INDEX: YNNARI

Index: Ynnari **contains the rules required to play games with your Ynnari army. The rules presented here replace all the rules for the Ynnari presented in *Index: Xenos 1*. Amongst these are updated datasheets and points values for Yvraine, the Visarch and the Yncarne, as well as updated rules detailing how you can field an Army of the Reborn. In this section you will also find rules for Ynnari Detachments, including Stratagems, Relics, psychic powers and Warlord Traits. These rules have been designed to be used in all types of games, including matched play games.**

USING AN YNNARI ARMY IN WARHAMMER 40,000

The rules presented in this section are intended to be used in addition to those presented in *Codex: Craftworlds*, *Codex: Drukhari* and *Codex: Harlequins*.

If your army is Battle-forged you can include Yvraine (pg 38), the Visarch (pg 40) or the Yncarne (pg 41) in any **CRAFTWORLDS**, **HARLEQUINS** or **DRUKHARI** Detachment (as defined in their respective codexes), provided that the Detachment does not include any of the following units: any **AELDARI** named character (other than Yvraine, the Visarch or the Yncarne), any Mandrakes, the Avatar of Khaine, Solitaires or any **<HAEMONCULUS COVEN>** units.

If Yvraine, the Visarch or the Yncarne is included in a **CRAFTWORLDS**, **HARLEQUINS** or **DRUKHARI** Detachment, you can choose for that Detachment to remain a **CRAFTWORLDS**, **HARLEQUINS** or **DRUKHARI** Detachment, or for that Detachment to become an **YNNARI** Detachment.

If you choose for the Detachment to remain as a **CRAFTWORLDS**, **HARLEQUINS** or **DRUKHARI** Detachment, then Yvraine, the Visarch or the Yncarne can be included in that Detachment without preventing other units from gaining the following Detachment abilities: The Path of War, Craftworld Attributes, Vanguard of the Dark City, Raiding Force, Drukhari Obsessions, Defenders of the Black Library, Masque Forms. Note that Yvraine, the Visarch or the Yncarne do not benefit from any of these abilities themselves.

If you choose for the Detachment to become an **YNNARI** Detachment, then all units in that Detachment gain the **YNNARI** keyword (note that this is not a Faction keyword). The Detachment is no longer considered to be a **CRAFTWORLDS**, **HARLEQUINS** or **DRUKHARI** Detachment, and so cannot use Craftworlds, Harlequins or Drukhari Detachment abilities, Stratagems, Warlord Traits, Relics, psychic powers or Tactical Objectives respectively. Also note that you cannot use Craftworlds, Harlequins or Drukhari Stratagems or psychic powers, to affect **YNNARI** units from your army, even though they may have the appropriate keyword (e.g. you cannot use a Craftworlds Stratagem to affect an **ASURYANI** unit from your army that has the **YNNARI** keyword, you cannot use a psychic power to affect a friendly **ASURYANI** unit that has the **YNNARI** keyword, etc.). In addition, all **YNNARI** units replace every instance of **<CRAFTWORLD>**, **<KABAL>**, **<WYCH CULT>** or **<MASQUE>** on their datasheet with the appropriate keyword from the table below.

KEYWORD	REPLACE WITH:
<CRAFTWORLD>	REBORN ASURYANI
<KABAL>	REBORN DRUKHARI
<WYCH CULT>	REBORN DRUKHARI
<MASQUE>	REBORN HARLEQUIN

ABILITIES

If your army is Battle-forged, all Troops units in **YNNARI** Detachments (excluding Super-heavy Auxiliary Detachments) gain the Reclaim the Galaxy ability. In addition, if your army is Battle-forged, all **YNNARI** units in **YNNARI** Detachments (excluding Super-heavy Auxiliary Detachments) gain the Strength From Death ability.

Allies of the Reborn

BEAST, **INCUBI** and **SCOURGE** units can be included in an **YNNARI** Detachment without preventing other units in that Detachment from gaining the Strength From Death ability. Note, however, that these units never themselves gain the Strength from Death ability.

RECLAIM THE GALAXY

The Ynnari seek out places or relics of great power in the galaxy as a means of restoring the power of the Aeldari, zealously driving off any who would seek to claim these in their place.

A unit with this ability that is within range of an objective marker controls it even if there are more enemy models within range of it. If an enemy unit within range of the objective marker has a similar ability, then it is controlled by the player who has the most models within range as normal.



Strength From Death

As soon as any unit is destroyed, all units from your army with this ability benefit from Soulburst actions until the end of the turn. Whilst a unit is benefiting from Soulburst actions, it always fights first in the Fight phase, even if it didn't charge. If a model that is benefiting from Soulburst actions made a charge move this turn, or already has an ability that allows it to always fight first in the Fight phase, then whilst it is benefiting from Soulburst actions you also add 1 to hit rolls for attacks made with melee weapons by that model. If the enemy has units that made a charge move this turn, or that have abilities that allow them to always fight first in the Fight phase, then alternate choosing units to fight with, starting with the player whose turn is taking place.

YVRAINE

7 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Yvraine	8"	2+	2+	3	3	5	4	9	6+

Yvraine is a single model equipped with: Kha-vir, the Sword of Sorrows. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Kha-vir, the Sword of Sorrows	Melee	Melee	+1	-2	D3	-

ABILITIES

Strength from Death (pg 39)

Runesuit: Yvraine has a 4+ invulnerable save.

Gyrinx Familiar: Add 1 to Psychic tests and Deny the Witch tests made for this model.

Herald of Ynnead: Each time another **AELDARI** model is slain within 6" of Yvraine, roll one D6. On a 4+, Yvraine regains one lost wound. If the model was a **PSYKER**, you can generate one additional psychic power for Yvraine from the Revenant discipline (pg 45).

Revered Figurehead: This model can embark onto any **AELDARI TRANSPORT**, even though the transport in question might normally only permit models with other Faction keywords to do so.

PSYKER

Yvraine can attempt to manifest two psychic powers in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. She knows the *Smite* power and two psychic powers from the Revenant discipline (pg 45).

FACTION KEYWORDS: AELDARI, YNNARI

KEYWORDS: CHARACTER, INFANTRY, PSYKER, YVRAINE

THE VISARCH

6 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
The Visarch	8"	2+	2+	3	3	5	5	9	3+

The Visarch is a single model equipped with: Asu-var, the Sword of Silent Screams. It has a forceshield. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Asu-var, the Sword of Silent Screams	Melee	Melee	+2	-3	D3	Enemy units that suffer any casualties as the result of attacks made with this weapon subtract 1 from their Leadership characteristic until the end of the turn.

ABILITIES

Strength from Death (pg 39)

Champion of Ynnead: Each time another **AELDARI** model is slain within 6" of the Visarch, roll one D6. On a 4+, the Visarch regains one lost wound. If that model was a **CHARACTER**, add 1 to the Visarch's Attacks characteristic for the rest of the battle.

Way of the Blade: Re-roll hit rolls of 1 for attacks made with melee weapons by friendly **YNNARI** models whilst their unit is within 6" of this model.

Warden of Yvraine: Each time Yvraine loses a wound whilst the Visarch is within 3", you can choose for the Visarch to shield Yvraine. If you do, roll one D6; on a 2+ Yvraine does not lose the wound, but the Visarch suffers a mortal wound.

Forceshield: The Visarch has a 4+ invulnerable save.

Revered Figurehead: This model can embark onto any **AELDARI TRANSPORT**, even though the transport in question might normally only permit models with other Faction keywords to do so.

FACTION KEYWORDS: AELDARI, YNNARI

KEYWORDS: CHARACTER, INFANTRY, THE VISARCH

17 POWER

The Yncarne

NAME	M	WS	BS	S	T	W	A	Ld	Sv
The Yncarne	8"	2+	2+	6	6	9	6	9	3+

The Yncarne is a single model equipped with: Vilith-zhar, the Sword of Souls. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Vilith-zhar, the Sword of Souls	Melee	Melee	User	-4	D6	You can re-roll wound rolls for attacks made with this weapon.

ABILITIES

Strength from Death (pg 39)

Daemonic Avatar: The Yncarne has a 4+ invulnerable save.

Inevitable Death: When you set up the Yncarne, it can be set up in waiting rather than on the battlefield. If it is, then each time a unit (friend or foe) is completely destroyed, you can choose to set up the Yncarne as close as possible to the position of that unit, more than 1" from all enemy models. The Yncarne may not charge in the turn it is set up in this manner.

Summoned by Death: Each time a unit is destroyed, you can immediately remove the Yncarne from the battlefield and set it up again as close as possible to the position of that unit, more than 1" from all enemy models. The Yncarne may not charge in the turn it is set up in this manner.

Ynnead Stirs: Friendly **Ynnari** units automatically pass Morale tests whilst they are within 6" of this model. In addition, whenever a friendly **Ynnari** unit within 6" of the Yncarne loses a wound, roll one D6; on a 6 that wound is not lost.

Avatar of Ynnead: Each time another **Aeldari** model is slain within 6" of the Yncarne, roll one D6. On a 4+, the Yncarne regains one lost wound.

PSYKER

The Yncarne can attempt to manifest two psychic powers in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. It knows the *Smite* power and two psychic powers from the Revenant discipline (pg 45).

FACTION KEYWORDS

Aeldari, Ynnari

KEYWORDS

Character, Monster, Daemon, Fly, Psyker, The Yncarne

POINTS & WARGEAR

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

UNITS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Including wargear)
Yvraine	1	132
The Visarch	1	120
The Yncarne	1	337

YNNARI STRATAGEMS

If your army is Battle-forged and includes any YNNARI Detachments (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 used by the Reborn on the battlefield. If a Stratagem is used before the battle to upgrade a unit (e.g. Exalted of Ynnead) and you have an army roster, you must note on it which Stratagems are used to upgrade which units.

ARTEFACTS OF DEATH

1/3CP

Ynnari Stratagem

When the Ynnari gather in a great host, the presence of so many relics of great power means victory is assured.

Use this Stratagem before the battle. Your army can have one extra Relic of Ynnead for 1 Command Point, or two extra Relics of Ynnead for 3 Command Points. All of the Relics of Ynnead that you include must be different and be given to different **YNNARI CHARACTERS**. You can only use this Stratagem once per battle.

WHISPERING SPIRITS

2CP

Ynnari Stratagem

The Ynnari are surrounded by the souls of the dead, their voices distracting and disturbing nearby foes.

Use this Stratagem when an enemy unit takes a Morale test whilst it is within 1" of any **YNNARI** units from your army, but before the test is taken. Subtract 2 from that enemy's Leadership characteristic until the end of the phase.

YNNEAD'S NET

2CP

Ynnari Stratagem

As the warhost closes upon the foe, jetbike-mounted riders swoop to trap the enemy.

Use this Stratagem at the start of the Charge phase. Select one **YNNARI BIKER** unit from your army. That unit can charge, even if it Advanced this turn.

UNITED IN DEATH

1CP

Ynnari Stratagem

When the Ynnari act as one, their blows fall like rain, the storm of blades in the name of the God of the Dead.

Use this Stratagem at the start of the Fight phase. Select one **REBORN ASURYANI**, one **REBORN HARLEQUIN** and one **REBORN DRUKHARI** unit from your army. Until the end of the phase, add 1 to the Attacks characteristic of each of these units whilst they are benefiting from Soulburst actions.

INEVITABLE FATE

2CP

Ynnari Stratagem

The Ynnari know that all life must end in order to be reborn, and hasten to bring their enemy closer to that demise as quickly as possible.

Use this Stratagem at the start of the Fight phase. Select one enemy unit. Re-roll wound rolls for attacks made with melee weapons by **YNNARI** units that target that unit until the end of the phase.

ACOLYTE OF YNNEAD

1CP

Ynnari Stratagem

Psykers among the Ynnari hosts can use the souls of the recently dead to focus their powers.

Use this Stratagem before an **YNNARI PSYKER** from your army attempts to manifest a psychic power from the Revenant discipline. Add 3 to the Psychic test if any enemy units were destroyed this phase.

REBORN TOGETHER

1CP

Ynnari Stratagem

The goal of the Ynnari is to save the Aeldari race, whatever their previous allegiance.

Use this Stratagem at the start of the Morale phase. Until the end of the phase, add 2 to the Leadership characteristic of all **YNNARI** units from your army that are within 6" of any other friendly **YNNARI** units.

SHRINE OF THE WHISPERING GOD

2CP

Ynnari Stratagem

Though rare, it is not completely unheard of for Incubi to become true devotees of Ynnead. Most famous are the Incubi of the Coiled Blade, who have fought beside the Visarch on countless battlefields.

Use this Stratagem before the battle. Select up to three units of **YNNARI INCUBI** from your army. Each of these units gains the Strength From Death ability (even though **INCUBI** units cannot normally have this ability).

A TASTE FOR DEATH
1CP

Ynnari Stratagem

When one of the Reborn sees the soul-stuff of the foe leaving its body, they feel a renewed purpose.

Use this Stratagem when an enemy unit is destroyed as the result of an attack made with a ranged weapon by an **YNNARI** unit from your army. Add 1 to hit rolls for attacks made with melee weapons by that unit until the end of the turn.

THE GREAT ENEMY
1CP

Ynnari Stratagem

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

Use this Stratagem when an **YNNARI** unit from your army is chosen to fight in the Fight phase. Until the end of the phase, re-roll failed wound rolls for attacks made by models in that unit that target **SLAANESH** units.

WEBWAY AMBUSH
1/3CP

Ynnari Stratagem

The Reborn navigate the webway with ease.

Use this Stratagem during deployment. If you spend 1 CP, you can set up one **YNNARI INFANTRY** or one **YNNARI BIKER** or **YNNARI BEAST** 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.

FIRE AND FADE
1CP

Ynnari Stratagem

The Aeldari are masters at using hit-and-run tactics, striking a killing blow before withdrawing from reprisal.

You can use this Stratagem after an **YNNARI** unit from your army shoots in your Shooting phase. If you do so, the unit can immediately move up to 7" as if it were the Movement phase (it cannot Advance as part of this move). This unit cannot charge until the end of the turn.

DEADLY MISDIRECTION
2CP

Ynnari Stratagem

With the Aeldari, nothing is what it seems. What appears to be a victory can soon transform into a defeat.

Use this Stratagem when an **YNNARI** unit from your army Falls Back. That unit can still shoot and charge this turn.

EXALTED OF YNNEAD
1CP

Ynnari Stratagem

The hope presented by the Reborn draws in even the mightiest heroes of the Aeldari.

Use this Stratagem before the battle. Select one **YNNARI CHARACTER** from your army that is not your Warlord and is not a named character. Generate one Warlord Trait from the Ynnari Warlord Traits table (pg 44) for them (this model is only regarded as your Warlord for the purposes of this Warlord Trait). All Warlord Traits in your army must be different (if randomly generated, re-roll duplicates). You can only use this Stratagem once.

SOULS OF THE STRONGEST
1CP

Ynnari Stratagem

Those with a strong will provide a wealth of sustenance for those who channel the powers of the dead.

Use this Stratagem when the enemy's Warlord is destroyed. Units from your army with the Strength From Death ability benefit from Soulburst actions for the remainder of the battle, even if no unit has been destroyed during subsequent turns.

BACK FROM THE BRINK
2CP

Ynnari Stratagem

Those infused with death are not easy to slay.

Use this Stratagem when an **YNNARI INFANTRY** or **YNNARI BIKER CHARACTER** from your army is destroyed. Roll one D6; on a 4+ set that character back up again, as close as possible to their previous position, and more than 1" from any enemy models, with D3 wounds remaining. This Stratagem cannot be used on the same character more than once per battle.

LIGHTNING-FAST REACTIONS
2CP

Ynnari Stratagem

The Aeldari are possessed of preternatural reflexes..

Use this Stratagem when an **YNNARI INFANTRY** unit from your army, or an **YNNARI** unit from your army that can **FLY**, is chosen as the target of an enemy attack in the Shooting or Fight phase. Subtract 1 from hit rolls for attacks that target that unit until the end of the phase.



WARLORD TRAITS

Among the Reborn are found Aeldari from every part of their scattered race. The mightiest of these warriors inevitably rise to command great hosts of the Reborn.

If an **YNNARI CHARACTER** is your Warlord, they can generate a Warlord Trait from the following table instead of one from the *Warhammer 40,000* rulebook. You can either roll on the table to randomly generate a Warlord Trait, or you can select the one that best suits their temperament and preferred style of waging war.

Named Characters and Warlord Traits

If Yvraine is your Warlord, she must be given the Favoured of Ynnead Warlord Trait. If the Visarch is your Warlord, he must be given the Master of Death Warlord Trait. If the Yncarne is your Warlord, it must be given the Warden of Souls Warlord Trait.

D6 WARLORD TRAIT

1 LORD OF REBIRTH

The cycle of life and death is a continuum in some Ynnari.

This Warlord regains one lost wound at the start of each battle round. In addition, each time this Warlord would lose a wound, roll one D6; on a 5+ that wound is not lost.

2 WARDEN OF SOULS

This Warlord is the keeper of many souls; their mastery over the energies of death is unparalleled.

Whilst this Warlord is benefiting from Soulburst actions, add 1 to its Attacks and Strength characteristics.

3 WALKER OF MANY PATHS

The Warlord's hard-earned skills have been honed by walking the many paths of the Aeldari.

You can re-roll one hit roll or wound roll made for this Warlord each turn. In addition, if your army is Battle-forged, whilst this Warlord is on the battlefield, roll one D6 each time you spend a Command Point (CP) to use a Stratagem; on a 5+ that CP is immediately refunded.

4 FEAR OF THE GRAVE

Ynnead knows neither mercy nor fear – the same cannot be said of the god's foes.

Enemy units must subtract 1 from their Leadership characteristic whilst they are within 6" of this Warlord (they must subtract 2 instead during any turn in which an enemy unit was destroyed by an attack made by this Warlord).

5 FAVOURED OF YNNEAD

The energies of the dead seek the Warlord out, swirling around them like a gale, and carrying them into the foe.

Each time this Warlord piles in or consolidates, they can move up to 6" instead of up to 3".

6 MASTER OF DEATH

The Warlord has great expertise in severing of the cord that binds the body to the soul.

Each unmodified hit roll of 6 made for an attack with a melee weapon by this Warlord scores 2 hits instead of 1.

REVENANT DISCIPLINE

Among the Reborn, even those psykers who have honed their powers for centuries will find their abilities augmented by the god of death.

YNNARI PSYKERS must generate powers from the Revenant discipline instead of from the Runes of Battle, Runes of Fate or Phantasmancy disciplines. You can either roll one D6 to generate their powers randomly (re-roll any duplicate results), or you can select the psychic powers you wish the psyker to have.

D6 PSYCHIC POWER

1 GAZE OF YNNEAD

The psyker's eyes blaze with fire as they channel the power of Ynnead.

Gaze of Ynnead has a warp charge value of 6. If manifested, select one enemy unit that is within 18" of and visible to the psyker and roll one D6. On a 1, that unit suffers 1 mortal wound. On a 2-5, that unit suffers D3 mortal wounds. On a 6, that unit suffers D6 mortal wounds.

2 STORM OF WHISPERS

The psyker's whisper is joined by the voices of their ancestors, driving mortal minds to insanity.

Storm of Whispers has a warp charge value of 6. If manifested, roll 3D6 for each enemy unit within 6" of the psyker. For each result of 6, the unit being rolled for suffers 1 mortal wound.

3 WORD OF THE PHOENIX

The psyker calls upon the power of the mythical phoenix, who eternally dies in flame.

Word of the Phoenix has a warp charge value of 5. If manifested, select one friendly **YNNARI INFANTRY** or **YNNARI BIKER** unit within 18" of the psyker. One model in that unit regains D3 lost wounds. If no models in that unit have lost any wounds, but that unit has suffered one or more casualties, then 1 model is returned to that unit, in unit coherency, with 1 wound remaining.

4 UNBIND SOULS

The psyker reaches into their foes' minds, weakening the bond between soul and body and leaving them vulnerable.

Unbind Souls has a warp charge value of 6. If manifested, select one enemy unit within 18" of the psyker. Until the start of your next Psychic phase, you can re-roll wound rolls for attacks made with melee weapons by **YNNARI** models from your army that target that enemy unit.

5 SHIELD OF YNNEAD

Those favoured by Ynnead are bestowed with his protection, which manifests as a shield of spiritual energy capable of turning aside even the strongest of attacks.

Shield of Ynnead has a warp charge value of 7. If manifested, until your next Psychic phase, friendly **YNNARI** units have a 5+ invulnerable save whilst they are within 6" of the psyker.

6 ANCESTOR'S GRACE

Drawing forth the greatness that is the genetic legacy of all Aeldari, the psyker bolsters their fellows' bodies and souls until they achieve the apex of their potential.

Ancestor's Grace has a warp charge value of 5. If manifested, select one friendly **YNNARI** unit within 18" of the psyker. Until the start of your next Psychic phase, re-roll hit rolls of 1 for attacks made by that unit.



RELICS OF YNNEAD

As befits the followers of the god of death, the Reborn bring to battle mighty relics from across the scattered Aeldari race. From ancient treasures to items crafted to manipulate the energies of death, all of these artefacts are potent tools for furthering the will of Ynnead.

If your army is led by an **YNNARI** Warlord, then before the battle you can give one of the following Relics of Ynnead to one **YNNARI CHARACTER** in your army. Yvraine, the Visarch and the Yncarne already have one or more relics and cannot be given any of the following relics.

Note that some relics 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 Relics of Ynnead your characters have on your army roster.

HUNGERING BLADE

Within the Hungering Blade is a terrible appetite, a longing to turn all living Aeldari to inert corpses in order to see the supremacy of Ynnead hastened and the Great Enemy defeated. Great care must be taken by the wielder, for the slightest scratch upon the flesh from this glistening blade can result in a deadly necrosis that turns the body to dust in the space of a few seconds. Its effects upon non-Aeldari life forms are just as profound.

Model with power sword, star glaive or husk blade only. The Hungering Blade replaces the model's power sword, star glaive or husk blade and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Hungering Blade	**Melee**	**Melee**	**+3**	**-3**	**2**

Abilities: Each unmodified wound roll of 6 made for an attack with this weapon inflicts 1 mortal wound on the target in addition to the normal damage.

SONG OF YNNEAD

The hiss of the monomolecular discs that shoot from this pistol rises to a deafening roar of triumph when it claims a life. Those nearby are assailed by terrible hallucinations, as vengeful spirits clamour within their minds.

Model with shuriken pistol only. Song of Ynnead replaces the model's shuriken pistol and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Song of Ynnead	**18"**	**Pistol 3**	**5**	**-1**	**1**

Abilities: Each time you make a wound roll of 6+ for this weapon, that attack is resolved with an AP of -3. Each time an attack made with this weapon slays an enemy model, the target unit subtracts 1 from its Leadership characteristic until the end of the turn.

MIRRORGAZE

This helm is covered in mosaic shards from the famed Crystal Mirror. Its facets can channel the blinding light of battle to rob the sight of those who look upon it, giving the wearer a moment of advantage that may be the difference between life and death.

Subtract 1 from hit rolls for attacks that target the bearer.

SOULSNARE

This rune-inscribed orb is filled with the psychic gossamer of Ynnead's all-constraining net. When hurled at the ground, it bursts open in a cloud of glittering thread. The shining filaments cut through animating spirit, and those standing nearby collapse in crumpled heaps, their bodies no more than lifeless clay as their spirits howl in anguish.

Once per game, instead of firing a ranged weapon in the shooting phase, the bearer can throw the Soulsnare. If they do so, select one enemy unit within 6" of and visible to the bearer, and roll one D6. On a 1, nothing happens. On a 2-5, that enemy unit suffers D3 mortal wounds and the bearer regains the same number of lost wounds. On a 6, that enemy unit suffers D6 mortal wounds and the bearer regains all of their lost wounds.

THE LOST SHROUD

This cloak was woven from the ectoplasmic by-product that wisped from Craftworld Biel-Tan's ravaged infinity circuit after the great daemonic intrusion that took it to the brink of catastrophe. The seers of the Aeldari consider it dangerous in the extreme, for it may still harbour a link to the daemonic; however, within its shimmering weave, the deathless blessing of Ynnead is exceedingly powerful.

All damage suffered by the bearer is halved (rounding up). In addition, roll one D6 each time this model loses a wound; on a 5+ that wound is not lost.

CORAG HAI'S LOCKET

The ancient priestess Corag Hai died spectacularly when Ynnead chose his emissary to the living Aeldari world. Only this soulsteel trinket was left amongst the dust of her discorporation. The bearer can channel the energies of rebirth whenever they are near the fires of a slain victim.

Each time an enemy unit is destroyed by an attack made by the bearer, add 1 to the bearer's Move and Attacks characteristics for the remainder of the battle.

TACTICAL OBJECTIVES

The Ynnari use all the powers at their disposal to hasten the death of their foe and bring about the salvation of their race. For them, there are no barriers on the road to victory.

If your army is led by an **YNNARI** 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 an Ynnari player generates a Capture and Control objective (numbers 11-16), they instead generate the corresponding Ynnari Tactical Objective, as shown below. Other Tactical Objectives (numbers 21-66) are generated normally.

D66	TACTICAL OBJECTIVE
11	Spirit Sanctuary
12	Harness the Spirits
13	For Ynnead's Glory
14	Surety of Purpose
15	Death's Every Visage
16	Soulsurge

11 SPIRIT SANCTUARY

Some mystical locales provide a rich source of life force, havens for lost souls and reservoirs of power for the Reborn.

When this Tactical Objective is generated, roll one D6. Score 1 victory point if no enemy units are controlling the objective marker corresponding to the result rolled at the end of this turn.

Ynnari

14 SURETY OF PURPOSE

There is no Aeldari soul that does not draw strength from a bold strategy well executed. Let the lesser races look on in awe!

Score D3 victory points if you have achieved at least two other Tactical Objectives this turn.

Ynnari

12 HARNESS THE SPIRITS

Use the energies of the dead to channel your will, and the spirits will gladly lend their ethereal powers to your cause.

Score 1 victory point if an **YNNARI PSYKER** from your army successfully manifested a psychic power from the Revenant discipline during this turn.

Ynnari

15 DEATH'S EVERY VISAGE

The Whispering God has a million faces – show the enemy your mastery over each and every form of death.

Score 1 victory point if at least one enemy unit was destroyed in either the Psychic, Shooting or Fight phase of this turn as the result of a psychic power or attack manifested/made by an **YNNARI** model from your army (score D3 victory points instead if at least one enemy unit was destroyed in all 3 of these phases).

Ynnari

13 FOR YNNEAD'S GLORY

Bringing death to the denizens of the living realm increases the glory and power of Ynnead – ensure his ascension is keenly felt.

Score 1 victory point if three or more units were destroyed during this turn as the result of attacks made by **YNNARI** units from your army.

Ynnari

16 SOULSURGE

For the Ynnari, every slaughter is a wellspring of potential waiting to be harnessed. Let the shadow of death empower you!

Score 1 victory point if three or more units were destroyed during this turn as the result of attacks made by **YNNARI** units from your army whilst they were benefiting from Soulburst actions.

Ynnari