials are more like living tissue than inert substances, growing and reacting to their environment in a way similar to plants. The completed device is a semi-organic machine or component that works in a conventional manner, though it is often operated by psychic means. The most unusual of these materials is called wraithbone: an immensely resilient substance that can heal itself over time, a process that can be accelerated by the psychic chanting of a Bonesinger. Craftworlds themselves are built upon a wraithbone skeleton, and a similar core lies beneath most Aeldari constructions.



SWOOPING HAWKS



In ancient times, the Aeldari believed that the spirit of a murdered Aeldari would pass into a hawk and hover above the killer as a mark of guilt. The Swooping Hawks take their name from these wild hunting birds, for they are synonymous with vengeance and retribution.

Much about the Swooping Hawks mirrors the winged hunters from whom they take their appellation. Their wargear is fashioned from incredibly fine cellular material, cunningly constructed so as to be incredibly light. Their wings are made from vibrating feather plates and incorporate small gravitic lifters. These enable the Swooping Hawks to soar high above the battlefield with a grace and agility that inspires envy in the lesser races. When the Hawks fly, their wings vibrate like those of a hummingbird, moving with such speed they turn into a blur of colour.

While the hawks of Aeldari myth merely mark out the guilty, the winged Aspect Warriors who take that hawk as their symbol play a much more active role in their foe's destruction. They have the ability to launch high into the air at a moment's notice and descend upon their foes with terrible wrath. Their ritual weapons are the lasblaster – a far more efficient energy weapon than the clumsy lasgun of the Imperium – and the grenade pack. These contain both anti-personnel grenades for fly-by attacks and anti-armour grenades for disabling enemy artillery; the passage of Swooping Hawks can often be traced by the string of explosions in their wake.

The Swooping Hawks form an invaluable part of an Asuryani attack. Their ability to descend from the skies to anywhere on the battlefield means that even as the foe is preparing for the main body of the warhost, the Swooping Hawks arrive to disrupt their plans. The winged Aspect Warriors are cunning hunters, often diving from the firmament to break up potential counter-attacks or to pick off vulnerable formations. These harassing tactics quickly wear down the foe, who is put into a quandary – if they turn their eyes upward, watching the skies for tell-tale multicoloured streaks, then their ground-based enemies are given free rein to approach them, but if they disregard the Swooping Hawks altogether, they are quickly pounced upon.

Leading the individual squads of Swooping Hawks are Exarchs, the greatest disciples of Baharroth. It is they that teach the warriors of the Swooping Hawk shrines the intricacies of flight, including how to perform skyleaps in the heat of battle, returning to the firmament so as to descend once more where they are needed. Their appearance in a warhost is viewed as a favourable omen, and all who bask in their resplendent glow find their morale bolstered. Many Swooping Hawk Exarchs bear a hawk's talon, which offers increased strength and rate of fire than their Aspect's ritual lasblaster.

'MAY YOUR WINGS BE STRONG AND THE WINDS OF FATE BLOW EVER IN YOUR DIRECTION.'

- Swooping Hawk blessing



THE SKY TALONS OF BIEL-TAN

Swooping Hawks were integral to the Biel-Tan assaults upon the Astra Militarum garrisons on the planet Idruk, better known to the Aeldari as the maiden world of Illirisa. The Asuryani told the humans to leave Illirisa or be annihilated. The Imperials refused, and entrenched themselves within a dozen different fortified compounds scattered across the fertile world.

Despite the great catastrophe that all but ruined their craftworld, Biel-Tan had not faltered in their rabid defence of planets claimed by their race – the Swordwind simply had to do more with less. A single warhost was dispatched to cleanse Illirisa, a force outnumbered by the humans a hundred times over. Yet the humans were predictable, hunkering behind defences and relying upon cleared killzones. The Swooping Hawks of the Sky Talon Shrine descended upon them, timing their attacks to coincide with those of their kin. Imperial soldiers were forced to either turn their attentions from the oncoming Wave Serpents and Falcon grav-tanks, or ignore the volleys of lasblasts and grenade runs that exploded down the trenchlines. Twelve assaults, twelve Biel-Tan victories – all successful thanks to the aerial support of the Sky Talons.

The Warp Spider Aspect Warriors epitomise this doctrine of aggressive defence, attacking without warning from an unseen quarter. This is made possible due to their signature wargear, an arcane dimensional device that allows the Warp Spiders to mimic the way their name-sakes teleport around the craftworld. Using a compact warp-generator housed within their armoured backpack, Warp Spiders can make short warp jumps, disappearing and reappearing in the blink of an eye. This enables them to make the totally unexpected attacks on their foes that have become their hallmark. Such a tactic is not without substantial risk, however, for it necessitates the Aspect Warriors spending a short time in the hell-dimension of the warp.

however brief, is a matter of incredible danger. Regardless of allegiance, the foul Daemons that inhabit that realm each delight in ensnaring passing Aeldari spirits and making them their playthings for eternity. For this reason, the Warp Spiders are considered by the Asuryani to be the bravest of all Aspects – they risk not only their lives in the name of victory, but also their eternal souls.

The ritual armament of the Warp Spider is the death spinner, an exotic and highly advanced weapon that extrudes a cloud of razor-sharp monofilament wire. The spinner's magnetic containment field then spools the wire together and hurls it toward the enemy. The wire's tension causes it to writhe and lash in the air, and where it touches flesh or soft tissue, the wire slices through with horrible ease, severing limbs and dicing flesh.

Those trapped upon the Path of the Warp Spider become Exarchs. It is their duty to teach and drill the warriors of their shrine, and it is not one they take lightly. They guide their charges through the dangerous and intricate processes behind surviving warp jumps, showing them how to steel their mind and spirit to survive the horrors of the immaterium. In battle, they show themselves to be the true experts in monofilament weaponry, able to slice their victims into a thousand slivers with a twitch of their trigger fingers. Some Warp Spider Exarchs equip themselves with a pair of power blades, boosting their close combat capability.



It is almost impossible for an outsider to understand anything but the most basic attributes of the Aeldari language, as many of its references draw directly upon the Aeldari psyche, mythical peoples and places, and long-lost times and events. The Aeldari also communicate with pose and gesture; it is possible for two members of their race to have an entire conversation with body language alone. It is a rich language with untold variations and inflections, which are so subtle that only Aeldari can pick up on them.

The Aeldari written language is similarly complex. Each symbol, be it script, rune or hierogram, is not a simple letter form like the written Gothic of the Imperium but a symbol of a concept. Even more strangely, many of these word-concepts have a subtly different meaning when committed to script, another when employed in the runecasting of the Farseers, and yet another when incorporated into the hierograms of the ancient Aeldari houses.

ॐ नमो भगवते वासुदेवाय ॥
 श्रीमद्भागवतसूक्तम् ॥
 श्रीमद्भागवतसूक्तम् ॥
 श्रीमद्भागवतसूक्तम् ॥
 श्रीमद्भागवतसूक्तम् ॥

CRIMSON HUNTERS



The Aspect Warriors known as the Crimson Hunters are amongst the most unusual of their kind. Their ritual wargear is not blade or sidearm, but instead a sleek aerial fighter that represents the pinnacle of Asuryani aeronautics. These formidable craft, known as Nightshade Interceptors, are just as much part of the Crimson Hunter's battlegear as the Howling Banshee's power sword or the Dire Avenger's shuriken catapult. Their lethality, however, is measured on a different scale altogether.

The Crimson Hunters are few in number, though their shrines are becoming ever more widespread. These temples to Khaine are unlike any other. They are not buildings or landscapes, but tunnel-linked collections of transparent atriums that float around the periphery of their craftworlds like archipelagos at the edge of a vast landmass. It is within these realms of captive sky that the Crimson Hunters duel, their weapons of choice the bright lances and pulse lasers gracing each interceptor's curving fuselage. During the breakneck battles that take place in these shrines, the weapons of the Crimson Hunters are set to illuminate rather than to pierce, for the Nightshade Interceptor has been designed specifically to hunt down and destroy aircraft of any kind – even those of the Dark Kin. A single beam of light can be the difference between victory and defeat, though it is said that the reflexes of a Crimson Hunter are so preternaturally sharp that they can evade even these.

By training every night against their own kind – in essence, the most gifted fighter pilots in the galaxy – the proud warriors of the Crimson Hunters ensure that the act of destroying the aircraft of the lesser races is a simple exercise that proves their superiority

over the sluggish would-be pilots that pollute the skies of the universe. The Crimson Hunters embody the war god Khaine's ability to leave a more powerful foe reeling and ready for slaughter. Soaring through the air in a blur of colour, they hunt down and destroy the aircraft of the foe, ensuring total air superiority.

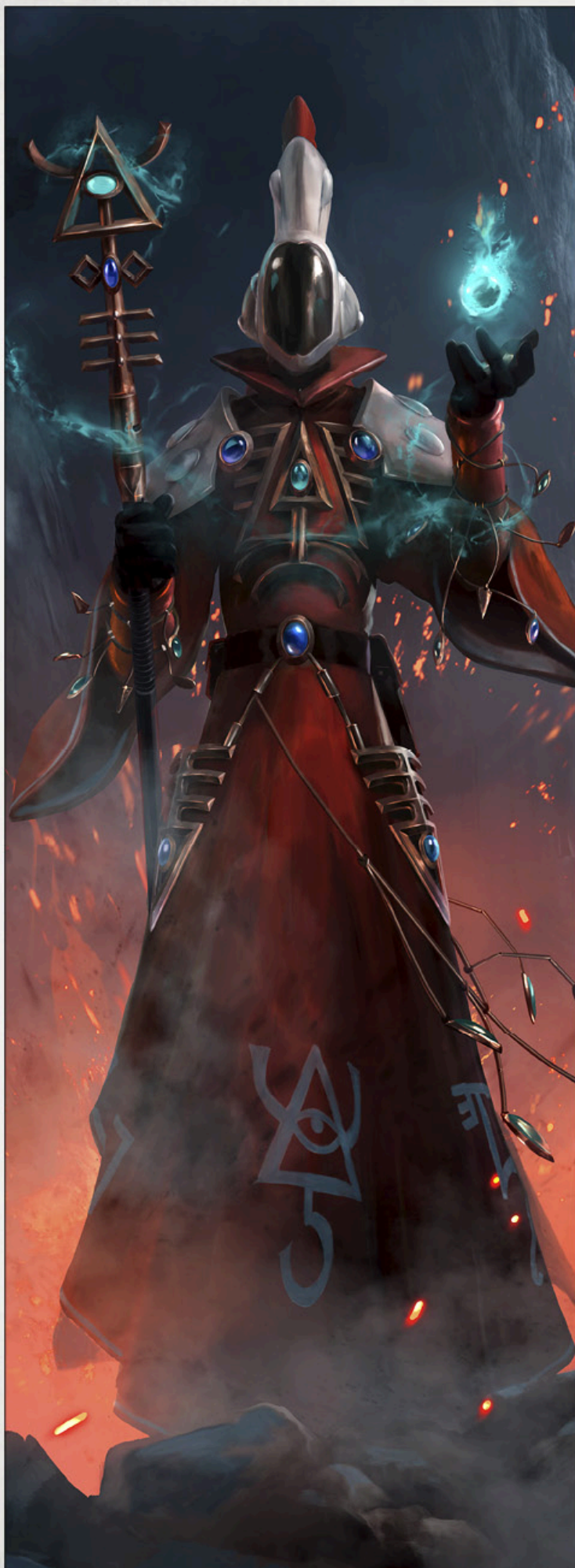
Crimson Hunter Exarchs are the most skilled of their kind, and it is a rare day when such marksmen miss their shot, even when moving at incredible speed. Although some Exarchs maintain the same weaponry as the warriors they command, others replace their vehicle's bright lances with starcannons, adding greater volume to their firepower.

THE BLOODY BLADES OF KHAINE

Amongst the myths of the Aeldari is the tale of the Bloody-Handed God's triumph over the White Wurm Oghanothir, an armoured serpent whose titanic bulk was such that it eclipsed the sun whenever it rose up to strike. The legend tells that Khaine hunted the great beast across the stars, eventually finding the beast's nest in the heart of a hollow moon. Just as the beast emerged from its lair, Khaine hurled a pair of bloody blades fashioned from the gore that dripped from his left hand. These darting daggers took the beast's eyes from their sockets and ensured that the behemoth's death was a feat within Khaine's reach. It is these blinding blades that the Crimson Hunters seek to emulate in battle.



SPIRITSEERS



Spiritseers are those upon the Witch Path who are called to commune with the dead – a chilling concept, even amongst the Asuryani. Though Spiritseers help to ensure the survival of the entire Aeldari race, their actions are perceived by those around them as akin to necromancy; yet another depth the craftworlds must sink to in their struggle to stave off a lingering demise.

It is said that the first Spiritseer was a seer from Iyanden Craftworld who so mourned the loss of his lover that he plunged his mind deep into the infinity circuit to be with her. Amidst the swirling otherworld of the departed, he found his true calling – to bridge the gap between the living and the dead. Since that day, an increasing number of Asuryani have walked the Path of the Spiritseer, for as their people dwindle, they have ever greater need of their kin within the infinity circuit.

Those who walk in the spirit world for too long find their affinity with the departed growing ever stronger. For a mind as perceptive and prone to obsession as those of the Aeldari, to be steeped in the deathly currents of the afterlife is to experience a taste of limbo that stains the soul. Each time a Spiritseer delves into the infinity circuit, it becomes harder to return, until, after many long years, it is impossible.

When the craftworld goes to war, those Spiritseers still able to walk the mortal world are of great value. Whilst all seers are capable of separating a precious spirit stone from the infinity circuit and placing it within the automaton shell of a ghost warrior, only a Spiritseer can guide that warrior's labours upon the battlefield. To one of the departed who has returned to the mortal plane, thoughts and feelings are the only reality. Yet by holding the mortal and immortal realms in their mind's eye at once, Spiritseers provide clarity and focus. With such assistance, the ghost warriors bring the gift of death to the foe, their shots unerringly finding their mark and sword-strokes arcing down with uncanny skill. It is a vital gift indeed, for the dead do not adapt well to the real world, their spectral senses struggling to make sense of the material dimension they left long behind them.

Although their main task is to shepherd wraithbone constructs to battle, a Spiritseer can also use their psychic abilities to aid the greater Asuryani warhost. By their eldritch powers are friendly troops enshrouded in mist, or foes illuminated or struck down with mystic bolts of energy. A Spiritseer's psychically imbued witch staff is a formidable weapon as well, and those struck by it find their very souls set aflame, even if their bodies are not broken. Like Farseers and Warlocks, Spiritseers fashion for themselves elegant armour decorated with runes that offer protection that is both physical and spiritual in nature. Many of these runes are also associated with Ynnead, the newly risen Aeldari God of the Dead.

'The universe is tripartite: the sunlight of the material plane, the darkness of the spirit plane, and the twilight of the spaces betwixt the two.'

*- Spiritseer Iyanna Arienal,
the Angel of Iyanden*

WRAITHLORDS



Wraithlords are lithe but mighty nobles that dwarf even their Wraithguard cousins. These statuesque constructs are extremely precious to their craftworlds and, due to their wraithbone construction, have a supernatural toughness that surpasses even that of adamantium. Summoned into being by the necromantic processes of the Aeldari seers, only a true hero of the Aeldari race has spirit enough to animate the massive wraithbone shell of a Wraithlord.

The consciousness of the dead is never fully as individual or alert as that of the living. It exists at once in the real world and the spirit world of the warp, and moves through reality as in a dream where even the thoughts and feelings of the lesser races are as tangible as steel and stone. Despite their ethereal perceptions, Wraithlords are sometimes summoned for a council of war, for they can communicate telepathically and invariably have millennia of experience.

An Aeldari army may be accompanied by several of these heroes of ages past, but, like all of their kind, they are dependent upon the presence of living Aeldari for their sense of purpose. The mind of an Aeldari warrior or seer is like a bright beacon in the murk of realspace, a guiding light which enables a ghost warrior to perceive the world around it. It is common practice for a Wraithlord to be accompanied in battle by a Spiritseer, an expert in matters ethereal who steers the ghost warrior to ever greater feats of destruction.

There are many different forms of Wraithlord, most of which have been devised by Craftworld Iyanden to better suit the warrior spirit inside. If the animating force within the Wraithlord specialised in close assault when it was alive, it will seek to tear apart its enemies with great energised fists or cleave its foes with a swing of the sentient scimitar known as a ghostglaive. If the animating spirit specialised in fire support, the ghost warrior's energy core will instead be rerouted to power a devastating array of heavy weapons that sprout from its shoulders or are carried in its huge fists with all the ease that a Dire Avenger wields a shuriken catapult. Either way, a single Wraithlord can turn the tide of battle, the legends of the fallen hero animating its shell continuing to grow even in death.

THE AELDARI MOONS

Although the whereabouts of the original Aeldari home world is unknown, it is said that this planet had three moons. Lileath the Maiden Moon was purest white, and is dreamed of still by those who never even knew its light. Kurnous the Hunter's Moon was greenish and dim, and has long been associated with the god from which it takes its name. Eldanesh the Red Moon looms largest in the Aeldari mind; when Khaine slew Eldanesh, the dead hero was set into the sky, and the colour red was a constant reminder of his bloody death. Even today, the Aeldari regard the emblem of a red moon as a portent of disaster.



WRAITHGUARD



For the Aeldari, death does not guarantee respite from war, for the race's need is greater than that of its constituent souls. With the guidance of a seer it is possible for an Aeldari spirit to separate itself from the infinity circuit and flow into a spirit stone put aside for that purpose. That spirit stone can be placed within the shell of a wraithbone construct, imbuing its artificial form with a living intellect. This process is abhorrent to the Asuryani, and such a technique is only initiated in times of dire need – which have become increasingly frequent in the battle-ridden 41st Millennium. The resultant combination of a fierce warrior spirit with an impervious host is a major weapon in a craftworld's arsenal.

The predominant type of ghost warrior is the Wraithguard. These giant warriors are shaped from the immensely resilient substance known as wraithbone, and tower above the Spiritseers that accompany them upon the battlefield. They have the same exquisite design and flowing organic shapes common to all Aeldari constructs, and are often decorated with stylised runes and gemstones. However these war-constructs contrast sharply with their living counterparts, for the vitality and alacrity of the Aeldari is absent. Instead, the Wraithguard stride purposefully forward with the inevitability of death, the sepulchral silence of their advance punctuated only by the soft, otherworldly sound of their guns.

The over-sized weapons of the Wraithguard allow each of them to focus a portion of their psychic power upon a fixed target. The

arcane beams of these guns open a localised rift between warp space and the material universe for a fraction of a second. If this rift opens within the ranks of the enemy, the results range from catastrophic trauma to full bodily displacement into the warp. While both wraithcannons and D-scythes are capable of achieving this devastating effect, the former offer an increased range while the latter sever souls across a wider area.

Given the relatively short range of both weapons, the Wraithguard typically must advance close to the enemy. The wraith constructs are tough enough to whether a vast amount of small arms fire, however, and are all but impervious to pain. Should the enemy try to close the gap and destroy them in close quarters, they soon learn their mistake, as the wraithbone fists of the ghost warriors can crumple a man to pulp with ease.

The battlefield was silent. Corpses were strewn across the ground, their weapons as broken as their bodies. Vehicles lay smoking, overturned, their dead crews sprawled on the ground around them. Amongst the death, there was movement. Grim, graceful figures glided from ruin to ruin, from wreck to wreck. Slowly, silently, the Asuryani took back their dead. At the centre of the field, where the fighting had been fiercest, six great pyres were lit. The Orks were ignored, their bodies left to feed the carrion beasts that already scuffled among the rubble. Not for them the rites of *tienespiorath*.

Liathair turned his back on the pyres and moved towards the ruined building. A jetbike passed him, the normal scream of its engine lowered to a respectful hum as its rider searching for a fallen comrade. To his left, a pair of Banshees strode towards the pyres, holding the body of a Dire Avenger in their hands like a broken doll. Many spirit stones had been recovered, but some were beyond saving, their contents sucked into the void, into the waiting maw of She Who Thirsts.

Liathair kicked an Ork carcass aside, and gently lifted the last of the Asuryani bodies. For the fourth time, he made the journey back to the place where a fresh pyre was being built. He laid the corpse on top of the growing pyre, not even looking behind the helm to see who it was; it was irrelevant. All the fallen had died in their war aspect, their other selves forgotten. No names, no faces – just snarling masks and blazing shuriken catapults.

Pain is ours, and sadness at your parting,
Never to taste of our victory's joy.
The fires are lit for you, those who live weep.
Not enough Orks exist to atone for your lives.

The dirge rose over the battlefield, stately and measured. The lost had names and they would be remembered, but not now. A great shadow fell over the unlit pyre; one of the Phantoms towered above it. A pulse laser reached down with something like gentleness – a flash, a crack, and the pyre was lit. The Titan stood over the pyre as it burned, arms crossed and head bowed in mourning.



WRAITHBLADES



The most feared of all the Wraithguard are usually referred to as Wraithblades – few Aeldari will speak their true name, *Klaivaulch*, for fear of inciting the wrath of Khaine. Tradition has it that each craftworld keeps these vengeful constructs apart from other ghost warriors so that the immortal anger that pervades their wraithbone shells does not taint those who might one day attain peace.

When the call to war is heard, the Wraithblades are awakened by the most gifted seers. Their spirit stones glow hot as the slow-burning anger of the dead flows through their cores. Once kindled, the wrath that animates their wraithbone bodies becomes an unstoppable fury that can only be quenched in the blood of enemies. No other wraith constructs are as eager to get to grips with the foe as are Wraithblades, who draw upon their pent-up rage as they charge into the fray.

Most Wraithblades wield twin ghostwords – weapons animated by the rudimentary sentience contained within the spirit stones embedded in their hilts. The ghostwords' unnatural power adds to the already formidable strength of the wraithbone constructs; when swung, the blades leave glowing traces in the air before cutting down their targets with merciless precision. Other Wraithblades bear an ornate ghostaxe paired with forceshield. The ghostaxe delivers a more powerful blow still, with even greater potential to hack through enemy armour. The glowing forceshield deflects enemy fire as the Wraithblades advance, and also turns aside the enemies' desperate blows in melee.

With the Asuryani suffering ever-increasing casualties, all craftworlds have Wraithblades within their ghost halls. Some of the world-ships, such as Biel-Tan, once railed against their kin who made use of such hate-filled constructs, but with their race's survival becoming more precarious, they have been left with little choice. As distasteful as the concept of Aeldari spirits becoming consumed by rage alone is, there is no arguing that the Wraithblades make deadly additions to the warhost, taking the lives of the foe just as their own lives were taken. Ultimately, it has become just another measure to which the Aeldari have been forced to resort in the ongoing battle against their extinction.

An additional sensor vane is attached to the helm of each Wraithblade; there is a saying amongst the Spiritseers that 'vengeance makes one blind', and so the additional grounding helps to keep the spirit-powered automatons focused. Others whisper that such things are but half-truths, and that the sensors also keep in check the most dire urges that motivate the Wraithblades. Whether this anger comes from the spirit stones powering the construct, or from those within the weapons they carry, is not fully understood.

What is known is that the weapons used by the Wraithblades are perilous, for while the deathless sentience bound within them guides them to greater effect, such prowess often comes at a cost. Not all the waystones gathered from crone worlds are empty; some contain a malevolent soul that rages at its confinement within the crystal shard. It is these that are placed within the ghostwords and ghostaxes; no living Aeldari could wield such an infused weapon without being deeply affected, and many wonder if the wraith constructs are not wholly immune to the psychic feedback either.



THE WEBWAY

The webway is a labyrinth that exists between the material realm and the warp, part of both and yet not wholly in either. Created through technologies once taught to the Aeldari by the ancient races known as the Old Ones, its pathways lead to the craftworlds, to the verdant worlds of the Exodites, and to untold thousands of other locations throughout the galaxy. Though the webway still connects many Aeldari planets and craftworlds to one another, the baleful energies of the Fall ruptured many hyperspatial pathways, and others have been encroached upon by the servants of Chaos.

Amongst the webway's shattered and treacherous tendrils there are many byways, dead ends and mazes that can entrap the unwary. Depraved Drukhari port-cities and nests of wasp-like psychneuein infest its furthest reaches, while some tunnels lead to places long since abandoned or destroyed, or else inhabited by primordial terrors; portals to such places are often sealed with runes of power, lest hostile forces discover the craftworlds or open rifts into deep space. Although it poses many dangers to the Asuryani, the webway is also an essential resource; wary of using the warp to traverse great distances like other races, the webway's arterial passageways allow the craftworlders to cross the length of the galaxy in their spacecraft, while its smaller tunnels are frequently used by the warhosts to launch surprise attacks on their many enemies.

WRAITHKNIGHTS



Looming ghost warriors many times larger than even the mighty Wraithlords, the war machines known as Wraithknights are still dexterous enough to run through the ruin of a shattered city, leaping from pillar to spar as their arcane weapons bring oblivion to the enemies of the Aeldari. Each carries either a pair of heavy wraithcannons, their lengthy forms capable of sending their targets straight into the hell-dimension of the warp; a suncannon, powerful enough to obliterate a platoon of human soldiers in a single blast of roiling plasma; or a great ghostglaive and scattershield with which to engage even the mightiest of Daemon Lords of Chaos in single combat.

In many ways, the Wraithknights embody the cyclical symbols of the Aeldari, the curving discs that show a portion of death within life and a portion of life within death. Their contoured shells house the spirits of the wakeful dead in much the same way as lesser ghost warriors, though their armoured chests each hold a living Aeldari pilot within. These pilots are not normal steersmen such as those at the helm of grav-tanks and Aeldari aircraft, but rare and unusual warriors who were each born a twin.

The psychic link between an Aeldari and his identical twin is like no other. Whilst alive, these gifted individuals can sense the proximity, the mood, and even the thoughts of their counterparts



with the ease that a normal Aeldari could feel the sun on his skin or the wind in his hair. The bond is so strong that should one of the twins die before the other, the surviving brother or sister will often fade away in sympathy.

Sometimes, when such a division has taken place, the surviving twin will sacrifice what is left of his life to pilot a Wraithknight. The essence of the dead twin is transferred into the large spirit stone in the chest of the giant ghost warrior, whilst the surviving sibling enters a near-permanent battle trance within the fitted cavity behind its breastplate. The clarity of thought provided by the living twin ensures that the construct moves with the speed typical of the Aeldari race, whilst the psychic link between the pilot and his departed sibling allows him to commune with not only the animating forces of the twin, but also the spirits of former incumbents that once controlled the construct's long-limbed form. The great measure of control afforded by this gestalt mind gives the pilot mastery over the construct's psychically-powered weapon systems and affords the war machine an acrobatic grace that belies its massive size.

It is well that each Wraithknight is capable of such feats of heroism, for it is they who are at the forefront of the quest for new spirit stones. By passing through forbidden portals and traversing the shattered spars of the webway, Wraithknights can emerge onto the surface of crone worlds, where the nature of realspace shears with that of the warp. It is the metaphysical friction of this unnatural union that causes reality itself to bleed, each drop of psychic energy crystallising into a new spirit stone. Those mortals who embark upon such perilous missions risk not only their life but also their eternal soul. Only the Wraithknights have the power and resilience necessary to harvest a clutch of spirit stones and still escape from the nightmarish denizens of the crone worlds.

As the end of days approaches and instances of birth become ever more eclipsed by reports of death, fewer and fewer twins are born upon each craftworld. A great many Wraithknight pilots are recruited from Revenant Titan helmsmen who have lost their twins in battle and, driven to regain their kinship whatever the cost, give themselves over to the twilight life of a Wraithknight pilot. As unsettling as it may be, it is whispered that some craftworld councils are removing the option of choice from such individuals. Desperate times call for desperate measures, after all – should a pair of twins be too attached to the light of the living world, it is possible to steer them toward a darker fate.

WRAITH HEROES

Each craftworld has tales of great fallen heroes serving their kin after death. Iyanden boasts more than most, with names such as Lord Dreamspinner, Draech Starhand, or Elendri Deathsiren the Crone Banshee, but there are others that rival their fame. Certainly the Brethren Conium of Saim-Hann, who crew the Wraithknight known to their clan as the Crimson Avenger, and the unforgiving Aethor of Biel-Tan, whose soul empowers a Wraithlord, have all earned fearsome reputations. It is a sign of the times that even those legendary warriors who most deserve an undisturbed afterlife are denied it.

HEMLOCK WRAITHFIGHTERS



The Hemlock Wraithfighter is the subject of much controversy among the craftworlds, for it is a weapon of utmost terror. To use such a device is to teeter on the brink of atrocity. Only the most dire of circumstances could force the Aeldari to employ such an abhorrent device, and those who do so have a stain upon their soul that is not easily erased. Yet the Autarchs know that they have little option – they must use every weapon in their quest for survival.

The Hemlock blends the psychic abilities of its Spiritseer pilot with the sinister gestalt energies of the Aeldari dead. The co-pilots of these uncanny devices are not living beings at all, but spirit stones that contain the essences of departed Aeldari. Just as the ghost warriors that accompany the warhosts to battle are inhabited by the spectres of the past, the Hemlock has a psychically reactive wraithbone core that functions a little like a miniature infinity circuit, thrumming with the essence of the otherworld. The spirits within the Hemlock's hull can operate the craft's basic functions should the Spiritseer pilot be rendered senseless, which is just as well given the constant mental strain of sharing a weapon-shell with the brotherhood of the departed. Each Spiritseer pilot risks being driven slowly insane by the whispering voices within his Hemlock or, after communing with his co-pilots one time too many, having his spirit forever join the ghosts within the craft and leaving behind nothing more than an empty husk.

Yet it is the Wraithfighter's arcane weaponry that demands such an unusual alliance. The Spiritseer's innate abilities are magnified many times over by the mindshock pod that hangs underneath its cockpit, allowing him to send out a bow-wave of terror from his craft. This wave of negative emotion causes the air itself to shudder and the enemies of the Asuryani to gibber and wail in panic. Just as this fear reaches its peak, the Hemlock's vengeful spirits will fire the heavy distortion scythes mounted under each wing. No blast or beam accompanies the discharge of these fell weapons, for they operate in another dimension entirely. The only signs of their use are a piercing, discordant wail and the bodies of their targets tumbling to the ground like puppets with their strings severed. The baleful energies are powerful



enough to scramble the engrams of a Necron Warrior or – as its creators upon Craftworld Iyanden intended – to sever a Tyranid warrior-beast from the guiding presence of the Hive Mind. Not a single scratch is inflicted upon such victims, but they are worse than dead, for their animus has been hurled into the warp.

The Aeldari call the act of separating a spirit from its body the 'Cutting of the Crone's Cord', for in Aeldari myth a silvered strand ties the soul of a being to its mortal form. Tradition has it that only

Morai-Heg herself has the right to sever this connection, for to do so is the work of a god, not a mortal. The act is strictly forbidden upon Aeldari craftworlds – using the spiritual energies of the dead to animate ghost warriors and bolster the craftworld's defences is one thing, but weaponising them is quite another. Yet, as the more militant Autarchs maintain, such rules were made in less desperate times, when the galaxy was not overrun with warmongering races and ancient, malevolent beings, and the Aeldari were ascendant instead of staring into the abyss.



COLOURS OF THE CRAFTWORLDS

In this section you will find a showcase of exquisitely detailed Craftworlds miniatures, emblazoned with unique heraldry and vibrantly painted to represent the proud world-ship they belong to or the Aspect Warrior traditions they uphold.





After countless feints and scouting manoeuvres, the Saim-Hann warhost attacks where it is least expected. With the speed of a striking snake, the concentrated Wild Rider assault breaks enemy lines and moves swiftly to assail another target. Those who have faced Saim-Hann upon the battlefield equate the experience to fighting against the wind itself.



Although best known for their fast and mobile strikes, the Saim-Hann warhosts sent forth a formidable force of infantry to cleanse the mon-keigh from the maiden world of Alyandu, supported by grav-tanks, a Wraithlord and a Wraithknight.



Saim-Hann Windrider Guardian



Storm Guardians of Ulthwé



Guardian Defender of Biel-Tan



Iyanden Guardian



Alaitoc Guardian



Altansar Guardian



Guardian Defender of Il-Kaithe



Lugganath Guardian



Iybraesil Guardian



Yme-Loc Guardian



Asurmen,
the Hand of Asuryan



Dire Avenger Exarch with power
glaive and shimmer shield



Dire Avengers of the Silvered Blade Shrine



Karandras, the
Shadow Hunter



Striking Scorpion Exarch with scorpion
chainsword and scorpion's claw



Striking Scorpions of the Stinging Shade Shrine



The Avatar is the incarnation of Khaine, the Bloody-Handed God. Burning with the flames of his own rage, he rises from his iron throne to lead the craftworld to war.



BLOOD RUNS.
ANGER RISES.
DEATH AWAKES.
WAR CALLS!

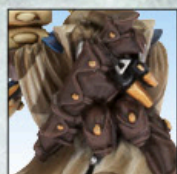
- Battle-chant to Khaine the
Bloody-Handed God



To catch the foe unaware, Rangers lead an Alaitoc strike force through the mist-shrouded swamps of Puhl-puhl. If there is a gap between enemy defences or a path through seemingly unnavigable terrain, the Rangers will find it.



Illic Nightspear



Rangers of Alaitoc are often referred to as Starstriders.



Jain Zar, the Storm of Silence



Howling Banshee Exarch with mirrorswords



Howling Banshees of the Shrieking Blade Shrine





Fuegan, the Burning Lance



Fire Dragon Exarch with firepike



Fire Dragons of the Blazing Fang Shrine



Maugan Ra, the Harvester of Souls



Dark Reaper Exarch with
tempest launcher



Dark Reaper of the Last
Midnight Shrine



Beneath an experienced Autarch, Asuryani Aspect Warriors of different shrines fight as a single, intertwining army. Here, the long-ranged prowess of the Dark Reapers is complemented by the lethal, short-ranged Fire Dragons, while Swooping Hawks prepare to counter-attack.



Warp Spider Exarch with
powerblades and two death spinners



Warp Spiders of the Shrine of the Slicing Skein



Baharroth, the Cry of the Wind



Swooping Hawk Exarch with
hawk's talon



Swooping Hawks of the Shrine of the Shimmering Horizon





Hemlock Wraithfighters and a Crimson Hunter streak overhead, while an Autarch prepares the next wave of attacks. Behind, Falcon grav-tanks glide forward bearing Aspect Warriors and Guardians in their hulls, for it is they that will deliver the killing blow in the Saim-Hann assault.

With the punishing support fire of a battery of D-cannons behind him, an Ulthwé Farseer presses the attack. Only when satisfied that all the doom-laden skeins of fate have been sufficiently severed will the eldritch commander call off the assault. Until then, the Asuryani must mercilessly slay all who stand in their way.

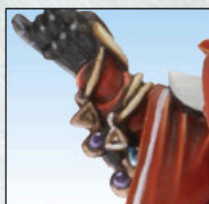




A pair of Wraithknights tower over all as they lead the Iyanden wraith host straight into the endless swarms of a Tyranid splinter fleet.



Wraithguard go to war armed with either wraithcannons (left) or D-scythes (right).



Saim-Hann Spiritseer



Saim-Hann Wraithblade with ghostaxe and forceshield



Saim-Hann Wraithlord with ghostglaive and bright lance

FORCES OF THE WORLD-SHIPS

The Asuryani have access to a wide variety of characters, squads and war engines. As such, there are many different ways to approach a Craftworlds collection. Presented below are two example starting forces.

The first collection has been assembled to represent an Iyanden force. Led by a Spiritseer, this small but formidable force boasts two squads of Wraithblades and one of Wraithguard. While lacking numbers, the wraith constructs are incredibly resilient, able to shrug off enemy fire and keep fighting. As the Wraithguard lay down punishing fire with their wraithcannons, the Wraithblades advance to slaughter the foe in close quarters. As this force comprises one HQ unit and three Elites units, it meets the

requirements of a Vanguard Detachment as described in the *Warhammer 40,000* rulebook. The army is therefore Battle-forged, ensuring they have access to an additional command point to spend on Stratagems.

The second collection is a more diverse Saim-Hann force led by a Farseer. A squad of Dire Avengers forms the centre, supported by a unit of Wraithguard. A War Walker strides behind, its pair of bright lances providing heavier and

longer-ranged firepower. Finally, there is a Wraithlord, its ghostblade making the enormous construct more than a match for almost any foe in close combat. This force meets the requirement of a Patrol Detachment, meaning it too is Battle-forged.

Both of these collections are small but powerful, indicative of the way the Asuryani fight. Each makes a fantastic starter army, providing both painting and gaming challenges.



This Spiritseer, converted to represent Iyanna Arienal of Iyanden, leads her craftworld's wraith warriors to battle.



This Saim-Hann force led by Farseer Almic the Wise provides an excellent core upon which to build a larger army.



ELDRAD ULTHRAN'S ARMY OF DESTINY

Once you have the core of an army, it is an exciting and enjoyable task to expand that force into a sizeable collection. Shown here is a formidable Asuryani army from Craftworld Ulthwé.

The background for Ulthwé details how the craftworld boasts the most powerful psykers, and so that is the starting point for this collection. The most famous of all Farseeers is Eldrad Ulthran, an impressive model and a formidable foe upon the battlefield. Yet as powerful as Eldrad is, one psyker seemed too few for a craftworld with so rich a reputation. So, an additional Farseeer and a Warlock Conclave were added, along with a Farseeer Skyrunner and Warlock Skyrunner to accompany the faster elements of this army.

Two squads of Guardian Defenders and two squads of Storm Guardians were chosen to bulk out the army's numbers – the famed Black Guardians of Ulthwé. For added range and firepower,

the two Guardian Defender squads each include a heavy weapon platform.

The Black Guardians will provide the army with a tremendous amount of shuriken fire, but against tougher foes they will lack enough killing power. To remedy this, a unit of Wraithguard is added, their wraithcannons more than capable of destroying vehicles and the most heavily armoured elites the foe can muster. As their weapons are short-ranged, a Wave Serpent transport will be able to quickly get them into the thick of the fray, where they can do the most damage. Right behind the infantry can be found the artillery known as Vaul's Wrath – these Support Weapons,



two D-cannons and a shadow weaver, can fire barrages over the Guardians. Should foes attempt to close upon the Asuryani line, or should a target of opportunity appear, a fast-striking counter can be unleashed: a Vyper, Hemlock Wraithfighter, and a Windrider squad all excel in this role. The jetbike squad is further augmented by the Warlock and Farseer Skyrunners, so their psychic powers can ensure all the unit's shots find their mark.

The army's heavy support comes in the form of a Falcon grav-tank and a War Walker squadron, who are mobile enough to join an offensive or can be held back to support the Guardian gun-line, depending upon the needs of the battlefield.

Altogether, this army meets the requirements for a Battalion Detachment and a Spearhead Detachment, providing four extra Command Points and making for an impressive, flexible and rewarding collection.

- | | |
|-----------------------|-----------------------------|
| 1. Eldrad Ulthran | 11. Windrider Jetbikes |
| 2. Farseer Elleria | The Blackwinds |
| 3. Warlock Conclave | 12. Farseer Skyrunner Tural |
| Nueleth and Oristran | 13. Warlock Skyrunner Kael |
| 4. Guardian Defenders | 14. War Walkers |
| The Black Watch | The Vengeance Stalkers |
| 5. Guardian Defenders | 15. Falcon |
| Elleria's Own | Faolchú's Shadow |
| 6. Storm Guardians | 16. Hemlock Wraithfighter |
| Black Sun Rising | Swiftdeath |
| 7. Storm Guardians | 17. Vyper |
| Twilight Hunters | Puresnake |
| 8. Wraithguard | 18. Support Weapons |
| Fallen House of Ushai | Vaul's Hammer |
| 9. Wave Serpent | |
| Obsidian Wave | |



WARHOSTS OF THE ASURYANI

This section contains all of the datasheets that you will need to fight battles with your Craftworlds miniatures, and the rules for all of the weapons they can unleash in battle. Each datasheet includes the characteristics profiles of the unit it describes, as well as any wargear and special abilities it may have. Any abilities that are common to several units are described here and referenced on the datasheets themselves.

KEYWORDS

Throughout this book you will come across a keyword that is within angular brackets, specifically <CRAFTWORLD>. This is shorthand for a keyword of your own choosing, as described below.

it will have the <CRAFTWORLD> keyword. When you include such a unit in your army, you must nominate which craftworld that unit is from. You then simply replace the <CRAFTWORLD> keyword in every instance on that unit's datasheet with the name of your chosen craftworld.

<CRAFTWORLD>

With the exception of some units, such as the mysterious Phoenix Lords, all Asuryani belong to a craftworld. Some datasheets specify which craftworld the unit is from (e.g. Prince Yriel has the IYANDEN keyword, so is from Craftworld Iyanden). If an Asuryani datasheet does not specify which craftworld it is from,

For example, if you were to include an Autarch in your army, and you decided they were from Craftworld Biel-Tan, then their <CRAFTWORLD> keyword is changed to **BIEL-TAN**, and their 'The Path of Command' ability would say 'You can re-roll hit rolls of 1 for friendly **BIEL-TAN** units within 6" of this model.'



'Hear me, my kinsfolk! We have sworn the knife-pledge, we have eaten the fruit of the kybalt, we have painted our faces red with the blood of the slain. There is naught left to do now but ride. Ride, my kin, to glory, to victory or to an honourable death. Spare only their leader – for he is mine.'

- Alaril Adderi,
Chieftain of the
Vorp-adders Wild Host



ABILITIES

The following abilities are common to many **ASURYANI** units:

ANCIENT DOOM

The Aeldari loathe and fear She Who Thirsts above all else, for in Slaanesh they see their doom made manifest.

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

When the Asuryani don their war masks, they enter a battle trance so focused that they flow across the battlefield like quicksilver, killing their foes without breaking stride.

If this unit moves or Advances in its Movement phase, weapons (excluding Heavy weapons) are used as if the unit had remained stationary.

THE PATH OF COMMAND

Masters of the Asuryani arts of war, Autarchs are unrivalled strategists and inspiring battlefield leaders.

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.

CRAFTWORLDS WARGEAR LISTS

Many of the units you will find on the following pages reference one or more of the following wargear lists (e.g. Heavy Weapons). When this is the case, the unit may take any item from the appropriate list below. The profiles for the items in these lists can be found in the Forge of Vaul section (pg 110-113).

HEAVY WEAPONS

- Aeldari missile launcher
- Bright lance
- Scatter laser
- Shuriken cannon
- Starcannon

VEHICLE EQUIPMENT

- Crystal targeting matrix
- Spirit stones
- Star engines
- Vectored engines

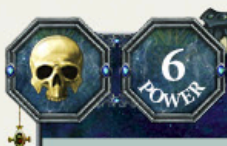




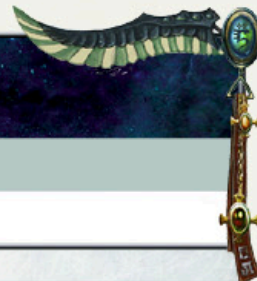
ELDRAD ULTHRAN



NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Eldrad Ulthran	7"	2+	2+	3	4	6	2	9	6+	
Eldrad Ulthran is a single model armed with a shuriken pistol, a witchblade and the Staff of Ulthamar. Only one of this model may be included in your army.										
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+.			
ABILITIES	Ancient Doom, Battle Focus (pg 79)						Runes of the Farseer: Once in each Psychic phase, you can re-roll any number of dice used for Eldrad Ulthran'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.						Ghosthelm: Roll a D6 whenever Eldrad Ulthran suffers a mortal wound, adding 3 to the roll if the mortal wound was inflicted as the result of him suffering Perils of the Warp. On a 5+ that wound is ignored.			
	Armour of the Last Runes: Eldrad Ulthran has a 3+ invulnerable save.									
PSYKER	Eldrad Ulthran can attempt to manifest three psychic powers in each friendly Psychic phase, and attempt to deny two psychic powers in each enemy Psychic phase. He knows the <i>Smite</i> power and three psychic powers from the Runes of Fate discipline (pg 125).									
FACTION KEYWORDS	AELDARI, ASURYANI, WARHOST, ULTHWÉ									
KEYWORDS	CHARACTER, INFANTRY, PSYKER, FARSEER, ELDRAD ULTHRAN									



FARSEER



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Farseer	7"	2+	2+	3	3	5	2	9	6+
A Farseer is a single model armed with a shuriken pistol and a witchblade.									
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.		
Singing spear (shooting)	12"	Assault 1		9	0	D3	This weapon always wounds on a roll of 2+.		
Witchblade	Melee	Melee		User	0	D3	This weapon always wounds on a roll of 2+.		
Singing spear (melee)	Melee	Melee		User	0	D3	This weapon always wounds on a roll of 2+.		
WARGEAR OPTIONS	• This model may replace its witchblade with a singing spear.								
ABILITIES	Ancient Doom, Battle Focus (pg 79)						Rune Armour: This model has a 4+ invulnerable save.		
	Ghosthelm: Roll a D6 whenever this model suffers a mortal wound, adding 3 to the roll if the mortal wound was inflicted as the result of the psyker suffering Perils of the Warp. On a 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.		
PSYKER	This model can attempt to manifest two psychic powers in each friendly Psychic phase, and attempt to deny two psychic powers in each enemy Psychic phase. It knows the <i>Smite</i> power and two psychic powers from the Runes of Fate discipline (pg 125).								
FACTION KEYWORDS	AELDARI, ASURYANI, WARHOST, <CRAFTWORLD>								
KEYWORDS	CHARACTER, INFANTRY, PSYKER, FARSEER								



FARSEER SKYRUNNER



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Farseer Skyrunner	16"	2+	2+	3	4	6	2	9	4+
A Farseer Skyrunner is a single model armed with a shuriken pistol and a witchblade. Their Aeldari jetbike is equipped with a twin shuriken catapult.									
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.		
Singing spear (shooting)	12"	Assault 1		9	0	D3	This weapon always wounds on a roll of 2+.		
Twin shuriken catapult	12"	Assault 4		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.		
Singing spear (melee)	Melee	Melee		User	0	D3	This weapon always wounds on a roll of 2+.		
Witchblade	Melee	Melee		User	0	D3	This weapon always wounds on a roll of 2+.		
WARGEAR OPTIONS	• This model may replace its witchblade with a singing spear.								
ABILITIES	Ancient Doom, Battle Focus (pg 79)						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.		
	Ghosthelm: Roll a D6 whenever this model suffers a mortal wound, adding 3 to the roll if the mortal wound was inflicted as the result of the psyker suffering Perils of the Warp. On a 5+ that wound is ignored.						Ride the Wind: When this model Advances, add 6" to its Move characteristic for that Movement phase instead of rolling a dice.		
	Rune Armour: This model has a 4+ invulnerable save.								
PSYKER	This model can attempt to manifest two psychic powers in each friendly Psychic phase, and attempt to deny two psychic powers in each enemy Psychic phase. It knows the <i>Smite</i> power and two psychic powers from the Runes of Fate discipline (pg 125).								
FACTION KEYWORDS	AELDARI, ASURYANI, WARHOST, <CRAFTWORLD>								
KEYWORDS	BIKER, CHARACTER, FLY, PSYKER, FARSEER, FARSEER SKYRUNNER								



WARLOCK CONCLAVE



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Warlock	7"	3+	3+	3	3	2	2	8	6+
This unit contains 2 Warlocks. It can include up to 8 additional Warlocks (Power Rating +2 per model). Each model is armed with a shuriken pistol and a witchblade.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Singing spear (shooting)	12"	Assault 1		9	0	D3	This weapon always wounds on a roll of 2+.		
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.		
Singing spear (melee)	Melee	Melee		User	0	D3	This weapon always wounds on a roll of 2+.		
Witchblade	Melee	Melee		User	0	D3	This weapon always wounds on a roll of 2+.		
WARGEAR OPTIONS	• Any model may replace its witchblade with a singing spear.								
ABILITIES	Ancient Doom, Battle Focus (pg 79)						Destructor: When this unit manifests the <i>Smite</i> psychic power, it has a range of 9" rather than 18". In addition, if this unit consists of 1-3 models when it manifests <i>Smite</i> , it only deals a single mortal wound. If it consists of 7-10 models when it manifests <i>Smite</i> , it always deals D6 mortal wounds.		
	Rune Armour: Models in this unit have a 4+ invulnerable save.								
PSYKER	If this unit has 1-3 models it can attempt to manifest one psychic power in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. If this unit has 4-6 models it can attempt to manifest two powers and deny two powers, and if it has 7-10 models it can attempt to manifest three powers and deny three powers. This unit knows the <i>Smite</i> power and two psychic powers from the Runes of Battle discipline (pg 124).								
	If this unit has more than one model, when manifesting or denying a psychic power, first select a model in the unit – measure range, visibility, etc. from this model. If this unit suffers Perils of the Warp, it suffers D3 mortal wounds as described in the core rules, but units within 6" will only suffer damage if the Perils of the Warp causes the last model in the manifesting unit to be slain.								
FACTION KEYWORDS	AELDARI, ASURYANI, WARHOST, <CRAFTWORLD>								
KEYWORDS	INFANTRY, PSYKER, WARLOCK, WARLOCK CONCLAVE								



WARLOCK SKYRUNNER CONCLAVE

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Warlock Skyrunner	16"	3+	3+	3	4	3	2	8	4+
This unit contains 2 Warlock Skyrunners. It can include up to 8 additional Warlock Skyrunners (Power Rating +3 per model). Each model is armed with a shuriken pistol and a witchblade. Each of their Aeldari jetbikes is equipped with a twin shuriken catapult.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Singing spear (shooting)	12"	Assault 1		9	0	D3	This weapon always wounds on a roll of 2+.		
Shuriken pistol	12"	Pistol 1		4	0	1	Each time you make a wound roll of 6+ for a shuriken weapon, that hit is resolved with an AP of -3 instead of 0.		
Twin shuriken catapult	12"	Assault 4		4	0	1			
Singing spear (melee)	Melee	Melee		User	0	D3	This weapon always wounds on a roll of 2+.		
Witchblade	Melee	Melee		User	0	D3	This weapon always wounds on a roll of 2+.		
WARGEAR OPTIONS	• Any model may replace its witchblade with a singing spear.								
 ABILITIES	Ancient Doom, Battle Focus (pg 79)						Destructor: When this unit manifests the <i>Smite</i> psychic power, it has a range of 9" rather than 18". In addition, if this unit consists of 1-3 models when it manifests <i>Smite</i> , it only deals a single mortal wound. If it consists of 7-10 models when it manifests <i>Smite</i> , it always deals D6 mortal wounds.		
	Rune Armour: Models in this unit have a 4+ invulnerable save.								
	Ride the Wind: When this unit Advances, add 6" to its Move characteristic for that Movement phase instead of rolling a dice.								
PSYKER	If this unit has 1-3 models it can attempt to manifest one psychic power in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. If this unit has 4-6 models it can attempt to manifest two powers and deny two powers, and if it has 7-10 models it can attempt to manifest three powers and deny three powers. This unit knows the <i>Smite</i> power and two psychic powers from the Runes of Battle discipline (pg 124).								
	If this unit consists of more than one model, when manifesting or denying a psychic power, first select a model in the unit – measure range, visibility, etc. from this model. If this unit suffers Perils of the Warp, it suffers D3 mortal wounds as described in the core rules, but units within 6" will only suffer damage if the Perils of the Warp causes the last model in the manifesting unit to be slain.								
FACTION KEYWORDS									
AELDARI, ASURYANI, WARHOST, <CRAFTWORLD>									
KEYWORDS									
BIKER, FLY, PSYKER, WARLOCK, WARLOCK SKYRUNNER CONCLAVE									

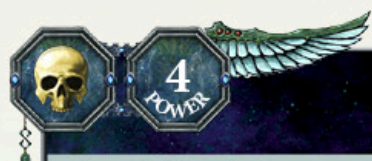


Led by a Farseer and a Warlock Skyrunner Conclave, a Windrider host of Saim-Hann speeds into battle.



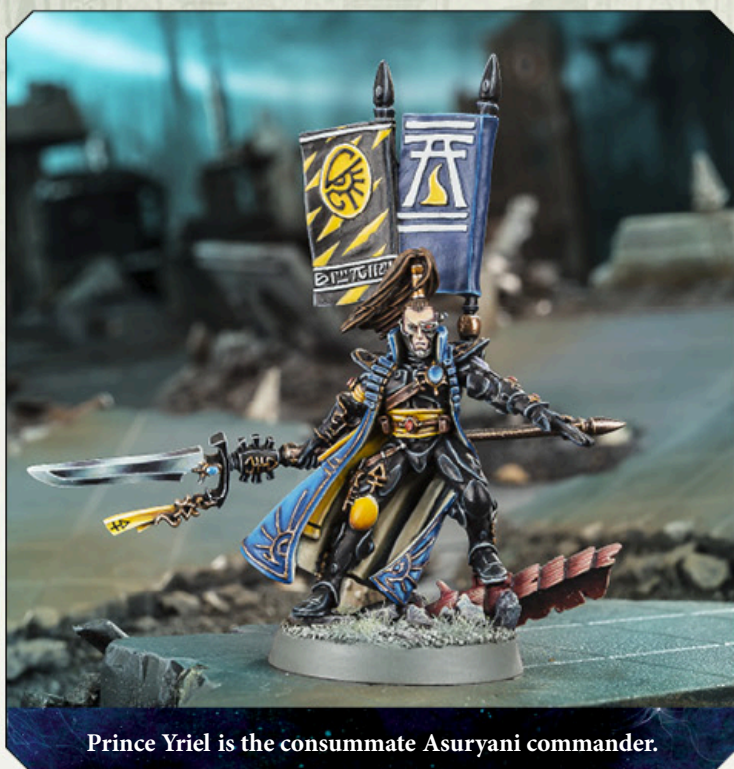
WARLOCK

NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Warlock	7"	3+	3+	3	3	2	2	8	6+	
A Warlock is a single model armed with a shuriken pistol and a witchblade.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Singing spear (shooting)	12"	Assault 1		9	0	D3	This weapon always wounds on a roll of 2+.			
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.			
Singing spear (melee)	Melee	Melee		User	0	D3	This weapon always wounds on a roll of 2+.			
Witchblade	Melee	Melee		User	0	D3	This weapon always wounds on a roll of 2+.			
WARGEAR OPTIONS	• This model may replace its witchblade with a singing spear.									
ABILITIES	Ancient Doom, Battle Focus (pg 79)						Destructo : When this model manifests the <i>Smite</i> psychic power, it has a range of 9" rather than 18" and only deals a single mortal wound.			
	Rune Armour: This model has a 4+ invulnerable save.									
PSYKER	This model can attempt to manifest one psychic power in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. It knows the <i>Smite</i> power and one psychic power from the Runes of Battle discipline (pg 124).									
FACTION KEYWORDS	AELDARI, ASURYANI, WARHOST, <CRAFTWORLD>									
KEYWORDS	CHARACTER, INFANTRY, PSYKER, WARLOCK									



WARLOCK SKYRUNNER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Warlock Skyrunner	16"	3+	3+	3	4	3	2	8	4+
A Warlock Skyrunner is a single model armed with a shuriken pistol and a witchblade. Their Aeldari jetbike is equipped with a twin shuriken catapult.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Singing spear (shooting)	12"	Assault 1		9	0	D3	This weapon always wounds on a roll of 2+.		
Shuriken pistol	12"	Pistol 1		4	0	1	Each time you make a wound roll of 6+ for a shuriken weapon, that hit is resolved with an AP of -3 instead of 0.		
Twin shuriken catapult	12"	Assault 4		4	0	1			
Singing spear (melee)	Melee	Melee		User	0	D3	This weapon always wounds on a roll of 2+.		
Witchblade	Melee	Melee		User	0	D3	This weapon always wounds on a roll of 2+.		
WARGEAR OPTIONS	• This model may replace its witchblade with a singing spear.								
ABILITIES	Ancient Doom, Battle Focus (pg 79)						Rune Armour: This model has a 4+ invulnerable save.		
	Ride the Wind: When this model Advances, add 6" to its Move characteristic for that Movement phase instead of rolling a dice.						Destructo: When this model manifests the <i>Smite</i> psychic power, it has a range of 9" rather than 18" and only deals a single mortal wound.		
PSYKER	This model can attempt to manifest one psychic power in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. It knows the <i>Smite</i> power and one psychic power from the Runes of Battle discipline (pg 124).								
FACTION KEYWORDS	AELDARI, ASURYANI, WARHOST, <CRAFTWORLD>								
KEYWORDS	BIKER, CHARACTER, FLY, PSYKER, WARLOCK, WARLOCK SKYRUNNER								



Prince Yriel is the consummate Asuryani commander.

The planet loomed large in the prow viewdome. Even from orbit, Yriel could see the signs of the Exodite world's biosphere being broken down. Tyranids teemed through the infested forests, the swarms so vast that from orbit they seemed like diseased blood vessels pulsing angrily on Halathel's surface.

'What are your orders, my prince?' asked Lord Ethrael, Yriel's second in command.

Yriel ignored him; the whole of his attention was focused on the devastation below. Nearby, a bank of crystal displays flickered as they relayed information, but Yriel didn't so much as glance at them. Halathel was lost; he did not need the ship's sensors to tell him that.

Yriel acknowledged the rage growing inside him. Halathel had been a world from which the Aeldari empire could have blazed anew. There would be vengeance, he swore silently.

'Let fire reign,' Yriel said quietly, his voice cold.

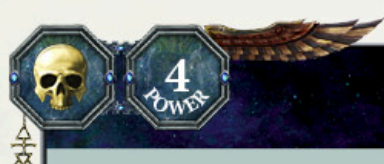
'Your pardon, prince?'

'Burn it. Burn it all. There is nothing left there for our people now.'



PRINCE YRIEL

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Prince Yriel	7"	2+	2+	3	3	6	4	9	3+
Prince Yriel is a single model armed with the Eye of Wrath, the Spear of Twilight and plasma grenades. Only one of this model may be included in your army.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
The Eye of Wrath	3"	Pistol D6		6	-2	1	This weapon can only be fired once per battle.		
The Spear of Twilight	Melee	Melee		User	-2	D3	This weapon always wounds on a roll of 2+.		
Plasma grenade	6"	Grenade D6		4	-1	1	-		
ABILITIES	Ancient Doom, Battle Focus, The Path of Command (pg 79)						Cursed: You must re-roll saving throws of 6 for Prince Yriel in the Fight phase.		
	Forceshield: Prince Yriel has a 4+ invulnerable save.								
FACTION KEYWORDS	AELDARI, ASURYANI, WARHOST, IYANDEN								
KEYWORDS	CHARACTER, INFANTRY, AUTARCH, PRINCE YRIEL								



AUTARCH

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Autarch	7"	2+	2+	3	3	5	4	9	3+
An Autarch is a single model armed with a star glaive and plasma grenades.									
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES	
Star glaive	Melee	Melee			x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.	
Plasma grenade	6"	Grenade D6			4	-1	1		
ABILITIES	Ancient Doom, Battle Focus, The Path of Command (pg 79)								
	Forceshield: This model has a 4+ invulnerable save.								
FACTION KEYWORDS	AELDARI, ASURYANI, WARHOST, <CRAFTWORLD>								
KEYWORDS	CHARACTER, INFANTRY, AUTARCH								



AUTARCH with Swooping Hawk Wings

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Autarch with Swooping Hawk Wings	14"	2+	2+	3	3	5	4	9	3+
An Autarch with Swooping Hawk wings is a single model armed with a power sword, fusion pistol and plasma grenades.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Fusion pistol	6"	Pistol 1		8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.		
Power sword	Melee	Melee		User	-3	1			
Plasma grenade	6"	Grenade D6		4	-1	1	-		
ABILITIES	Ancient Doom, Battle Focus, The Path of Command (pg 79)						Skyleap: At the beginning of your Movement phase, if this model is not within 1" of an enemy model it can leap into the skies. Remove this model from the battlefield. It can return to the battlefield as described in the Children of Baharroth ability. This model may not both skyleap and descend in the same turn. If the battle ends while this model is in the skies, it is considered to be slain.		
	Children of Baharroth: During deployment, you can set up this model in the skies instead of placing it on the battlefield. At the end of any of your Movement phases this model can descend – set it up anywhere on the battlefield that is more than 9" away from any enemy models.								
	Forceshield: This model has a 4+ invulnerable save.						Mandiblasters: At the beginning of each Fight phase, you can pick a single enemy INFANTRY unit within 1" of this model and roll a D6. On a roll of 6, that unit suffers a mortal wound.		
FACTION KEYWORDS	AELDARI, ASURYANI, WARHOST, <CRAFTWORLD>								
KEYWORDS	CHARACTER, INFANTRY, JUMP PACK, FLY, AUTARCH								



AUTARCH SKYRUNNER

NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Autarch Skyrunner	16"	2+	2+	3	4	6	4	9	3+	
An Autarch Skyrunner is a single model armed with a power sword. Their Aeldari jetbike is equipped with a twin shuriken catapult.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Fusion gun	12"	Assault 1		8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.			
Laser lance (shooting)	6"	Assault 1		6	-4	2	-			
Twin shuriken catapult	12"	Assault 4		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.			
Laser lance (melee)	Melee	Melee		User	-4	2	If the bearer charged this turn, attacks with this weapon are made at Strength 6.			
Power sword	Melee	Melee		User	-3	1	-			
WARGEAR OPTIONS	• This model may replace its power sword with a laser lance or fusion gun.									
ABILITIES	Ancient Doom, Battle Focus, The Path of Command (pg 79)						Ride the Wind: When this model Advances, add 6" to its Move characteristic for that Movement phase instead of rolling a dice.			
	Peerless Agility: This model has a 4+ invulnerable save.									
FACTION KEYWORDS	AELDARI, ASURYANI, WARHOST, <CRAFTWORLD>									
KEYWORDS	BIKER, CHARACTER, FLY, AUTARCH, AUTARCH SKYRUNNER									



AVATAR OF KHAINE

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Avatar of Khaine	7"	2+	2+	6	6	8	5	9	3+
The Avatar of Khaine is a single model armed with the Wailing Doom. Only one of this model may be included in your army.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
The Wailing Doom (shooting)	12"	Assault 1		8	-4	D6	Roll two dice when inflicting damage with this weapon and discard the lowest result.		
The Wailing Doom (melee)	Melee	Melee		+2	-4	D6	Roll two dice when inflicting damage with this weapon and discard the lowest result.		
ABILITIES	Ancient Doom, Battle Focus (pg 79)						Khaine Awakened: Friendly ASURYANI units within 12" of the Avatar of Khaine do not take Morale tests, and you can re-roll failed charge rolls for these units.		
	Molten Body: Roll a D6 whenever the Avatar of Khaine suffers a wound or mortal wound. On a 5+ that wound is ignored.						Daemon: The Avatar of Khaine has a 5+ invulnerable save.		
FACTION KEYWORDS	AELDARI, ASURYANI, ASPECT WARRIOR, <CRAFTWORLD>								
KEYWORDS	CHARACTER, MONSTER, DAEMON, AVATAR OF KHAINE								

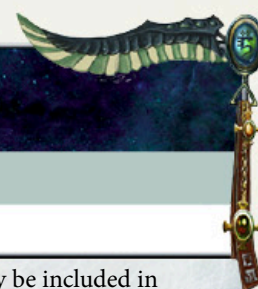




The arrival of the legendary Asurmen, first of the Phoenix Lords, signifies the beginning of the end for the Asuryani's foes.



ASURMEN

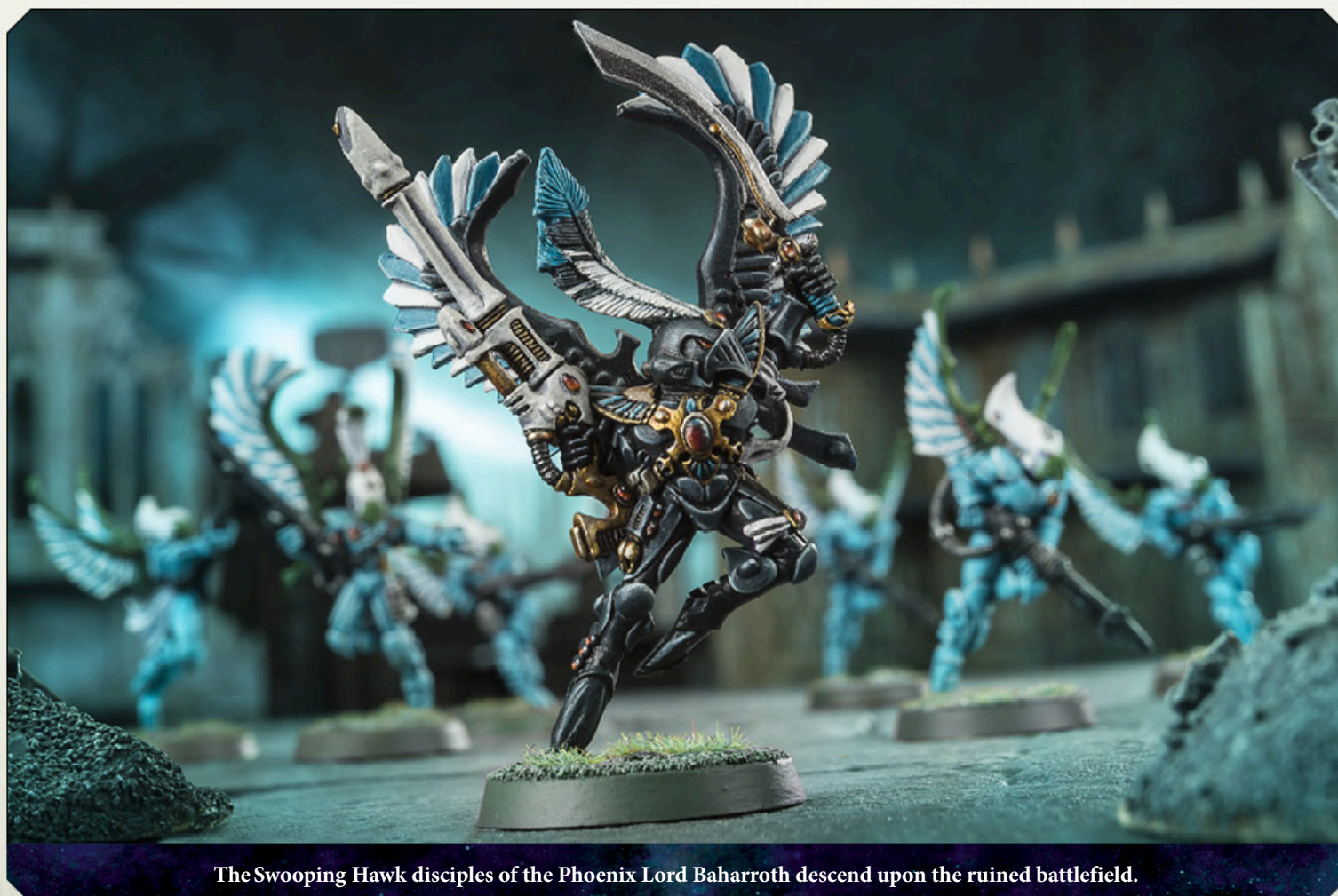


NAME	M	WS	BS	S	T	W	A	Ld	Sv
Asurmen	7"	2+	2+	4	4	6	5	9	2+
Asurmen is a single model armed with the Sword of Asur and two avenger shuriken catapults. Only one of this model may be included in your army.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Avenger shuriken catapult	18"	Assault 2		4	0	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -3 instead of 0.		
The Sword of Asur	Melee	Melee		+1	-3	D3	Each time you make a wound roll of 6+ for this weapon, the target suffers D3 mortal wounds in addition to any other damage.		
ABILITIES	Ancient Doom, Battle Focus (pg 79)						Defence Tactics: When Asurmen fires Overwatch, he successfully hits on a roll of 5 or 6, instead of only 6.		
	Shield of Grace: Asurmen has a 4+ invulnerable save against ranged weapons and a 3+ invulnerable save against melee weapons.						Hand of Asuryan: Friendly ASPECT WARRIOR units within 6" have a 5+ invulnerable save. Friendly Dire Avengers units have a 4+ invulnerable save instead.		
FACTION KEYWORDS	AELDARI, ASURYANI, ASPECT WARRIOR								
KEYWORDS	CHARACTER, INFANTRY, PHOENIX LORD, ASURMEN								



BAHARROTH

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Baharroth	14"	2+	2+	4	4	6	4	9	2+
Baharroth is a single model armed with the Shining Blade and a hawk's talon. Only one of this model may be included in your army.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Hawk's talon	24"	Assault 4		5	0	1	-		
The Shining Blade	Melee	Melee		+1	-3	D3	If a unit suffers any wounds from this weapon, your opponent must subtract 1 from that unit's hit rolls until the end of the turn.		
ABILITIES	Ancient Doom, Battle Focus (pg 79)						Cry of the Wind: During deployment, you can set up Baharroth in the skies instead of placing him on the battlefield. At the end of any of your Movement phases Baharroth can descend – set him up anywhere on the battlefield that is more than 9" away from any enemy models.		
	Baharroth's Grenade Pack: Baharroth can fire a spread of grenades when he is set up on the battlefield using the Cry of the Wind ability and as he flies over enemy units in his Movement phase. To do so after he has been set up using the Cry of the Wind ability, pick an enemy unit within 12" of him. To do so after he has moved, pick one enemy unit that he flew over. Then, in either case, roll one dice for each model in the enemy unit (up to a maximum of 3 dice). Each time you roll a 4+, the target unit suffers 1 mortal wound.						Skyleap: At the beginning of your Movement phase, if Baharroth is not within 1" of an enemy model he can leap back into the skies. Remove him from the battlefield. He can return to the battlefield as described in the Cry of the Wind ability. He may not both skyleap and descend in the same turn. If the battle ends while Baharroth is in the skies, he is considered to be slain.		
The Brilliant Sun: You can add 1 to the Leadership of friendly ASPECT WARRIOR units within 6" of Baharroth. Add 2 to the Leadership of friendly Swooping Hawks units instead.							Blazing Fury: You can re-roll hit rolls of 1 for friendly Swooping Hawks units within 6" of Baharroth.		
FACTION KEYWORDS		AELDARI, ASURYANI, ASPECT WARRIOR							
KEYWORDS		CHARACTER, INFANTRY, JUMP PACK, PHOENIX LORD, FLY, BAHARROTH							



The Swooping Hawk disciples of the Phoenix Lord Baharroth descend upon the ruined battlefield.



Founder of the Fire Dragon Aspect, the mighty Phoenix Lord Fuegan inspires intense devotion among the warriors of such shrines.



FUEGAN



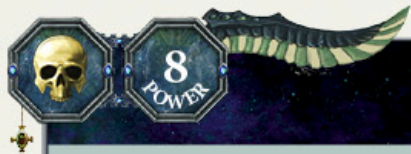
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Fuegan	7"	2+	2+	5	4	6	4	9	2+	
Fuegan is a single model armed with the Fire Axe, a firepike and melta bombs. Only one of this model may be included in your army.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Firepike	18"	Assault 1		8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.			
Fire Axe	Melee	Melee		User	-4	D3	-			
Melta bomb	4"	Grenade 1		8	-4	D6	You can re-roll failed wound rolls for this weapon if the target is a VEHICLE .			
ABILITIES	Ancient Doom, Battle Focus (pg 79)						Unflinching Focus: You can re-roll hit rolls of 1 for Fuegan's ranged weapons, and for those of friendly Fire Dragons units within 6".			
	Assured Destruction: You can re-roll wound rolls of 1 in the Shooting phase for attacks Fuegan makes that target a MONSTER or VEHICLE .						Unquenchable Resolve: At the end of the first Fight phase in which Fuegan lost one or more wounds, his Strength and Attacks characteristics increase by 2. These bonuses last for the rest of the game.			
	Last to Fall: Roll a D6 whenever Fuegan suffers a wound or mortal wound. On a 5+ that wound is ignored.									
FACTION KEYWORDS										AELDARI, ASURYANI, ASPECT WARRIOR
KEYWORDS										CHARACTER, INFANTRY, PHOENIX LORD, FUEGAN



JAIN ZAR



NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Jain Zar	8"	2+	2+	4	4	6	4	9	2+	
Jain Zar is a single model armed with the Silent Death and the Blade of Destruction. Only one of this model may be included in your army.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Silent Death	12"	Assault 4		User	-3	1	-			
Blade of Destruction	Melee	Melee		+2	-3	D3	You can re-roll failed wound rolls for this weapon.			
ABILITIES	Ancient Doom, Battle Focus (pg 79)						Cry of War Unending: Jain Zar and friendly units of Howling Banshees that are within 6" of her at the start of the Fight phase always fight first in the Fight phase, even if they didn't charge. If the enemy has units that have charged, or that have a similar ability, then alternate choosing units to fight with, starting with the player whose turn is taking place.			
Banshee Mask: Enemy units cannot fire Overwatch at Jain Zar.										
War Shout: Your opponent must subtract 1 from hit rolls in the Fight phase for attacks that target Jain Zar.										
Acrobatic: Jain Zar can Advance and charge in the same turn. In a turn in which she Advanced, you can declare a charge move for Jain Zar if there are any enemy units within 15" of her, and you can add 3 to the resulting charge roll.										
							Disarming Strike: At the beginning of each Fight phase you can choose a weapon on an enemy INFANTRY model within 1" of Jain Zar, and roll a D6. On a 3+ that model cannot use that weapon during this Fight phase.			
FACTION KEYWORDS	AELDARI, ASURYANI, ASPECT WARRIOR									
KEYWORDS	CHARACTER, INFANTRY, PHOENIX LORD, JAIN ZAR									

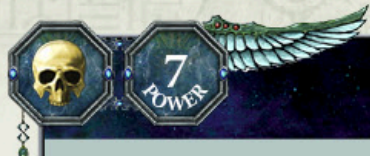


KARANDRAS



NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Karandras	7"	2+	2+	4	4	6	4	9	2+	
Karandras is a single model armed with a scorpion chainsword, a scorpion's claw and plasma grenades. Only one of this model may be included in your army.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
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.			
Scorpion chainsword	Melee	Melee		+1	0	1	-			
Scorpion's claw (melee)	Melee	Melee		x2	-3	D3	-			
Plasma grenade	6"	Grenade D6		4	-1	1	-			
ABILITIES	Ancient Doom, Battle Focus (pg 79)						The Scorpion's Bite: At the beginning of each Fight phase, you can pick a single enemy INFANTRY unit within 1" of Karandras and roll four dice. For each roll of 5 or 6, that unit suffers a mortal wound.			
	Master of Stealth: During deployment, you can set up Karandras in the shadows instead of placing him on the battlefield. At the end of any of your Movement phases Karandras can stalk from his hiding place – set him up anywhere on the battlefield that is more than 9" away from any enemy models.						Death by a Thousand Stings: Each time you roll a hit roll of 6+ when making a close combat attack for Karandras, or a model from a friendly Striking Scorpions unit within 6" of him, that model can immediately make another close combat attack using the same weapon. These extra attacks cannot generate any additional attacks.			
	Shadow Strike: Add 1 to hit rolls for attacks for Karandras that target a unit in cover.									
FACTION KEYWORDS	AELDARI, ASURYANI, ASPECT WARRIOR									
KEYWORDS	CHARACTER, INFANTRY, PHOENIX LORD, KARANDRAS									





MAUGAN RA



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Maugan Ra	6"	2+	2+	4	4	6	4	9	2+
Maugan Ra is a single model armed with the Maugetar. Only one of this model may be included in your army.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
The Maugetar (shooting)	When attacking with this weapon, choose one of the profiles below. Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -3 instead of -1.								
- Shrieker	36"	Assault 1		6	-1	1	If an INFANTRY model is slain by an attack made with this weapon, its unit suffers D3 mortal wounds.		
- Shuriken	36"	Assault 4		6	-1	1	-		
The Maugetar (melee)	Melee	Melee		+2	-2	D3	-		
 ABILITIES	Ancient Doom, Battle Focus (pg 79)						Inescapable Death: Maugan Ra always hits on a 2+ when firing a ranged weapon in the Shooting phase, regardless of any modifiers.		
	Whirlwind of Death: Maugan Ra can fire the Maugetar twice in each Shooting phase.						The Harvester: You can re-roll hit rolls of 1 for Maugan Ra's ranged weapons, and for those of friendly Dark Reapers units within 6".		
	Legacy of Altansar: You can re-roll wound rolls of 1 for Maugan Ra's attacks that target CHAOS units.								
FACTION KEYWORDS	AELDARI, ASURYANI, ASPECT WARRIOR								
KEYWORDS	CHARACTER, INFANTRY, PHOENIX LORD, MAUGAN RA								



ILLIC NIGHTSPEAR



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Illic Nightspear	7"	2+	2+	3	3	5	4	9	5+
Illic Nightspear is a single model armed with Voidbringer, a shuriken pistol and a power sword. Only one of this model may be included in your army.									
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.		
Voidbringer	48"	Heavy 1		4	-3	3	This weapon can target an enemy CHARACTER even if they are not the closest enemy unit. This weapon wounds on a 2+, unless it is targeting a VEHICLE . Each time you roll a wound roll of 6+ for this weapon, it inflicts a mortal wound in addition to any other damage.		
Power sword	Melee	Melee		User	-3	1	-		
ABILITIES	Ancient Doom, Battle Focus (pg 79)						Bringer of the True Death: You can re-roll hit and wounds rolls of 1 for Illic Nightspear's attacks when they target a NECRON unit.		
	Appear Unbidden: During deployment, you can set up Illic Nightspear walking the winding paths of the webway instead of placing him on the battlefield. At the start of the first battle round but before the first turn begins, he can emerge from the webway – set him up anywhere on the battlefield that is more than 9" away from any enemy models.						Hunter Unseen: Your opponent must subtract 1 from hit rolls for ranged weapons that target Illic Nightspear. In addition, add 2 to Illic's saving throws for being in cover instead of 1.		
FACTION KEYWORDS	AELDARI, ASURYANI, WARHOST, ALAITOC								
KEYWORDS	CHARACTER, INFANTRY, RANGER, ILLIC NIGHTSPEAR								



SPIRITSEER



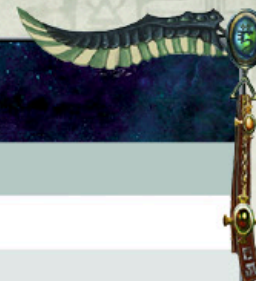
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Spiritseer	7"	2+	2+	3	3	4	2	8	6+
A Spiritseer is a single model armed with a shuriken pistol and a witch staff.									
WEAPON	RANGE	TYPE	S		AP	D	ABILITIES		
Shuriken pistol	12"	Pistol 1	4		0	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -3 instead of 0.		
Witch staff	Melee	Melee	User		0	2	This weapon always wounds on a roll of 2+.		
ABILITIES	Ancient Doom, Battle Focus (pg 79)						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.		
	Rune Armour: This model has a 4+ invulnerable save.								
PSYKER	This model can attempt to manifest one psychic power in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. It knows the <i>Smite</i> power and one psychic power from the Runes of Battle discipline (pg 124).								
FACTION KEYWORDS	AELDARI, ASURYANI, SPIRIT HOST, <CRAFTWORLD>								
KEYWORDS	CHARACTER, INFANTRY, PSYKER, SPIRITSEER								



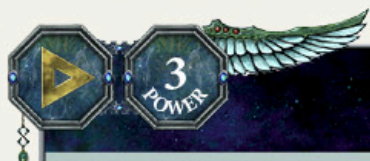
A Spiritseer leads Saim-Hann's wraith constructs through the rubble-strewn ruins of an Imperial hive, acting as a beacon for the dead.



GUARDIAN DEFENDERS



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Guardian	7"	3+	3+	3	3	1	1	7	5+
Heavy Weapon Platform	7"	6+	3+	3	3	2	1	7	3+
This unit contains 10 Guardians. It can include up to 10 additional Guardians (Power Rating +4). For every 10 Guardians in the unit, you may include one Heavy Weapon Platform.									
• Each Guardian is armed with a shuriken catapult and plasma grenades. • Each Heavy Weapon Platform is armed with a shuriken cannon.									
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.		
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.		
Plasma grenade	6"	Grenade D6		4	-1	1	-		
WARGEAR OPTIONS	• Any Heavy Weapon Platform may replace its shuriken cannon with an item from the <i>Heavy Weapons</i> list.								
ABILITIES	Ancient Doom, Battle Focus (pg 79) Crewed Weapon: A Heavy Weapon Platform can only fire its ranged weapon if a Guardian from its unit is within 3" and 'fires' it instead of shooting any of their own weapons. A single Guardian cannot operate multiple Heavy Weapon Platforms in this way in a single turn.								
FACTION KEYWORDS	AELDARI, ASURYANI, WARHOST, <CRAFTWORLD>								
KEYWORDS (GUARDIAN)	INFANTRY, GUARDIAN, GUARDIAN DEFENDERS								
KEYWORDS (HEAVY WEAPON PLATFORM)	INFANTRY, ARTILLERY, GUARDIAN, HEAVY WEAPON PLATFORM								



STORM GUARDIANS



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Guardian	7"	3+	3+	3	3	1	1	7	5+
This unit contains 8 Guardians. It can include up to 8 additional Guardians (Power Rating +3) or up to 16 additional Guardians (Power Rating +6). Each model is armed with a shuriken pistol, an Aeldari blade and plasma grenades.									
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES	
Flamer	8"	Assault D6			4	0	1	This weapon automatically hits its target.	
Fusion gun	12"	Assault 1			8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.	
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.	
Aeldari blade	Melee	Melee			User	0	1	You can re-roll failed hit rolls for this weapon.	
Chainsword	Melee	Melee			User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.	
Plasma grenade	6"	Grenade D6			4	-1	1	-	
WARGEAR OPTIONS	- Up to two Guardians may replace their shuriken pistol and Aeldari blade with a flamer or a fusion gun. - Any Guardian may replace their Aeldari blade with a chainsword.								
ABILITIES	Ancient Doom, Battle Focus (pg 79)								
FACTION KEYWORDS	AELDARI, ASURYANI, WARHOST, <CRAFTWORLD>								
KEYWORDS	INFANTRY, GUARDIAN, STORM GUARDIANS								



DIRE AVENGERS



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Dire Avenger	7"	3+	3+	3	3	1	1	8	4+
Dire Avenger Exarch	7"	3+	3+	3	3	2	2	8	4+
This unit contains 5 Dire Avengers. It can include up to 5 additional Dire Avengers (Power Rating +3). A Dire Avenger Exarch can take the place of one Dire Avenger. Each model is armed with an avenger shuriken catapult and plasma grenades.									
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES	
Avenger shuriken catapult	18"	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.	
Diresword	Melee	Melee			User	-2	1	Each time you make a wound roll of 6+ for this weapon, the target suffers a mortal wound in addition to any other damage.	
Power glaive	Melee	Melee			+1	-2	1	-	
Plasma grenade	6"	Grenade D6			4	-1	1	-	
WARGEAR OPTIONS	• The Dire Avenger Exarch may replace their avenger shuriken catapult with one of the following: - Two avenger shuriken catapults - Shuriken pistol and power glaive - Shuriken pistol and diresword - Shimmershield and power glaive								
ABILITIES	Ancient Doom, Battle Focus (pg 79)							Battle Fortune: The Dire Avenger Exarch has a 4+ invulnerable save.	
	Defence Tactics: When models in this unit fire Overwatch, they successfully hit on a roll of 5 or 6, instead of only 6.							Shimmershield: A unit which includes a model with a shimmershield has a 5+ invulnerable save.	
FACTION KEYWORDS	AELDARI, ASURYANI, ASPECT WARRIOR, <CRAFTWORLD>								
KEYWORDS	INFANTRY, DIRE AVENGERS								



RANGERS



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Ranger	7"	3+	3+	3	3	1	1	7	5+
This unit contains 5 Rangers. It can include up to 5 additional Rangers (Power Rating +3). Each model is armed with a shuriken pistol and a ranger long rifle.									
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.		
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.		
 ABILITIES	Ancient Doom, Battle Focus (pg 79)						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.		
	Cameleoline Cloaks: Your opponent must subtract 1 from hit rolls for ranged weapons that target this unit. In addition, add 2 instead of 1 to saving throws made for models from this unit that are in cover.								
FACTION KEYWORDS	AELDARI, ASURYANI, WARHOST, <CRAFTWORLD>								
KEYWORDS	INFANTRY, RANGERS								





HOWLING BANSHEES

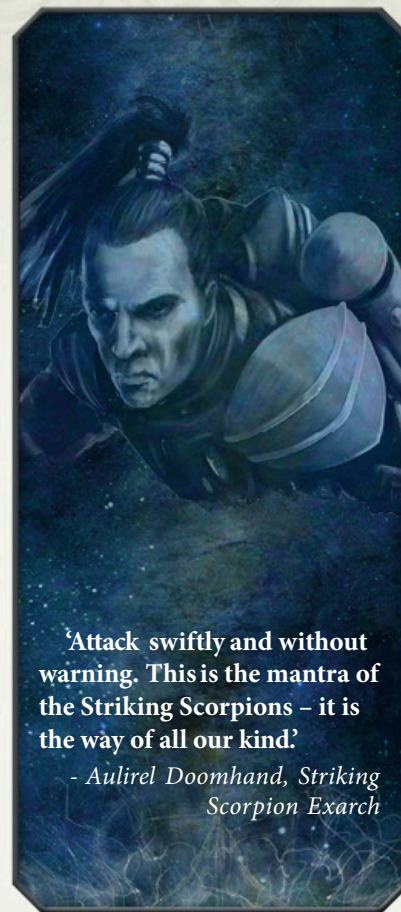
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Howling Banshee	8"	3+	3+	3	3	1	2	8	4+	
Howling Banshee Exarch	8"	3+	3+	3	3	2	3	8	4+	
This unit contains 5 Howling Banshees. It can include up to 5 additional Howling Banshees (Power Rating +3). A Howling Banshee Exarch can take the place of one Howling Banshee. Each model is armed with a shuriken pistol and a power sword.										
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.			
Executioner	Melee	Melee		+1	-3	D3	-			
Mirrorswords	Melee	Melee		User	-2	1	You can re-roll failed hit rolls in the Fight phase for this weapon.			
Power sword	Melee	Melee		User	-3	1	-			
WARGEAR OPTIONS	• The Howling Banshee Exarch may replace her power sword with an executioner. • The Howling Banshee Exarch may replace her shuriken pistol and power sword with mirrorswords.									
ABILITIES	Ancient Doom, Battle Focus (pg 79)						Banshee Mask: Enemy units cannot fire Overwatch at this unit.			
	Acrobatic: This unit can Advance and charge in the same turn. In a turn in which it Advanced, you can declare a charge move for this unit if there are any enemy units within 15" of it, and you can add 3 to the resulting charge roll.						War Shout: Your opponent must subtract 1 from hit rolls in the Fight phase for attacks that target a unit that includes a Howling Banshee Exarch.			
FACTION KEYWORDS	AELDARI, ASURYANI, ASPECT WARRIOR, <CRAFTWORLD>									
KEYWORDS	INFANTRY, HOWLING BANSHEES									



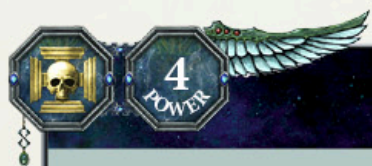
Dashing from cover to cover, a Howling Banshee Exarch leads her sisters into the heart of battle.



A group of Striking Scorpions appearing suddenly from the shadows can throw the enemy's plans into disarray as they are forced to address this new threat.



'Attack swiftly and without warning. This is the mantra of the Striking Scorpions – it is the way of all our kind.'
- Aulirel Doomhand, Striking Scorpion Exarch



STRIKING SCORPIONS



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Striking Scorpion	7"	3+	3+	3	3	1	2	8	3+
Striking Scorpion Exarch	7"	3+	3+	3	3	2	3	8	3+

This unit contains 5 Striking Scorpions. It can include up to 5 additional Striking Scorpions (**Power Rating +3**). A Striking Scorpion Exarch can take the place of one Striking Scorpion. Each model is armed with a shuriken pistol, a scorpion chainsword and plasma grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
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.
Biting blade	Melee	Melee	+2	-1	2	-
Scorpion chainsword	Melee	Melee	+1	0	1	-
Scorpion's claw (melee)	Melee	Melee	x2	-3	D3	-
Plasma grenade	6"	Grenade D6	4	-1	1	-

WARGEAR OPTIONS

- The Striking Scorpion Exarch may replace their shuriken pistol with a scorpion's claw.
- The Striking Scorpion Exarch may replace their scorpion chainsword with a biting blade.

ABILITIES

Ancient Doom, Battle Focus (pg 79)

Masters of Stealth: During deployment, you can set up this unit in the shadows instead of placing it on the battlefield. At the end of any of your Movement phases this unit can stalk from their hiding place – set it up anywhere on the battlefield that is more than 9" away from any enemy models.

Shadow Strike: Add 1 to hit rolls for attacks for this unit that target a unit in cover.

Mandiblasters: At the beginning of each Fight phase, you can pick a single enemy **INFANTRY** unit within 1" of this unit. Roll a D6 for each model in this unit; for each roll of 6, the enemy unit suffers a mortal wound.

Sustained Attack: 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.

FACTION KEYWORDS

AELDARI, ASURYANI, ASPECT WARRIOR, <CRAFTWORLD>

KEYWORDS

INFANTRY, STRIKING SCORPIONS



FIRE DRAGONS



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Fire Dragon	7"	3+	3+	3	3	1	1	8	3+
Fire Dragon Exarch	7"	3+	3+	3	3	2	2	8	3+
This unit contains 5 Fire Dragons. It can include up to 5 additional Fire Dragons (Power Rating +6). A Fire Dragon Exarch can take the place of one Fire Dragon. Each model is armed with a fusion gun and melta bombs.									
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES	
Dragon's breath flamer	8"	Assault D6			5	-1	1	This weapon automatically hits its target.	
Firepike	18"	Assault 1			8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.	
Fusion gun	12"	Assault 1			8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.	
Melta bomb	4"	Grenade 1			8	-4	D6	You can re-roll failed wound rolls for this weapon if the target is a VEHICLE .	
WARGEAR OPTIONS	• The Fire Dragon Exarch may replace their fusion gun with a dragon's breath flamer or a firepike.								
ABILITIES	Ancient Doom, Battle Focus (pg 79)							Assured Destruction: You can re-roll wound rolls of 1 in the Shooting phase for attacks this unit make that target a MONSTER or VEHICLE .	
	Crack Shot: You can re-roll hit rolls of 1 for a Fire Dragon Exarch's ranged weapons.								
FACTION KEYWORDS	AELDARI, ASURYANI, ASPECT WARRIOR, <CRAFTWORLD>								
KEYWORDS	INFANTRY, FIRE DRAGONS								



No foe can withstand the massed volley of fusion gun fire unleashed by the warriors of the Fire Dragon shrines.



WRAITHBLADES

NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Wraithblade	5"	3+	3+	5	6	3	2	9	3+	
This unit contains 5 Wraithblades. It can include up to 5 additional Wraithblades (Power Rating +10). Each model is armed with ghostswords.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Ghostaxe	Melee	Melee		+2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.			
Ghostswords	Melee	Melee		+1	-3	1	Each time the bearer fights, it can make 1 additional attack with this weapon.			
WARGEAR OPTIONS	• The entire unit may replace their ghostswords with ghostaxes and forcesshields.									
ABILITIES	Ancient Doom (pg 79)									
	Fires of Wrath: Add 1 to the Attacks characteristic of models in this unit in a turn in which it charges.									
FACTION KEYWORDS	AELDARI, ASURYANI, SPIRIT HOST, <CRAFTWORLD>									
KEYWORDS	INFANTRY, WRAITH CONSTRUCT, WRAITHBLADES									

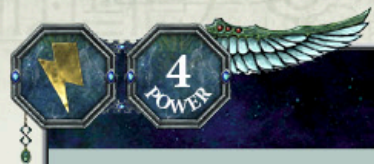


WRAITHGUARD

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Wraithguard	5"	3+	3+	5	6	3	1	9	3+
This unit contains 5 Wraithguard. It can include up to 5 additional Wraithguard (Power Rating +10). Each model is armed with a wraithcannon and Wraithguard fists.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
D-scythe	8"	Assault D3		10	-4	1	This weapon automatically hits its target.		
Wraithcannon	12"	Assault 1		10	-4	D6	-		
Wraithguard fists	Melee	Melee		User	-1	D3	-		
WARGEAR OPTIONS	• The entire unit may replace their wraithcannons with D-scythes.								
ABILITIES	Ancient Doom (pg 79)								
	Implacable: This unit can Fall Back and still shoot in a turn that it does so.								
FACTION KEYWORDS	AELDARI, ASURYANI, SPIRIT HOST, <CRAFTWORLD>								
KEYWORDS	INFANTRY, WRAITH CONSTRUCT, WRAITHGUARD								



The spirits that power the Wraithguard have been pulled from the limbo of the infinity circuit, a dire recourse born from desperate times.



WINDRIDERS



NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Windrider	16"	3+	3+	3	4	2	1	7	4+	
This unit contains 3 Windriders. It can include up to 3 additional Windriders (Power Rating +4) or up to 6 additional Windriders (Power Rating +8). Each of their Aeldari jetbikes is equipped with a twin shuriken catapult.										
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES		
Scatter laser	36"	Heavy 4			6	0	1	-		
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 catapult	12"	Assault 4			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.		
WARGEAR OPTIONS	• Any Aeldari jetbike may replace its twin shuriken catapult with a scatter laser or a shuriken cannon.									
ABILITIES	Ancient Doom, Battle Focus (pg 79)									
	Ride the Wind: When this unit Advances, add 6" to its Move characteristic for that Movement phase instead of rolling a dice.									
FACTION KEYWORDS	AELDARI, ASURYANI, WARHOST, <CRAFTWORLD>									
KEYWORDS	BIKER, FLY, WINDRIDERS									



VYPERS



NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Vyper	16"	6+	3+	4	5	6	1	8	3+	
This unit contains 1 Vyper. It can include up to 2 additional Vypers (Power Rating +4 per model). Each model is armed with a shuriken cannon and a twin shuriken catapult.										
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 catapult	12"	Assault 4		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.			
WARGEAR OPTIONS	- Any model may replace its shuriken cannon with an item from the <i>Heavy Weapons</i> list. - Any model may replace its twin shuriken catapult with a shuriken cannon.									
ABILITIES	Blade Wind: This unit has a Move characteristic of 20" instead of 16" whilst it contains 3 models.						Explodes: If a model in this unit is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 6 it explodes, and each unit within 3" suffers 1 mortal wound.			
FACTION KEYWORDS	AELDARI, ASURYANI, WARHOST, <CRAFTWORLD>									
KEYWORDS	BIKER, VEHICLE, FLY, VYPERS									



SWOOPING HAWKS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Swooping Hawk	14"	3+	3+	3	3	1	1	8	4+
Swooping Hawk Exarch	14"	3+	3+	3	3	2	2	8	4+

This unit contains 5 Swooping Hawks. It can include up to 5 additional Swooping Hawks (**Power Rating +3**). A Swooping Hawk Exarch can take the place of one Swooping Hawk. Each model is armed with a lasblaster.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Hawk's talon	24"	Assault 4	5	0	1	-
Lasblaster	24"	Assault 4	3	0	1	-
Power sword	Melee	Melee	User	-3	1	-

WARGEAR OPTIONS

- The Swooping Hawk Exarch may replace their lasblaster with a hawk's talon.
- The Swooping Hawk Exarch may take a power sword.

ABILITIES

Ancient Doom, Battle Focus (pg 79)

Children of Baharroth: During deployment, you can set up this unit in the skies instead of placing it on the battlefield. At the end of any of your Movement phases this unit can descend – set it up anywhere on the battlefield that is more than 9" away from any enemy models.

Skyleap: At the beginning of your Movement phase, if this unit is not within 1" of an enemy model they can leap into the skies. Remove this unit from the battlefield. They can return to the battlefield as described in the Children of Baharroth ability. This unit may not both skyleap and descend in the same turn. If the battle ends while this unit is in the skies, they are considered to be slain.

Swooping Hawk Grenade Pack: Swooping Hawks can fire a spread of grenades when they are set up on the battlefield using the Children of Baharroth ability and as they fly over enemy units in the Movement phase. To do so after the unit has been set up using the Children of Baharroth ability, pick an enemy unit within 12" of them. To do so after the unit has moved, pick one enemy unit that they flew over. Then, in either case, roll one dice for each model in the enemy unit (up to a maximum of one dice for each model in the Swooping Hawks unit). For each roll of a 6 the enemy unit suffers a mortal wound.

Herald of Victory: You can add 1 to the Leadership of friendly <CRAFTWORLD> units within 3" of any unit that includes a Swooping Hawk Exarch.

FACTION KEYWORDS AELDARI, ASURYANI, ASPECT WARRIOR, <CRAFTWORLD>

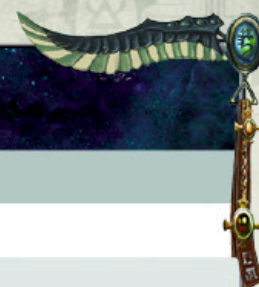
KEYWORDS INFANTRY, JUMP PACK, FLY, SWOOPING HAWKS



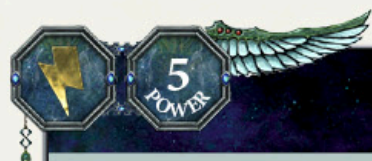
Graceful streaks of turquoise alight to unleash dazzling volleys of las-fire. Nowhere is safe from the predations of the Swooping Hawks.



WARP SPIDERS



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Warp Spider	7"	3+	3+	3	3	1	1	8	3+
Warp Spider Exarch	7"	3+	3+	3	3	2	2	8	3+
This unit contains 5 Warp Spiders. It can include up to 5 additional Warp Spiders (Power Rating +4). A Warp Spider Exarch can take the place of one Warp Spider. Each model is armed with a death spinner.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Death spinner	12"	Assault 2		6	0	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -4 instead of 0.		
Powerblades	Melee	Melee		User	-2	1	Each time the bearer fights, it can make 1 additional attack with this weapon.		
WARGEAR OPTIONS		• The Warp Spider Exarch may replace their death spinner with two death spinners. • The Warp Spider Exarch may take powerblades.							
ABILITIES		Ancient Doom, Battle Focus (pg 79) Warp Strike: During deployment, you can set up this unit in preparation to launch a warp strike instead of placing it on the battlefield. At the end of any of your Movement phases this unit can use their warp jump generators to enter the battlefield – set it up anywhere on the battlefield that is more than 9" away from any enemy models. You must then immediately roll 2D6; on a 2, one model from the unit is slain. Iron Resolve: You can re-roll failed Morale tests for a unit that contains a Warp Spider Exarch.					Warp Jump Generator: When this unit moves in the Movement phase, they can use their warp jump generators. If they do, they cannot Advance or charge this turn, but their Move characteristic is increased by 4D6" and they can FLY until the end of the phase. A unit that uses warp jump generators to Fall Back can still shoot in its Shooting phase. Flickerjump: When this unit is targeted by a ranged weapon, you can declare that they will make a flickerjump – your opponent must subtract 1 from hit rolls for attacks that target this unit until the end of the phase. You must then immediately roll 2D6; on a 2, one model from the Warp Spiders unit is slain.		
FACTION KEYWORDS		AELDARI, ASURYANI, ASPECT WARRIOR, <CRAFTWORLD>							
KEYWORDS		INFANTRY, JUMP PACK, WARP SPIDERS							



SHINING SPEARS

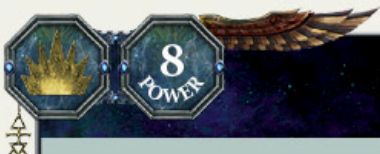


NAME	M	WS	BS	S	T	W	A	Ld	Sv
Shining Spear	16"	3+	3+	3	4	2	2	8	3+
Shining Spear Exarch	16"	3+	3+	3	4	3	3	8	3+
This unit contains 3 Shining Spears. It can include up to 3 additional Shining Spears (Power Rating +5) or up to 6 additional Shining Spears (Power Rating +9). A Shining Spear Exarch can take the place of one Shining Spear. Each model is armed with a laser lance and each of their jetbikes is armed with a twin shuriken catapult.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Laser lance (shooting)	6"	Assault 1		6	-4	2	-		
Star lance (shooting)	6"	Assault 1		8	-4	2	-		
Twin shuriken catapult	12"	Assault 4		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.		
Laser lance (melee)	Melee	Melee		User	-4	2	If the bearer charged this turn, attacks with this weapon are made at Strength 6.		
Paragon sabre	Melee	Melee		User	-4	1	You can re-roll failed hit and wound rolls for this weapon.		
Star lance (melee)	Melee	Melee		User	-4	2	If the bearer charged this turn, attacks with this weapon are made at Strength 8.		
WARGEAR OPTIONS	• The Shining Spear Exarch may replace their laser lance with a star lance or paragon sabre.								
ABILITIES	Ancient Doom, Battle Focus (pg 79)						Aerobic Grace: Models in this unit have a 4+ invulnerable save against ranged weapons.		
	Ride the Wind: When this unit Advances, add 6" to its Move characteristic for that Movement phase instead of rolling a dice.						Expert Hunter: You can re-roll wound rolls for a Shining Spear Exarch when attacking a MONSTER or VEHICLE.		
FACTION KEYWORDS	AELDARI, ASURYANI, ASPECT WARRIOR, <CRAFTWORLD>								
KEYWORDS	BIKER, FLY, SHINING SPEARS								



WAR WALKERS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
War Walker	10"	3+	3+	5	6	6	2	8	4+
This unit contains 1 War Walker. It can include 1 additional War Walker (Power Rating +4) or 2 additional War Walkers (Power Rating +8). Each model is armed with two shuriken cannons.									
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.	
WARGEAR OPTIONS	• Any model may replace any shuriken cannon with an item from the <i>Heavy Weapons</i> list.								
ABILITIES	Ancient Doom, Battle Focus (pg 79)						Power Field: Models in this unit have a 5+ invulnerable save.		
	Scout Vehicle: During deployment, you can set up this unit on the enemy's flanks instead of placing it on the battlefield. At the end of any of your Movement phases the unit can join battle – set it up so that all models in the unit are within 3" of a battlefield edge of your choice and more than 9" away from any enemy models.						Explodes: If a model in this unit is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 6 it explodes, and each unit within 3" suffers 1 mortal wound.		
FACTION KEYWORDS	AELDARI, ASURYANI, WARHOST, <CRAFTWORLD>								
KEYWORDS	VEHICLE, WAR WALKERS								

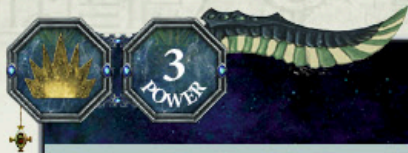


WRAITHLORD

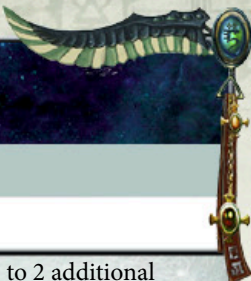
DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

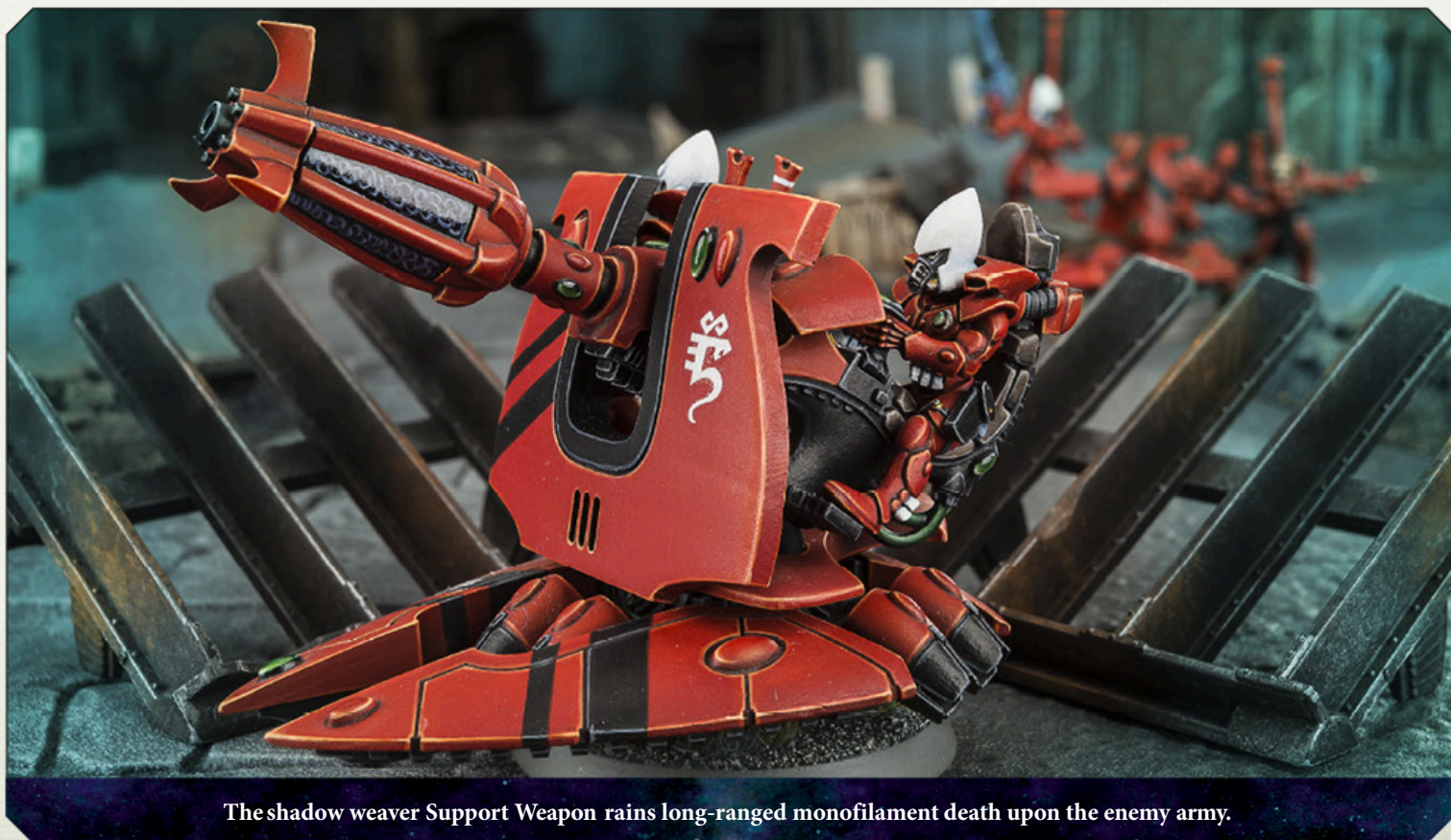
NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
Wraithlord	★	★	★	7	8	10	4	9	3+	6-10+	8"	3+	3+
A Wraithlord is a single model armed with two shuriken catapults and wraithbone fists.										3-5	7"	4+	4+
										1-2	6"	5+	5+
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES					
Flamer	8"	Assault D6			4	0	1	This weapon automatically hits its target.					
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.					
Ghostglaive	Melee	Melee			+2	-4	D6	-					
Wraithbone fists	Melee	Melee			User	-3	3	-					
WARGEAR OPTIONS • This model may replace any shuriken catapult with a flamer. • This model may take a ghostglaive. • This model may take up to two items from the <i>Heavy Weapons</i> list.													
ABILITIESAncient Doom (pg 79)													
FACTION KEYWORDS AELDARI, ASURYANI, SPIRIT HOST, <CRAFTWORLD>													
KEYWORDS MONSTER, WRAITH CONSTRUCT, WRAITHLORD													



SUPPORT WEAPONS



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Support Weapon	6"	3+	3+	3	5	5	2	7	4+
This unit contains 1 Support Weapon and 2 crew, one manning the weapon and one standing alongside it. It can include up to 2 additional Support Weapons and their crews (Power Rating +3 per Support Weapon). Each Support Weapon is equipped with a shadow weaver. In addition, one of its crew can attack with a shuriken catapult.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
D-cannon	24"	Heavy D3		12	-4	D6	This weapon can target units that are not visible to the firer.		
Shadow weaver	48"	Heavy D6		6	0	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -4 instead of 0. This weapon can target units that are not visible to the bearer.		
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.		
Vibro cannon	48"	Heavy D3		7	-1	2	For each vibro cannon that has already been fired at the same target in this phase, improve the AP of this weapon by 1 (to a maximum of -3) and add 1 to the wound rolls for this weapon (to a maximum of +2). For example, if a firing model is the third to target the same unit with a vibro cannon, its AP is -3 and you add 2 to its wound rolls. If this weapon inflicts any damage on an enemy unit, that unit cannot Advance in its next Movement phase unless it can FLY.		
WARGEAR OPTIONS	• Any Support Weapon may replace its shadow weaver with a vibro cannon or a D-cannon.								
ABILITIES	Ancient Doom, Battle Focus (pg 79) Support Weapons: The first time this unit is set up, all Support Weapons in this unit must be placed within 6" of each other, and with each crew within 1" of their Support Weapon. From that point on, each Support Weapon acts as a single unit.						Guardian Crew: Each Support Weapon and its crew are treated as a single model for all rules purposes. The crew must remain within 1" of their Support Weapon and cannot be targeted or attacked separately. The range and visibility of all attacks made by a Support Weapon and its crew are measured from the Support Weapon, not the crew.		
FACTION KEYWORDS	AELDARI, ASURYANI, WARHOST, <CRAFTWORLD>								
KEYWORDS	VEHICLE, ARTILLERY, GUARDIAN, SUPPORT WEAPONS								



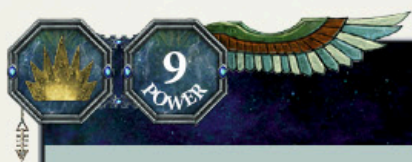
The shadow weaver Support Weapon rains long-ranged monofilament death upon the enemy army.



DARK REAPERS



NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Dark Reaper	6"	3+	3+	3	3	1	1	8	3+	
Dark Reaper Exarch	6"	3+	3+	3	3	2	2	8	3+	
This unit contains 3 Dark Reapers. It can include up to 2 additional Dark Reapers (Power Rating +3) or up to 7 additional Dark Reapers (Power Rating +9). A Dark Reaper Exarch can take the place of one Dark Reaper. Each model is armed with a reaper launcher.										
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES		
Aeldari missile launcher	When attacking with this weapon, choose one of the profiles below.									
- Sunburst missile	48"	Heavy D6			4	-1	1	-		
- Starshot missile	48"	Heavy 1			8	-2	D6	-		
Reaper launcher	When attacking with this weapon, choose one of the profiles below.									
- Starshot missile	48"	Heavy 1			8	-2	3	-		
- Starswarm missile	48"	Heavy 2			5	-2	2	-		
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.		
Tempest launcher	36"	Heavy 2D6			4	-2	1	This weapon can target units that are not visible to the bearer.		
WARGEAR OPTIONS	• The Dark Reaper Exarch may replace their reaper launcher with a shuriken cannon, Aeldari missile launcher or tempest launcher.									
ABILITIES	Ancient Doom (pg 79)							Inescapable Accuracy: Models in this unit always hit on a 3+ when firing a ranged weapon in the Shooting phase, regardless of any modifiers.		
	Crack Shot: You can re-roll hit rolls of 1 for a Dark Reaper Exarch's ranged weapons.									
FACTION KEYWORDS	AELDARI, ASURYANI, ASPECT WARRIOR, <CRAFTWORLD>									
KEYWORDS	INFANTRY, DARK REAPERS									

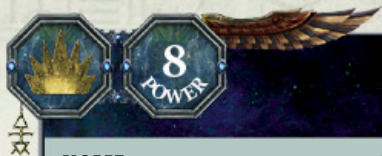


FALCON

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

NAME	M	WS	BS	S	T	W	A	Ld	Sv					
Falcon	★	6+	★	6	7	12	★	8	3+	REMAINING W	M	BS	A	
A Falcon is a single model equipped with a pulse laser, shuriken cannon and a twin shuriken catapult.										7-12+	16"	3+	3	
										4-6	12"	4+	D3	
										1-3	8"	5+	1	
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES							
Pulse laser	48"	Heavy 2		8	-3	3	-							
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 catapult	12"	Assault 4		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.							
WARGEAR OPTIONS	• This model may replace its shuriken cannon with an item from the <i>Heavy Weapons</i> list. • This model may replace its twin shuriken catapult with a shuriken cannon. • This model may take items from the <i>Vehicle Equipment</i> list.													
ABILITIES	Hover Tank: Distance and ranges are always measured to and from this model's hull, even though it has a base. Explodes: 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 it explodes, and each unit within 6" suffers D3 mortal wounds.													
TRANSPORT	This model can transport 6 PHOENIX LORD or <CRAFTWORLD> INFANTRY models. Each WRAITHGUARD or WRAITHBLADE model takes the space of two other models. It cannot transport JUMP PACK models.													
FACTION KEYWORDS	AELDARI, ASURYANI, WARHOST, <CRAFTWORLD>													
KEYWORDS	VEHICLE, TRANSPORT, FLY, FALCON													

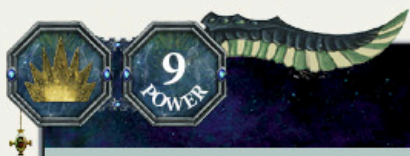


NIGHT SPINNER

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	BS	A
Night Spinner	★	6+	★	6	7	12	★	8	3+	7-12+	16"	3+	3
A Night Spinner is a single model equipped with a doomweaver and a twin shuriken catapult.										4-6	12"	4+	D3
										1-3	8"	5+	1
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
Doomweaver	48"	Heavy 2D6		7	0	2	Wound rolls of 6+ for this weapon are resolved with AP -4 instead of AP 0. This weapon can target units that are not visible to the bearer.						
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 catapult	12"	Assault 4		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.						
WARGEAR OPTIONS		- This model may replace its twin shuriken catapult with a shuriken cannon. - This model may take items from the <i>Vehicle Equipment</i> list.											
ABILITIES		Hover Tank: Distance and ranges are always measured to and from this model's hull, even though it has a base. Explodes: 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.											
FACTION KEYWORDS		AELDARI, ASURYANI, WARHOST, <CRAFTWORLD>											
KEYWORDS		VEHICLE, FLY, NIGHT SPINNER											

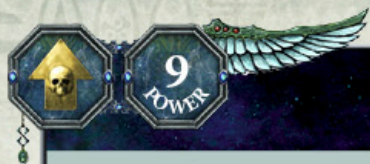


FIRE PRISM

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	BS	A
Fire Prism	★	6+	★	6	7	12	★	8	3+	7-12+	16"	3+	3
A Fire Prism is a single model equipped with a prism cannon and a twin shuriken catapult.										4-6	12"	4+	D3
										1-3	8"	5+	1
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
Prism cannon	When attacking with this weapon, choose one of the profiles below.												
- Dispersed	60"	Heavy D6		6	-3	1	-						
- Focused	60"	Heavy D3		9	-4	D3	-						
- Lance	60"	Heavy 1		12	-5	D6	-						
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 catapult	12"	Assault 4		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.						
WARGEAR OPTIONS		• This model may replace its twin shuriken catapult with a shuriken cannon. • This model may take items from the <i>Vehicle Equipment</i> list.											
ABILITIES		Hover Tank: Distance and ranges are always measured to and from this model's hull, even though it has a base.						Pulsed Laser Discharge: If this model moves under half speed in its Movement phase (i.e. it moves a distance in inches less than half of its current Move characteristic) it can shoot its prism cannon twice in its next Shooting phase (the prism cannon must use the same profile and target the same unit both times it is fired).					
		Explodes: 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.											
FACTION KEYWORDS		AELDARI, ASURYANI, WARHOST, <CRAFTWORLD>											
KEYWORDS		VEHICLE, FLY, FIRE PRISM											



WAVE SERPENT

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

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

A Wave Serpent is a single model equipped with a twin shuriken cannon and a twin shuriken catapult.

REMAINING W	M	BS	A
7-13+	16"	3+	3
4-6	12"	4+	D3
1-3	8"	5+	1

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 Aeldari missile launcher	When attacking with this weapon, choose one of the profiles below.					
- Sunburst missile	48"	Heavy 2D6	4	-1	1	-
- Starshot missile	48"	Heavy 2	8	-2	D6	-
Twin bright lance	36"	Heavy 2	8	-4	D6	-
Twin scatter laser	36"	Heavy 8	6	0	1	-
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.
Twin shuriken catapult	12"	Assault 4	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.
Twin starcannon	36"	Heavy 4	6	-3	D3	-
WARGEAR OPTIONS	- This model may replace its twin shuriken cannon with a twin bright lance, a twin scatter laser, a twin starcannon or a twin Aeldari missile launcher. - This model may replace its twin shuriken catapult with a shuriken cannon. - This model may take items from the <i>Vehicle Equipment</i> list.					
ABILITIES	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, 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. Explodes: 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 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.					
TRANSPORT	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.					
FACTION KEYWORDS	AELDARI, ASURYANI, WARHOST, <CRAFTWORLD>					
KEYWORDS	VEHICLE, TRANSPORT, FLY, WAVE SERPENT					



Sleek, fast and protected by a rippling energy field, a Wave Serpent streaks forwards bearing a cargo of Aspect Warriors.

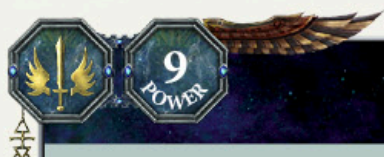


CRIMSON HUNTER

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	BS
Crimson Hunter	★	6+	★	6	6	12	3	8	3+	7-12+	20-60"	2+
A Crimson Hunter is a single model equipped with two bright lances and a pulse laser.										4-6	20-40"	3+
										1-3	20-25"	4+
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES				
Bright lance	36"	Heavy 1			8	-4	D6	-				
Pulse laser	48"	Heavy 2			8	-3	3	-				
ABILITIES	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° (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° as before.							Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.				
	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 .							Skyhunters: You can re-roll all failed wound rolls for this model's ranged weapons that target 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.				
FACTION KEYWORDS	AELDARI, ASURYANI, ASPECT WARRIOR, <CRAFTWORLD>											
KEYWORDS	VEHICLE, FLY, CRIMSON HUNTER											



CRIMSON HUNTER EXARCH

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	BS
Crimson Hunter Exarch	★	6+	★	6	6	12	3	8	3+	7-12+	20-60"	2+
A Crimson Hunter Exarch is a single model equipped with two bright lances and a pulse laser.										4-6	20-40"	3+
										1-3	20-25"	4+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES					
Bright lance	36"	Heavy 1		8	-4	D6	-					
Pulse laser	48"	Heavy 2		8	-3	3	-					
Starcannon	36"	Heavy 2		6	-3	D3	-					
WARGEAR OPTIONS	• This model may replace its two bright lances with two starcannons.											
ABILITIES	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° (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° as before.						Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.					
	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.						Skyhunters: You can re-roll all failed wound rolls for this model's ranged weapons that target units that can FLY.					
							Marksman's Eye: You can re-roll hit rolls of 1 for this model's ranged weapons.					
							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.					
FACTION KEYWORDS	AELDARI, ASURYANI, ASPECT WARRIOR, <CRAFTWORLD>											
KEYWORDS	VEHICLE, FLY, CRIMSON HUNTER											

"The mind of the Farseer is utterly inhuman in its depth and complexity. Without mercy or moral feeling, their consciousness stands upon the edge of spiritual destruction. That they do not fall must be a result of constraints and balances that only an Aeldari could understand. To a mere human it is yet another reminder that we are but children in comparison to that ancient and powerful race."

- Inquisitor Czevak



The strafing run of the Hemlock Wraithfighter is rightfully feared throughout the galaxy.



HEMLOCK WRAITHFIGHTER

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Hemlock Wraithfighter	★	6+	3+	6	6	12	3	8	3+

A Hemlock Wraithfighter is a single model equipped with two heavy D-scythes.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heavy D-scythe	16"	Assault D3	12	-4	2	This weapon automatically hits its target.

ABILITIES	
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° (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° as before.	
Spirit Stones: Roll a D6 each time this model suffers a wound or mortal wound: on a 6 the wound is ignored.	
Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.	

REMAINING W	M
7-12+	20-60"
4-6	20-40"
1-3	20-25"

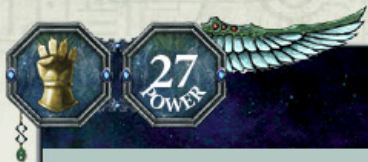
Mindshock Pod: Units must subtract 2 from their Leadership characteristic whilst they are within 12" of any enemy Hemlock Wraithfighters.

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.

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**.

PSYKER	This model can attempt to manifest one psychic power in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. It knows the <i>Smite</i> power and one psychic power from the Runes of Battle discipline (pg 124).
	Hemlock Wraithfighters can only attempt to manifest the second effect of psychic powers from the Rune of Battle discipline. For example, if a Hemlock Wraithfighter knew the <i>Embolden/Horrify</i> power, it could only attempt to manifest <i>Horrify</i> .

FACTION KEYWORDS	AELDARI, ASURYANI, SPIRIT HOST, <CRAFTWORLD>
KEYWORDS	VEHICLE, FLY, PSYKER, WRAITH CONSTRUCT, HEMLOCK WRAITHFIGHTER



WRAITHKNIGHT

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
Wraithknight	★	★	★	8	8	24	4	9	3+	13-24+	12"	3+	3+
A Wraithknight is a single model armed with two heavy wraithcannons, titanic wraithbone fists and titanic feet.										7-12	10"	4+	4+
										1-6	8"	5+	5+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
Heavy wraithcannon	36"	Assault 2		16	-4	D6	-						
Scatter laser	36"	Heavy 4		6	0	1	-						
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.						
Starcannon	36"	Heavy 2		6	-3	D3	-						
Suncannon	48"	Heavy 2D6		6	-3	2	-						
Titanic feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack made with this weapon, instead of 1.						
Titanic ghostglaive	Melee	Melee		x2	-4	6	-						
Titanic wraithbone fists	Melee	Melee		User	-3	D6	-						
WARGEAR OPTIONS	- This model may replace its heavy wraithcannons with a titanic ghostglaive and scattershield or a suncannon and scattershield. - This model may take up to two items from the following: - Scatter laser - Shuriken cannon - Starcannon												
ABILITIES	Ancient Doom (pg 79) Scattershield: A model equipped with a scattershield has a 5+ invulnerable save. Catastrophic Collapse: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 6 it collapses with catastrophic effect, and each unit within 2D6" suffers D6 mortal wounds.						Unstoppable Revenant: A Wraithknight can Fall Back in the Movement phase and still shoot and/or charge during its turn. When a Wraithknight Falls Back, it can even move over enemy INFANTRY models, though at the end of its move it must be more than 1" from all enemy units. In addition, a Wraithknight can move and fire Heavy weapons without suffering the penalty to its hit rolls. Finally, a Wraithknight only gains a bonus to its save in cover if at least half of the model is obscured from the firer.						
FACTION KEYWORDS	AELDARI, ASURYANI, SPIRIT HOST, <CRAFTWORLD>												
KEYWORDS	MONSTER, TITANIC, WRAITH CONSTRUCT, WRAITHKNIGHT												



THE FORGE OF VAUL

To the galaxy's lesser races, the advanced weapons of the Asuryani are as enigmatic as those that bear them. To the Asuryani themselves, each weapon is an extension of the art of war, tools of battle from which they demand the same perfection in form and function as they expect from themselves. The profiles for all of their wargear are detailed below.

RANGED WEAPONS						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Aeldari missile launcher	When attacking with this weapon, choose one of the profiles below.					
- Sunburst missile	48"	Heavy D6	4	-1	1	-
- Starshot missile	48"	Heavy 1	8	-2	D6	-
Avenger shuriken catapult	18"	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.
Bright lance	36"	Heavy 1	8	-4	D6	-
Death spinner	12"	Assault 2	6	0	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -4 instead of 0.
Doomweaver	48"	Heavy 2D6	7	0	2	Wound rolls of 6+ for this weapon are resolved with AP -4 instead of AP 0. This weapon can target units that are not visible to the bearer.
Dragon's breath flamer	8"	Assault D6	5	-1	1	This weapon automatically hits its target.
D-cannon	24"	Heavy D3	12	-4	D6	This weapon can target units that are not visible to the firer.
D-scythe	8"	Assault D3	10	-4	1	This weapon automatically hits its target.
The Eye of Wrath	3"	Pistol D6	6	-2	1	This weapon can only be fired once per battle.
Firepike	18"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.
Fusion gun	12"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Fusion pistol	6"	Pistol 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Hawk's talon	24"	Assault 4	5	0	1	-
Heavy D-scythe	16"	Assault D3	12	-4	2	This weapon automatically hits its target.
Heavy wraithcannon	36"	Assault 2	16	-4	D6	-
Lasblaster	24"	Assault 4	3	0	1	-
Laser lance (shooting)	6"	Assault 1	6	-4	2	-
The Maugetar (shooting)	When attacking with this weapon, choose one of the profiles below. Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -3 instead of -1.					
- Shrieker	36"	Assault 1	6	-1	1	If an INFANTRY model is slain by an attack made with this weapon, its unit suffers D3 mortal wounds.
- Shuriken	36"	Assault 4	6	-1	1	-
Melta bomb	4"	Grenade 1	8	-4	D6	You can re-roll failed wound rolls for this weapon if the target is a VEHICLE .
Plasma grenade	6"	Grenade D6	4	-1	1	-
Prism cannon	When attacking with this weapon, choose one of the profiles below.					
- Dispersed	60"	Heavy D6	6	-3	1	-
- Focused	60"	Heavy D3	9	-4	D3	-
- Lance	60"	Heavy 1	12	-5	D6	-
Pulse laser	48"	Heavy 2	8	-3	3	-
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.
Reaper launcher	When attacking with this weapon, choose one of the profiles below.					
- Starshot missile	48"	Heavy 1	8	-2	3	-
- Starswarm missile	48"	Heavy 2	5	-2	2	-
Scatter laser	36"	Heavy 4	6	0	1	-

RANGED WEAPONS						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
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.
Shadow weaver	48"	Heavy D6	6	0	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -4 instead of 0. This weapon can target units that are not visible to the bearer.
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.
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.
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.
Silent Death	12"	Assault 4	User	-3	1	-
Singing spear (shooting)	12"	Assault 1	9	0	D3	This weapon always wounds on a roll of 2+.
Star lance (shooting)	6"	Assault 1	8	-4	2	-
Starcannon	36"	Heavy 2	6	-3	D3	-
Suncannon	48"	Heavy 2D6	6	-3	2	-
Tempest launcher	36"	Heavy 2D6	4	-2	1	This weapon can target units that are not visible to the bearer.
Twin Aeldari missile launcher	When attacking with this weapon, choose one of the profiles below.					
- Sunburst missile	48"	Heavy 2D6	4	-1	1	-
- Starshot missile	48"	Heavy 2	8	-2	D6	-
Twin bright lance	36"	Heavy 2	8	-4	D6	-
Twin scatter laser	36"	Heavy 8	6	0	1	-
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.
Twin shuriken catapult	12"	Assault 4	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.
Twin starcannon	36"	Heavy 4	6	-3	D3	-
Vibro cannon	48"	Heavy D3	7	-1	2	For each vibro cannon that has already been fired at the same target in this phase, improve the AP of this weapon by 1 (to a maximum of -3) and add 1 to the wound rolls for this weapon (to a maximum of +2). For example, if a firing model is the third to target the same unit with a vibro cannon, its AP is -3 and you add 2 to its wound rolls. If this weapon inflicts any damage on an enemy unit, that unit cannot Advance in its next Movement phase unless it can FLY.
Voidbringer	48"	Heavy 1	4	-3	3	This weapon can target an enemy CHARACTER even if they are not the closest enemy unit. This weapon wounds on a 2+, unless it is targeting a VEHICLE . Each time you roll a wound roll of 6+ for this weapon, it inflicts a mortal wound in addition to any other damage.
The Wailing Doom (shooting)	12"	Assault 1	8	-4	D6	Roll two dice when inflicting damage with this weapon and discard the lowest result.
Wraithcannon	12"	Assault 1	10	-4	D6	-

'Once, our people looked out across the sea of stars and saw endless possibility. After the Fall we looked out and saw threats beyond count, one eclipsing all others – the birthing place of the Great Enemy, upon which we could not even bear to look upon. It pulsed. It called to our minds. The glare of a maleficent eye, ever watchful, swirling in our dreams, always casting its shadow over our past, our present, and our future. Yet now the Great Rift has come, and everywhere the malice of She Who Thirsts is as palpable as the air we breath. The befouling taint once confined to the Eye of Terror is all around us, and there is no safe haven left to turn to. The strands of fate are narrowing, yet destiny can still be shaped by those with the strength to do so. Thus do I go once more to war, my final war, and I will meet the gaze of Slaanesh without fear. Who among you will follow me?'

- Eldrad Ulthran, Exile of Ulthwé

MELEE WEAPONS						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Aeldari blade	Melee	Melee	User	0	1	You can re-roll failed hit rolls for this weapon.
Biting blade	Melee	Melee	+2	-1	2	-
Blade of Destruction	Melee	Melee	+2	-3	D3	You can re-roll failed wound rolls for this weapon.
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Diresword	Melee	Melee	User	-2	1	Each time you make a wound roll of 6+ for this weapon, the target suffers a mortal wound in addition to any other damage.
Executioner	Melee	Melee	+1	-3	D3	-
Fire Axe	Melee	Melee	User	-4	D3	-
Ghostaxe	Melee	Melee	+2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.
Ghostglaive	Melee	Melee	+2	-4	D6	-
Ghostswords	Melee	Melee	+1	-3	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Laser lance (melee)	Melee	Melee	User	-4	2	If the bearer charged this turn, attacks with this weapon are made at Strength 6.
The Maugetar (melee)	Melee	Melee	+2	-2	D3	-
Mirrorswords	Melee	Melee	User	-2	1	You can re-roll failed hit rolls in the Fight phase for this weapon.
Paragon sabre	Melee	Melee	User	-4	1	You can re-roll failed hit and wound rolls for this weapon.
Power glaive	Melee	Melee	+1	-2	1	-
Power sword	Melee	Melee	User	-3	1	-
Powerblades	Melee	Melee	User	-2	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Scorpion chainsword	Melee	Melee	+1	0	1	-
Scorpion's claw (melee)	Melee	Melee	x2	-3	D3	-
The Shining Blade	Melee	Melee	+1	-3	D3	If a unit suffers any wounds from this weapon, your opponent must subtract 1 from that unit's hit rolls until the end of the turn.
Singing spear (melee)	Melee	Melee	User	0	D3	This weapon always wounds on a roll of 2+.
The Spear of Twilight	Melee	Melee	User	-2	D3	This weapon always wounds on a roll of 2+.
Staff of Ulthamar	Melee	Melee	+2	-2	D3	-
Star glaive	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.
Star lance (melee)	Melee	Melee	User	-4	2	If the bearer charged this turn, attacks with this weapon are made at Strength 8.
The Sword of Asur	Melee	Melee	+1	-3	D3	Each time you make a wound roll of 6+ for this weapon, the target suffers D3 mortal wounds in addition to any other damage.
Titanic feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack made with this weapon, instead of 1.
Titanic ghostglaive	Melee	Melee	x2	-4	6	-
Titanic wraithbone fists	Melee	Melee	User	-3	D6	-
The Wailing Doom (melee)	Melee	Melee	+2	-4	D6	Roll two dice when inflicting damage with this weapon and discard the lowest result.
Witch staff	Melee	Melee	User	0	2	This weapon always wounds on a roll of 2+.
Witchblade	Melee	Melee	User	0	D3	This weapon always wounds on a roll of 2+.
Wraithbone fists	Melee	Melee	User	-3	3	-
Wraithguard fists	Melee	Melee	User	-1	D3	-

'WE SHALL HAVE DOMINION, OR VENGEANCE.'

-Biel-Tan proverb

OTHER WARGEAR

VEHICLE EQUIPMENT	EFFECT
Crystal targeting matrix	A model with a crystal targeting matrix does not suffer the penalty for firing a Heavy weapon after moving when targeting the closest enemy unit.
Spirit stones	Roll a D6 each time a model with spirit stones suffers a wound or mortal wound: on a 6 the wound is ignored.
Star engines	When a model with star engines Advances, add 2D6" to that model's Move characteristic for that Movement phase instead of D6".
Vectored engines	If a model with vectored engines Advances, your opponent must subtract 1 from all hit rolls for ranged weapons that target it until your next Movement phase.







A LETHAL ELEGANCE

In this section you'll find rules for Battle-forged armies that include Craftworlds Detachments – that is, any Detachment which only includes Craftworlds units (as defined below). These rules include the abilities below and a series of Stratagems. This section also includes unique Warlord Traits, Psychic Disciplines, Relics and Tactical Objectives. Together, these rules will reflect the character and fighting style of the Craftworlds in your games of Warhammer 40,000.

CRAFTWORLDS UNITS

In the rules described in this section we often refer to 'Craftworlds units' and 'Craftworlds Warlords'. This is shorthand for a unit or Warlord that has the **ASURYANI** keyword. Note that other Aeldari, such as the Harlequins and Drukhari, deviate significantly in terms of organisation and fighting styles. These Aeldari cannot make use of any of the rules or abilities listed in this section, and instead have their own rules.

YNNARI is a keyword that some units in this book can gain when taken as part of a Reborn army, as detailed in other publications. If a Detachment includes any **YNNARI** units, it is no longer a Craftworlds Detachment and will not gain either of the abilities listed below.

ABILITIES

Craftworlds Detachments gain the following abilities:

THE PATH OF WAR

Even at the furthest reaches, there is no peace amongst the stars. To survive the conflict that rages across the galaxy, every craftworld has been forced to adopt a total war footing. In times of need, citizen soldiers have always been called upon to don armour and gird themselves for battle. Now, however, that need is a constant, and every son and daughter of Asuryan must fight for their home and kin.

If your army is battle-forged, all Troops units in Craftworlds Detachments gain this ability. Such a unit that is within range of an objective marker (as specified in the mission) controls that objective marker even if there are more enemy models within range of it. If an enemy unit has a similar ability, then the objective marker is controlled by the player who has the most models within range as normal.

CRAFTWORLD ATTRIBUTES

Each of the craftworlds that escaped the Fall left for their own reasons. In the millennia since that cataclysm, each craftworld has developed its own traditions, including warhosts that fight in their own unique manner.

If your army is Battle-forged, all units in a Craftworlds Detachment gain a Craftworld Attribute, so long as every unit in that Detachment is from the same craftworld. The Craftworld Attribute gained depends upon the craftworld they are drawn from, as shown in the table on the right. For example, all units in a **SAIM-HANN** Detachment gain the Wild Host Craftworld Attribute.

If you have chosen a craftworld that does not have an associated Craftworld Attribute, you can choose the attribute that best suits the fighting style and battlefield strategies of the warriors that hail from it.

'Make no mistake mon-keigh, we do not fight for you, or for your corpse-Emperor. We are allied here today because destiny has seen fit to bind our fates together. We do not relish that our futures are intertwined, but if you would live to see another day, then you will do as I say. Order your soldiers to cease firing their primitive artillery upon the ridge line, for it is there the Asuryani warhost will arrive. My kin will drive the tainted ones back towards your lines, where you would do well to be prepared. And please, above all else, stand down wind from me.'

- Beac-dair,
Ranger of Alaitoc,
liaison to Imperial forces



Heroes of Legend

The inclusion of a **PHOENIX LORD** in a Craftworlds Detachment does not prevent other units in that Detachment from gaining a Craftworld Attribute. However, Phoenix Lords can never themselves benefit from a Craftworld Attribute.

CRAFTWORLD ATTRIBUTES

ALAITOC: FIELD CRAFT

Through a combination of stealth, superior scouting reports and peerless camouflage, Alaitoc units are able to obscure themselves upon the battlefield.

Your opponent must subtract 1 from any hit rolls for attacks that target a unit with this attribute at a range of more than 12".

BIEL-TAN: SWORDWIND

Biel-Tan warhosts are famed for the indomitable spirit of their Aspect Warriors, as well as for the prodigious storms of shuriken fire they unleash upon the foe.

Add 1 to the Leadership characteristic of **ASPECT WARRIORS** with this attribute. In addition, you can re-roll hit rolls of 1 for shuriken weapons used by units with this attribute. A shuriken weapon is any weapon profile whose name includes the word 'shuriken' (e.g. shuriken pistol, Avenger shuriken catapult etc.) Kurnous' Bow is also a shuriken weapon.

IYANDEN: STOIC ENDURANCE

The tenacity of those from Iyanden is the stuff of legends. Their craftworld has suffered much, yet the spirits of both its living and dead remain unbowed.

A unit with this attribute can never lose more than one model as a result of any single failed Morale test. In addition, if a unit with a damage chart has this attribute, double the number of wounds it actually has remaining whenever you are consulting the chart to determine its characteristics.

SAIM-HANN: WILD HOST

Each member of a Saim-Hann Wild Host longs to be the first into the fight, the one to win all the glory; nothing stands between them and their quarry.

You can re-roll failed charge rolls for units with this attribute. In addition, **BIKER** units with this attribute do not suffer the penalty to their hit rolls for moving and firing Heavy weapons.

ULTHWÉ: FORESIGHT OF THE DAMNED

All Aeldari are psychically attuned, but none more so than those of Ulthwé. Perhaps tainted by their long proximity to the Eye of Terror, their intuition borders well into prescience.

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 use both.



STRATAGEMS

If your army is Battle-forged and includes any Craftworlds Detachments (pg 116), excluding Auxiliary Support Detachments, you have access to the Stratagems shown here, meaning you can spend Command Points to activate them. These help to reflect the unique strategies and fluid tactics used by the Asuryani on the battlefield.

1CP

MATCHLESS AGILITY

Craftworlds Stratagem

Grace in battle and merciless efficiency are prized virtues in craftworld armies. Like the shimmering blades of Khaine, the Asuryani carve through the ranks of their enemies.

Use this Stratagem before moving an ASURYANI unit from your army in the Movement phase. If that unit Advances this phase, add 6" to its movement instead of rolling a D6.

1CP

CELESTIAL SHIELD

Craftworlds Stratagem

Guardians are sometimes equipped with artefacts known as celestial shields, psychically activated force fields that allow them to weather enemy firepower at a vital moment in a battle.

Use this Stratagem in the enemy Shooting phase when a friendly GUARDIAN unit is chosen as the target for an attack. That unit has a 4+ invulnerable save for the rest of that Shooting phase.

1CP

CLOUDSTRIKE

Craftworlds Stratagem

The Asuryani often deploy Falcons and Wave Serpents in the lower atmosphere rather than on the ground. At a signal, they strike before the enemy have a chance to react.

Use this Stratagem during deployment if you have not used the Webway Strike Stratagem (pg 119) this battle. You can set up an ASURYANI VEHICLE unit from your army that can FLY in the clouds instead of placing it on the battlefield. It can descend at the end of any of your Movement phases – set it up anywhere on the battlefield more than 9" from any enemy units. If you use this Stratagem on a transport, all units embarked inside it remain so when it is set up in the clouds.

1CP/3CP

TREASURES OF THE CRAFTWORLD

Craftworlds Stratagem

In times of great need, the Seer Council of a craftworld will authorise the use of the full array of the world-ship's treasures, arming their kin with artefacts of extraordinary power.

Use this Stratagem before the battle. Your army can have one extra Remnant of Glory for 1 CP, or two extra Remnants of Glory for 3 CPs. All of the Remnants of Glory that you include must be different and be given to different Craftworlds CHARACTERS. You can only use this Stratagem once per battle.

2CP

FOREWARNED

Craftworlds Stratagem

Farseers are able to unravel the strands of fate, allowing them to forewarn their craftworld's warriors of enemy ambushes.

Use this Stratagem immediately after your opponent sets up a unit that is arriving on the battlefield as reinforcements within sight of one of your <CRAFTWORLD> units that is itself within 6" of a friendly <CRAFTWORLD> FARSEER. Your unit can immediately shoot at that enemy unit as if it were the Shooting phase.

1CP

THE GREAT ENEMY

Craftworlds Stratagem

The Chaos God Slaanesh is reviled by the Aeldari, who hate and despise his followers with a ferocious loathing.

You can use this Stratagem when a friendly ASURYANI unit is chosen to fight. If you do so, you can re-roll any failed wound rolls for the unit if the target of the attack has the SLAANESH keyword.

1CP

CONCORDANCE OF POWER

Craftworlds Stratagem

The psykers in a Warlock Conclave can focus and direct the psychic powers that they unleash, greatly increasing their range.

Use this Stratagem when an ASURYANI Warlock Conclave successfully manifests a Runes of Battle psychic power. You can double the range of the power that was manifested.

1CP

UNPARALLELED MASTERY

Craftworlds Stratagem

The incredible discipline of a Farseer makes them amongst the most formidable psykers in the galaxy.

Use this Stratagem when an ASURYANI FARSEER successfully manifests their last psychic power in a Psychic phase. That psyker can attempt to manifest an additional psychic power this turn.

2CP

FEIGNED RETREAT

Craftworlds Stratagem

The Aeldari are forever elusive and their actions are unpredictable and deceptive. What appears to be a full retreat one moment is revealed as the prelude to a devastating attack the next.

Use this Stratagem if an ASURYANI unit from your army Falls Back. That unit can still shoot and charge this turn.

1CP**LINKED FIRE***Craftworlds Stratagem*

Fire Prisms can combine their destructive power to unleash all-powerful beams of laser energy.

Use this Stratagem when you select a target for a Fire Prism's prism cannon. Do not resolve that weapon's attacks until the end of the phase. Until then, any <CRAFTWORLD> Fire Prisms from your army can link fire with that Fire Prism if it is visible to and within 60" of them; if they do so, when firing their prism cannons they must target the unit that the first Fire Prism targeted with its prism cannon, ignoring range and visibility, and re-rolling failed hit and wound rolls. At the end of the phase, resolve the prism cannon shots from the first Fire Prism, re-rolling failed hit and wound rolls if at least one other Fire Prism linked fire with it.

2CP**LIGHTNING-FAST REACTIONS***Craftworlds Stratagem*

The Aeldari can process thoughts and emotions with baffling speed, making their physical reactions so fast that it seems they are able to dodge out of the way attacks and blows that would have hit any other target.

Use this Stratagem when a friendly ASURYANI INFANTRY unit, or a friendly ASURYANI unit with the FLY keyword, is chosen as the target for an enemy attack in the Shooting or Fight phase. Subtract 1 from all hit rolls that target that unit for the rest of the phase.

1CP**SUPREME DISDAIN***Craftworlds Stratagem*

'The stars themselves once lived and died at our command, and yet you still dare to oppose our will.'

- Farseer Mirehn Bielann

Use this Stratagem when an ASURYANI unit is chosen to attack in the Fight phase. Each time you make a hit roll of 6+ for a model in this unit during this phase, it can immediately make an extra attack against the same target using the same weapon. These extra attacks cannot themselves generate any further attacks.

1CP/3CP**WEBWAY STRIKE***Craftworlds Stratagem*

The warhosts of the Asuryani use the ancient labyrinth of webway portals to strike from nowhere.

Use this Stratagem during deployment if you have not used the Cloudstrike Stratagem (pg 118) this battle. If you spend 1 CP, you can set up one ASURYANI INFANTRY or one ASURYANI BIKER unit from your army in the webway instead of placing it on the battlefield. If you spend 3 CPs, you can set up two such units in the webway instead. A unit in the webway can emerge at the end of any of your Movement phases – set it up anywhere on the battlefield that is more than 9" from any enemy units. This Stratagem can only be used once per battle.

1CP**OVERLOADED ENERGY FIELD PROJECTORS***Craftworlds Stratagem*

The energy field projector on a Wave Serpent can be overloaded at times of dire need in order to discharge additional waves of force at the enemy.

Use this Stratagem in your Shooting phase. When you do so, pick a friendly Wave Serpent that discharged its serpent shield in an earlier turn. It can immediately discharge the serpent shield again.

1CP**STARHAWK MISSILE***Craftworlds Stratagem*

Some Aeldari missile launchers are equipped with starhawk missiles, which are specifically designed to target enemy flyers.

You can use this Stratagem just before an ASURYANI INFANTRY model from your army attacks a unit that can FLY with an Aeldari missile launcher. You only make a single hit roll with the weapon this phase; however, add 1 to the hit roll and, if it hits, the target suffers D3 mortal wounds.

1CP**SEER COUNCIL***Craftworlds Stratagem*

Together, a craftworld's Farseers and Warlocks are far greater than the sum of their parts, skilled at shaping reality to their will.

Use this Stratagem in your Psychic phase if a <CRAFTWORLD> FARSEER unit is within 6" of a friendly <CRAFTWORLD> WARLOCK unit. You can add 1 to the results of any Psychic tests you take for the two units for the rest of that phase.

1CP**FIRE AND FADE***Craftworlds Stratagem*

The Aeldari are masters at using hit and run tactics, engaging a target with a flurry of shots before quickly manoeuvring into cover or out of sight.

You can use this Stratagem after a friendly ASURYANI unit shoots in your Shooting phase. If you do so, the unit can immediately move 7" as if it were the Movement phase (it cannot Advance as part of this move). However, it cannot charge in the same turn that it does so.

2CP**RUNES OF WITNESSING***Craftworlds Stratagem*

A Farseer uses runes of witnessing to guide his second sight along the twisting strands of fate. He can use the insights that are revealed to direct deadly attacks upon the foe.

Use this Stratagem at the start of any phase. Select a FARSEER from your army. Until the end of the phase, you can re-roll all wound rolls of 1 for friendly <CRAFTWORLD> units within 6" of that FARSEER.

2CP**PHANTASM***Craftworlds Stratagem*

The Asuryani are masters of misdirection, and they employ holo-emitters and psychic phantasms to fool enemy scouts. Use this Stratagem at the start of the first battle round, but before the first turn has begun. Pick up to three ASURYANI units from your army that are on the battlefield. You can immediately remove these units from the battlefield and set them up again as described in the Deployment section of the mission you are playing (if you redeploy a transport, all units embarked inside it remain so when it is set up again).

2CP**TEARS OF ISHA***Craftworlds Stratagem*

According to Aeldari legend, spirit stones were created from the tears wept by the goddess Isha when she was separated from her mortal children, and sometimes she will intervene to save a spirit stone from destruction.

Use this Stratagem at the start of your turn. Select a **WRAITH CONSTRUCT** model. That model immediately regains D3 lost wounds.

1CP**VAUL'S MIGHT***Craftworlds Stratagem*

Support Weapons can combine their firepower to unleash a hail of killing energies upon the foe.

Use this Stratagem in your Shooting phase if a Support Weapon from your army is within 6" of another friendly <CRAFTWORLD> Support Weapon. You can re-roll wound rolls of 1 made for both Support Weapons for the rest of that phase.

3CP**THE AVATAR RESURGENT***Craftworlds Stratagem*

The Avatar of Khaine bursts out from the centre of a mound of enemy dead, roaring its refusal to die.

Use this Stratagem in the Fight phase if an Avatar of Khaine is slain. Do not remove the Avatar of Khaine as a casualty. Instead, roll a D6 after the enemy unit that slew it has resolved all of its attacks; the Avatar of Khaine remains on the battlefield with that many wounds remaining.

1CP**PATHFINDERS***Alaitoc Stratagem*

Some Alaitoc Rangers lose themselves to their lifestyle and become Pathfinders. Supernaturally adept at concealment, they are near-invisible assassins.

Use this Stratagem at the start of an enemy Shooting phase. Pick an **ALAITOC RANGER** unit from your army that is in cover. Attacks that target that unit in this phase will only hit on rolls of a 6, irrespective of any modifiers.

2CP**COURT OF THE YOUNG KING***Biel-Tan Stratagem*

The Aspect Warriors of Biel-Tan have given their souls to the bloody arts of destruction. The presence of an Avatar of Khaine will inspire them to even greater acts of fury.

Use this Stratagem at the start of your Charge phase. When you do so, pick a **BIEL-TAN ASPECT WARRIOR** unit from your army that contains an Exarch. You can add 2 to result of the roll to see how far that unit can charge in that Charge phase, and can re-roll hit rolls of 1 for that unit in the following Fight phase. If the unit is within 6" of the Avatar of Khaine when the Stratagem is used, then add 3 to the charge roll and re-roll any failed hit rolls instead.

1CP**GUIDED WRAITHSIGHT***Iyanden Stratagem*

When the armies of Craftworld Iyanden march to battle, the Spirit Hosts are at the centre. Among the ranks of wraith constructs walk the Spiritseers, their minds bridging the gap between the real world and that of the spirit realm.

Use this Stratagem at the start of your turn. When you do so, pick an **IYANDEN Spiritseer** from your army. Until your next turn the range of that model's Spirit Mark ability is increased from 6" to 12", and the ability allows friendly **IYANDEN WRAITH CONSTRUCT** units to re-roll all failed hit rolls instead of only hit rolls of 1.

1CP**WARRIORS OF THE RAGING WINDS***Saim-Hann Stratagem*

Like the bloody spear of Khaine, the Wild Rider clans strike from above, their riders and pilots screaming war cries into the raging winds.

Use this Stratagem when a **SAIM-HANN BIKER** unit Advances. That unit can still charge in the same turn, and can re-roll hit rolls of 1 in the Fight phase of that turn.

1CP**DISCIPLINE OF THE BLACK GUARDIANS***Ulthwé Stratagem*

The Black Guardians of Ulthwé are professional soldiers that have a discipline and skill exceeding that of their kin in other craftworlds.

Use this Stratagem at the start of the Shooting or Fight phase. Pick an **ULTHWÉ GUARDIAN** unit from your army. Add 1 to all hit rolls made for that unit until the end of the phase.

'WE BRING ONLY DEATH, AND LEAVE ONLY CARRION. IT IS A MESSAGE EVEN A HUMAN CAN UNDERSTAND'

- Reqhiel of the Sons of Fuegan

WARLORD TRAITS

As tacticians, the leaders of the Asuryani can be counted amongst the brightest and best in a galaxy full of warmongers.

If the Warlord of your army is a Craftworlds **CHARACTER**, you can either pick their Warlord Trait from the Asuryani Warlord Traits below or roll a dice and consult the table to randomly generate it.

D6 RESULT

1 AMBUSH OF BLADES

The Warlord's uncanny senses pierce the fog of war. Knowing the precise time at which to strike, he commands his kin to level a storm of blades, energy blasts and razor-edged shuriken into the foe.

Each time you make a hit roll of 6 or more for a friendly <CRAFTWORLD> unit within 6" of your Warlord in the Fight phase, the Armour Penetration characteristic of that attack is increased by 1 (i.e. AP0 becomes AP-1, AP-1 becomes AP-2, and so on).

2 AN EYE ON DISTANT EVENTS

The Warlord's well-honed survival instincts allow him to use every advantage of the battlefield for the betterment of his plan, so they can stalk unseen toward the enemy's lines.

Enemy units cannot fire Overwatch at your Warlord.

3 FALCON'S SWIFTNESS

The Warlord moves across broken ruins and blasted battlefields with an astonishing certainty and agility as they close with those they hunt.

Add 2 to your Warlord's Move characteristic.

4 FATE'S MESSENGER

The strands of fate coil and twist around the Warlord, the paths of destiny manipulated to keep him from harm so that he might strike back at his foes.

Add 1 to the Wounds characteristic of your Warlord. In addition, roll a dice each time your Warlord loses a wound. On a roll of 6, your Warlord does not lose the wound.

5 MARK OF THE INCOMPARABLE HUNTER

The Warlord is a skilled hunter and a master marksman. He places his shots precisely where they are most needed, each kill tipping the course of the battle to his advantage.

Your Warlord can target enemy **CHARACTERS** in the Shooting phase even if they are not the closest enemy model.

6 SEER OF THE SHIFTING VECTOR

The Warlord is wise enough to read the skeins of destiny, seeing many possible futures amid the mayhem of combat.

Once per battle round, you can re-roll a single hit roll, wound roll, save roll, Psychic test or Deny The Witch test made for your Warlord.

CRAFTWORLD WARLORD TRAITS

If you wish, you can pick a Craftworld Warlord Trait from the list below instead of using the Asuryani Warlord Traits table to the left, but only if your Warlord is from the relevant craftworld.

NAMED CHARACTERS AND WARLORD TRAITS

The mightiest Asuryani heroes are exemplars of their craftworld's methods of waging war. If a named character is your Warlord, they must be given the associated Warlord Trait of their craftworld; for example, Prince Yriel would receive the Iyanden Enduring Resolve Warlord Trait. However, if a Phoenix Lord is your Warlord, they can never have a Warlord Trait.

CRAFTWORLD	TRAIT
Alaitoc	Puritanical Leader: <i>Zealous in their belief in the superiority of their craftworld, this Warlord inspires unwavering discipline in their kin.</i> As long as all friendly units within 6" of your Warlord are ALAITOC units, those units automatically pass Morale tests.
Biel-Tan	Natural Leader: <i>Tactical acumen and the use of targeting matrices are second nature to this battle-seasoned Warlord.</i> At the start of your Shooting phase, pick a friendly BIEL-TAN unit within 3" of your Warlord. You can re-roll all failed hit rolls for that unit in that phase.
Iyanden	Enduring Resolve: <i>Resolute in mind and body, this Warlord's willpower is second to none.</i> Your Warlord can attempt to deny one psychic power in each enemy Psychic phase (if your Warlord is a PSYKER , they can attempt to deny one psychic power more than usual).
Saim-Hann	Wild Rider Chieftain: <i>To the bravest goes the glory, as they say aboard Saim-Hann.</i> Whenever your Warlord piles-in or performs a Heroic Intervention, they can move 3" towards the nearest enemy CHARACTER rather than towards the nearest enemy model. In addition, if your Warlord chooses to target the same enemy CHARACTER with all of their close combat attacks, you can add 1 to your Warlord's Attacks characteristic until the end of the phase.
Ulthwé	Fate Reader: <i>Using their prescience to discern the enemy commander's intentions, this Warlord can react before the foe's plans even come into action.</i> 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.

REMNANTS OF GLORY

Remnants of Glory are items of incredible rarity and power, each one a reflection of the ancient Aeldari empire's brilliance. During times of need, each craftworld brings out even the most prized of artefacts from their armouries.

If your army is led by a Craftworlds Warlord, then before the battle you may give one of the following items to an **ASURYANI CHARACTER**. Named characters such as Prince Yriel already have one or more artefacts, and cannot be given any of the following items.

Note that some weapons replace one of the character's existing weapons. Where this is the case, if you are playing a matched play game or are otherwise using points values, you must still pay the cost of the weapon that is being replaced. Write down any Remnants of Glory items your characters have on your army roster.

KURNOUS' BOW

Aeldari myth recounts of how Kurnous hunted across the stars, fashioning an arrow specific to each prey he sought. When loosed from his bow, such a missile would seek out the greatest weakness in their target, finding gaps in defences to reach the soft flesh beneath. Kurnous' Bow is a shuriken pistol created long ago in honour of these ancient tales. Its psycho-sympathetic ammunition reacts to the vulnerabilities of the foe, turning a shot that should have merely wounded into a killing blow.

Model with a shuriken pistol only. Kurnous' Bow replaces this model's shuriken pistol and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Kurnous' Bow	12"	Pistol 1	4	0	2
Abilities: Each time you make a wound roll of 4+ for this weapon, that hit is resolved with an AP of -3 instead of 0.					



THE PHOENIX GEM

At the height of the War in Heaven, Asuryan himself was laid low by the chill blades of his foes. To save her beloved, Isha drew down the heat of a hundred stars into a glittering gem. The light and heat that had once nurtured countless planets drove the unnatural chill from the Phoenix King's bones and returned him to his people and his consort. It is said that the Phoenix Gem is the only surviving fragment of this ancient stone. Even now, millions of years hence, it can still return life to the fallen...

The first time this model is slain, roll a D6 for each unit (friend or foe) within 3" of this model. On a roll of 2 or more, that unit suffers D3 mortal wounds. If at least one mortal wound is inflicted as a result of this, then this model is not slain, but remains in play with a single wound remaining. If no mortal wounds are inflicted, this model is slain.

SHARD OF ANARIS

When Kaela Mensha Khaine slew Eldanesh, he took the sword Anaris and claimed it as his own. When Khaine was shattered in battle with Slaanesh, Anaris too was splintered, the fragments of both blade and wielder coming to rest within the craftworlds. Legend tells that the Shard of Anaris was then crafted into a blade to be borne by the Asuryani's mightiest warriors.

Model with a power sword only. The Shard of Anaris replaces this model's power sword and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Shard of Anaris	Melee	Melee	User	-3	D3
Abilities: You can re-roll failed wound rolls for this weapon.					

FAOLCHÚ'S WING

When Eldanesh fell battling Khaine, the great falcon Faolchú was disconsolate. Faolchú gifted a single golden pinfeather to Eldanesh's heirs, that perhaps its swiftness might aid them where her own had failed. Legend tells that this artefact is that selfsame token of grief, handed down through generations of Aeldari, and surviving even the tumult of the Fall.

INFANTRY model only. The bearer of Faolchú's Wing has a Move characteristic of 12" and can FLY.

FIRESABRE

Many legends speak of Draoch-var, the great drake whose ethereal fires reduced the great forests of Velorn to inert ash, and whose wrathful strength toppled the pillars of the Temple of Isha. Reputedly, this sword was forged from Draoch's razored fang in celebration of Ulthanes's victory. It burns with a fury that can never be quenched, and its fire spreads like a living thing.

Model with a power sword only. The Firesabre replaces the model's power sword and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Firesabre	Melee	Melee	+1	-4	1
Abilities: Each time you make a wound roll of 6+ for this weapon, it inflicts a mortal wound on the target instead of the normal damage.					

THE SPIRIT STONE OF ANATH'LAN

Anath'lan was once one of Craftworld Biel-Tan's most skilled Farseers. Alas, pride caused him to misread the runes, dooming a maiden world to a bitter demise. Unable to forgive himself, Anath'lan died of grief. His spirit stone refused to bond with the infinity circuit, and to this day guides other Asuryani away from the error that led to his own disgrace.

BIEL-TAN PSYKER models only. You can re-roll any failed Psychic tests for the bearer. However, should this result in a second failure, then this model is overwhelmed by waves of grief and cannot attempt to manifest any more psychic powers this phase.

SHIFTSHROUD OF ALANSSAIR

Long before the first cameleoline cloak there was the Shiftshroud of Alanssair – a garment that didn't so much camouflage or obscure its wearer as shift them from their plane of existence. Made using secrets gleaned from starfarers far more ancient than they, anyone wrapped in its fibres could all but disappear from plain sight. At one time some dozen such Shiftshrouds could be found preserved beneath crystal in Alaitoc; now, all but one remains, the others lost to the ages. Should a commander of Alaitoc have need of this powerful relic, they will withdraw it from the world-ship's deepest vault.

ALAITOC INFANTRY model only. Your opponent must subtract 1 from their hit rolls for attacks that target the bearer in the Shooting phase. In addition, during deployment, you may set up this model in hiding instead of placing it on the battlefield. At the end of your first Movement phase, this model steps out from hiding – set it anywhere on the battlefield that is more than 9" from any enemy models.

THE BURNISHED BLADE OF ELIARNA

The Aeldari hero known as Eliarna predates the Fall by many thousands of years. As the tale is told, she was the greatest of warriors – a precursor to the Howling Banshees in their finely honed blade-craft. To combat the Ork menace that beset many kingdoms, Eliarna had forged a weapon imbued with eldritch properties especially deadly to the greenskins. Made of some unknown metal, the blade gleams like a star, and its quiet hum of power rises in volume in the presence of Orks. To this day, the Burnished Blade of Eliarna is still used by the greatest of warriors of Biel-Tan, and the weapon's keen blade still thirsts for Ork blood.

BIEL-TAN model with a power sword only. The Burnished Blade of Eliarna replaces the model's power sword and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Burnished Blade of Eliarna	Melee	Melee	User	-3	2
Abilities: Add 1 to this weapon's Strength and Damage characteristics for any attack made for it that targets an ORK unit.					

PSYTRONOME OF IYANDEN

The Asuryani psychic engineers known as Bonesingers are patient artisans who understand that true craftsmanship takes time. Growing and shaping wraithbone is both art and science, and cannot be rushed without ill effects. Yet the times have grown dire, and needs dictate that the artefact known as the Psytronome be removed from beneath its dome of preservation and taken to battle. Very much a weapon of last resort, the small pendant pulses when activated, resonating at such a frequency that its vibrations echo through all realms, including the warp. For reasons unknown, this regular thrum boosts the growth and vitality of wraithbone, but such vigour comes at a cost. After an unprecedented burst of energy, the wraithbone becomes brittle, often cracking open.

IYANDEN PSYKER only. Once during the battle, at the start of a Fight phase, you can declare that this model will activate the Psytronome of Iyanden. If you do so, for the rest of that Fight phase the Attacks characteristics of all friendly **IYANDEN WRAITH CONSTRUCT** units that are within 6" of this model are doubled. However, at the end of the Fight phase, each **IYANDEN WRAITH CONSTRUCT** unit that was affected by the Psytronome suffers D3 mortal wounds.

THE NOVALANCE OF SAIM-HANN

To earn the right to bear the Novalance, a Saim-Hann warrior must win the clan challenge known as Tionchar. To all appearances, the weapon appears like any other of its kind, yet upon impact the release of pent-up energy burns brighter than a sun. A single blow from this fabled weapon has shattered battle tanks and toppled Dreadnoughts.

SAIM-HANN model with a laser lance only. The Novalance of Saim-Hann replaces this model's laser lance and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Novalance of Saim-Hann (shooting)	12"	Assault 1	6	-4	2
Novalance of Saim-Hann (melee)	Melee	Melee	+2	-4	2
Abilities: Attacks with this weapon in the Fight phase are made at Strength 8 if the bearer charged in the same turn. In addition, if the wound roll for an attack made with this weapon is 6+, add 2 to the damage inflicted by that attack.					

GHOSTHELM OF ALISHAZIER

The millennia-old Farseer Alishazier of Ulthwé harboured a deep terror that she would one day join the ranks of her crystallised predecessors. Unable to accept such a fate, she invested her psyche into the circuitry network of her ghosthelm, so that her spirit might forever keep others of her Path safe from harm.

ULTHWÉ PSYKER only. The wearer adds 1 to any Psychic test when attempting to manifest the *Smite* power.



BLAZING STAR OF VAUL

The Bonesinger Keáirde was the most famed of the weapon smiths from before the Fall, and his works have never been duplicated. The shuriken fired from weapons he crafted are infused with his peerless spirit, and leave contrails of light in their wake. So rapidly can they shoot that it is akin to a meteor storm, and to this day the few surviving weapons of his craft are still known as Blazing Stars of Vault.

Model with a shuriken pistol or shuriken catapult only. One shuriken weapon carried by the model is a Blazing Star of Vault. Add 2 to the number of attacks that the weapon can make.

SHIMMERPLUME OF ACHILLRIAL

Achillrial was a fearless champion of great renown and one of the first of the Autarchs. Upon his appointment to the Path of Command he was gifted a helm that could capture light itself, its resplendent plume reflecting colours like a sun-splashed prism. Blinded by his glory, none could best Achillrial in close combat, and although his radiance drew an inordinate amount of the enemy's fire, no shot could fell him. It was treachery that ultimately bested Achillrial and led to the downfall of his craftworld of Féin-Cineál. Of that world-ship, only the Shimmerplume of Achillrial remains.

AUTARCH only. Subtract 1 from all hit rolls that target this model.

RUNE DISCIPLINES

The latent psychic talent of the Aeldari and the incredible discipline of the Asuryani combine to produce some of the most formidable psykers in the galaxy, capable of bolstering their allies, hindering their foes and unleashing raw destructive power.

Before the battle, generate the psychic powers for PSYKERS that can use powers from the Runes of Battle and Runes of Fate disciplines using the tables below and opposite. You can either roll a D6 to generate their powers randomly (re-roll any duplicate results), or you can select the psychic powers you wish the psyker to have.

RUNES OF BATTLE

Note that the Runes of Battle psychic powers have two names, and two effects. Each effect counts as a different psychic power, so in matched play games a Warlock Conclave that manifests *Conceal* could also attempt to manifest *Reveal*.

1. CONCEAL/REVEAL

The psyker takes command of the darkness around them, using it to conceal their kin or reveal any opponents who skulk in the shadows.

Conceal/Reveal has a warp charge value of 6. If manifested, choose one of the following:

Conceal: 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.

Reveal: 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.

2. EMBOLDEN/HORRIFY

The psyker reaches into the minds of the battlefields combatants, instilling his allies with valour or sapping courage from his enemies.

Embolden/Horrify has a warp charge value of 6. If manifested, choose one of the following:

Embolden: Choose a friendly ASURYANI INFANTRY or ASURYANI BIKER unit within 18" of the psyker – add 2 to the Leadership characteristics of that unit until your next Psychic phase.

Horrify: Choose an enemy unit within 18" of the psyker – your opponent must subtract 1 from the Leadership of that unit until your next Psychic phase.

3. ENHANCE/DRAIN

Calling upon Khaine's immortal favour, the psyker enhances the combat skills of his allies or weakens those of his foes.

Enhance/Drain has a warp charge value of 7. If manifested, choose one of the following:

Enhance: Choose a friendly ASURYANI INFANTRY or ASURYANI BIKER unit within 18" of the psyker – add 1 to hit rolls in the Fight phase made for that unit until your next Psychic phase.

Drain: Choose an enemy unit within 18" of the psyker – your opponent must subtract 1 from all hit rolls made for that unit in the Fight phase until your next Psychic phase.

4. PROTECT/JINX

Chained by runes of power, fate itself is bound to the will of the psyker. Such power is the difference between life and death.

Protect/Jinx has a warp charge value of 7. If manifested, choose one of the following:

Protect: 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.

Jinx: 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.

5. QUICKEN/RESTRAIN

The psyker twists time, their outline blurring as they and their fellows move like phantoms across the field. Those cursed by such temporal manipulations find themselves moving as if through deep water.

Quicken/Restrain has a warp charge value of 7. If manifested, choose one of the following:

Quicken: Choose a friendly ASURYANI INFANTRY or ASURYANI BIKER unit within 18" of the psyker – that unit can immediately move as if it were the Movement phase. You cannot use *Quicken* on a single unit more than once per Psychic phase.

Restrain: Choose an enemy unit within 18" of the psyker – your opponent must halve the Move characteristic of all models in that unit until your next Psychic phase.

6. EMPOWER/ENERVATE

The psyker helps their comrades to strike at their full potential, imbuing them with the strength of the Aeldari heroes of old whilst diminishing the powers of his foes.

Empower/Enervate has a warp charge value of 6. If manifested, choose one of the following:

Empower: Choose a friendly ASURYANI INFANTRY or ASURYANI BIKER unit within 18" of the psyker – add 1 to wound rolls in the Fight phase for that unit until your next Psychic phase.

Enervate: Choose an enemy unit within 18" of the psyker – your opponent must subtract 1 from all wound rolls made for that unit in the Fight phase until your next Psychic phase.

RUNES OF FATE

1. GUIDE

The psyker twists the strands of destiny to their will, picking out targets from amidst the swirling chaos of battle and guiding the shots of his allies to where they might do the most harm.

Guide has a warp charge value of 7. 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.

2. DOOM

With a simple manipulation of that which is to come, the psyker grants a darkened fate to a chosen foe. While this shadow rests upon the enemy's soul, death seeks them out above all others, each blow or shot that comes their way rendered inescapably lethal.

Doom has a warp charge value of 7. 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.

3. FORTUNE

The psyker scries possible futures to foresee imminent danger, then aids his allies in avoiding it. The terrors of the warp recoil from the psyker's mind, while shots pass through thin air where Asuryani warriors stood but a moment before.

Fortune has a warp charge value of 7. If manifested, choose a friendly **ASURYANI** unit within 24" of the psyker. Until your next Psychic phase, whenever that unit suffers a wound, roll a D6. On a 5+ that wound is ignored. If a unit already has an ability with a similar effect (e.g. Ulthwé's Foresight of the Damned attribute, or the Avatar of Khaine's Molten Body ability) then the effect of *Fortune* replaces that of the ability until your next Psychic phase.

4. EXECUTIONER

The psyker summons an astral doppelgänger and unleashes it upon the foe. This vengeful apparition carves a path through the enemy's ranks, each kill spurring it on as it rips apart flesh in a blaze of psychic energy.

Executioner has a warp charge value of 7. If manifested, the nearest enemy unit within 18" of the psyker suffers D3 mortal wounds. If a model in the target unit is slain as a result of this, the target unit suffers an additional D3 mortal wounds.

5. WILL OF ASURYAN

Sensing an approaching crux of destiny, the psyker summons the certainty and confidence of ancient days. Doubt and fear are washed away from their mind, and those nearby gain grim resolve from his indomitable aura.

Will of Asuryan has a warp charge value of 5. 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.

6. MIND WAR

The psyker reaches out to attack the mind of an enemy in a desperate mental duel. Foes find their thoughts invaded by the crushing presence of the invader, whose ancient and inscrutable will triggers a cascade of psychosomatic trauma by extinguishing their victim's personality with horrific ease.

Mind War has a warp charge value of 7. If manifested, choose an enemy **CHARACTER** model within 18" of the psyker. Each player then rolls a D6 and adds their model's Leadership characteristic to their result. If your opponent scores higher, or if the scores are drawn, nothing happens. If the psyker's score is higher, the target suffers a number of mortal wounds equal to the difference between the two scores.



POINTS VALUES

If you are playing a matched play game, or a game that uses a points limit, you can use the following lists to determine the total points cost of your army. Simply add together the points costs of all your models and the wargear they are equipped with to determine your army's total points value.

UNITS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Does not include wargear)
Autarch	1	65
Autarch Skyrunner	1	95
Autarch with Swooping Hawk Wings	1	85
Crimson Hunter	1	120
Crimson Hunter Exarch	1	135
Dark Reapers	3-10	5
Dire Avengers	5-10	8
Falcon	1	125
Farseer	1	100
Farseer Skyrunner	1	130
Fire Dragons	5-10	7
Fire Prism	1	155
Guardian Defenders	10-20	8
- Heavy Weapon Platform	0-2	5
Hemlock Wraithfighter	1	200
Howling Banshees	5-10	9
Night Spinner	1	135
Rangers	5-10	12
Shining Spears	3-9	18
Spiritseer	1	45
Storm Guardians	8-24	7
Striking Scorpions	5-10	13
Support Weapons (including crew)	1-3	30
Swooping Hawks	5-10	6
Vypers	1-3	50
War Walkers	1-3	50
Warlock	1	35
Warlock Conclave	2-10	30
Warlock Skyrunner	1	65
Warlock Skyrunner Conclave	2-10	60
Warp Spiders	5-10	10
Wave Serpent	1	107
Windriders	3-9	18
Wraithblades	5-10	29
Wraithguard	5-10	23
Wraithknight	1	402
Wraithlord	1	103

UNITS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Including wargear)
Asurmen	1	175
Avatar of Khaine	1	250
Baharroth	1	110
Eldrad Ulthran	1	150
Fuegan	1	150
Illic Nightspear	1	80
Jain Zar	1	140
Karandras	1	150
Maugan Ra	1	140
Prince Yriel	1	100



RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Aeldari missile launcher	25
Avenger shuriken catapult	4
Bright lance	20
D-cannon	45
D-scythe	22
Death spinner	8
Doomweaver	0
Dragon's breath flamer	17
Firepike	20
Flamer	9
Fusion gun	17
Fusion pistol	9
Hawk's talon	10
Heavy D-scythe	0
Heavy wraithcannon	50
Lasblaster	7
Laser lance	8
Melta bomb	0
Plasma grenade	0
Prism cannon	0
Pulse laser	0
Ranger long rifle	0
Reaper launcher	22
Scatter laser	10
Scorpion's claw	12
Shadow weaver	25
Shuriken cannon	10
Shuriken catapult	0
Shuriken pistol	0
Singing spear	5
Star lance	10
Starcannon	15
Suncannon	118
Tempest launcher	27
Twin Aeldari missile launcher	50
Twin bright lance	40
Twin scatter laser	17
Twin shuriken cannon	17
Twin shuriken catapult	5
Twin starcannon	28
Vibro cannon	30
Wraithcannon	17

MELEE WEAPONS

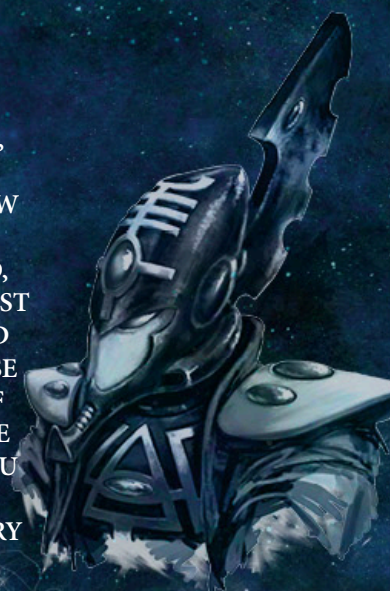
WEAPON	POINTS PER WEAPON
Aeldari blade	0
Biting blade	8
Chainsword	0
Diresword	4
Executioner	7
Ghostaxe	10
Ghostglaive	10
Ghostwords	6
Mirrorswords	4
Paragon sabre	8
Power glaive	4
Power sword	4
Powerblades	4
Scorpion chainsword	1
Star glaive	6
Titanic feet	0
Titanic ghostglaive	30
Titanic wraithbone fists	0
Witchblade	0
Witch staff	0
Wraithbone fists	0
Wraithguard fists	0

OTHER WARGEAR

WARGEAR	POINTS PER ITEM
Banshee mask	0
Crystal targeting matrix	5
Forceshield	6
Mandiblasters	0
Scattershield	20
Shimmershield	20
Spirit stones	10
Star engines	10
Vectored engines	10

'BREATHE DEEPLY
AND CLEAR YOUR
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SCATTER THE RUNES,
SIFT THROUGH THE
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THE FUTURE IS FLUID,
TURBULENT... YOU MUST
LEARN ITS FLOW, AND
CHOOSE YOUR COURSE
WISELY - NOT ALL OF
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UNRAVELLED, BUT YOU
MUST WEAVE WHAT
YOU CAN. OUR VICTORY
DEPENDS UPON IT.'

- Excerpt from Eldritch
Meditations



TACTICAL OBJECTIVES

Guided by the prescience of the seers and the strategic brilliance of the Autarchs, the warhosts of the craftworlds are without equal on the battlefield, capable of reacting to threats before they even manifest. Through the precise application of overwhelming firepower, rapid strikes and eldritch might, the Asuryani claim dominion over the battlefield.

If your army is led by a Craftworlds Warlord, these Tactical Objectives replace the Capture and Control Tactical Objectives (numbers 11-16) in the *Warhammer 40,000* rulebook. If a mission uses Tactical Objectives, players use the normal rules for using Tactical Objectives with the following exception: when a Craftworlds player generates a Capture and Control objective (numbers 11-16), they instead generate the corresponding Craftworlds Tactical Objective, as shown below. Other Tactical Objectives (numbers 21-66) are used normally.

DGG TACTICAL OBJECTIVE

11 Legacy of Sorrow

12 Master of Runes

13 Khaine's Wrath

14 The Hidden Path

15 Strands of Fate

16 Combined Strike

11

LEGACY OF SORROW

Craftworlds

By slaying an enemy leader now, a potential disaster in the years to come can be averted.

Score 1 victory point if an enemy **CHARACTER** was destroyed during this turn.

14

THE HIDDEN PATH

Craftworlds

Dormant though it may be, a conduit to the webway cannot be allowed to fall into enemy hands.

Roll a D6 when this Tactical Objective is generated. Score 1 victory point if there are no enemy units within 12" of the corresponding objective marker.

12

MASTER OF RUNES

Craftworlds

Asuryani psykers use their mastery of runes to dominate the battlefield and lead their army to victory.

Score 1 victory point if you successfully manifested a psychic power from the Runes of Battle or Runes of Fate discipline during this turn. If you successfully manifested 3 or more psychic powers from the Runes of Battle and/or Runes of Fate disciplines during this turn, score D3 victory points instead.

15

STRANDS OF FATE

Craftworlds

The myriad potential outcomes of a battle are ever in flux, but it is within the abilities of a gifted seer to edge them in his favour by being in the right place at the right time.

Roll a D6 when this Tactical Objective is generated. You can immediately increase or decrease the result by 1 if your Warlord is a **PSYKER**. Score 1 victory point if you control the corresponding objective marker.

13

KHAINE'S WRATH

Craftworlds

Just as there is a time for subtlety and finesse, there is a time for unfettered rage and slaughter.

Score 1 victory point if, during your turn, a friendly Craftworlds unit successfully charged an enemy unit. If 3 or more friendly Craftworlds units made successful charges, score D3 victory points instead.

16

COMBINED STRIKE

Craftworlds

A well-coordinated attack by the Asuryani is a glorious symphony of destruction.

Score 1 victory point if an enemy unit was destroyed during the Psychic, Shooting or Fight phase of your turn. Score D3 victory points instead if an enemy unit was destroyed in any two of these phases. Score D3+3 victory points instead if an enemy unit was destroyed in all three of these phases.

'He who sees his own doom can better avoid its path. He who sees the doom of others can deliver it'

- Eldrad Ulthran, Farseer of Ulthwé

WE THINK YOU'D LIKE...

YOUR ARMY IS READY. NOW TAKE IT TO THE BATTLEFIELD WITH THE FULL RULES FOR WARHAMMER 40,000, ALONGSIDE A HOST OF MISSIONS, ALTERNATIVE WAYS TO PLAY AND MUCH MORE.

