

CRAFTWORLDS

HOR

CODEX: CRAFTWORLDS

This Opus uses the special rules and wargear lists found in Codex: Craftworlds. If a rule differs from the Codex, it will be clearly stated as AMENDED. Amended rules are to be used exactly as presented in this Opus - parts of these rules may have been left out and this is intentional.

The points are intended for the model WITHOUT the equipment listed. You need to add the costs of the wargear you can find in the Craftworlds points values section of the Codex.

FACTION KEYWORDS

All models in this list have the **Aeldari** and **Asuryani** keywords.

SWOOPING HAWK GRENADE PACK

Like all grenades in Heralds of Ruin, Swooping Hawk Grenade packs may only be used once per model per game. In campaign play, they replenish for free between games.

SMITE

Some models in the Craftworlds Opus know the *Smite* psychic power. If that model has the *Destructor* rule, follow that rule as normal. Otherwise, *Smite* causes a single mortal wound on a manifesting roll of 5+, or D3 mortal wounds on an 11+.

<CRAFTWORLD>

Your team must be from a single Craftworld, and may gain one of the Craftworld bonuses listed below, or one from Codex: Craftworlds. If you wish to play as a Craftworld of your own invention, feel free to come up with your own bonus, but make sure your opponent agrees before the game! Alternatively, your Craftworld may always choose to gain +1 Tactical Points before the game instead of any other bonus.

Craftworld	Bonus
Saim Hann	The Wild Host: When a WINDRIDER or Skyrunner model falls back, it may choose to charge in the next Charge phase instead of shooting in the next Shooting phase.
Biel-Tan	The Fractured: If you have any models held in Reserves, but not in an alternate setup location like In the Shadows, number the board edges 1-4. When a model arrives from reserves, roll a d6. On a 1-4 they are set up up to 6" from the corresponding edge. On a 5, you choose the edge, but on a 6, your opponent chooses.

Ulthwé	The Unblinking Eye: Psychic powers cast by an Ulthwé psyker have an Area of Effect of 4" rather than 3". In addition, if the enemy team is a Chaos faction, you may re-roll the die when seizing the first turn.
Alaitoc	The Parallel Paths: Add 1 to the number of each type of Aspect Warrior you may take. In addition, you may set any of your Rangers up according to the Appear Unbidden rule at the beginning of the first or second battle round.
Iyanden	The Vengeful Dead: Add 1 to the Attacks characteristics of all Wraithguard and Wraithblades within the Inspiring Presence of a Spiritseer. If the enemy team is from Hive Fleet Kraken, add 2 instead.
Altansar	The Whispering Outcasts: An Altansar Team Leader's Inspiring Presence is reduced by 1", but their Leadership is increased to 11.
Il-Kaithe	The Greater Foe: For each Special slot filled, an Il-Kaithe team may include one Core choice with the IMPERIUM or DRUKHARI keyword from a different Opus. Such models must all be from the same Opus, may take any options normally allowed to them, and do not benefit from the Il-Kaithe Leader's Inspiring Presence.
Lugganath	The Labyrinth Striders: You can always choose which deployment zone from the scenario map will be yours. In addition, once per game, you may force your opponent to re-roll a single successful reserve roll.
Yme-Loc	The Crucible: A Yme-Loc team can never include more than two Wraithguard or Wraithblades in total, in any combination. However, it may include two Vypers rather than one, and two Heavy Weapon Platforms per ten guardians, rather than one. In addition, all Yme-Loc Vypers and Heavy Weapon Platforms gain the following rule: <i>Crucible-Forged. When a model with this rule suffers a wound, roll a d6. On a 6, the wound is ignored.</i>
Iybraesil	The Crone's Wisdom: An Iybraesil Howling Banshee Exarch's Inspiring Presence and War Shout abilities are each extended by 3". In addition, you may re-roll the dice to determine an Inscrutable Objective's nature.
Mymeara	The Enemy Revealed: Enemy models cannot claim the +1 Save bonus from cover against Shooting attacks from Mymeara Aspect Warriors or Warhost units. Models on both sides are Revealed and cannot Hide if an enemy is within 9", rather than 6".
Malan'tai (Before the Doom)	Fly Before Fate: You Seize the first turn on a 5+ rather than a 6+. In addition, if you have the first turn of the first battle round, add 2" to the Movement characteristic of all Malan'tai models for that turn.
Malan'tai (After the Doom)	The Shattered Survivors: You may select Special units from the Exodites Opus and/or Kroot Mercenaries Opus, but you may not take more than three of any type of Aspect Warrior, nor any Spirit Host models.

ANCIENT DOOM, AMENDED

Change the Ancient Doom rule to read: “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 Rout tests for your team if your Team Leader is within the Inspiring Presence of a **SLAANESH** Team Leader.”

MODEL AVAILABILITY

You must adhere to the following model requirements when building your Kill Team:

- 1 Team Leader model
- 1-20 Core models
- 0-5 Special models

TACTICAL POINTS

Craftworlds teams have exclusive access to some Philosophies and Actions. You may choose freely between these Actions and those presented in the main rules when spending Tactical Points. Remember your team can only have one Philosophy!

Philosophy - A Flame in the Darkness - +*TP	If your team is outnumbered by the enemy team, gain +1TP at the start of the first battle round. In addition, the first time you pass a Rout test, immediately gain 2TP
Philosophy - The Skeins of Fate - +1TP	Each time you or your opponent spend any TP, roll a single d6. On a 6, you regain 1TP. You cannot exceed your starting number of TP in this way. If you have exceeded your starting number of TP from another source, do not make the roll.
Action - Gambit - 1TP	Use when your opponent uses a tactical action but before it takes effect. Both players roll off. If you win, the TP are spent but the enemy action does not take effect. If your opponent wins, the action takes effect as normal and your opponent gains +1TP immediately.
Action - Tip the Balance - 1TP	Use at any time to force your opponent to reroll a single die. Before the end of the battle round, your opponent may force you to reroll a single die.

TEAM LEADERS

Warlock											
NAME		M	WS	BS	S	T	W	A	Ld	Sv	Pts
Warlock		7"	3+	3+	3	3	3	2	8	6+	55
EQUIPMENT	<ul style="list-style-type: none"> - Shuriken Pistol - Witchblade 										
RULES	<ul style="list-style-type: none"> - Ancient Doom - Battle Focus - Rune Armour <p>Note: a warlock Team Leader does not have the Destructor rule, but manifests <i>Smite</i> as per the rulebook.</p>										
OPTIONS	<ul style="list-style-type: none"> - May replace witchblade with singing spear - May take items from the Craftworlds Armoury 										
PSYKER	Amended - This model can attempt to manifest one power in each friendly Psychic phase and attempt to deny one power in each enemy Psychic phase. It may know <i>Smite</i> and one power from the Runes of Battle discipline, or two psychic powers from the Runes of Battle discipline.										
KEYWORDS	<Craftworld>, Infantry, Warhost, Psyker, Warlock										

Warlock Skyrunner											
NAME		M	WS	BS	S	T	W	A	Ld	Sv	Pts
Warlock		16"	3+	3+	3	4	4	2	8	6+	80
EQUIPMENT	<ul style="list-style-type: none"> - Shuriken Pistol - Witchblade - Twin Shuriken Catapult 										
RULES	<ul style="list-style-type: none"> - Ancient Doom - Battle Focus - Rune Armour - Destructor - Ride the Wind 										
OPTIONS	<ul style="list-style-type: none"> - May replace witchblade with singing spear - May take items from the Craftworlds Armoury 										
PSYKER	Amended, - This model can attempt to manifest one power in each friendly Psychic phase and attempt to deny one power in each enemy Psychic phase. It knows <i>Smite</i> and one psychic power from the Runes of Battle discipline, or two powers from the Runes of Battle.										
KEYWORDS	<Craftworld>, Biker, Fly, Warhost, Psyker, Warlock Skyrunner										

Spiritseer

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Spiritseer	7"	2+	2+	3	3	4	2	8	6+	65
EQUIPMENT	<ul style="list-style-type: none"> - Shuriken Pistol - Witch Staff 									
RULES	<ul style="list-style-type: none"> - Ancient Doom - Battle Focus - Rune Armour - Spirit Mark - Rouse the Spirit Host: A team led by a Spiritseer may take one Wraithguard and/or one Wraithblade as Core choices. If your team is from craftworld IYANDEN, increase this to two. Any additional Wraithguard or Wraithblades take up Special slots as normal. 									
OPTIONS	<ul style="list-style-type: none"> -May take items from the Craftworlds Armoury 									
PSYKER	<ul style="list-style-type: none"> - This model can attempt to manifest one power in each friendly Psychic phase and attempt to deny one power in each enemy Psychic phase. It may know <i>Smite</i> and one psychic power from the Runes of Battle discipline. 									
KEYWORDS	Spirit Host, <Craftworld>, Character, Infantry, Psyker, Spiritseer									

Ranger Farstrider

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Ranger	7"	3+	3+	3	3	3	2	8	5+	26
EQUIPMENT	<ul style="list-style-type: none"> - Shuriken Pistol - Ranger Long Rifle 									
RULES	<ul style="list-style-type: none"> - Ancient Doom - Battle Focus - Cameleoline Cloaks - Appear Unbidden 									
OPTIONS	<ul style="list-style-type: none"> - May replace Shuriken Pistol with either a Chainsword, Aeldari Blade or Power Sword - May take items from the Craftworlds Armoury 									
KEYWORDS	Infantry, Warhost, Rangers, <craftworld>									

Dire Avenger Exarch

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Dire Avenger Exarch	7"	3+	3+	3	3	3	2	8	4+	17
EQUIPMENT	<ul style="list-style-type: none"> - Avenger Shuriken Catapult - Sunburst Grenade 									
RULES	<ul style="list-style-type: none"> - Ancient Doom - Battle Focus - Battle Fortune - Defence Tactics - Shimmershield, amended: A shimmershield equipped on a Dire Avenger Exarch provides a 5+ invulnerable save to all friendly Asuryani models within 3" of the bearer. 									
OPTIONS	<ul style="list-style-type: none"> - May replace Avenger Shuriken Catapult with: two avenger shuriken catapults, shuriken pistol and power glaive, shuriken pistol and dresword, shimmershield and power glaive. - May take items from the Craftworlds Armoury 									
KEYWORDS	Infantry, Aspect Warrior, Dire Avengers, <craftworlds>									

Howling Banshee Exarch

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Howling Banshee Exarch	8"	3+	3+	3	3	3	3	8	4+	23
EQUIPMENT	<ul style="list-style-type: none"> - Shuriken Pistol - Power Sword 									
RULES	<ul style="list-style-type: none"> - Ancient Doom - Battle Focus - Banshee Mask - Acrobatic - War Shout, amended: Your opponent must subtract 1 from hit rolls in the Fight phase for attacks that target a model within 3" of a Howling Banshee Exarch - Exarch: A team led by a Howling Banshee Exarch can take Howling Banshees as Core choices. 									
OPTIONS	<ul style="list-style-type: none"> - May replace Power Sword with triskele or executioner - May replace shuriken pistol and power sword with mirrorswords - May take items from the Craftworlds Armoury 									
KEYWORDS	Infantry, Aspect Warrior, Howling Banshees, <craftworlds>									

Striking Scorpion Exarch

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Striking Scorpion Exarch	7"	3+	3+	3	3	3	3	8	3+	29
EQUIPMENT	<ul style="list-style-type: none"> - Shuriken Pistol - Scorpion Chainsword - Sunburst Grenades 									
RULES	<ul style="list-style-type: none"> - Ancient Doom - Battle Focus - Masters of Stealth - Shadow Strike - Mandiblasters - Sustained Attack - Exarch: A team led by a Striking Scorpion Exarch can take Striking Scorpions as Core choices. 									
OPTIONS	<ul style="list-style-type: none"> - May replace shuriken pistol with scorpion claw - May replace scorpion chainsword with biting blade - May replace shuriken pistol and scorpion chainsword with chainsabres - May take items from the Craftworlds Armoury 									
KEYWORDS	Infantry, Aspect Warrior, Striking Scorpions, <craftworlds>									

Fire Dragon Exarch

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Fire Dragon Exarch	7"	3+	3+	3	3	3	2	8	3+	17
EQUIPMENT	<ul style="list-style-type: none"> - Fusion Gun - Melta bomb 									
RULES	<ul style="list-style-type: none"> - Ancient Doom - Battle Focus - Crack shot - Assured Destruction - Exarch: A team led by a Fire Dragon Exarch can take Fire Dragons as Core choices. 									
OPTIONS	<ul style="list-style-type: none"> - May replace fusion gun with dragon's breath flamer or firepike. - May take items from the Craftworlds Armoury 									
KEYWORDS	Infantry, Aspect Warrior, Fire Dragons, <craftworlds>									

Swooping Hawk Exarch

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Swooping Hawk Exarch	14"	3+	3+	3	3	3	2	8	4+	21
EQUIPMENT	<ul style="list-style-type: none"> - Lasblaster - Sunburst Grenade 									
RULES	<ul style="list-style-type: none"> - Ancient Doom - Battle Focus - Herald of Victory - Swooping Hawk Grenade Pack - Children of Baharroth - Skyleap 									
OPTIONS	<ul style="list-style-type: none"> - May replace lasblaster with hawk's talon or sunrifle (Sunrifle, amended: if this weapon causes an unsaved wound, the wounded enemy model and the closest enemy model to it must subtract 1 from their hit rolls until the end of the battle round.) - May take a power sword - May take items from the Craftworlds Armoury 									
KEYWORDS	Infantry, Fly, Aspect Warrior, Swooping Hawks, <craftworlds>									

Warp Spider Exarch

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Warp Spider Exarch	7"	3+	3+	3	3	3	2	8	3+	25
EQUIPMENT	<ul style="list-style-type: none"> - Death Spinner 									
RULES	<ul style="list-style-type: none"> - Ancient Doom - Battle Focus - Warp Jump Generator - Flickerjump, amended: change "one model from the Warp Spiders unit is slain" to "the Warp Spider Exarch is slain." - Iron Resolve, amended: A team led by a Warp Spider Exarch can re-roll failed Rout tests as long as the Warp Spider Exarch is still alive. - Exarch: A team led by a Warp Spider Exarch can take Warp Spiders as Core choices. 									
OPTIONS	<ul style="list-style-type: none"> - May replace Death Spinner with Spinneret Rifle or two Death Spinners. - May take Powerblades - May take items from the Craftworlds Armoury 									
KEYWORDS	Infantry, Aspect Warrior, Warp Spiders, <craftworlds>									

Shining Spear Exarch

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Shining Spear Exarch	16"	3+	3+	3	4	3	3	8	3+	29
EQUIPMENT	<ul style="list-style-type: none"> - Laser Lance - Twin shuriken catapult 									
RULES	<ul style="list-style-type: none"> - Ancient Doom - Battle Focus - Ride the Wind - Aerobatic Grace - Expert Hunter 									
OPTIONS	<ul style="list-style-type: none"> - May replace laser lance with a star lance or paragon blade. - May take items from the Craftworlds Armoury 									
KEYWORDS	Biker, Fly, Aspect Warrior, Shining Spears, <craftworlds>									

Dark Reaper Exarch

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Dark Reaper Exarch	6"	3+	3+	3	3	3	2	8	3+	24
EQUIPMENT	<ul style="list-style-type: none"> - Reaper Launcher 									
RULES	<ul style="list-style-type: none"> - Ancient Doom - Crack Shot - Inescapable Accuracy - Exarch: A team led by a Dark Reaper Exarch can take Dark Reapers as Core choices. 									
OPTIONS	<ul style="list-style-type: none"> - May replace reaper launcher with a shuriken cannon or Aeldari missile launcher - May take items from the Craftworlds Armoury 									
KEYWORDS	Infantry, Aspect Warrior, Dark Reapers, <craftworlds>									

CORE

Guardian Defender											
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts	
Guardian Defender	7"	3+	3+	3	3	1	1	7	5+	8	
EQUIPMENT	- Shuriken Catapult - Sunburst Grenade										
RULES	- Ancient Doom - Battle Focus										
OPTIONS	- None										
KEYWORDS	Infantry, Guardian Defenders, Warhost, <craftworld>										

Storm Guardian											
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts	
Storm Guardian	7"	3+	3+	3	3	1	1	7	5+	6	
EQUIPMENT	- Shuriken Pistol - Aeldari Blade										
RULES	- Ancient Doom - Battle Focus										
OPTIONS	- For every four Storm Guardians in your team, one may replace its Aeldari blade with a power sword - For every four Storm Guardians in your team, one may replace its Aeldari blade and shuriken pistol with a flamer or fusion gun - Any Storm Guardian may replace its Aeldari blade with a chainsword.										
KEYWORDS	Infantry, Storm Guardians, Warhost, <craftworlds>										

Ranger											
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts	
Ranger	7"	3+	3+	3	3	1	1	7	5+	12	
EQUIPMENT	- Shuriken Pistol - Ranger Long Rifle										
RULES	- Ancient Doom - Battle Focus - Cameleoline Cloaks - Appear Unbidden										
OPTIONS	- None										
KEYWORDS	Infantry, Warhost, Rangers, <craftworld>										

Dire Avenger

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Dire Avenger	7"	3+	3+	3	3	1	1	8	4+	8
EQUIPMENT	- Avenger Shuriken Catapult - Sunburst Grenade									
RULES	- Ancient Doom - Battle Focus - Defence Tactics									
OPTIONS	- None									
KEYWORDS	Infantry, Aspect Warriors, Dire Avengers, <craftworld>									

Windrider

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Windrider	16"	3+	3+	3	4	2	1	7	4+	16
EQUIPMENT	- Twin Shuriken Catapult									
RULES	- Ancient Doom - Battle Focus - Ride the Wind - Restriction: you may take a maximum of three Windriders.									
OPTIONS	- For every two Windriders in your team, one may replace their twin shuriken catapult with a Scatter Laser or Shuriken Cannon. If your team is from the Saim-Hann craftworld, any Windrider may do so.									
KEYWORDS	Biker, Fly, Warhost, Windriders, <craftworld>									

Swooping Hawk

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Swooping Hawk	14"	3+	3+	3	3	1	1	8	4+	6
EQUIPMENT	- Lasblaster									
RULES	- Ancient Doom - Battle Focus - Swooping Hawk Grenade Pack (one use only) - Children of Baharroth - Skyleap - Restriction: you may take a maximum of five Swooping Hawks									
OPTIONS	- None									
KEYWORDS	Infantry, Aspect Warriors, Swooping Hawks, Fly, <craftworld>									

Heavy Weapons Platform

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Heavy Weapons Platform	7"	6+	3+	3	3	2	1	7	3+	5
EQUIPMENT	- Shuriken Cannon									
RULES	<ul style="list-style-type: none"> - Battle Focus - Crewed Weapon, amended: A Heavy Weapon Platform can only fire its ranged weapon if a friendly Guardian Defender is within 3" and fires it instead of shooting their own weapon. A single Guardian Defender cannot operate multiple Platforms in a single turn. - Inanimate: Heavy Weapons platforms automatically pass Nerve tests and do not have to counter-charge if they fire Overwatch. They are valuable weapons of war, however, so their destruction triggers Nerve tests as normal and they count towards Rout tests. - Restriction: You may take a single Heavy Weapons Platform for every ten Guardian Defenders or Storm Guardians, in any combination, in your team. 									
OPTIONS	- May replace Shuriken Cannon with a weapon from the <i>Heavy Weapons</i> list.									
KEYWORDS	Infantry, Artillery, Heavy Weapon Platform, Warhost <craftworld>									

SPECIAL

Howling Banshee

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Howling Banshee	8"	3+	3+	3	3	1	2	8	4+	9
EQUIPMENT	<ul style="list-style-type: none"> - Shuriken Pistol - Power Sword 									
RULES	<ul style="list-style-type: none"> - Ancient Doom - Battle Focus - Banshee Mask - Acrobatic - Restriction: You may take a maximum of five Howling Banshees 									
OPTIONS	- None									
KEYWORDS	Infantry, Aspect Warriors, Howling Banshee, <craftworlds>									

Striking Scorpion

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Striking Scorpion	7"	3+	3+	3	3	1	2	8	3+	10
EQUIPMENT	<ul style="list-style-type: none"> - Shuriken Catapult - Scorpion Chainsword - Sunburst Grenade 									
RULES	<ul style="list-style-type: none"> - Ancient Doom - Battle Focus - Masters of Stealth - Shadow Strike - Mandiblasters - Restriction: You may take a maximum of five Striking Scorpions 									
OPTIONS	- None									
KEYWORDS	Infantry, Striking Scorpions, Aspect Warriors, <craftworld>									

Fire Dragon

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Fire Dragon	7"	3+	3+	3	3	1	1	8	3+	8
EQUIPMENT	<ul style="list-style-type: none"> - Fusion Gun - Melta Bomb 									
RULES	<ul style="list-style-type: none"> - Ancient Doom - Battle Focus - Assured Destruction - Restriction: You may take a maximum of five Fire Dragons 									
OPTIONS	- May take items from the Craftworlds Armoury									
KEYWORDS	Infantry, Aspect Warriors, Fire Dragons, <craftworld>									

Dark Reaper

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Dark Reaper	6"	3+	3+	3	3	1	1	8	3+	12
EQUIPMENT	- Reaper Launcher									
RULES	<ul style="list-style-type: none"> - Ancient Doom - Inescapable Accuracy - Restriction: You may take a maximum of three Dark Reapers 									
OPTIONS	- May take items from the Craftworlds Armoury									
KEYWORDS	Infantry, Dark Reapers, Aspect Warrior, <craftworld>									

Warp Spider

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Warp Spider	7"	3+	3+	3	3	1	1	8	3+	10
EQUIPMENT	- Death Spinner									
RULES	- Ancient Doom - Battle Focus - Warp Jump Generator - Flickerjump, amended: change "one model from the Warp Spiders unit is slain" to "the Warp Spider is slain." - Restriction: You may take a maximum of five Warp Spiders									
OPTIONS	- May take items from the Craftworlds Armoury									
KEYWORDS	Infantry, Warp Spiders, Jump Pack, Aspect Warrior, <craftworld>									

Shining Spear

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Shining Spear	16"	3+	3+	3	4	2	2	8	3+	18
EQUIPMENT	- Laser Lance - Twin Shuriken Catapult									
RULES	- Ancient Doom - Battle Focus - Ride the Wind - Aerobatic Grace - Restriction: You may take a maximum of three Shining Spears									
OPTIONS	- May take items from the Craftworlds Armoury									
KEYWORDS	Biker, Fly, Shining Spears, Aspect Warrior, <craftworld>									

Wraithguard

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Wraithguard	5"	3+	3+	5	5	3	1	9	3+	23
EQUIPMENT	- Wraithcannon - Wraithguard Fists									
RULES	- Ancient Doom - Implacable - Restriction: You may take a maximum of three Wraithguard									
OPTIONS	- May take items from the Craftworlds Armoury									
KEYWORDS	Infantry, Spirit Host, Wraithguard <craftworld>									

Wraithblade

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Wraithblade	5"	3+	3+	5	5	3	2	9	3+	29
EQUIPMENT	- Ghostswords									
RULES	<ul style="list-style-type: none"> - Ancient Doom - Fires of Wrath - Forceshield (if equipped) - Restriction: You may take a maximum of three Wraithblades 									
OPTIONS	<ul style="list-style-type: none"> - May replace ghostswords with ghostaxe and forceshield. - May take items from the Craftworlds Armoury 									
KEYWORDS	Infantry, Wraithblades, Spirit Host, <craftworld>									

Bonesinger

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Bonesinger	16"	6+	3+	4	5	6	1	8	3+	70
EQUIPMENT	- Psytronome shaper									
RULES	<ul style="list-style-type: none"> - Ancient Doom - Battle Focus - Path of the Shaper - Rune Armour 									
OPTIONS	- May take items from the Craftworlds Armoury									
	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 power</i> .									
KEYWORDS	Character, infantry, psyker, bonesinger									

Vyper

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Vyper	16"	6+	3+	4	5	6	1	8	3+	40
EQUIPMENT	<ul style="list-style-type: none"> - Shuriken Cannon - Twin Shuriken Catapult 									
RULES	<ul style="list-style-type: none"> - Blade Wind, amended: increase this model's Move characteristic by 2" for every friendly Vyper and/or every two friendly AELDARI BIKER models that can FLY within 3" of it at the beginning of the Move phase, to a maximum of 20". - Explodes, amended: Change the second sentence to "On a 6 it explodes. Assign D6 mortal wounds amongst models within 3", starting with the closest. Do not assign a second mortal wound to any model until all models in range have taken one, and so on for a third etc." - Restriction: You may take a maximum of one Vyper 									
OPTIONS	- May take items from the Craftworlds Armoury									
KEYWORDS	Vehicle, fly, warhost, vipers, <craftworld>									

ARMOURY

ITEM	DESCRIPTION
Armour of Vault	Exarch Only - 15 points. The bearer can reroll failed armour saves (but not Invulnerable saves) (May not be taken with Armour of Isha or Eldanesh)
Armour of Isha	Exarch Only - 10 points. When the bearer suffers a Wound, roll a d6. On a 6, that Wound is discarded. (May not be taken with Armour of Eldanesh or Vault)
Armour of Eldanesh	Exarch Only - 10 points. Pick a unit type from the enemy team (deathmarks, termagants, sergeants, etc.) The bearer adds 2" to Charge distances, and gains +1 Attack in the Fight phase, when charging or attacking the chosen unit type.
Gyrinx Familiar	Leader Only - 8 points. The model may add 1 to any Deny the Witch rolls. In addition, the Gyrinx's owner makes an additional attack at S3 AP0 D1 in each fight phase.
Autarch's Seal	Leader Only - 10 points. The leader of the Warhost has entrusted this Eldar with a task of the utmost importance. The model's Inspiring Presence is extended by 3".
Runes of War	Leader Only - 5 points. Friendly <Craftworld> models within this model's Inspiring Presence can reroll all Leadership tests.
Runes of Wrath	Leader Only - 7 points. The bearer may reroll all failed Hit rolls in the Fight phase if they charged, counter-charged or were charged or counter-charged this turn.
Runes of Waning	Psyker Only - 8 points. Your opponent must subtract 1 from the result of any Psychic test made inside the leader's Inspiring Presence. Deny the Witch rolls against successfully manifested powers are made against the unmodified total.
Runes of Perception	5 points. Extend the distance an enemy model must be from this model to be Hidden by 3". This normally means enemies become Revealed/may not Hide within 9" of this model.
Runes of Deceit	10 points. After deployment, but before the first battle round, you may remove this model from the table and set it up again according to the scenario rules.
Runes of the Hunter	8 points. This model is not slowed by terrain when it Advances.
Runes of Focus	10 points. If the bearer did not move in the preceding Move phase, they may reroll Hit rolls of 1 in the Shooting phase, unless they are within 1" of an enemy model.
Distortion Field	Leader Only- 20 points. Shooting attacks that target the bearer and/or models within 3" of the bearer have a -1 modifier to Hit. In addition, those models have a 6+ Invulnerable save against ranged attacks from enemies 6" or more away.
Galerider	Model with FLY only - 10 points. Once per game, when rolling charge distance for this model, you may roll 3D6 and discard the lowest result.
Vault's Own	10 points. Choose one of this model's weapons. Improve either the Strength or AP by 1. May not be applied to any of the unique weapons below.
Webway Hatch	May not be taken by a Wraith unit. 8 points. When this model is slain, roll a D6. On a 3+ the model is still removed from play as a casualty, but does not count as slain for any victory point purposes (First Blood, Kill points etc.)
Spiritscope	5 points. Instead of shooting, the bearer can allow friendly Wraith units to reroll 1s to Hit in this shooting phase.
Runes of the Vampire	15 points. The model may, at the beginning of its Movement phase, decrease its Toughness by 1 to restore a Wound it lost earlier in the battle. If its Toughness ever reaches 0, by this or any other means, it is immediately slain.
<i>Designer's note: Due to their exceptional rarity and value, you may only include one of the following items in your team. In Campaign play, you may include one of these items for every Leader model in your Force, but no team may contain more than one.</i>	

The Phoenix's Gaze	Leader Only - 12 points. Just as Asuryan's stare may perceive and kill in the same instant, so does this revered flamer seek and destroy the enemies of the Asuryani. (replaces a ranged weapon, profile below)
The Bloody Hand	Leader Only - 13 points. This powered gauntlet was forged in the likeness of Khaine's hand, and appears to drip endlessly with the blood of the slain. It is a weapon and a caution both, for those warriors who cannot temper their fury with wisdom are surely doomed. (replaces a single weapon, profile below)
The Widowmaker	Leader Only - 15 points. The 100th sword forged by Vault for Khaine was less than a shadow of the 99 that came before it. This greatsword was created in honour of that God-forged yet lowly blade, and reminds the bearer that great change, for good or ill, begins with a single act. (replaces all weapons, profile below)
The Mother's Blade	Leader Only - 17 points. Isha's is the power of life itself; death and rebirth in eternal harmony. This shrine-forged, leaf-bladed spear fortifies those Aeldari who see it spill enemy lifeblood. (replaces a melee weapon, profile below)
The Maiden's Veil	Leader Only - 10 points. Emptying their mind of mortal concerns, the wearer of the Maiden's Veil can channel a tiny measure of Lileath's gift of foresight. Once per game, at the beginning of any battle round, you may invoke the Veil's power to reroll all failed Hit rolls or all failed Save rolls for the bearer until the end of the battle round.
The Crone's Claw	Leader Only - 5 points. This cruel-looking dagger represents a greater truth: where things appear ill-fated, they can be manipulated to one's advantage; knowledge springs from pain. (profile below)

ARMOURY WEAPON PROFILES

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
The Phoenix's Gaze	9"	Assault 2d3	4	-1	1	The Cursing Eye: This weapon automatically hits its target. Targets do not receive a bonus to their save for being in cover.
The Bloody Hand (melee)	Melee	Melee Unique	x2	-1	2	Fury: Once the bearer has killed an enemy model with this weapon, increase their Attacks by 2, but resolve all their future attacks at -1 to Hit.
The Bloody Hand (shooting)	12"	Pistol 1	3	-D3	1	
The Widowmaker	Melee	Melee Unique	+2	-4	2	Greatsword: Attacks with this weapon have a -1 modifier to Hit rolls. Subtract 1 from the Leadership of enemy models within 3" of the bearer.
The Mother's Blade	Melee	Melee Unique	+1	-1	D3	Invigorating: If an enemy Character is slain by this weapon, a model within 3" of the bearer may regain a single wound lost earlier in the battle.
The Crone's Claw	Melee	Melee Unique	User	-1	1	Twist of Fate: Before the bearer Fights, you may increase their Attacks by 1 and decrease their Toughness by 1, or vice versa, for the rest of the phase. If you do so, you may reroll 1s when rolling to Hit and Wound with The Crone's Claw for that phase.