

AELDARI

ARMY RULE

The Aeldari live on the brink of extinction. As such, their Farseers have become adept at reading future events, seeing the many strands of fate ahead of their people and the consequences of following each one. Taken at the right time, a simple action can avoid calamitous outcomes, aiding the Aeldari in their continued struggle for survival.

STRANDS OF FATE

If your Army Faction is **AELDARI**, at the start of the battle, make a Strands of Fate roll by rolling twelve D6.

If you wish, you can then re-roll all of these dice, but if you do, roll one less D6. You can continue re-rolling all of the dice in this manner, rolling one less D6 each time you do, until you are satisfied with the results rolled (or until you only have a single D6 remaining).

When you are satisfied with the results rolled, those remaining dice become your Fate dice for the battle. These results cannot be changed or re-rolled further, unless a rule specifically states otherwise. Keep your Fate dice to one side – this is your Fate dice pool.

Before making a dice roll for a model or unit from your army with the Strands of Fate ability, if you have one or more dice in your Fate dice pool, you can use one of those Fate dice. To do so, select one of those Fate dice to substitute that dice roll. The dice that is being substituted is not rolled; instead, the value of the selected Fate dice is used as if it had been rolled (this counts as an unmodified dice roll of that value for all rules purposes). Each Fate dice can only be used in this way once. After using a Fate dice, remove it from your Fate dice pool and roll all remaining dice that are part of that dice roll (if any). You can use Fate dice for any of the following types of dice roll:

- Advance roll
- Battle-shock test
- Charge roll
- Damage roll
- Hit roll
- Saving throw
- Wound roll



AELDARI – BATTLE HOST DETACHMENT RULE

If your Army Faction is **AELDARI**, you can use this Battle Host Detachment rule.

UNPARALLELED FORESIGHT

When the Aeldari take to the battlefield, any who oppose them are left confounded by their grace, elegance and martial skill. Where lesser beings would falter, the Aeldari move with a surety of purpose that can only be perceived as preordained.

Each time an **AELDARI** unit from your army is selected to shoot or fight, you can re-roll one Hit roll and you can re-roll one Wound roll when resolving those attacks.

CORSAIRS AND TRAVELLING PLAYERS

The Dark City is frequented by ruthless mercenaries and nomadic warriors from other strands of the ancient race. Troupes of Harlequins and piratical bands of Corsairs accompany many Drukhari raids, free from constrictive paths to pursue profits and fated agendas across the galaxy.

If your Army Faction is **DRUKHARI**, you can include **HARLEQUINS** and **ANHRATHE** units in your army, even though they do not have the **DRUKHARI** Faction keyword. The combined points value of **HARLEQUINS** and/or **ANHRATHE** units you can include in your army depends on the battle size, as follows:

- **Incursion:** Up to 250 pts
- **Strike Force:** Up to 500 pts
- **Onslaught:** Up to 750 pts

No **HARLEQUINS** or **ANHRATHE** models included in your army in this way can be your **WARLORD**, and they cannot be given Enhancements.

YNNARI

Yvraine is a divider as much as a unifier amongst the Aeldari race, drawing both hatred and admiration. To some once-allies she and her ideals have become an immovable rift, yet between some once-enemies her influence has sewn bonds of fellowship once thought impossible.

If your Army Faction is **AELDARI** and your **WARLORD** is **YVRINE**, you can include **DRUKHARI** units in your army, even though they do not have the **AELDARI** Faction keyword. The combined points value of such units you can include in your army depends on the battle size, as follows:

- **Incursion:** Up to 500 pts
- **Strike Force:** Up to 1000 pts
- **Onslaught:** Up to 1500 pts

No **DRUKHARI** models included in your army in this way can be given Enhancements. You cannot include units with any of the following keywords in your army using these rules: **PHOENIX LORDS**; **ANHRATHE**; **AVATAR OF KHAINÉ**; **SOLITAIRE**; **HAEMONCULUS COVENS**.



AELDARI – BATTLE HOST ENHANCEMENTS

If you are using the Battle Host Detachment rule, you can use these Battle Host Enhancements.

THE PHOENIX GEM

At the height of the War in Heaven, Isha drew down the heat of a hundred stars into a glittering gem to save Asuryan. It is said that the Phoenix Gem is the only surviving fragment of this ancient stone, and still retains the power to return life to the fallen.

AELDARI model only. The first time the bearer is destroyed, roll one D6: on a 2+, keep it to one side. At the end of the phase, set the bearer back up again, as close as possible to its previous position and not within Engagement Range of any enemy models, with its full wounds remaining.

THE WEEPING STONES

Carved from psychoactive rubies, these runic stones resemble the beads of blood that drip from the hand of Khaine. In battle, these stones rearrange themselves, revealing elements of the future.

AELDARI model only. Each time the bearer's unit destroys an enemy unit, roll one D6 and add it to your Fate dice pool displaying the result you just rolled.

READER OF THE RUNES

Using their prescience to discern the enemy commander's intentions, this psyker can react before the foe's plans even come into action.

AELDARI PSYKER model only. In your Command phase, you can select one dice in your Fate dice pool, re-roll it, then add it back to your Fate dice pool displaying the result you just rolled.

FATE'S MESSENGER

The strands of fate coil and twist around this warrior, the paths of destiny manipulated to keep them from harm so that they might strike back at their foes.

AELDARI model only. Once per turn, just after making a Hit roll, a Wound roll or a saving throw for a model in the bearer's unit, you can treat the result as an unmodified roll of 6 instead.



AELDARI – BATTLE HOST

STRATAGEMS

If you are using the Battle Host Detachment rule, you can use these Battle Host Stratagems.



FEIGNED RETREAT

BATTLE HOST – STRATEGIC PLOY 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.

WHEN: Your Movement phase, just after an **AELDARI** unit from your army makes a Fall Back move.

TARGET: That **AELDARI** unit.

EFFECT: Your unit is eligible to shoot and declare a charge this turn even though it Fell Back.

1CP



MATCHLESS AGILITY

BATTLE HOST – BATTLE TACTIC 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.

WHEN: Your Movement phase.

TARGET: One **AELDARI** unit from your army that has not been selected to move this phase.

EFFECT: Until the end of the phase, if your unit Advances, do not make an Advance roll for it. Instead, until the end of the phase, add 6" to the Move characteristic of models in your unit.

1CP



FIRE AND FADE

BATTLE HOST – STRATEGIC PLOY STRATAGEM

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

WHEN: End of your Shooting phase.

TARGET: One **AELDARI** unit from your army.

EFFECT: Your unit can make a Normal move. It cannot embark within a **TRANSPORT** at the end of this move.

RESTRICTIONS: You cannot select an **AIRCRAFT** unit or a unit within Engagement Range of one or more enemy units, and until the end of the turn, the unit you selected is not eligible to declare a charge.

2CP



BLADESTORM

BATTLE HOST – STRATEGIC PLOY STRATAGEM

The well-trained Aeldari are able to lay down a hail of fire from their weapons, their superior reflexes allowing them to track even the most sudden movement and place every shot perfectly.

WHEN: Your Shooting phase.

TARGET: One **AELDARI** unit from your army that has not been selected to shoot this phase.

EFFECT: Until the end of the phase, each time a model in your unit makes an attack, on a Critical Wound, improve the Armour Penetration characteristic of that attack by 2.

1CP



AELDARI – BATTLE HOST

STRATAGEMS

If you are using the Battle Host Detachment rule, you can use these Battle Host Stratagems.



PHANTASM

BATTLE HOST – STRATEGIC PLOY STRATAGEM

The Aeldari are masters of misdirection, and they employ holo-emitters and psychic phantasms to fool enemy scouts.

WHEN: End of your opponent's Movement phase.

TARGET: One AELDARI unit from your army.

EFFECT: Your unit can make a Normal move of up to 7". It cannot embark within a **TRANSPORT** at the end of this move.

RESTRICTIONS: You cannot select a unit within Engagement Range of one or more enemy units, and until the end of the turn, you cannot target that unit with the Heroic Intervention Stratagem.

1CP



LIGHTNING-FAST REACTIONS

BATTLE HOST – BATTLE TACTIC STRATAGEM

The Aeldari can process battlefield events at baffling speed, making their physical reactions so fast that they are able to dodge attacks that would hit any other target.

WHEN: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.

TARGET: One AELDARI unit from your army (excluding **WRAITH CONSTRUCT** units) that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, each time an attack targets your unit, subtract 1 from the Hit roll.

1CP



DEATH JESTER 70pts

M	T	SV	W	LD	OC
8"	3	6+	4	6+	1



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Shrieker cannon [DEVASTATING WOUNDS]	24"	3	2+	6	-1	2

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Jester's blade	Melee	4	2+	4	0	1

ABILITIES

CORE: **Lone Operative**

FACTION: **Strands of Fate**

Death is Not Enough: In your Shooting phase, after this model has shot, if one or more of those attacks destroyed an enemy model, that enemy model's unit must take a Battle-shock test.

Cruel Amusement: In your Shooting phase, one model from your army with this ability can use it. If they do, until the end of the phase, select one of the following abilities to apply to that model's shrieker cannon:

- [IGNORES COVER]
- [PRECISION]
- [SUSTAINED HITS 3]

INVULNERABLE SAVE

4+

KEYWORDS: INFANTRY, CHARACTER, HARLEQUINS, DEATH JESTER



FACTION KEYWORDS:
AELDARI

DEATH JESTER

The arrival of a Death Jester upon the battlefield is announced by a hissing storm of shrieker cannon fire. Enemy infantry are torn apart in sprays of blood and scalded flesh as the weapon's gene-toxins cause them to combust horrifically from within. Adding insult to injury, the Death Jester ensures every demise is as cruelly ironic as possible.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Death Jester

This model is equipped with: shrieker cannon; Jester's blade.

KEYWORDS: INFANTRY, CHARACTER, HARLEQUINS, DEATH JESTER



FACTION KEYWORDS:
AELDARI

SHADOWSEER 60pts

M

8"

T

3

SV

6+

W

4

LD

6+

OC

1



☯ RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Neuro disruptor [ANTI-INFANTRY 2+, ASSAULT, PISTOL]	12"	1	2+	4	0	1
Shuriken pistol [ASSAULT, PISTOL]	12"	1	2+	4	-1	1

⚔ MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Miststave [PSYCHIC]	Melee	4	2+	5	-1	D3

ABILITIES

CORE: Leader, Stealth

FACTION: Strands of Fate

Fog of Dreams (Psychic): While this model is leading a unit, models in that unit have the Stealth ability.

Twilight Pathways (Psychic): At the start of your Movement phase, one model from your army with this ability can use it. If it does, until the end of the turn, you can re-roll Advance rolls made for that model's unit and that model's unit is eligible to declare a charge in a turn in which it Advanced.

INVULNERABLE SAVE

4+

KEYWORDS: INFANTRY, CHARACTER, PSYKER, GRENADES, HARLEQUINS, SHADOWSEER



FACTION KEYWORDS:
AELDARI

SHADOWSEER

Shadowseers can blind their enemies and drive them mad with their psychic powers. They shield their allies with veils of illusion, and crush bones in close combat with strikes from their miststaves – which also scramble the perceptions of those they hit.



WARGEAR OPTIONS

- This model's shuriken pistol can be replaced with 1 neuro disruptor.

UNIT COMPOSITION

- 1 Shadowseer

This model is equipped with: shuriken pistol; miststave.

LEADER

This model can be attached to the following unit:

- TROUPE

KEYWORDS: INFANTRY, CHARACTER, PSYKER, GRENADES, HARLEQUINS, SHADOWSEER



FACTION KEYWORDS:
AELDARI

SKYWEAVERS 95/190pts

M	T	SV	W	LD	OC
14"	4	4+	3	6+	2



RANGED WEAPONS	RANGE	A	BS	S	AP	D
Shuriken cannon [SUSTAINED HITS 1]	24"	3	3+	6	-1	2
Star bolas	12"	D3	3+	7	-2	2
Skyweaver haywire cannon [ANTI-VEHICLE 4+, DEVASTATING WOUNDS]	24"	2	3+	3	-1	3

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	4	3+	3	0	1
Zephyrglaive	Melee	4	3+	5	-1	2

ABILITIES

FACTION: **Strands of Fate**

Scything Swipes: Each time this unit ends a Normal move, you can select one enemy unit (excluding **MONSTER** and **VEHICLE** units) that it moved over during that move. If you do, roll one D6 for each model in this unit: for each 4+, that enemy unit suffers 1 mortal wound.

INVULNERABLE SAVE

4+

KEYWORDS: MOUNTED, FLY, SMOKE, HARLEQUINS, SKYWEAVERS



FACTION KEYWORDS:
AELDARI

SKYWEAVERS

Skyweavers shoot through the air in a prismatic storm of hallucinatory colour and light. While the riders known as Skyborne Princes pilot each jetbike and operate its guns, those called Great Falcons ride pillion, poised to cut down the foe with their star bolas or bisect them with their sweeping zephyrglaives.



WARGEAR OPTIONS

- Any number of models can each have their shuriken cannon replaced with 1 Skyweaver haywire cannon.
- Any number of models can each have their star bolas replaced with 1 zephyrglaive.

UNIT COMPOSITION

- 2-4 Skyweavers

Every model is equipped with: shuriken cannon; star bolas; close combat weapon.

KEYWORDS: MOUNTED, FLY, SMOKE, HARLEQUINS, SKYWEAVERS



FACTION KEYWORDS:
AELDARI

SOLITAIRE 115pts

M

12"

T

3

SV

6+

W

3

LD

6+

OC

1



MELEE WEAPONS

Solitaire weapons [PRECISION]

RANGE

Melee

A

9

WS

2+

S

6

AP

-2

D

2

ABILITIES

CORE: Fights First, Lone Operative**FACTION:** Strands of Fate

Blitz: Once per battle, in your Movement phase, this model can use this ability before it makes a Normal move. If it does, until the end of the turn, add 2D6" to this model's Move characteristic and add 3 to this model's Attacks characteristic.

Blur of Movement: This model is eligible to declare a charge in a turn in which it Advanced.

INVULNERABLE SAVE

3+

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, HARLEQUINS, SOLITAIRE

FACTION KEYWORDS:
AELDARI

SOLITAIRE

Solitaires are the equal of a host of lesser warriors, and can move at speeds the naked eye cannot follow. In combat, their scything kicks and hammer-blow punches come so fast their foes are dead before they know they are in a fight. They sever heads and pierce hearts in a rapid blur of movement, and cause blood to fall like monsoon rain.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Solitaire – EPIC HERO

This model is equipped with: Solitaire weapons.

PATH OF DAMNATION

This model cannot be your **WARLORD**.

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, HARLEQUINS, SOLITAIRE



FACTION KEYWORDS:
AELDARI

STARWEAVER 80pts

M	T	SV	W	LD	OC
14"	6	4+	6	6+	1



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Shuriken cannon [SUSTAINED HITS 1]	24"	3	3+	6	-1	2

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	4	3+	3	0	1

ABILITIES

CORE: **Deadly Demise 1, Firing Deck 6**

FACTION: **Strands of Fate**

Rapid Embarkation: At the end of the Fight phase, if there are no models currently embarked within this **TRANSPORT**, you can select one friendly **HARLEQUINS INFANTRY** unit that has 6 or fewer models that is wholly within 6" of this **TRANSPORT**. Unless that unit is within Engagement Range of one or more enemy units, it can embark within this **TRANSPORT**.

INVULNERABLE SAVE

4+

KEYWORDS: **VEHICLE, TRANSPORT, DEDICATED TRANSPORT, SMOKE, FLY, HARLEQUINS, STARWEAVER**



FACTION KEYWORDS: **AELDARI**

STARWEAVER

These agile and nimble anti-grav transport craft swoop and spiral effortlessly through incoming fire, their flickering holo-fields giving them polychromatic camouflage. Armed with multiple heavy weapons, they provide great volumes of supporting fire for the troops they carry, scything down the foe with withering hails of shurikens.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Starweaver

This model is equipped with: 2 shuriken cannons; close combat weapon.

TRANSPORT

This model has a transport capacity of 6 HARLEQUINS INFANTRY models.

KEYWORDS: VEHICLE, TRANSPORT, DEDICATED TRANSPORT, SMOKE, FLY, HARLEQUINS, STARWEAVER



FACTION KEYWORDS:
AELDARI

TROUPE 75/90/165/180pts

M	T	SV	W	LD	OC
8"	3	6+	1	6+	1



☯ RANGED WEAPONS	RANGE	A	BS	S	AP	D
Fusion pistol [ASSAULT, MELTA 2, PISTOL]	6"	1	3+	8	-4	D3
Neuro disruptor [ANTI-INFANTRY 2+, ASSAULT, PISTOL]	12"	1	3+	4	0	1
Shuriken pistol [ASSAULT, PISTOL]	12"	1	3+	4	-1	1

⚔ MELEE WEAPONS	RANGE	A	WS	S	AP	D
Aeldari power sword	Melee	5	3+	4	-2	1
Harlequin's blade	Melee	5	3+	3	0	1
Harlequin's special weapon	Melee	4	3+	4	-1	1

ABILITIES

FACTION: Strands of Fate

Harlequin Assault: Each time this unit makes a Charge move, until the end of the turn, each time a model in this unit makes a melee attack, add 1 to the Wound roll.

INVULNERABLE SAVE

4+

KEYWORDS: INFANTRY, GRENADES, HARLEQUINS, TROUPE



FACTION KEYWORDS:
AELDARI

TROUPE

The Players of Harlequin Troupes perform with breathtaking skill, whether their stage is a wraithbone and glass amphitheatre bathed in crystalline light, or the firelit hell of the battlefield. They tumble, sprint and leap with beautiful agility, every squeeze of a trigger and slash of a blade bringing death to the enemy.



WARGEAR OPTIONS

- Any number of models can each have their Harlequin's blade replaced with 1 Harlequin's special weapon.
- The Lead Player's Harlequin's blade can be replaced with 1 Aeldari power sword.
- If this unit contains 10 or fewer models:
 - Up to two models can each have their shuriken pistol replaced with 1 neuro disruptor
 - Up to two models can each have their shuriken pistol replaced with 1 fusion pistol
- If this unit contains 11 or more models:
 - Up to four models can each have their shuriken pistol replaced with 1 neuro disruptor
 - Up to four models can each have their shuriken pistol replaced with 1 fusion pistol

UNIT COMPOSITION

- 1 Lead Player
- 4-11 Players

Every model is equipped with: shuriken pistol; Harlequin's blade.

KEYWORDS: INFANTRY, GRENADES, HARLEQUINS, TROUPE



FACTION KEYWORDS:
AELDARI

TROUPE MASTER 55pts

M

8"

T

3

SV

6+

W

4

LD

6+

OC

1



☯ RANGED WEAPONS	RANGE	A	BS	S	AP	D
Fusion pistol [ASSAULT, MELTA 2, PISTOL]	6"	1	2+	8	-4	D3
Neuro disruptor [ANTI-INFANTRY 2+, ASSAULT, PISTOL]	12"	1	2+	4	0	1
Shuriken pistol [ASSAULT, PISTOL]	12"	1	2+	4	-1	1

⚔ MELEE WEAPONS	RANGE	A	WS	S	AP	D
Harlequin's special weapon	Melee	5	2+	4	-1	1
Troupe Master's blade	Melee	6	2+	4	-2	1

ABILITIES

CORE: Leader

FACTION: Strands of Fate

Choreographer of War: While this model is leading a unit, melee weapons equipped by models in that unit have the [DEVASTATING WOUNDS] ability.

Cegorach's Favour: Once per turn, when you use a Fate dice to substitute a Hit roll, a Wound roll or a saving throw made for this model, you can first change the result of that Fate dice to a 6.

INVULNERABLE SAVE

4+

KEYWORDS: INFANTRY, CHARACTER, GRENADES, HARLEQUINS, TROUPE MASTER



FACTION KEYWORDS:
AELDARI

TROUPE MASTER

Choreographers of conflict, Troupe Masters direct their comrades' reactions to the fates of battle and ensure their performance in the theatre of war is as perfect as it can be. They are blisteringly swift and deadly warriors, and with the consent of their peers they act as focal points of their Troupes.



WARGEAR OPTIONS

- This model's shuriken pistol can be replaced with one of the following:
 - 1 fusion pistol
 - 1 neuro disruptor
- This model's Troupe Master's blade can be replaced with 1 Harlequin's special weapon.

UNIT COMPOSITION

- 1 Troupe Master

This model is equipped with: shuriken pistol; Troupe Master's blade.

LEADER

This model can be attached to the following unit:

- TROUPE

TROUPE MASTER

If this model is your **WARLORD**, **TROUPE** units from your army have the **BATTLELINE** keyword.

KEYWORDS: INFANTRY, CHARACTER, GRENADES, HARLEQUINS, TROUPE MASTER



FACTION KEYWORDS:
AELDARI

VOIDWEAVER 100pts

M	T	SV	W	LD	OC
14"	6	4+	6	6+	2



☯	RANGED WEAPONS	RANGE	A	BS	S	AP	D
➤	Prismatic cannon – dispersed pulse [BLAST]	36"	2D6	3+	4	0	1
➤	Prismatic cannon – focused lances	36"	2	3+	12	-3	4
	Shuriken cannon [SUSTAINED HITS 1]	24"	3	3+	6	-1	2
	Voidweaver haywire cannon [ANTI-VEHICLE 4+, DEVASTATING WOUNDS]	24"	3	3+	4	-1	3

⚔	MELEE WEAPONS	RANGE	A	WS	S	AP	D
	Close combat weapon	Melee	4	3+	3	0	1

➤ Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: VEHICLE, FLY, SMOKE, HARLEQUINS, VOIDWEAVER

ABILITIES

CORE: **Deadly Demise 1**

FACTION: **Strands of Fate**

Devastating Assault: In your Shooting phase, after this model has shot, select one enemy unit hit by one or more of those attacks. That enemy unit must take a Battle-shock test.

INVULNERABLE SAVE

4+



FACTION KEYWORDS:
AELDARI

VOIDWEAVER

The Voidweaver's potent combination of versatile weapons, lightweight psychoplastic armour, hyper-velocity and polychromatic camouflage make them exceptionally dangerous attack craft. Deadly on the ambush, groups of Voidweavers can rip apart enemy battle tanks or slaughter whole squads of infantry.



WARGEAR OPTIONS

- This model's Voidweaver haywire cannon can be replaced with 1 prismatic cannon.

UNIT COMPOSITION

- 1 Voidweaver

This model is equipped with: 2 shuriken cannons; Voidweaver haywire cannon; close combat weapon.

KEYWORDS: VEHICLE, FLY, SMOKE, HARLEQUINS, VOIDWEAVER



FACTION KEYWORDS:
AELDARI