

MACROMUNDA

AELDARI

HOUSE BOOK

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FACTION

AELDARI

The scalpel, never the hammer

The Aeldari are the scalpel, never the hammer — a dying elder race that no longer wins wars by weight of bodies, for it has too few bodies left to spend. Every citizen-soldier is swift, keen-eyed and terribly fragile: a single wound ends most of them, and their armour turns aside little. They survive as a duellist survives, by not being where the blow falls. The whole host moves like nothing else on the battlefield, firing and fading in the same breath, choosing the range of every exchange and refusing the range it does not want. Above the warriors walk the seers, who read the strands of fate and bend a single cast of the dice toward the ending they have already foreseen. Their shuriken weapons shear through armour and flesh alike, the one true answer a paper-thin warrior has to a heavier foe. They fight as a race that knows it is ending, and means to sell each death for a dozen of the lesser kinds.

☠ FACTION SPECIAL RULES

✂ BATTLE FOCUS — FIRE-AND-FADE

GANG RULE

Battle Focus. The Aeldari move like no lesser kind, loosing a volley and flowing back into cover in a single unbroken motion. After a friendly Aeldari fighter shoots, it may immediately make a short reposition move — the fire-and-fade that keeps the host forever at the range it chooses. The motion is not free: the reposition is drawn from the fighter's own activation, spending the action it would otherwise use to press forward or charge, so a warrior that fades cannot also close. This is the species default, inherited by every craftworld host. Only the heaviest chassis forgo it — the Iyanden Wraith constructs, which trade the fluid step away for a durability the fragile living body never has.

✂ THE SKEIN OF FATE

GANG RULE

The Skein of Fate. The Aeldari alone among the war-hosts can read the threads of what is to come and pull gently upon them — but only the Path of the Seer touches the skein. Only Warlocks and Farseers generate and spend Fate; a Guardian does not warp destiny, he merely stands beside one who does. Before a single die is cast within a seer's own squad and range, the seer may shift it by one, guiding a friendly roll upward or dooming an enemy's downward. There is no re-rolling and no hoarding of foreseen strands in this base foresight — those deeper arts belong to Ulthwé, whose Seer Councils lean hardest on the shared skein. A host wields exactly as much foresight as it musters seers to carry.

✂ FRAGILE, NOT ARMoured

SPECIAL RULE

Fragile, not armoured. The Aeldari body is a paper thing — Toughness 3, a single Wound on the line warriors, a save that turns aside only the stray shot. No Aeldari trusts armour to save it, because none carries enough armour to matter. Survival is bought instead in every other coin: the speed of Battle Focus, the cover of terrain and shadow, and the foresight of the seers who see the shot before it is loosed. A host that lets itself be caught in the open, run down and pinned, dies with astonishing speed. One that keeps moving, unseen and unreached, can bleed a far heavier enemy to nothing.

ARMOURY

Weapon	Range		Accuracy		Str	AP	D	Am	Traits
	S	L	S	L					
☞ Avenger Shuriken Catapult	12"	24"	+1	–	3	-1	1	4+	Rapid Fire (2) Rending
☞ Lasblaster	18"	24"	+1	–	3	-1	1	4+	Rapid Fire (1)
☞ Long Las	18"	36"	–	+1	3	-1	1	2+	Marksman
☞ Ranger Long Rifle	24"	48"	–	+1	4	-1	1	4+	Silent Sniper
☞ Shrieker Long Rifle	24"	48"	–	+1	4	-1	1	4+	Sniper Toxin
☞ Shuriken Catapult	12"	24"	+1	–	3	-1	1	4+	Rapid Fire (1) Rending
☞ The Hidden Death	36"	48"	–	+1	4	-2	2	6+	Ignores Cover Sniper
☞ Twin Shuriken Catapult	12"	24"	+1	–	3	-1	1	4+	Rapid Fire (2) Rending
☞ Fusion Pistol	6"	12"	+1	–	8	-4	3	5+	Melta Pistol
☞ Shuriken Pistol	6"	12"	+1	–	3	-1	1	5+	Pistol Rending
☞ Aeldari Flamer	T	–	–	–	3	0	1	5+	Blaze Scarce Template
☞ D Scythe	T	–	–	–	5	-2	1	5+	Template
☞ Death Spinner	12"	24"	+1	–	5	-1	1	5+	Monofilament Web
☞ Fusion Gun	6"	12"	+1	–	8	-4	3	4+	Melta Scarce
☞ Guardian Fusion Gun	6"	12"	+1	–	6	-4	3	4+	Melta-2 Scarce
☞ Hawks Talon	18"	36"	+1	–	4	-1	1	5+	Rapid Fire (2)
☞ Shuriken Cannon	24"	48"	–	–	5	-1	1	4+	Rapid Fire (1) Rending
☞ Shuriken Cannon	24"	48"	–	–	4	-1	2	4+	Rapid Fire (1) Rending
☞ Wraithcannon	12"	24"	+1	–	9	-4	3	5+	Scarce
☞ Bright Lance	24"	48"	–	+1	8	-4	3	5+	Heavy
☞ Bright Lance	24"	48"	–	+1	8	-3	2	5+	Heavy Melta-2 Scarce
☞ D Cannon	24"	48"	–	–	8	-3	3	6+	Blast (3") Heavy Indirect
☞ D Cannon	24"	48"	–	–	7/4/5	-4/0/-1	2/1/2	6+	Blast / Indirect (multi-profile) Heavy
☞ Doomweaver	24"	48"	–	–	6	-1	1	5+	Blast Heavy Indirect Fire Unwieldy
☞ Prism Cannon	24"	48"	–	+1	9	-4	3	6+	Heavy Unwieldy
☞ Pulse Laser	24"	48"	–	–	8	-3	2	6+	Heavy Rapid Fire (2) Unwieldy
☞ Reaper Launcher	24"	48"	+1	–	5	-2	2	4+	Heavy Rapid Fire (1)
☞ Reaper Launcher	24"	48"	+1	–	5/4	-2/-1	2/1	4+	Heavy Knockback / Blast (dual profile)
☞ Scatter Laser	24"	48"	–	–	6	-1	1	4+	Heavy Rapid Fire (2)
☞ Scatter Laser	24"	48"	–	–	4	0	1	4+	Heavy Rapid Fire (3)
☞ Shadow Weaver	24"	48"	–	–	4	-1	1	5+	Blast (3") Heavy Indirect

☛ Starcannon	18"	36"	+1	—	6	−3	2	5+	Heavy	Rapid Fire (1)		
☛ Starcannon	18"	36"	+1	—	5	−3	2	5+	Heavy			
↘ Conclave Witch Glaive	E	—	—	—	+1	−2	2	—	Parry	Power	Psi	Reach
↘ Diresword	E	—	—	—	+1	−2	1	—	Melee	Power		
↘ Diresword	E	—	—	—	+1	−2	1	—	Parry	Power		
↘ Diresword Of Khaine	E	—	—	—	+1	−2	2	—	+1 Damage Power	Melee	Parry	
↘ Ghostaxe	E	—	—	—	+2	−2	2	—	Power			
↘ Ghostaxe Of The Revenant	E	—	—	—	+3	−3	3	—	Knockback on Wound 6		Power	
↘ Ghostsword	E	—	—	—	+2	−2	2	—	Parry	Power		
↘ Laser Lance	E	—	—	—	+1	−1	1	—	Melee	Power		
↘ Laser Lance Of The Chieftain	E	—	—	—	+2	−2	1	—	Master-crafted	Melee	Power	
↘ Mirrorswords	E	—	—	—	+1	−2	1	—	Melee	Parry	Power	
↘ Power Blade	E	—	—	—	+1	−2	1	—	Parry	Power		
↘ Power Glaive	E	—	—	—	+1	−2	1	—	Melee	Power		
↘ Power Sword	E	—	—	—	+1	−2	1	—	Melee	Power	Strikes First	
↘ Scorpion Chainsword	E	—	—	—	+1	−1	1	—	Melee	Parry		
↘ Scything Limb	E	—	—	—	+1	−1	1	—	Melee			
↘ Singing Spear	E	—	—	—	+2	−1	2	—	Parry	Psi	Throw	
↘ Storm Lance	E	—	—	—	+1	−1	1	—	Melee	Power	Reach	
↘ Witchblade	E	—	—	—	+1	−1	2	—	Parry	Psi		
↘ Wraithbone Glaive	E	—	—	—	+2	−1	2	—	Power	Two-handed		
↘ Wraithbone Warglaive	E	—	—	—	+2	−2	2	—	Melee	Power	Two-handed	
Haywire Grenade	—	6"	—	—	*	—	*	6+	Grenade	Haywire		
Plasma Grenade	—	6"	—	—	4	−1	1	6+	Blast (3")		Grenade	

✂ AELDARI MESH

ARMOUR

COST 15

5+ SAVE FLEXIBLE WRAITH-MESH

Aeldari Mesh is the common war-plate of the citizen-soldier — a flexible weave of wraith-mesh worn close against the body, light enough that it never slows the swift Aeldari step. It grants a 5+ save, turning aside the glancing shot and little more, for no Aeldari trusts armour to be its salvation. It is the mesh a Guardian wears to war expecting, in the end, to be saved not by it but by never being struck at all.

✧ ASPECT ARMOUR

ARMOUR

COST 80

4+ SAVE ASPECT WARRIOR PLATE

Aspect Armour is the sculpted plate of the Aspect Warrior — the ceremonial war-harness of a shrine, each suit shaped to the discipline of the path its wearer walks. Heavier and truer than the citizen's mesh, it grants a 4+ save, the finest protection a living Aeldari carries into battle. It marks its bearer as one who has trodden a shrine's path and mastered its art of killing, worn only by the elite specialists of the war-host.

✧ FLICKER JUMP

PERSONAL

COST 45

ONCE/ROUND TELEPORT ≤8 INCHES IGNORE TERRAIN & MODELS

MISFIRE (FLESH WOUND) ON NATURAL 1

The Warp Spider's Flicker-Jump is a displacement field that tears the wearer briefly out of realspace and sets it down elsewhere. Once each round, the fighter may teleport up to 8", ignoring all terrain and intervening models as though they were not there, vanishing from one danger and reappearing beyond it. The passage through the warp is never wholly safe: on an unmodified 1 the field misfires, and the fighter suffers a Flesh Wound as it returns wrong. It is the Warp Spiders' art of being nowhere the enemy has aimed.

✧ FLIP BELT

PERSONAL

COST 40

MOVE THROUGH MODELS/TERRAIN/GAPS AS OPEN GROUND LEAVE ENGAGEMENT WITHOUT RETREAT

The Spirit-Stride Flip-Belt is an anti-grav harness that lets its wearer flow across the battlefield untroubled by its shape. The fighter moves through models, terrain, gaps and levels as though crossing open ground — no climbing, no scrambling, no fall to fear. It also lets the wearer step out of an engagement freely, slipping away without a Retreat action where a lesser warrior would be pinned in the fight. It is mobility made total, the Aeldari refusal to be held anywhere it does not wish to stand.

✧ FORCESHIELD

ARMOUR

COST 50

4+ INVULNERABLE FIELD

NO STACK WITH BODY ARMOUR SAVE

A Forceshield projects a shimmering field of hardened force about its bearer, a curtain of energy that turns aside what plate cannot. It grants a 4+ field save against any attack, sparing no thought for the strength of the blow or the armour it would otherwise pierce. The field cannot be worn beneath body armour and stacked with it — a fighter is shielded by the force or by the plate, never by both at once. It is the guardian device of those the war-host cannot afford to lose.

✧ GRENADES

WARGEAR

COST inherent

PLASMA GRENADES (BLAST, AP)

HAYWIRE GRENADES (ANTI-VEHICLE/CONSTRUCT)

Aeldari war-hosts carry two grenade patterns. Plasma grenades burst in a searing flash, catching all within their Blast and shearing through armour where they land. Haywire grenades loose a crackling pulse tuned to ruin machines and constructs, the host's answer to armoured vehicles and the walking dead of wraithbone. Both are carried in small numbers and spent as the fight demands, hurled by a warrior who does not mean to be near when they land.

✧ HAWK WINGS

PERSONAL

COST 45

GAIN FLY

HIGH MOVE

NO FALL DAMAGE

Swooping Hawk Wings are broad grav-wings that lift a warrior clear of the battlefield entirely. The fighter gains Fly, able to make a high soaring move and descend anywhere it chooses, untouched by the fall. Where the Flip-Belt flows across the ground, the Hawk's wings abandon it altogether, carrying the warrior over walls, chasms and massed enemies to fall upon the foe from above. They are the swiftest way an Aeldari has of being suddenly, lethally, somewhere it was not.

✧ HOLO FIELD

ARMOUR

COST 35

-1 TO BE HIT BY RANGED DISPLACEMENT-BLUR NO STACK WITH A FIELD SAVE

A Holo-Field shatters the wearer's outline into a shifting blur of after-images, scattering the light of its own movement. Ranged attacks against the fighter suffer -1 to hit, the shooter loosing at a smear of colour rather than a body. The field is a subtler thing than a hard energy save and cannot be stacked with one — a fighter is hidden in the blur or shielded by a field, not both. It is the craftworld art of being difficult to see and harder still to strike.

✧ RUNES WITNESSING

STATUS

COST 40

FARSEER ONLY ONCE/BATTLE RE-ROLL ONE ROLL

The Runes of Witnessing are a Farseer's scattering-stones, cast to glimpse the shape of the moment before it arrives. Once each battle, the Farseer who bears them may re-roll a single roll, unmaking an ill turn of chance the runes had already warned against. They are carried by the seer alone, an instrument of the deepest foresight, spent upon the one roll whose failure the host cannot afford. What the runes show, the Farseer acts upon before the rest of the war has even grasped the danger.

✧ SHURIKEN ACCELERATOR

ACCESSORY

COST 20

A SHURIKEN WEAPON FIRES +1 SHOT

A Shuriken Accelerator is a tuned feed and spin-cage fitted to a shuriken weapon, coaxing an extra sliver of monofilament from every burst. A shuriken weapon so fitted fires one additional shot, thickening the storm of razor-discs the fragile Aeldari rely upon to shear through a heavier foe. It is a small refinement of an already-lethal weapon, favoured by those who mean to wring the most from the host's one true answer to armour.

✧ SPIRIT BANNER

STATUS

COST 25

WAR-ICON (MAX 1) NERVE / LEADERSHIP

The Spirit-Stone Banner is a war-icon of the craftworld — a standard hung with the soul-stones of the honoured dead, carried into the fight so the fallen may witness it still. Its presence steadies the nerve of nearby warriors, lending the living the resolve of those who came before. A war-host may bear only one. It is less a rallying-point than a reminder, held aloft, of how much the dying race has already lost and how little it means now to yield.

✧ SPIRIT TARGETER

ACCESSORY

COST 25

AFTER AN AIM, RE-ROLL THE HIT

The Spirit-Link Targeter is a psychically-attuned sight that binds the shooter's eye to the flight of its shot. After the fighter takes an Aim action, the targeter lets it re-roll the Hit, the spirit within the sight guiding the aim true. It rewards the patient marksman who steadies before firing, wringing certainty from a weapon in the hands of a warrior who cannot afford to waste the shot.

✧ SPIRITSEER SOOTHING

STATUS

COST 25

PSYCHIC SHRUG A FLESH WOUND

The Spiritseer's Soothing is a psychic tending of body and spirit — the seer reaching into a wounded warrior and quieting the shock of a hurt. It lets a fighter shrug off a Flesh Wound, the pain smoothed away and the body drawn back into the fight. It is the craftworld's answer to the field-surgeon of coarser races, worked not with blade and needle but with the will of one who walks the Path of the Seer.

✧ WAYSTONE

STATUS

COST 30

SOUL-STONE IMPROVES POST-BATTLE RECOVERY / LASTING-INJURY ROLLS

A Waystone is a soul-stone worn against the heart — the Aeldari safeguard against a fate worse than death. Should the bearer fall Out of Action, the stone catches its spirit before the hungering warp can take it, and that preserved soul mends more surely between battles: the fighter's post-battle Recovery and lasting-injury rolls are improved. It is the one protection every Aeldari would keep even above armour, for the living can be replaced and a soul, once devoured, cannot.

✧ WRAITHBONE FAMILIAR

STATUS

COST 50

SPIRIT-CONSTRUCT COMPANION BONDED TO A FIGHTER

A Wraithbone Familiar is a small spirit-construct of grown wraithbone, animated by a fragment of tended soul and bonded to a single fighter. It accompanies its warrior into battle as a companion-beast, a watchful thing of psychic bone that shares in the fight at its master's side. Each is grown for one bearer and answers to no other. It is a piece of the craftworld's own living substance, given shape and set to guard the warrior it has come to know.

✂ WRAITHBONE GRAFT

PERSONAL

COST 45

GROWN WRAITHBONE

OFFSETS A LASTING INJURY

A Wraithbone Graft is living psycho-plastic grown into a maimed body where a coarser race would bolt on metal. It offsets a Lasting Injury, the grown bone knitting where flesh has failed and restoring what the war had taken. It is no cold augmetic but a piece of the craftworld itself, coaxed into shape by the bonesingers and made part of the warrior. The Aeldari do not replace their wounded with machinery; they regrow them.

☠ WEAPON TRAITS

✂ BLAST

WEAPON TRAIT

An area attack. Centre a circular blast marker of diameter X" (commonly 3" or 5") over the target point; **every** fighter (friend or foe) fully or partially under it is hit. Blast weapons do **not** roll to-hit against BS in the normal way — a scatter/placement mechanic applies if the shot misses its aim point. The signature trait of frag grenades, frag missiles, plasma cannons.

✂ MELEE

WEAPON TRAIT

The weapon can only be used at **Engagement range** (close combat). Baseline tag for CC weapons.

✂ MELTA

WEAPON TRAIT

Anti-armour heat lance. At **Short range** the weapon's Damage is **doubled** (and it is brutal vs vehicles/structures). At Long range it is an ordinary, weaker hit. The signature of meltaguns/multi-meltas/melta bombs.

✂ PARRY

WEAPON TRAIT

Defensive blade trait. When the fighter is attacked in melee, for each Parry weapon they hold they can **force the attacker to re-roll one successful hit dice** (one of the attacker's hits). Swords, knives. Two Parry weapons can give two re-rolls in some printings.

✂ POWER

WEAPON TRAIT

A power-field melee weapon. **Ignores the target's armour save entirely** (the save cannot be taken at all — distinct from AP, which merely modifies it). Power swords/axes/mauls/fists. Often paired with other traits (e.g. Power + Unwieldy on a power fist).

✂ RAPID FIRE

WEAPON TRAIT

The weapon can put out multiple hits. When you make the hit roll you may roll X **additional** Firepower/ammo dice; each that would normally hit scores an extra hit (subject to a -1 to-hit per extra dice after the first in some printings). More dice = more hits but more chances to trigger an Ammo check. The classic "spray" trait of autoguns/heavy stubbers/storm weapons.

✂ RENDING

WEAPON TRAIT

On a **natural 6 to wound**, the attack improves: it gains additional AP and/or +1 Damage (the "rends armour" effect). Turns a mid-Str weapon into an armour-killer on lucky rolls (needle weapons, some blades).

✂ SCARCE

WEAPON TRAIT

The opposite of Plentiful. Ammo is rare; once the weapon runs out it **cannot be reloaded** during the battle (it stays out of ammo). Common on exotic/heavy ordnance and special ammo. Pushes a weapon's effective cost down per-shot.

✂ SILENT

WEAPON TRAIT

Firing does not break stealth in the same way — does not automatically reveal/wake or trigger reactions that noisy weapons would (needle weapons, suppressed stubbers). Strong in scenarios with sentries/sneaking.

✂ SNIPER

WEAPON TRAIT

Treats the target's **range and cover** more favourably and often imposes **Pinning** or a Flesh Wound on a hit; can target specific fighters ignoring "nearest" rules. The marksman's-rifle trait.

✂ TEMPLATE

WEAPON TRAIT

Uses the flame/teardrop **Flamer template** instead of a to-hit roll. Place the template with its narrow end touching the firer; every fighter under it is automatically hit (they may get a chance to be hit on a roll, but there is no BS test). Ignores cover positioning to a large degree. The flamer family. Targets hit by a Template count as having been hit by a "guaranteed" attack.

✂ TOXIN

WEAPON TRAIT

Poison. Instead of using Strength-vs-Toughness, the attack wounds if the target **fails a Toughness check** (roll D6, fail if under T-related target). Toxin **ignores Toughness scaling** — equally lethal to tough fighters — but is negated by immunity (e.g. some constructs). Needle weapons, toxin blades.

✂ UNWIELDY

WEAPON TRAIT

Big, heavy, two-handed. The weapon takes **two hands** (cannot pair it with another weapon for extra attacks) and imposes a penalty when used (e.g. counts as fewer attacks, or a to-hit/Initiative penalty). The cost balancer on power fists, heavy melee, and some heavy ranged weapons (firing a heavy weapon unbraced).

✂ WEB

WEAPON TRAIT

Fired/thrown webber effect. On any wound, instead of normal damage the target is **Webbed** — effectively taken out of the fight (cannot act, counts as a capture/incapacitation) until freed, with **no save** normally allowed. Devastating for capturing fighters; web pistol/gun/webber.

ASPECT SHRINES

ASPECT SHRINES (PATH OF THE WARRIOR) SET

The Aspect Shrines. The Path of the Warrior is walked in the shrines, each a discipline of war unto itself — the swift Banshees, the patient Dark Reapers, the vengeful Scorpions and their kin. As a skill-access layer, shrine membership opens a themed set of martial skills and grants the shrine's signature weapon to the Aspect Warrior who has trodden its path. Each craftworld gates its own subset: Biel-Tan throws open every shrine, while Iyanden walks almost none, entrusting its war instead to the wraith-dead. A fighter admitted to a shrine draws upon its skills as the war-host advances along its chosen Aspect.



AELDARI · HOUSE DOSSIER

CRAFTWORLD ULTHWÉ

Ulthwé refuses the dice — it out-knows you from behind a screen of fatalists, editing outcomes through a living Seer Council and grinding you down with accumulated certainty; win by knowing, and lose the council to lose the war.

Ulthwé is the doomed craftworld, and it fights the way a people fights who has read its own ending and chosen to meet it on its own terms. Where other hosts trust to the dice, Ulthwé refuses them: it out-*knows* the enemy, editing outcomes through a living council of fate-readers and grinding a foe down beneath accumulated certainty. Its war-band is a grim militia of Black Guardians — citizen-soldiers who fight the harder *because* they have foreseen their own deaths — wrapped in a screen around an oversized Seer Council. It is the only Craftworld host to field seers as its bulk. The council is both the win condition and the soft underbelly: while the seers live, the loom deepens and the whole force moves as one prophesied thing, its shuriken storm finding every marked flaw, its fighters never quite where the enemy aims. Kill the council and the certainty unravels. This House does not out-shoot or out-muscle a foe — it out-reads it. Win by knowing; lose the seers, and lose the war.

🦴 GANG COMPOSITION

CREDITS	1500
LEADERS	1
CHAMPIONS	3

BUILD RULES

- ♦ Starting credits: 1500 (converter-wide default)
- ♦ Gang-wide Fate access — every fighter can draw on the seers' Fate dice
- ♦ Exactly 1 Leader (Farseer default / Autarch alt)
- ♦ Seer Council: up to 3 seer-champions total — the widest psyker cap of any House
- ♦ Backbone (hard floor): Black/Storm Guardians $\geq$ seer-champions
- ♦ 0-2 Aspects; 0-1 static heavy (Weapon Platform / Support Weapon / Light Walker)
- ♦ ~11-14 bodies @1500; psyker Champion slots unlock faster with Reputation (the Council grows with renown)
- ♦ Strands of Fate keys off living, in-range seers — the gang's foresight collapses as the council dies

A starting Ulthwé war-band musters from 1500 credits and is built, unlike any other Craftworld host, around its seers. The controlling player fields exactly one Leader — a Farseer by tradition, or an Autarch when the council rides thinner — and may raise a Seer Council of up to three seer-champions in total, the widest psychic cap of any House and the structural heart of its identity. That council is held in check by a hard floor: Black and Storm Guardians must always number at least as many as the seer-champions, so the militia screen can never thin to a bare handful of casters. A typical muster stands at some eleven to fourteen bodies, with no more than two Aspect Warriors and a single static heavy. As the gang gains renown, its psyker slots open faster, and the Council grows with the war-band's standing — but the whole force keys off living, in-range seers, and collapses toward the enemy as they fall.

👁️ GANG RULES

✂️ EYE OF ULTHWÉ

GANG RULE

The Eye of Ulthwé is the steadying presence of a seer who has already watched this battle end — a calm that spreads to every fighter within reach of its sight. Friendly fighters within 6" of a Farseer or a Warlock re-roll a failed Battle Focus reposition, sliding into cover the seer had already marked for them, and gain +1 to their Nerve tests, unshaken because the mind at their centre is unshaken. It is the aura that binds the screen to the council: stand near the seer, and both move as one foreseen thing. It fades the moment the seer projecting it is gone.

✂️ STRANDS OF FATE

GANG RULE

Strands of Fate is the deep loom the doomed craftworld reads where every other host of its kin manages only a trickle. At the start of the battle, the gang generates Fate dice equal to its living seers — two for a Farseer, one apiece for each Warlock and Spiritseer — and may bank them, holding up to six against the moment they are needed. A Fate die may be spent to force a re-roll of any single die; to lay Doom upon an enemy fighter, granting +1 To Wound against it until the start of the next round; or, while a Farseer lives, to invoke Branching Fates once per round and substitute a friendly die for a result of the gang's choosing. A seer may pass a die to any friendly fighter to spend as its own. The pool is one shared thread and one spender per die, and Doom does not stack. The reading is only as deep as the council is alive: as the seers fall, so the loom unravels, and with it the whole House's certainty.

FIGHTERS

AUTARCH

LEADER

170 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	2+	2+	3	3	2	2+	2	5+	5+	5+	5+

SAVE 4+

SPECIAL RULES **Battle Focus — fire-and-fade** (the martial war-leader's fire-and-fade — strikes and slides out of the answer)

Fragile, not armoured (WS/BS2+, A2, 4+ save) SEE SPECIAL RULES

PRIMARY

Agility

Combat

Leadership

SECONDARY

Ferocity

Shooting

Skein

STARTING GEAR Aspect Armour

FREE SKILL Inescapable Accuracy

EQUIPMENT LIST

BASIC

Shuriken Catapult 20 credits

PISTOL

Shuriken Pistol 15 credits

CLOSE-COMBAT

Diresword 30 credits

Singing Spear 35 credits

ARMOUR

Forceshield 75 credits

Aspect Armour

included

PERSONAL

Flip Belt 40 credits

STATUS

Waystone 30 credits

The Autarch is the martial war-leader the council fields when the Seer Council must ride thinner — a supreme warrior of the Path who reads the flow of battle rather than the strands of fate. WS and BS 2+, two Attacks and a 4+ save make it the House's one true blade, striking and sliding out of the answer before it can land. It bears a diresword and a shuriken pistol.

Special Rules

- **Battle Focus:** After making a ranged attack, this fighter may immediately make a free reposition move, fire-and-fade woven into the same breath so the enemy never finds it twice.
- **Fragile, not armoured:** Even at a 4+ save the Autarch is a T3 body — an aggressive alternative to the Farseer, not a wall to hold the line.

FARSEER

LEADER

✖ 210 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	3+	2+	3	3	2	2+	1	5+	5+	3+	5+

SAVE 6+ ROBES

SPECIAL RULES

Psyker (a living seer of the Path — manifests the Runes of Fate (Wyrd powers) + Smite; only Farseers, Warlocks and Spiritseers touch the skein)

Strands of Fate (generates x2 Fate dice)

Eye of Ulthwé (the aura source — friendlies within 6" re-roll Battle-Focus reposition and gain +1 Nerve)

Fragile, not armoured (Wil3+ apex seer on a T3/W2 paper body) SEE SPECIAL RULES

Typed Effects

- +1

PRIMARY

Leadership

Savant

Skein

Runes of Fate

SECONDARY

Agility

Cunning

Ferocity

Smite

STARTING GEAR Singing Spear · Shuriken Pistol

EQUIPMENT LIST

PISTOL

Shuriken Pistol 15 credits

CLOSE-COMBAT

Witchblade 30 credits

Singing Spear 35 credits

ARMOUR

Aeldari Mesh 15 credits

Holo Field 35 credits

ACCESSORY

Witch Shroud 40 credits

STATUS

Waystone 30 credits

Runes Witnessing 40 credits

Runes Of Ulthwe 50 credits

The Farseer is the doomed craftworld's living loom — an elder who has walked the Path of the Seer until past and future blur into one readable thread. Where lesser hosts trust to the dice, this fighter edits them, and the whole war-band is raised to keep it breathing. It carries a singing spear and a shuriken pistol, and never stands where the enemy expects.

Special Rules

- Strands of Fate:** While this fighter lives it is the deepest source of the House's foresight, generating twice the Fate dice of any other seer. It is the beating heart of the loom — the reading collapses as the council dies.
- Eye of Ulthwé:** Friendly fighters within 6" re-roll a failed Battle Focus reposition and gain +1 to Nerve tests, steadied by a mind that has already seen how the fight ends.
- Fortune:** Once activated, this fighter may weave a protective thread over one friendly fighter within range, imposing -1 To Wound against attacks that strike it until the start of the next round. This does not stack with other Aeldari sources of the same protection.

- Fragile, not armoured:** With T3, 2 Wounds and only a 6+ robe, the Farseer survives by foresight, never by plate — a war-winning mind on a body the first stray shot can end.

DARK REAPER

CHAMPION

× 90 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	4+	2+	3	3	1	3+	1	6+	6+	6+	6+

SAVE 4+ ASPECT

SPECIAL RULES

Battle Focus — fire-and-fade (the heavy Aspect keeps the fade — fires then relocates the long gun)

Fragile, not armoured (BS2+ long-range finisher on a fragile body)

SEE SPECIAL RULES

PRIMARY
 Shooting

SECONDARY
 Brawn
 Savant
 Skein

STARTING GEAR

Aspect Armour

FREE SKILL

Inescapable Accuracy

EQUIPMENT LIST	
PISTOL	ARMOUR
Shuriken Pistol15 credits	Holo Field35 credits
SPECIAL	Aspect Armour
Shuriken Cannon45 credits	included
HEAVY	ACCESSORY
Reaper Launcher55 credits	Spirit Targeter25 credits

The Dark Reaper is the long shadow of the firebase, an Aspect Warrior of the shrine of the dead whose reaper launcher reaches further than any other gun in the House. BS 2+ turns a marked and Doomed target into a corpse at the far edge of the board — the finisher that ends what the council has already sentenced. It fires, then relocates the long gun, and never lets the enemy fix its position.

Special Rules

- Battle Focus:** After making a ranged attack, this fighter may immediately make a free reposition move, keeping the heavy gun beyond reach.
- Fragile, not armoured:** A killing gun on a fragile body — a single Wound behind the screen. The Reaper is a weapon to protect, not a wall to stand on.

DIRE AVENGER EXARCH

CHAMPION

✖ 115 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	3+	2+	3	3	1	2+	1	6+	6+	6+	6+

SAVE 4+ ASPECT

SPECIAL RULES **Battle Focus** — fire-and-fade (the disciplined ranged Aspect — shoots then repositions)

Fragile, not armoured (BS2+ shooting anchor on a 4+ aspect save — elite, not durable) SEE SPECIAL RULES

PRIMARY **Agility** **Shooting** SECONDARY **Combat** **Cunning** **Skein**

STARTING GEAR Aspect Armour

FREE SKILL Disciplined Volley

EQUIPMENT LIST

BASIC

Shuriken Catapult 20 credits

Avenger Shuriken Catapult 25 credits

PISTOL

Shuriken Pistol 15 credits

CLOSE-COMBAT

Diresword 30 credits

ARMOUR

Aspect Armour

included

ACCESSORY

Shuriken Accelerator 20 credits

Spirit Targeter 25 credits

The Dire Avenger Exarch is the disciplined shooting anchor of the firebase — a warrior locked so long upon the Path of the Avenger that it can no longer step off it, and does not wish to. BS 2+ and a 4+ aspect save make it the House's most reliable gun, its avenger shuriken catapult laying down a Rending storm before the enemy can close. It shoots, then repositions, and closes with a diresword only when the fight comes to it.

Special Rules

- Battle Focus:** After making a ranged attack, this fighter may immediately make a free reposition move, firing and fading to hold the killing range.
- Fragile, not armoured:** Elite, not durable — a 4+ aspect plate is still a single Wound. The Exarch is a precision instrument to be screened, not a line-holder.

SPIRITSEER

CHAMPION

× 120 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	3+	3+	3	3	1	2+	1	6+	6+	4+	6+

SAVE 6+ ROBES

SPECIAL RULES

Psyker (a living seer of the Path — manifests the Runes of Fate (Wyrd powers) + Smite; only Farseers, Warlocks and Spiritseers touch the skein)

Strands of Fate (generates x1 Fate die; Spirit Mark grants a Lethal Hits aura to nearby fighters)

Fragile, not armoured (W1 seer on a robe-save)

Battle Focus — fire-and-fade (keeps the species fire-and-fade)

SEE SPECIAL RULES

PRIMARY

Savant

Skein

Runes of Fate

SECONDARY

Ferocity

Leadership

Smite

STARTING GEAR Witchblade · Shuriken Pistol

EQUIPMENT LIST

PISTOL

Shuriken Pistol 15 credits

CLOSE-COMBAT

Witchblade 30 credits

ARMOUR

Aeldari Mesh 15 credits

Holo Field 35 credits

ACCESSORY

Spirit Targeter 25 credits

STATUS

Waystone 30 credits

✧ Fate Wisp Familiar 55 credits

Kitbash — a bound divination-wisp construct familiar; no datasheet.

The Spiritseer walks between the living and the dead, a seer whose sight is turned to the wraithbone spirits of the fallen. It is the third seer that widens the loom — a single Fate die added to the pool, and a mark of doom laid upon the enemy so that the militia's shuriken storm finds the killing angle. A W1 body pointed at the fighters it empowers, not at the fate-engine itself. It carries a witchblade and a shuriken pistol.

Special Rules

- Strands of Fate:** While this fighter lives it adds one die to the gang's shared Fate pool.
- Spirit Mark:** Once activated, this fighter may mark an enemy fighter within range until the start of the next round; while the mark holds, friendly fighters score Lethal Hits against that fighter, their wounding blows striking true where the seer has read the flaw.
- Battle Focus:** After making a ranged attack, this fighter may immediately make a free reposition move.
- Fragile, not armoured:** A single Wound on a robe-save — the spirit-walker leads from within the screen, never ahead of it.

WARLOCK

CHAMPION

× 120 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	3+	3+	3	3	1	2+	1	6+	6+	4+	6+

SAVE 6+ ROBES

SPECIAL RULES

Psyker (a living seer of the Path — manifests the Runes of Fate (Wyrd powers) + Smite; only Farseers, Warlocks and Spiritseers touch the skein)

Strands of Fate (generates x1 Fate die each; Runes of Fortune (Quicken/Empower), Protect)

Eye of Ulthwé

Fragile, not armoured (W1 psyker) SEE SPECIAL RULES

Typed Effects

- +1

PRIMARY

Savant

Skein

Runes of Fate

SECONDARY

Agility

Ferocity

Leadership

Smite

STARTING GEAR Witchblade · Shuriken Pistol

EQUIPMENT LIST

PISTOL

Shuriken Pistol 15 credits

CLOSE-COMBAT

Witchblade 30 credits

Singing Spear 35 credits

✦ *Conclave Witch Glaive* 40 credits

Kitbash — a witchblade lengthened into a two-handed conclave glaive; priced a bove the stock witchblade.

ARMOUR

Aeldari Mesh 15 credits

Holo Field 35 credits

ACCESSORY

Witch Shroud 40 credits

STATUS

Waystone 30 credits

The Warlock is the Conclave's bulk — a lesser seer who has traded the long solitary Path for the shared discipline of the war-coven, lending its own thread to the loom the Farseer weaves. It generates a single Fate die and channels the runes of battle: Quicken and Empower to hasten and sharpen its kin, Protect to blunt the storm. A W1 caster that belongs behind the screen, never in front of it. It carries a witchblade and a shuriken pistol.

Special Rules

- Strands of Fate:** While this fighter lives it adds one die to the gang's shared Fate pool, one more strand for the council to spend.
- Runes of Fortune:** Once activated, this fighter may invoke a rune upon a friendly fighter within range — Quicken to grant it a bonus move, or Empower to add +1 to its wound rolls until the start of the next round.
- Protect:** Friendly fighters the Warlock warded suffer -1 To Wound from Psychic and Blast attacks. This does not stack with other Aeldari sources of the same protection.
- Eye of Ulthwé:** A Warlock may also project the steadying aura — friendly fighters within 6" re-roll a failed Battle Focus reposition and gain +1 to Nerve.

- **Fragile, not armoured:** T3, a single Wound and a 6+ robe — the coven survives by weaving fate, not by armour.

BLACK GUARDIAN

GANGER

 60 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	4+	3+	3	3	1	3+	1	6+	6+	6+	6+

SAVE 5+ MESH

SPECIAL RULES

Battle Focus — fire-and-fade (the Rending screen fires and fades to stay unpinned)

Fragile, not armoured (grim veteran militia — elite Guardians, still a T3/W1 mesh body)

SEE SPECIAL RULES

PRIMARY

Shooting

SECONDARY

Agility

Cunning

Ferocity

Skein

STARTING GEAR

Aeldari Mesh

EQUIPMENT LIST	
BASIC	ARMOUR
Shuriken Catapult 20 credits	Aeldari Mesh
PISTOL	included
Shuriken Pistol 15 credits	ACCESSORY
	Shuriken Accelerator 20 credits
	Black Guardian Wargear 30 credits

The Black Guardian is the grim heart of the war-host — a citizen-soldier of the doomed craftworld who has read enough of the future to know how this ends, and marches anyway. Elite militia, its shuriken catapult fires a shade faster and truer than any other, laying the Rending screen that shields the council. A T3, single-Wound body, but a body that fires and fades and does not break.

Special Rules

- **Battle Focus:** After making a ranged attack, this fighter may immediately make a free reposition move, the screen firing and sliding to stay unpinned.
- **Fragile, not armoured:** Veteran, yet still a T3 mesh body — the Black Guardians endure through discipline and foresight, not through armour. They are the wall of fatalists between the enemy and the seers.

STORM GUARDIAN

GANGER

✖ 115 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	3+	3+	3	3	1	3+	1	6+	6+	6+	6+

SAVE 5+ MESH

SPECIAL RULES **Battle Focus** — **fire-and-fade** (the counter-charge body — closes, strikes, and fades back to the screen)

Fragile, not armoured (melee/special militia on a mesh save — fast, not tough) SEE SPECIAL RULES

PRIMARY

Agility

Combat

SECONDARY

Cunning

Ferocity

Shooting

Skein

STARTING GEAR Aeldari Mesh

EQUIPMENT LIST

BASIC

Shuriken Catapult 20 credits

PISTOL

Shuriken Pistol 15 credits

SPECIAL

Aeldari Flamer 35 credits

Guardian Fusion Gun 50 credits

ARMOUR

Aeldari Mesh

included

PERSONAL

Flip Belt 40 credits

The Storm Guardian is the close-quarter militia — citizen-soldiers who take up blade and special weapon when the war comes within a sword's reach of the council. It closes, strikes and fades back to the screen, carrying a guardian fusion gun to crack armour or an Aeldari flamer to scour numbers, backed by a shuriken pistol. The counter-charge body that keeps the enemy off the seers.

Special Rules

- **Battle Focus:** After making a ranged attack, this fighter may immediately make a free reposition move, closing or breaking away as the reading demands.
- **Fragile, not armoured:** Fast, not tough — a mesh save on a single Wound. The Storm Guardians trade blows only long enough to buy the seers their distance.

SUPPORT WEAPON

CREW

× 150 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
3"	5+	3+	4	6	3	4+	1	7+	6+	6+	6+

SAVE 4+

SPECIAL RULES Fragile, not armoured (static emplacement) SEE SPECIAL RULES

PRIMARY Shooting SECONDARY Brawn

STARTING GEAR D Cannon

EQUIPMENT LIST

HEAVY

D Cannon

included

The Support Weapon is a crewed heavy battery dug in over an objective — the House's area-denial gun, a D-cannon that folds space where its shells land. Slow, static and heavier-bodied than any seer, it is the exception to the fire-and-fade: it digs in and never repositions, carpeting the approaches so the enemy pays to cross.

Special Rules

- Fragile, not armoured:** The emplacement is the crewed exception to the fade — a heavy battery that holds ground rather than slipping it. What it gains in bulk it loses in the mobility every other fighter of the House lives by.

WEAPON PLATFORM

CREW

✖ 100 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
4"	5+	3+	3	3	1	4+	1	7+	7+	6+	6+

SAVE 5+

SPECIAL RULES

Fragile, not armoured (*static heavy — forgoes Battle Focus for a fixed firing platform; a fragile crew behind the gun*)

SEE SPECIAL RULES

PRIMARY **Brawn** **Shooting**

STARTING GEAR Bright Lance

EQUIPMENT LIST	
SPECIAL	HEAVY
Shuriken Cannon45 credits	Scatter Laser40 credits
	Starcannon50 credits
	Bright Lance
	<i>included</i>

The Guardian Weapon Platform is a grav-borne heavy gun and the crew who guide it — a fixed firing station that forgoes the fire-and-fade to hold a single killing lane. It mounts a bright lance, scatter laser or starcannon and stands where the ground must be denied, the one body in the House that plants itself and does not move.

Special Rules

- Fragile, not armoured:** The platform trades Battle Focus for a stationary firing platform. Its crew is a fragile body behind a heavy gun — protect the emplacement, or lose it and its lane together.

VEHICLES

CRIMSON HUNTER

GUNSHIP

✖ 230 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
20"	7	6	5	6	5+	4+	4+	6+	6+	5+	5+

LOCOMOTION Flyer

ALTITUDE ACCESS Interceptor — reaches Low/High (cannot land)

MINIMUM MOVE Minimum move 10"

TURN CAP tight (Interceptor)

FIRING (LOW) Low altitude — normal accuracy, all hardpoint arcs fire

FIRING (HIGH) High/pass — strafe corridor: forward-fixed hardpoints along the line; Turret hardpoints also reach the sides

HARDPOINTS

- ♦ Bright Lance — Wing arc (Crew)
- ♦ Pulse Laser — Nose arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The Crimson Hunter is a pure interceptor sky-hunter — a forward-firing aircraft built to own the airspace above a battle and to hunt what flies and what moves fast below. It carries no cargo and cannot land: with no Hover capability it holds no station, so it must make its minimum move every round, screaming across the field at Low or High altitude and banking back for another firing pass. Twin bright lances slung under its wings spear armour and fast movers alike, and a nose pulse laser adds a rapid volley to finish what the lances cripple. Its defence is velocity and altitude, never armour — a target it has already overflowed cannot easily answer, and the holo-slippery hull turns aside what fire does find it. A gang fields one to deny the sky and to gut the enemy's swiftest assets. It plugs into the Ash-Wastes vehicle rules for its facing Toughness and Hull Points, and into the Flight rules for its altitude, its minimum move and its passes.

Uses the Macromunda Flight rules — see Flying Mechanics.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

FALCON

TRANSPORT

✖ 180 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
12"	7	6	5	6	5+	4+	4+	6+	6+	5+	5+

LOCOMOTION Skimmer

HARDPOINTS

- ♦ Pulse Laser — Turret arc (Crew)
- ♦ Shuriken Cannon — Hull arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Transport (3 fighters)
- ♦ holo-field

The Falcon is the war-host's main battle skimmer — the grav-tank that fights and carries both, a pulse-laser gunship hull with room for a handful of Aspect Warriors folded behind the crew. Where the Wave Serpent is a transport that defends itself, the Falcon is a gunship that happens to carry cargo: its turret pulse laser reaches out to gut light armour and fell elites while a hull shuriken cannon — or a scatter laser or starcannon in its place — sweeps the ground before it. A holo-field wraps the hull in displacement-blur, bending the eye and the aim of anything that shoots at it, so it slips through fire that would down a heavier tank. As a Skimmer it goes where tracks cannot and carries up to three fighters to the heart of the fight. One per gang, holo-slippery and fast, it is the host's answer to almost anything. It plugs into the Ash-Wastes vehicle rules for its facing Toughness, its Hull Points and its handling.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

FIRE PRISM

VEHICLE

✖ 200 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
12"	7	6	5	6	5+	4+	4+	6+	6+	5+	5+

LOCOMOTION Skimmer

HARDPOINTS

- ◆ Prism Cannon — Turret arc (Crew)
- ◆ Shuriken Cannon — Hull arc (Crew)

SPECIAL RULES

- ◆ 0-1 per gang
- ◆ holo-field

The Fire Prism is the war-host's dedicated armour-killer — a grav-tank whose whole being is built around the great faceted crystal of its prism cannon. That gun dials its wrath each time it charges: a focused lance to spear the heaviest hull on the field, or a dispersed blossom of light to scythe across massed infantry, so the crew answers a lone brute and a packed advance with the same weapon. A hull shuriken cannon clears the ground beneath it. A holo-field cloaks the tank in displacement-blur that turns aside the fire it draws, and its Skimmer drives carry it over terrain and gulf at speed, striking from an angle and repositioning before the reply lands. Fast, slippery and precise, it sits well below the super-heavy tier — a battle tank the scale of the host it serves, not a war-engine. One per gang. It plugs into the Ash-Wastes vehicle rules for its facing Toughness, its Hull Points and its handling.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

HEMLOCK WRAITHFIGHTER

GUNSHIP

✖ 250 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
18"	7	6	5	6	5+	4+	4+	6+	6+	5+	5+

LOCOMOTION Flyer

ALTITUDE ACCESS Interceptor — reaches Low/High (cannot land)

MINIMUM MOVE Minimum move 8"

TURN CAP tight (Interceptor)

FIRING (LOW) Low altitude — normal accuracy, all hardpoint arcs fire

FIRING (HIGH) High/pass — strafe corridor: forward-fixed hardpoints along the line; Turret hardpoints also reach the sides

HARDPOINTS

- ♦ D Scythe — Wing arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ mindshock pod (battle-shock aura)

The Hemlock Wraithfighter is the ghost in the sky — a spirit-driven aircraft crewed not by a living pilot but by a Wraith construct, wailing over the battlefield to reap what walks below. Like all its kind it cannot hover or land: with no Hover capability it holds no station and must make its minimum move each round, sweeping across the field at Low or High altitude and turning for another pass. Twin heavy D-scythes beneath its wings fan out short-ranged sheets of dissolving energy that unmake infantry outright, while a mindshock pod broadcasts a wave of terror over everything it overflies, sowing battle-shock in the ranks beneath. It carries nothing and defends itself with speed, altitude and the holo-slippery hull. Iyanden-flavoured and spirit-crewed, a gang fields one to terrorise the ground from an air it cannot be answered in. It plugs into the Ash-Wastes vehicle rules for its facing Toughness and Hull Points, and into the Flight rules for its altitude, its minimum move and its passes.

Uses the Macromunda Flight rules — see Flying Mechanics.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

NIGHT SPINNER

VEHICLE

✖ 165 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
12"	7	6	5	6	5+	4+	4+	6+	6+	5+	5+

LOCOMOTION Skimmer

HARDPOINTS

- ◆ Doomweaver — Turret arc (Crew)
- ◆ Shuriken Cannon — Hull arc (Crew)

SPECIAL RULES

- ◆ 0-1 per gang
- ◆ holo-field

The Night Spinner is the war-host's artillery skimmer — a grav-tank that hurls a spreading net of monofilament from its doomweaver over cover and wall to fall upon whatever shelters behind. It needs no sight of its mark: it drops its razor shroud onto a packed advance and lets the strands reap the lightly armoured and snare the survivors, so a formation that meant to charge instead crawls. A hull shuriken cannon guards its approaches. A holo-field bends the aim of return fire, and its Skimmer drives keep it moving — this is artillery that never sits still, raining and relocating so the guns it torments never find it. Fast and holo-slippery, it is the answer to numbers under cover, dropping death onto ground the rest of the host cannot reach. One per gang. It plugs into the Ash-Wastes vehicle rules for its facing Toughness, its Hull Points and its handling.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

VYPER

VEHICLE

✖ 100 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
14"	6	5	4	4	4+	5+	4+	6+	6+	5+	5+

LOCOMOTION Skimmer

HARDPOINTS

- ♦ Shuriken Cannon — Front arc (Crew)
- ♦ Twin Shuriken Catapult — Hull arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ open-topped

The Vyper is the war-host's fast-attack skimmer — a two-crew open-topped weapon platform slung beneath an anti-grav vane, tissue-thin but blistering fast. It is the Aeldari glass flanker: a hull that mounts a single heavy gun — a shuriken cannon, or in its place a scatter laser, bright lance or starcannon — with a twin shuriken catapult to sweep the crew's own flanks clear. Nothing about it is built to endure. Its open canopy leaves the pilots as exposed as any Guardian, and it survives the only way the host survives, by never being where the return fire falls. As a Skimmer it glides over broken ground and terrain that would mire a tracked hull, striking from an angle and sliding away before the enemy can bring guns to bear. A gang fields one to hunt what moves fast and to punish a flank, and to be gone by the time the answer comes. It plugs into the Ash-Wastes vehicle rules for its facing Toughness, its Hull Points and its handling.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

WAVE SERPENT

TRANSPORT

✖ 135 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
12"	7	6	5	6	5+	4+	4+	6+	6+	5+	5+

LOCOMOTION Skimmer

HARDPOINTS

- ◆ Scatter Laser — Turret arc (Crew)
- ◆ Twin Shuriken Catapult — Hull arc (Crew)

SPECIAL RULES

- ◆ 0-1 per gang
- ◆ Transport (6 fighters)
- ◆ serpent shield

The Wave Serpent is the war-host's battle-transport — a fast, holo-slippery grav-tank built to carry an entire shrine into the fight and shrug the first salvo aimed at it. Its defining feature is the serpent shield, a projected energy field across the prow that turns aside the ranged fire it takes on the approach, so it reaches its drop-point with its cargo intact where a lesser hull would be gutted. A turret twin-links its main gun — twin scatter lasers, or bright lances, starcannons or shuriken cannons to taste — with a hull-mounted twin shuriken catapult to clear infantry from its path. As a Skimmer it crosses terrain and gulf alike at speed, and it carries up to six fighters in its belly. One per gang, it is the anchor of the fleet: the hull the rest of the host rides to war. It plugs into the Ash-Wastes vehicle rules for its facing Toughness, its Hull Points and its handling.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).



PSYCHIC DISCIPLINES

✖ THE RUNES OF FATE

PSYCHIC DISCIPLINE

The Runes of Fate are the witchcraft of the seer-path — the reading and re-weaving of the skein that only a Farseer, Warlock or Spiritseer may attempt. A seer bends probability toward its war-host and away from the foe, wraps a comrade in a shield of certainty, and when the reading turns to wrath looses the storm of the warp itself. Each is a Wyrld power drawn through the skein; every working courts the price of over-reaching. At creation a seer with access picks one power from the table below.

ROLL

POWER

1	Guide. Guide is a Wyrd power of the seer-path. While it holds, one friendly fighter within Short range fights with the seer's foresight laid over its aim — it re-rolls failed hit rolls in the shooting phase. The seer reads the shot an instant before it is taken and steers the barrel true. It is the oldest gift of the Farseer's craft, and the reason a war-host of the Aeldari kills far above the weight of its numbers.
2	Doom. Doom is a Wyrd power that unpicks a single thread of an enemy's future. One enemy fighter within 18" and line of sight is marked; until the start of the next round, every attack made against the doomed fighter re-rolls failed wound rolls. The seer does not strike the target — it merely shows the war-host where the killing blows already lie. A force-multiplier that turns a glancing gang into a lethal one for a single round.
3	Fortune. Fortune is a Wyrd power that wraps a comrade in a lattice of averted fates. While it holds, one friendly fighter within Short range gains a 5+ invulnerable (fate-shield) save against every attack that strikes it. The blows that should land slide a hair's breadth wide, guided away by a future the seer has already unwritten. This protection does not stack with other Aeldari sources of the same shield.
4	Mind War. Mind War is a Wyrd power of pure psychic violence. The seer locks its will against one enemy fighter within 18" and line of sight in a silent duel of minds, resolved by the Wyrd Powers rules. Should the seer's working prevail, the target suffers a single wound that no armour or field can turn, and is left reeling — it is Pinned. A weapon that ignores every plate the enemy owns, but one that stakes the seer's own mind on the outcome.
5	Eldritch Storm. Eldritch Storm is a Wyrd power that tears the warp open at a chosen point within 12". Coruscating psychic lightning erupts there: every fighter within 2" of that point — friend or foe alike — is struck by a hit at Strength 4, AP-1, Damage 1, and cover gives no protection. The seer calls the storm but cannot fully leash it; a war-host learns to loose it only where its own do not stand.
6	Witchfire Lance. Witchfire Lance is the seer-path turned to open wrath — a spear of raw psychic force hurled from the seer's outstretched hand. One enemy fighter within 18" and line of sight takes a single hit at Strength 6, AP-2, Damage 3. It is the deadliest working the runes hold, the moment the reader stops guiding the war-host and simply kills; but each casting draws deep on the skein and courts its price.

GANG TACTICS

D66

ROLL	TACTIC	TIMING
11	Foreseen Strike. Play at the start of any round. Choose one enemy fighter a friendly seer can see; the council has already read its move. The next time that fighter is activated this round, it suffers -1 to all of its rolls — its blow foreseen and blunted before it can fall.	ANY ROUND
12	Prescient Deployment. Play after deployment, before the first round begins. Redeploy up to two friendly fighters anywhere within your own deployment zone — the council read the enemy's dispositions and moved the screen to answer them.	AFTER DEPLOYMENT, BEFORE THE FIRST ROUND
13	The Read Angle. Play at the start of any round. One friendly fighter's next ranged attack this round ignores cover — the seers gave it the one angle the enemy believed was safe.	ANY ROUND

14	Foreknown Cover. Play when a friendly fighter is targeted by a ranged attack. It was already moving: until that attack is resolved, treat the fighter as though it were in partial cover, forewarned a heartbeat before the trigger was pulled.	REACTIVE (WHEN A FRIENDLY FIGHTER IS TARGETED BY A RANGED ATTACK)
15	The Screened Advance. Play at the start of any round. Until the start of the next round, a friendly seer cannot be targeted by a ranged attack while a friendly non-seer fighter stands between it and the shooter — the screen moves wherever the reading says it must.	ANY ROUND
16	Anticipated Volley. Play at the start of any round. Until the start of the next round, friendly fighters on Overwatch shoot without penalty for a target's movement — every line of advance was read before the enemy set foot upon it.	ANY ROUND
21	Witnessed Doom. Play at the start of any round. Without spending a Fate die, lay Doom upon one enemy fighter within sight of a friendly seer: until the start of the next round, friendly fighters gain +1 To Wound against it. Doom does not stack with itself.	ANY ROUND
22	The Marked Prey. Play at the start of any round. Choose an enemy fighter a friendly seer can see. The seers have shown you exactly where it will stand: the first friendly attack made against that fighter this round may re-roll a failed hit roll.	ANY ROUND
23	Sealed Fate. Play at the start of any round. Once this round, when a friendly fighter rolls to wound an enemy already under Doom, you may re-roll one failed wound roll against it — the death was written the moment the mark was laid.	ANY ROUND
24	The Long Odds. Play when an enemy declares a charge that will end within 6" of a friendly seer. The seer read the rush before it began: the charging fighter suffers -1 to its hit rolls for that combat, and one friendly fighter within 3" of the seer may make a free reposition move to meet it.	REACTIVE (WHEN AN ENEMY CHARGES NEAR A SEER)
25	Doom Stacked Finish. Play at the start of any round. Choose an enemy fighter under Doom that a friendly fighter can see. The first friendly ranged attack to wound that fighter this round inflicts +1 Damage — the finisher the whole reading was built toward.	ANY ROUND
26	Foretold Collapse. Play at the start of any round. Choose an enemy fighter that is Seriously Injured, Prone or Pinned. One friendly fighter that can see it may immediately make a free ranged attack against it — the seers named the moment it would fall, and you have only to keep the appointment.	ANY ROUND
31	Runes Of Warding. Play when a friendly seer is hit by an attack. The wards flare: discard that hit before it is rolled to wound, the first blow of the battle to find the seer turned aside by runes set turns ago. Once per battle.	REACTIVE (WHEN A SEER IS HIT)
32	The Turned Blade. Play when a friendly fighter within 6" of a seer suffers a wound in melee. Foreseeing the strike, it turns with the blow: that fighter may immediately make a single free close-combat attack back against its assailant.	REACTIVE (WHEN A FRIENDLY FIGHTER NEAR A SEER IS WOUNDED IN MELEE)
33	Shielded Council. Play at the start of any round. Until the start of the next round, enemy fighters suffer -1 to hit rolls against friendly seers — the council walks wrapped in a screen of foreknowledge, never quite where the shot is aimed.	ANY ROUND

34	The Unseen Step. Play at the start of any round. One friendly fighter may make a free reposition move that ends out of the line of sight of every enemy fighter, slipping a step along a path the seers had already opened.	ANY ROUND
35	Warded Ground. Play at the start of any round. Choose a piece of terrain a friendly fighter holds. Until the start of the next round, enemy fighters treat the ground within 3" of that terrain as both difficult and dangerous — the seers have cursed the approach.	ANY ROUND
36	Fates Refusal. Play when a friendly fighter within 6" of a seer fails a save. It refuses the outcome: re-roll that save, the loom rethreading the very moment the wound was dealt. Once per round.	REACTIVE (WHEN A FRIENDLY FIGHTER NEAR A SEER FAILS A SAVE)
41	The Long Foretold. Play once per battle, when a friendly Black Guardian is taken Out of Action. Its death was foreseen for another hour: instead of removing it, place it Prone and Pinned within 3" of where it fell, Seriously Injured but breathing. The foreseen end was simply not yet today.	REACTIVE (ONCE PER BATTLE, WHEN A BLACK GUARDIAN IS TAKEN OUT OF ACTION)
42	The Awaited Return. Play at the start of any round. One friendly fighter that is Prone and Pinned or Seriously Injured may immediately make a Recovery test — the seers promised it would rise again, and it does.	ANY ROUND
43	Endurance Of The Doomed. Play at the start of any round. Until the start of the next round, friendly fighters within 6" of a seer automatically pass Nerve tests — a war-band that has already seen its own end does not waver before it.	ANY ROUND
44	The Foreseen Sacrifice. Play when a friendly fighter is taken Out of Action within 6" of a seer. Its foreseen death is not wasted: add one die to the gang's shared Fate pool, up to its maximum — a life spent becomes one more strand for the loom.	REACTIVE (WHEN A FRIENDLY FIGHTER IS TAKEN OUT OF ACTION NEAR A SEER)
45	Prophesied Rally. Play at the start of any round. Every Broken friendly fighter immediately rallies, the certainty of the reading steadying it — treat each as though it had passed a Cool check.	ANY ROUND
46	The Grim Line. Play at the start of any round. Until the start of the next round, friendly Black and Storm Guardians within 6" of a seer may re-roll failed Nerve tests and cannot be forced to fall back — the screen holds because it already knows that it must.	ANY ROUND
51	Skein Surplus. Play at the start of any round. Add one die to the gang's shared Fate pool, up to its maximum of six — a thread the council drew from a deeper reading than the day had promised.	ANY ROUND
52	Branching Fates. Play at the start of any round while a friendly Farseer is on the battlefield. Once this round, after a friendly die has been rolled, you may substitute it for a result of your choosing, up to and including a natural 6 — the Farseer chose which of the branching futures came to pass.	ANY ROUND (WHILE A FARSEER LIVES)
53	The Shared Thread. Play at the start of any round. A friendly seer may pass one die from the gang's shared Fate pool to any friendly fighter within 12", to be spent this round as though it were the fighter's own — the loom reaches wherever the council wills it.	ANY ROUND

54	Read The Skein. Play before the battle begins, as the campaign step allows. Consult the loom: you may look at one element the scenario would otherwise keep hidden from you — an enemy's reserves, a concealed objective, or the deployment it intends — and read the shape of the fight before it is fought.	BEFORE THE BATTLE / CAMPAIGN STEP
55	The Deepening Loom. Play at the start of any round. Add one die to the gang's shared Fate pool now, and one further die at the start of the following round, each up to the pool's maximum of six — the reading grows deeper the longer the council survives to weave it.	ANY ROUND
56	Foreseen Reprisal. Play when a friendly seer is taken Out of Action. Its dying vision is loosed upon its killer: without spending a Fate die, lay Doom upon the enemy fighter that felled it, and friendly fighters gain +1 To Wound against that fighter until the start of the next round. Doom does not stack with itself.	REACTIVE (WHEN A FRIENDLY SEER IS TAKEN OUT OF ACTION)
61	The Perfect Ambush. Play at the start of any round. Choose a friendly fighter that has not yet acted this round and an enemy within its weapon's range that it can see. The friendly fighter may immediately make a free ranged attack against that enemy, ignoring all cover — the shot was set turns before the target walked into it.	ANY ROUND
62	Eldrads Counsel. Play at the start of any round. Once this round, you may re-roll a single die you have just rolled, of any kind, anywhere on the battlefield — the counsel of the eldest seer reaches even here. Once per battle.	ANY ROUND
63	The Witnessed War. Play once per battle, at the start of a round. Until the start of the next round, every friendly fighter within 6" of a seer ignores all negative modifiers to its hit rolls — for one round the whole war-band sees the battle exactly as the council sees it.	ONCE PER BATTLE
64	Fade And Foresee. Play at the start of any round. Up to two friendly fighters may each immediately make a free Battle Focus reposition move, sliding along paths the seers marked for them before the enemy can react.	ANY ROUND
65	The Cornered Certainty. Play at the start of any round while your gang has three or fewer standing fighters. Cornered and certain, each surviving friendly fighter gains +1 to all its hit rolls until the end of the battle — a doomed people fights hardest at the last, with nothing left to lose and its end already foreseen.	ANY ROUND (WHILE THE GANG HAS 3 OR FEWER STANDING FIGHTERS)
66	The Long Foretold Victory. Play at the end of a battle your gang won. The victory was written long ago: one friendly fighter that took an enemy Out of Action this battle gains one additional experience point, the loom rewarding the fighter that fulfilled its foreseen part.	END OF BATTLE / CAMPAIGN STEP

THE REFUSED DOOM

ALLIANCE

WHO	a resurgent revival-cult host or rival craftworld that rejects Ulthwé's fatalism (generic — any such gang; a feud, not an alliance, never a fixed named gang)
TERMS	campaign-only feud: the two hosts read the same doom and answer it in opposite ways, and neither can abide the other's certainty. When they meet in battle, the winner has proved its reading of fate the truer — the victor takes one reputation step or forces the loser to lose one Fate die from its next battle's pool (its certainty shaken). No shared roster, no map-level non-aggression — this is a war of prophecies, mechanical only in the standing and the shaken foresight it lets the victor take

Ulthwé stands against any host that reads the same doom and refuses its fatalism — a resurgent revival-cult, or a rival craftworld that will not accept the council's certainty. The rival is generic, any such gang, and this is a feud, never an alliance.

This is a campaign-only feud, mechanical in standing alone. The two hosts read the same future and answer it in opposite ways, and neither can abide the other's certainty. When they meet in battle, the winner has proved its reading of fate the truer: the victor takes one reputation step, or forces the loser to remove one Fate die from its pool in its next battle, its certainty shaken.

There is no shared roster and no map-level non-aggression — this is a war of prophecies, and its only spoils are standing and the shaken foresight the victor takes from the loser.

WHO	an allied Craftworld host (any craftworld gang the council chooses to share its foresight with; generic, struck when the pact is made, never a fixed named gang)
TERMS	campaign-only fate-loom pact, phase-gated: once the campaign reaches its declared middle phase, while both gangs hold ground on the same world the Ulthwé council may lend its foresight outward — before a shared battle, the allied gang gains one Fate die it may spend as though its own, and Ulthwé may re-deploy up to two of the ally's fighters at deployment (the Farseer read the ground for them). No shared roster and no cross-faction fighters ever enter a normal battle list — this is foresight lent between kin, not a combined gang

Ulthwé stands with any allied Craftworld host the council chooses to share its foresight with — a pact struck between kin when both read the same doom and answer it together. The partner is generic, named when the pact is made and never a fixed gang.

This is a campaign-only fate-loom pact, and it is phase-gated: it opens only once the campaign reaches its declared middle phase. While both gangs hold ground on the same world, the Ulthwé council may lend its foresight outward. Before a shared battle, the allied gang gains one Fate die it may spend as though its own, and the Ulthwé Farseer may re-deploy up to two of the ally's fighters at deployment, having read the ground for them.

No shared roster is formed and no cross-faction fighter ever enters a normal battle list — this is foresight lent between kin, not a combined war-band.

FAVOURS

2D6

ROLL	FAVOUR	PATRON
2	The Doom Foretold. The Council's reading turns dark. Before your next battle, the elder Farseers name one of your fighters as foredoomed; you must field that fighter, and it may not be held in reserve — the seers require the death they have already seen. Should it survive the battle even so, the gang gains D3 experience to share among its fighters, the averted doom worth its weight in foresight.	THE SEER COUNCIL OF ULTHWÉ (THE ELDER FARSEERS OF THE DOOMED CRAFTWORLD THE GANG ANSWERS TO)
3	A Loaned Rune. The Council lends a single strand of its reading. For your next battle only, add one die to your gang's shared Fate pool — a rune loaned from the elder Farseers' own loom, to be spent and returned.	THE SEER COUNCIL OF ULTHWÉ (THE ELDER FARSEERS OF THE DOOMED CRAFTWORLD THE GANG ANSWERS TO)

5	The Councils Ward. The elder Farseers set a ward over one of your seers. For your next battle, choose a friendly seer before deployment; the first time that fighter is hit by an attack, discard the hit before it is rolled to wound — a blow turned aside by a reading made craftworlds away.	THE SEER COUNCIL OF ULTHWÉ (THE ELDER FARSEERS OF THE DOOMED CRAFTWORLD THE GANG ANSWERS TO)
7	A Reading Of The Skein. The Council grants a reading of the battle to come. Before your next battle, once both gangs are chosen, you may re-roll the dice that determine the scenario, and if that scenario allows a choice of deployment zone you may make it freely — the seers read the ground before you set foot on it.	THE SEER COUNCIL OF ULTHWÉ (THE ELDER FARSEERS OF THE DOOMED CRAFTWORLD THE GANG ANSWERS TO)
9	The Deepening Sight. The Council opens more of the loom to you. For your next battle, your gang's maximum Fate pool is raised from six to seven, and you begin the battle with one die already banked — the elder Farseers have shared a deeper reading than your seers could reach alone.	THE SEER COUNCIL OF ULTHWÉ (THE ELDER FARSEERS OF THE DOOMED CRAFTWORLD THE GANG ANSWERS TO)
11	A Seers Vigil. An elder Farseer keeps a vigil over your war-band. Once during your next battle, you may substitute any single die roll — friendly or enemy, anywhere on the battlefield — for a result of your choosing, the distant seer reaching in to set one strand of the fight exactly as it must fall.	THE SEER COUNCIL OF ULTHWÉ (THE ELDER FARSEERS OF THE DOOMED CRAFTWORLD THE GANG ANSWERS TO)
12	Eldrads Prophecy. The greatest seer of the doomed craftworld speaks a prophecy over your gang. For your next battle, add two dice to your shared Fate pool, and once during that battle you may re-roll every die of a single roll — friendly or enemy. Eldrad Ulthran himself has read the strand you walk, and named the moment on which it turns.	THE SEER COUNCIL OF ULTHWÉ (THE ELDER FARSEERS OF THE DOOMED CRAFTWORLD THE GANG ANSWERS TO)

☠ SUB-PLOTS

✂ THE DEEPENING LOOM

SUB-PLOT

Reward: The loom deepens permanently: the gang generates one additional Fate die at the start of every battle for the rest of the campaign (stacking with any Dome-of-Crystal-Seers boon, within the campaign cap). Claimable once per campaign.

The council reads on, unbroken, and the loom grows deeper with every battle its seers survive. Field a full Seer Council of three seer-champions and win three separate battles without a single seer being taken Out of Action across any of them.

When you do, the loom deepens permanently: for the rest of the campaign your gang generates one additional Fate die at the start of every battle, stacking with any Crystal-Seer Grove boon and within the campaign cap. Claimable once per campaign.

✂ THE FORESEEN END

SUB-PLOT

Reward: One friendly Black Guardian that survived that battle may be promoted to the Foredoomed at half the usual XP cost (the fallen seer's foresight passed to it): it takes the Foredoomed legendary name for a reduced price. Claimable once per campaign.

A seer foresaw its own death, accepted it, and the reading held true to victory even so. Have a friendly seer taken Out of Action in a battle your gang nonetheless goes on to win.

The fallen seer's foresight passes to the militia it shielded: one friendly Black Guardian that survived that battle may take the Foredoomed legendary name at half the usual experience cost. Claimable once per campaign.

☠ LEGENDARY NAMES

✂ ELDRAD ULTHRAN

FARSEER — THE NAMED APEX SEER OF ULTHWÉ

XP cost (random): 6

XP cost (chosen): 12

Eldrad Ulthran is the greatest seer the doomed craftworld has ever raised — the named apex of the House, a Farseer who has read further into the loom than any living mind, its foresight-bleed the deepest any seer has borne. This name may be taken only by a Farseer.

At the start of each battle the gang generates one additional Fate die, and once per battle this Farseer may substitute any single die roll — friendly or enemy — for a result of its choosing, not merely a natural 6. Its foresight aura reaches 9" rather than the usual 6".

Yet the master seer bends every plan to the future it has read. The gang must spend its first Fate die of each battle exactly as this Farseer dictates, on the roll it names; this Farseer may never be held in reserve while an enemy is on the board; and if it is taken Out of Action the gang loses two Fate dice from its pool rather than one — the loom was wound too tightly around a single mind.

THE ✧ CONCLAVE LORD

WARLOCK OR SPIRITSEER — THE NAMED CONCLAVE-LORD, A SEER-CHAMPION OF THE COUNCIL

XP cost (random): 5

XP cost (chosen): 10

The Conclave-Lord is the anchor of the Seer Council — a seer who has bound the war-coven so tightly to itself that its members fight as a single mind. This name may be taken by a Warlock or a Spiritseer.

Friendly seers within 6" of the Conclave-Lord may share a single Fate die between them once per round as though they were one squad, and the Lord's own witchblade or singing spear gains +1 To Wound while at least one other friendly seer is within 6" — the conclave strikes as one.

But the Conclave-Lord cannot bear to fight alone. While no other friendly seer is within 6", it suffers -1 to all of its rolls, its foresight fraying without the others to weave with, and it may never voluntarily move more than 6" from the nearest friendly seer while one remains on the board.

✧ THE FOREDOOMED

BLACK GUARDIAN — THE NAMED VETERAN MILITIAMAN, A FATALIST-SOLDIER OF ULTHWÉ

XP cost (random): 4

XP cost (chosen): 8

The Foredoomed is a Black Guardian who has been shown its own death and no longer fears anything that comes before it — a veteran militiaman who marches only toward the end the seers have named. This name may be taken by a Black Guardian.

It auto-passes all Nerve and Cool tests, and once per battle, when it would be taken Out of Action, it is instead placed Prone and Seriously Injured — the foreseen death was not yet today. It may interpose for a friendly seer within 3" without the usual once-per-round limit, throwing itself into every blow it can reach.

Yet the Foredoomed accepts where it dies, and will not be talked out of it. It must always move toward the nearest enemy, or interpose for a threatened seer if able; it may never Retreat or fall back voluntarily; and it will not leave a battle while a friendly seer remains on the board.



TERRAIN

✧ THE DOME OF CRYSTAL SEERS

TERRAIN

The Crystal-Seer Grove is the doomed craftworld's fate-fortress — a place where the greatest seers have passed slowly into crystal, their accumulated foresight a well the living council reads from. It is held as a campaign territory, and its yield is certainty, never credits.

A gang that controls the grove as a campaign territory generates one additional Fate die at the start of each battle while it holds it, within the campaign cap. On a battlefield that represents the grove itself, a friendly seer within 6" of the central crystal stand may re-roll one Fate die result each round, drawing on the deeper reading held in the crystal. It is a foresight engine, not a resource mine.

✧ THE WEBWAY GATE

TERRAIN

The Webway Gate is an Ulthwé-exclusive shadow-portal the war-host deploys through — a controlled tear in reality opening onto the ancient Aeldari road that runs beneath the galaxy. It is a repositioning tool, never a source of revenue.

Once per round, a friendly fighter in base contact with the Webway Gate may be removed and immediately replaced within 1" of any board edge, out of the line of sight of every enemy fighter. It is a way to re-thread a broken screen or extract a threatened seer through the webway, and nothing more — it yields no territory income.

✂ THE FORESEEN AMBUSH

SCENARIO

ATTACKER	Ulthwé (forewarned by the council — it chose this ground and this hour, deploying already knowing the enemy's plan of advance)
DEFENDER	the opposing gang (marching into a battle the seers foresaw, unaware the killing ground was chosen for it turns ago)
DEPLOY	Ulthwé deploys second and anywhere within its half, placing the Seer Council screened and the Black Guardians pre-positioned on the enemy's foreseen line of advance; the defender deploys first, blind to the trap
OBJECTIVE	Ulthwé wins by Dooming and destroying the enemy's key fighters as they advance into the prepared killing ground, before they can close on the screened council; the defender wins by breaking through to the seers or seizing the central ground intact
VICTORY	Ulthwé wins if it takes the enemy's Leader or two Champions Out of Action while no friendly seer is taken Out of Action; the defender wins if it reaches base contact with a seer, or ends the game holding the centre with its Leader alive
REWARDS	Ulthwé gains the Foreseen Strike boon (campaign renown scaled to the enemy fighters Doomed and destroyed, within the cap); the defender gains a reward for reaching the council or surviving the ambush intact
CONTROL TRACK	an Ulthwé win advances its Control-Track claim on the contested district (the ground was always theirs to read); a defender win pushes the marker back toward the defender, the trap having failed

The council chose this ground and this hour turns ago, and reads the enemy's advance as though it had already happened. The foe marches into a killing field it does not yet know is a trap.

ATTACKER AND DEFENDER Ulthwé is the attacker, forewarned by its seers and deploying already knowing the enemy's plan of advance. The opposing gang is the defender, marching into a battle the council foresaw, unaware the ground was chosen for it long before.

THE BATTLEFIELD Set up a battlefield with a clear central approach flanked by cover — the foreseen line along which the enemy must advance toward the Ulthwé position.

DEPLOYMENT The defender deploys first, anywhere within its own zone, blind to the trap. Ulthwé then deploys second and may place its fighters anywhere within its half of the battlefield: the Seer Council screened at the rear, and the Black Guardians pre-positioned along the enemy's foreseen line of advance.

THE PREPARED GROUND For the first round, Ulthwé fighters do not suffer penalties to hit rolls for a target's movement — every step of the advance was read before it was taken.

OBJECTIVE Ulthwé seeks to Doom and destroy the enemy's key fighters as they advance into the prepared ground, before they can close on the screened council. The defender seeks to break through to the seers or to seize and hold the central ground intact.

ENDING THE BATTLE The battle ends when one gang is broken and flees, or when a gang has achieved its victory condition.

VICTORY Ulthwé wins if it takes the enemy's Leader or two of its Champions Out of Action while no friendly seer is taken Out of Action. The defender wins if it reaches base contact with a friendly seer, or ends the battle holding the centre with its Leader alive.

REWARDS Ulthwé gains renown scaled to the enemy fighters it Doomed and destroyed, within the campaign cap. The defender gains a reward for reaching the council or for surviving the ambush intact.

THE CONTESTED DISTRICT An Ulthwé victory advances its claim on the contested district along the Control-Track — the ground was always theirs to read. A defender victory pushes the marker back toward the defender, the trap having failed.

ATTACKER	the opposing gang (racing to break the loom — cut down the Seer Council before its reading of the war completes)
DEFENDER	Ulthwé (defending the Dome of Crystal Seers while the council completes a deep foresight-reading, the screen holding the line around the soft head)
DEPLOY	Ulthwé deploys around a central Dome objective with the Seer Council at its heart and the Black Guardian screen ringing it; the attacker deploys along the board edges and moves first, driving inward
OBJECTIVE	Ulthwé wins by keeping at least one seer alive and un-engaged at the Dome for the full game while the reading completes; the attacker wins by taking the Seer Council Out of Action or reaching the Dome and holding it
VICTORY	Ulthwé wins if a friendly seer survives un-engaged at the Dome to the end of the game (the reading completes); the attacker wins if it takes every friendly seer Out of Action, or ends the game in sole control of the Dome
REWARDS	Ulthwé gains a deep-foresight boon — the completed reading grants a bonus Fate die or advancement next battle (within the cap); the attacker gains a decapitation reward for each seer it takes Out of Action
CONTROL TRACK	an Ulthwé win holds and advances its Control-Track claim on the Dome-district (the loom deepens with the world); an attacker win seizes the Dome and pushes the marker toward the attacker, the reading broken

The Seer Council labours over a deep reading of the war, and the enemy has come to break the loom before it completes. The screen must hold the line around the soft head until the reading is done.

ATTACKER AND DEFENDER The opposing gang is the attacker, racing to cut down the Seer Council before its reading of the war can complete. Ulthwé is the defender, holding the Crystal-Seer Grove while the council works, the Black Guardian screen ringing the soft head.

THE BATTLEFIELD Set up a battlefield with a central Grove objective — a stand of crystallised seers — with cover ringing it and open ground beyond.

DEPLOYMENT Ulthwé deploys first, arranging the Seer Council at the heart of the Grove and the Black Guardian screen around it. The attacker deploys second along the board edges and takes the first turn, driving inward.

THE READING So long as at least one friendly seer remains alive and un-engaged within 6" of the central Grove, the council's reading continues. If no such seer remains at the end of any round, the reading is broken.

OBJECTIVE Ulthwé seeks to keep at least one seer alive and un-engaged at the Grove for the full battle while the reading completes. The attacker seeks to take the Seer Council Out of Action, or to reach the Grove and hold it.

ENDING THE BATTLE The battle ends when the attacker has taken every friendly seer Out of Action, when it holds the Grove alone, or at the end of the agreed final round.

VICTORY Ulthwé wins if a friendly seer survives un-engaged at the Grove to the end of the battle and the reading completes. The attacker wins if it takes every friendly seer Out of Action, or ends the battle in sole control of the Grove.

REWARDS Ulthwé gains a deep-foresight boon — the completed reading grants a bonus Fate die or an advancement in the next battle, within the campaign cap. The attacker gains a decapitation reward for each seer it takes

Out of Action.

THE CONTESTED GROVE An Ulthwé victory holds and advances its claim on the Grove-district along the Control-Track, the loom deepening with the world. An attacker victory seizes the Grove and pushes the marker toward the attacker, the reading broken.



AELDARI · HOUSE DOSSIER

CRAFTWORLD ALAITOC

Alaitoc fights the war the enemy never sees coming — hidden Rangers who set up unseen, pick the killing target from concealment a whole battlefield away, and fade before the answer comes; win by never being found, lose the instant you are reached and flushed from cover.

Alaitoc fights the war its enemy never sees begin. Where other craftworlds close and strike, the Outcasts of Alaitoc win by absence — Rangers who walk the lonely roads far ahead of any host, who choose their ground a battlefield in advance and are already gone from it by the time the first body falls. The Code they keep, the Hidden Path, is a discipline of patience: deploy unseen, let the enemy come into a killing lane measured turns ago, and open the throat of a war with a single long shot from a place no eye can find. Its warriors are terribly few and terribly fragile, one wound enough to end most of them, so they never trade the blows they can decline. The whole host is a scattered ring of rifles rather than a line, each shot answered by nothing because nothing knows where to answer. Reached and flushed from cover, an Alaitoc warrior is only a paper-thin body a heavier foe will break in a breath — but reaching one at all is the hardest thing an enemy of the craftworlds will ever be asked to do.

🦴 GANG COMPOSITION

CREDITS	1500
LEADERS	1
CHAMPIONS	4

BUILD RULES

- ♦ Starting credits: 1500 (converter-wide default)
- ♦ No gang-wide Fate access — Fate comes only from the thin optional seer core
- ♦ Exactly 1 Leader (Autarch Wayleaper default / Farseer alt when the seer core rides deeper)
- ♦ 0-2 seer Champions (light Fate); Pathfinders are Ranger-Champions and share the Champion cap
- ♦ Long-rifle Rangers/Pathfinders must be the largest bloc — a close-range Alaitoc is not Alaitoc
- ♦ 0-3 Warp Spiders / Swooping Hawks (the fast harassers); 0-3 Guardians (objective-holders)
- ♦ Mobility doctrine: Battle Focus fades INTO concealment — shoot from cover, slide out of line-of-sight, never hold a ranged position

An Alaitoc war-host musters on 1500 credits. It is led by a single war-leader — an Autarch Wayleaper by custom, or a Farseer when the seers ride deeper into the war — and fields up to four Champions, drawn from the Pathfinder master-snipers and no more than two seers of the thin seer core, Warlocks or a second Farseer, all sharing one cap. Fate is no burden laid across the whole host; it is bought only in that small seer core and is never held as a bankable pool. The Code sets one iron rule of shape: the long-rifle Rangers and Pathfinders must be the largest bloc the host fields — a close-range Alaitoc is not Alaitoc. Around that sniper backbone ride the fast harassers, no more than three Warp Spiders and three Swooping Hawks, and up to three Guardian citizen-soldiers to hold ground. Every warrior moves by the same doctrine: fire from cover, slide out of sight, and never hold a ranged position long enough to be answered.



GANG RULES

✧ EYE OF THE OUTCAST

GANG RULE

EYE OF THE OUTCAST — the Pathfinder's aura

Eye of the Outcast is the gift a Pathfinder or an Autarch of Alaitoc lends the warriors around it — the shared sight of a hunter who has walked the lonely roads and learned to see the whole field at once. While a friendly Ranger is within 6" of the bearer, it may re-roll a failed Hit roll on an Aimed shot with its long rifle, guided onto the mark by an eye keener than its own. And at the start of each round, any such Ranger that lies within cover counts as hidden once more, its concealment renewed as though it had never fired — the line vanishing again and again around the warrior at its heart. An enemy facing an Eye of the Outcast is not fighting a scatter of snipers but a single, many-eyed thing, and every rifle in its reach shoots as surely as the master that steadies them.

✧ THE HIDDEN PATH

GANG RULE

THE HIDDEN PATH — the Code of Alaitoc

The Hidden Path is the discipline every Outcast keeps and the reason an Alaitoc host is so feared. At the start of a battle, this gang's Rangers and Pathfinders deploy hidden, set among cover before the enemy has taken the field, the killing angles claimed while the foe still believes the ground empty. Any enemy shooting at a fighter of this gang beyond short range does so at a penalty to hit — a warrior wrapped in the Code is a shape the eye cannot hold. And the gang's own long shots ignore the modifiers an enemy earns by moving, for a foreseen shot does not chase its target; it waits where the target will be. Together these turn the whole battlefield into ground the enemy has already lost: it cannot see to answer, cannot move to escape, and cannot close before the rifles have done their work. The Code fails only when a foe reaches the hidden line and flushes a warrior from cover — for a warrior that has been found has lost the only defence it ever truly had.

FIGHTERS

AUTARCH

LEADER

260 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"+Fly	2+	2+	3	3	2	2+	2	4+	4+	5+	5+

SAVE 4+ ASPECT

SPECIAL RULES **Battle Focus — fire-and-fade** (the fade ends in cover, out of sight — strikes from the sky then vanishes)

Eye of the Outcast (the aura source — friendly Rangers within 6" re-roll Aimed long-rifle Hits and renew hidden in cover)

Fragile, not armoured (the martial war-leader on a T3/W2 paper body) SEE SPECIAL RULES

Typed Effects

- re-roll Hit

PRIMARY

Agility

Leadership

SECONDARY

Combat

Cunning

Ferocity

Shooting

STARTING GEAR Aspect Armour

FREE SKILL Crack Shot

EQUIPMENT LIST

PISTOL

Shuriken Pistol 15 credits

Fusion Pistol 40 credits

CLOSE-COMBAT

Power Blade 30 credits

ARMOUR

Aspect Armour

included

PERSONAL

Hawk Wings 40 credits

The war-leader of an Alaitoc host does not stand in its line; it circles above and behind it, a swift martial commander on wings who chooses the moment and lets others keep the ground. Its blade and melta sidearm are kept for the single fight it deigns to have — a strike from the sky, a kill, and a fade back into cover and out of sight before any answer can form. Its truer weapon is its presence: while it watches over them, the Rangers within its reach shoot surer and vanish again after every shot, the Eye of the Outcast turning a scatter of riflemen into one unfindable killing ring. For all its skill at arms it is a paper-thin thing, two wounds on a body a heavy blow will break, and it is spent as a vantage commander who is never quite where the enemy strikes — never as a brawler asked to hold a line.

FARSEER

LEADER

✖ 210 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	3+	2+	3	3	2	2+	1	5+	5+	3+	5+

SAVE 6+ ROBES

SPECIAL RULES

Psyker (a living seer of the Path — manifests the Runes of Fate (Wyrd powers) + Smite; only Farseers, Warlocks and Spiritseers touch the skein)

Battle Focus — fire-and-fade (fades into cover with the line it supports)

The Skein of Fate (the thin seer core)

Fragile, not armoured (Wil3+ seer on a T3/W2 robe body) SEE SPECIAL RULES

PRIMARY

Leadership

Savant

SECONDARY

Agility

Cunning

Ferocity

Runes of Fate

Smite

STARTING GEAR Singing Spear · Shuriken Pistol

EQUIPMENT LIST

PISTOL

Shuriken Pistol 15 credits

STATUS

Runes Witnessing 40 credits

CLOSE-COMBAT

Witchblade 30 credits

Singing Spear 35 credits

When the seers ride deeper into a war, an Alaitoc host is led not by a warrior but by a Farseer — a mind that has already watched this battle end a hundred times and comes to bend the one cast of the dice that matters. She carries a singing spear and a shuriken sidearm for the moment she is found, but she is mustered to read, not to fight: a thin trickle of foresight to steady the killing shot, to guide a rifle onto its mark or hang doom upon a foe, never the deep loom of prophecy a heavier seer-host would weave. She fades into cover with the line she supports, present at the edge of the ambush and never its centre. On a robe-clad body of two wounds she is the most fragile thing in the host and its most precious — a light-Fate commander to be screened behind the hidden line, never exposed to the single blow that would prove fatal.

PATHFINDER

CHAMPION

≈ 110 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	4+	2+	3	3	1	2+	1	6+	6+	6+	6+

SAVE 5+ CAMELEOLINE

SPECIAL RULES Battle Focus — fire-and-fade (snipe and fade)

The Hidden Path (the master sniper of the Code — deploys hidden, punishes ranged fire against it, ignores the enemy's move-modifiers)

Eye of the Outcast (an aura carrier — friendly Rangers within 6" re-roll Aimed long-rifle Hits and renew hidden in cover)

Fragile, not armoured (BS2+ killing shot on a W1 body) SEE SPECIAL RULES

Typed Effects

- re-roll Hit

PRIMARY

Cunning

Shooting

Hidden Path (Alaitoc)

SECONDARY

Agility

Savant

STARTING GEAR The Hidden Death · Shuriken Pistol

FREE SKILL Marksmans Eye

EQUIPMENT LIST	
BASIC	PISTOL
Ranger Long Rifle35 credits	Shuriken Pistol15 credits
Shrieker Long Rifle45 credits	ARMOUR
Kitbash — a shrieker-cannon barrel on a ranger long rifle; a poisoned round priced above the stock ranger long rifle.	Shroud Cloak40 credits
The Hidden Death50 credits	ACCESSORY
	Pathfinders Spirit Stone35 credits

A Pathfinder is a Ranger who has walked the lonely roads so long that the war can no longer find it at all. It is the master sniper of the Code and the sharpest killing shot in the host: it deploys already hidden, punishes any enemy that answers its fire, and reads its target through cover and past every trick of movement as though the foe stood still in open ground. The relic long rifle it carries opens a battle by taking the throat out of the enemy's command from a board away. Where it stands, the Eye of the Outcast reaches out to the Rangers around it, letting them re-find their concealment and shoot surer still. For all that lethal reach it is a single-wound body behind a shot no one can trace — a rifle to be protected and positioned with care, never a fighter to be pushed forward and exposed.

WARLOCK

CHAMPION

≈ 120 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	3+	3+	3	3	1	2+	1	6+	5+	4+	5+

SAVE 6+ ROBES

SPECIAL RULES

Psyker (a living seer of the Path — manifests the *Runes of Fate* (Wyrd powers) + *Smite*; only *Farseers*, *Warlocks* and *Spiritseers* touch the skein)

Battle Focus — fire-and-fade (fades with the line it thickens)

The Skein of Fate (light Fate support — Conceal deepens the hidden lane)

Fragile, not armoured (W1 psyker Champion behind a robe) SEE SPECIAL RULES

PRIMARY

Savant

Runes of Fate

SECONDARY

Agility

Cunning

Ferocity

Leadership

Smite

STARTING GEAR Witchblade · Shuriken Pistol

EQUIPMENT LIST

PISTOL

Shuriken Pistol 15 credits

STATUS

Runes Witnessing 40 credits

CLOSE-COMBAT

Witchblade 30 credits

Singing Spear 35 credits

The Warlock is the seer the host can spare — a lesser adept who walks beside the Rangers to thicken the shadow they hide in rather than to break the enemy outright. Its witchblade and sidearm are a last defence; its purpose is the small art of concealment, a whispered working that deepens the hidden lane and folds the line further from sight. It fades with the warriors it shelters, present at the edge of every ambush and rarely at its centre. Behind a psychic's robe on a single wound it is a support caster to be kept screened, a cheaper foresight bought to hide the host rather than to kill — fragile enough that one blow reaching it ends it.

GUARDIAN DEFENDER

GANGER

× 60 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	4+	3+	3	3	1	3+	1	7+	6+	7+	7+

SAVE 5+ MESH

SPECIAL RULES **Battle Focus — fire-and-fade** (*the militia fades too — holds, fires, and gives ground on its own terms*)

Fragile, not armoured (*the cheapest body here on a T3/W1 mesh save*) SEE SPECIAL RULES

PRIMARY

Shooting

SECONDARY

Agility

Cunning

STARTING GEAR Aeldari Mesh

EQUIPMENT LIST

BASIC

Shuriken Catapult 20 credits

ARMOUR

Aeldari Mesh

included

ACCESSORY

Shuriken Accelerator 20 credits

The Guardian Defenders are the citizen-soldiers of the craftworld, taken up from ordinary duties to hold the ground the Outcasts will not — the militia that stands on an objective while the rifles do the killing from the dark. Each fires a shuriken catapult, a storm of razor discs that punishes anything closing on it, and even they keep the Code's habit of firing and giving ground on their own terms rather than standing to be broken. On the cheapest single-wound body in the host, under thin mesh, they are no wall: a few line-holders to occupy a point, not a phalanx to defend it, kept useful only so long as the enemy is dying at range before it ever reaches them.

RANGER

GANGER

55 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	4+	3+	3	3	1	3+	1	7+	6+	7+	7+

SAVE 5+ CAMELEOLINE

SPECIAL RULES **Battle Focus** — *fire-and-fade* (fires from cover then slides out of line-of-sight)

The Hidden Path (the sniper backbone of the Code — deploys hidden and shoots from where it cannot be found)

Fragile, not armoured (the cheap hidden rifle on a T3/W1 body — kept alive by never being seen) SEE SPECIAL RULES

PRIMARY

Cunning

Shooting

SECONDARY

Agility

Savant

Hidden Path (Alaitoc)

STARTING GEAR Ranger Long Rifle · Shuriken Pistol

EQUIPMENT LIST

BASIC

Long Las 25 credits

Ranger Long Rifle 35 credits

✦ *Shrieker Long Rifle* 45 credits

Kitbash — a shrieker-cannon barrel on a ranger long rifle; a poisoned round priced above the stock ranger long rifle.

PISTOL

Shuriken Pistol 15 credits

ARMOUR

Shroud Cloak 40 credits

STATUS

✦ *Wraithbone Hawk* 55 credits

Kitbash — a bound wraithbone hawk-construct familiar built from Aeldari-range bitz; no datasheet.

The Ranger is the backbone of every Alaitoc host and the truest keeper of the Hidden Path — an Outcast who has wandered the wilderness margins alone and learned to be simply absent from the battlefield. It sets up unseen and fires from cover, then slides out of the enemy's line of sight before the shot can be answered, a cheap and patient rifle killing from where it cannot be found. Its long rifle reaches far across the field; its shuriken sidearm is only for the day something comes too close. On a single-wound body under a cloak of shifting colour it has no armour worth the name — it stays alive not by enduring blows but by never once being the target of one. Fielded in numbers, the Rangers become a scattered ring of rifles with no line for an enemy to break.

SHROUD RUNNER

GANGER

✖ 105 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
14"	4+	2+	3	4	2	3+	1	7+	6+	7+	6+

SAVE 4+

SPECIAL RULES Battle Focus — fire-and-fade (the jetbike fades at speed — fire and relocate a whole flank away)

The Hidden Path (a mounted scout of the Code)

Fragile, not armoured (T4/W2 on a bike is the sturdiest body here — still no wall, a fast eye not a lancer) SEE SPECIAL RULES

PRIMARY

Agility

Cunning

Shooting

SECONDARY

Savant

Hidden Path (Alaitoc)

STARTING GEAR Holo Field

EQUIPMENT LIST	
BASIC	STATUS
Ranger Long Rifle35 credits	Waystone30 credits
ARMOUR	
Holo Field	
included	

A Shroud Runner is a Ranger given speed — a scout mounted on a light jetbike who fires a long rifle and is a whole flank away before the answer arrives. It fades at the speed of the machine beneath it, relocating between shots faster than any hunter can close, a moving eye that reads the field and picks the ground the host will kill from. Of all the Outcasts it wears the sturdiest frame, four toughness and two wounds behind the bike's plating, yet it is no lancer and no wall: a fast rifle that redeploys, not a cavalryman to be charged into a line. Kept moving and kept at range, it turns the whole battlefield into ground the enemy has already lost.

SWOOPING HAWK

GANGER

65 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"+Fly	3+	3+	3	3	1	3+	1	7+	6+	6+	7+

SAVE 4+ ASPECT

SPECIAL RULES Battle Focus — fire-and-fade (leaps and strafes) Fragile, not armoured (a flying Aspect on a W1 body)

SEE SPECIAL RULES

PRIMARY

Agility

Shooting

SECONDARY

Combat

Cunning

STARTING GEAR Aspect Armour

EQUIPMENT LIST

BASIC

Lasblaster 20 credits

SPECIAL

Hawks Talon 35 credits

ARMOUR

Aspect Armour

included

PERSONAL

Hawk Wings 40 credits

The Swooping Hawks take the fade into the air. Winged Aspect Warriors who leap above the battle and strafe it from above, they are the Code's answer to a foe that has learned to watch the ground: harassers who drop, kill, and are aloft again before a weapon can be turned on them. The lasblaster each carries rakes a target as the warrior passes over it, and its wings carry it clear to the next angle. On a single-wound body beneath a light aspect plate it is a fragile thing kept alive by height and motion alone — a sky-skirmisher to be held airborne and never grounded within a lesser soldier's reach.

WARP SPIDER

GANGER

× 70 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	3+	3+	3	3	1	3+	1	7+	6+	6+	7+

SAVE 4+ ASPECT

SPECIAL RULES Battle Focus — fire-and-fade (the flicker-jump is the fade taken to its extreme)

Fragile, not armoured (a fast Aspect on a W1 body) SEE SPECIAL RULES

PRIMARY

AgilityCunning

SECONDARY

CombatFerocityShooting

Hidden Path (Alaitoc)

STARTING GEAR Aspect Armour

EQUIPMENT LIST	
SPECIAL	PERSONAL
Death Spinner35 credits	Flicker Jump45 credits
ARMOUR	
Aspect Armour	
included	

The Warp Spider is the fade carried to its terrible extreme — an Aspect Warrior that does not run from a position but flickers out of reality and back, gone from one place and killing in another before the eye can follow. Its death spinner throws a hail of monofilament wire that shears through armour and flesh alike at close range, and the moment the volley is spent the warrior is elsewhere, an unanswerable pulse of tempo across the field. On a single wound beneath its aspect plate it holds nothing and endures nothing; it is a harasser to be teleported from kill to kill, never a body left standing where a heavier foe can reach it.

VEHICLES

CRIMSON HUNTER

GUNSHIP

✖ 230 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
20"	7	6	5	6	5+	4+	4+	6+	6+	5+	5+

LOCOMOTION Flyer

ALTITUDE ACCESS Interceptor — reaches Low/High (cannot land)

MINIMUM MOVE Minimum move 10"

TURN CAP tight (Interceptor)

FIRING (LOW) Low altitude — normal accuracy, all hardpoint arcs fire

FIRING (HIGH) High/pass — strafe corridor: forward-fixed hardpoints along the line; Turret hardpoints also reach the sides

HARDPOINTS

- ♦ Bright Lance — Wing arc (Crew)
- ♦ Pulse Laser — Nose arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The Crimson Hunter is a pure interceptor sky-hunter — a forward-firing aircraft built to own the airspace above a battle and to hunt what flies and what moves fast below. It carries no cargo and cannot land: with no Hover capability it holds no station, so it must make its minimum move every round, screaming across the field at Low or High altitude and banking back for another firing pass. Twin bright lances slung under its wings spear armour and fast movers alike, and a nose pulse laser adds a rapid volley to finish what the lances cripple. Its defence is velocity and altitude, never armour — a target it has already overflowed cannot easily answer, and the holo-slippery hull turns aside what fire does find it. A gang fields one to deny the sky and to gut the enemy's swiftest assets. It plugs into the Ash-Wastes vehicle rules for its facing Toughness and Hull Points, and into the Flight rules for its altitude, its minimum move and its passes.

Uses the Macromunda Flight rules — see Flying Mechanics.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

FALCON

TRANSPORT

✖ 180 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
12"	7	6	5	6	5+	4+	4+	6+	6+	5+	5+

LOCOMOTION Skimmer

HARDPOINTS

- ♦ Pulse Laser — Turret arc (Crew)
- ♦ Shuriken Cannon — Hull arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Transport (3 fighters)
- ♦ holo-field

The Falcon is the war-host's main battle skimmer — the grav-tank that fights and carries both, a pulse-laser gunship hull with room for a handful of Aspect Warriors folded behind the crew. Where the Wave Serpent is a transport that defends itself, the Falcon is a gunship that happens to carry cargo: its turret pulse laser reaches out to gut light armour and fell elites while a hull shuriken cannon — or a scatter laser or starcannon in its place — sweeps the ground before it. A holo-field wraps the hull in displacement-blur, bending the eye and the aim of anything that shoots at it, so it slips through fire that would down a heavier tank. As a Skimmer it goes where tracks cannot and carries up to three fighters to the heart of the fight. One per gang, holo-slippery and fast, it is the host's answer to almost anything. It plugs into the Ash-Wastes vehicle rules for its facing Toughness, its Hull Points and its handling.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

FIRE PRISM

VEHICLE

✖ 200 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
12"	7	6	5	6	5+	4+	4+	6+	6+	5+	5+

LOCOMOTION Skimmer

HARDPOINTS

- ◆ Prism Cannon — Turret arc (Crew)
- ◆ Shuriken Cannon — Hull arc (Crew)

SPECIAL RULES

- ◆ 0-1 per gang
- ◆ holo-field

The Fire Prism is the war-host's dedicated armour-killer — a grav-tank whose whole being is built around the great faceted crystal of its prism cannon. That gun dials its wrath each time it charges: a focused lance to spear the heaviest hull on the field, or a dispersed blossom of light to scythe across massed infantry, so the crew answers a lone brute and a packed advance with the same weapon. A hull shuriken cannon clears the ground beneath it. A holo-field cloaks the tank in displacement-blur that turns aside the fire it draws, and its Skimmer drives carry it over terrain and gulf at speed, striking from an angle and repositioning before the reply lands. Fast, slippery and precise, it sits well below the super-heavy tier — a battle tank the scale of the host it serves, not a war-engine. One per gang. It plugs into the Ash-Wastes vehicle rules for its facing Toughness, its Hull Points and its handling.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

HEMLOCK WRAITHFIGHTER

GUNSHIP

✖ 250 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
18"	7	6	5	6	5+	4+	4+	6+	6+	5+	5+

LOCOMOTION Flyer

ALTITUDE ACCESS Interceptor — reaches Low/High (cannot land)

MINIMUM MOVE Minimum move 8"

TURN CAP tight (Interceptor)

FIRING (LOW) Low altitude — normal accuracy, all hardpoint arcs fire

FIRING (HIGH) High/pass — strafe corridor: forward-fixed hardpoints along the line; Turret hardpoints also reach the sides

HARDPOINTS

- ♦ D Scythe — Wing arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ mindshock pod (battle-shock aura)

The Hemlock Wraithfighter is the ghost in the sky — a spirit-driven aircraft crewed not by a living pilot but by a Wraith construct, wailing over the battlefield to reap what walks below. Like all its kind it cannot hover or land: with no Hover capability it holds no station and must make its minimum move each round, sweeping across the field at Low or High altitude and turning for another pass. Twin heavy D-scythes beneath its wings fan out short-ranged sheets of dissolving energy that unmake infantry outright, while a mindshock pod broadcasts a wave of terror over everything it overflies, sowing battle-shock in the ranks beneath. It carries nothing and defends itself with speed, altitude and the holo-slippery hull. Iyanden-flavoured and spirit-crewed, a gang fields one to terrorise the ground from an air it cannot be answered in. It plugs into the Ash-Wastes vehicle rules for its facing Toughness and Hull Points, and into the Flight rules for its altitude, its minimum move and its passes.

Uses the Macromunda Flight rules — see Flying Mechanics.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

NIGHT SPINNER

VEHICLE

✖ 165 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
12"	7	6	5	6	5+	4+	4+	6+	6+	5+	5+

LOCOMOTION Skimmer

HARDPOINTS

- ◆ Doomweaver — Turret arc (Crew)
- ◆ Shuriken Cannon — Hull arc (Crew)

SPECIAL RULES

- ◆ 0-1 per gang
- ◆ holo-field

The Night Spinner is the war-host's artillery skimmer — a grav-tank that hurls a spreading net of monofilament from its doomweaver over cover and wall to fall upon whatever shelters behind. It needs no sight of its mark: it drops its razor shroud onto a packed advance and lets the strands reap the lightly armoured and snare the survivors, so a formation that meant to charge instead crawls. A hull shuriken cannon guards its approaches. A holo-field bends the aim of return fire, and its Skimmer drives keep it moving — this is artillery that never sits still, raining and relocating so the guns it torments never find it. Fast and holo-slippery, it is the answer to numbers under cover, dropping death onto ground the rest of the host cannot reach. One per gang. It plugs into the Ash-Wastes vehicle rules for its facing Toughness, its Hull Points and its handling.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

VYPER

VEHICLE

✖ 100 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
14"	6	5	4	4	4+	5+	4+	6+	6+	5+	5+

LOCOMOTION Skimmer

HARDPOINTS

- ♦ Shuriken Cannon — Front arc (Crew)
- ♦ Twin Shuriken Catapult — Hull arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ open-topped

The Vyper is the war-host's fast-attack skimmer — a two-crew open-topped weapon platform slung beneath an anti-grav vane, tissue-thin but blistering fast. It is the Aeldari glass flanker: a hull that mounts a single heavy gun — a shuriken cannon, or in its place a scatter laser, bright lance or starcannon — with a twin shuriken catapult to sweep the crew's own flanks clear. Nothing about it is built to endure. Its open canopy leaves the pilots as exposed as any Guardian, and it survives the only way the host survives, by never being where the return fire falls. As a Skimmer it glides over broken ground and terrain that would mire a tracked hull, striking from an angle and sliding away before the enemy can bring guns to bear. A gang fields one to hunt what moves fast and to punish a flank, and to be gone by the time the answer comes. It plugs into the Ash-Wastes vehicle rules for its facing Toughness, its Hull Points and its handling.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

WAVE SERPENT

TRANSPORT

✖ 135 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
12"	7	6	5	6	5+	4+	4+	6+	6+	5+	5+

LOCOMOTION Skimmer

HARDPOINTS

- ◆ Scatter Laser — Turret arc (Crew)
- ◆ Twin Shuriken Catapult — Hull arc (Crew)

SPECIAL RULES

- ◆ 0-1 per gang
- ◆ Transport (6 fighters)
- ◆ serpent shield

The Wave Serpent is the war-host's battle-transport — a fast, holo-slippery grav-tank built to carry an entire shrine into the fight and shrug the first salvo aimed at it. Its defining feature is the serpent shield, a projected energy field across the prow that turns aside the ranged fire it takes on the approach, so it reaches its drop-point with its cargo intact where a lesser hull would be gutted. A turret twin-links its main gun — twin scatter lasers, or bright lances, starcannons or shuriken cannons to taste — with a hull-mounted twin shuriken catapult to clear infantry from its path. As a Skimmer it crosses terrain and gulf alike at speed, and it carries up to six fighters in its belly. One per gang, it is the anchor of the fleet: the hull the rest of the host rides to war. It plugs into the Ash-Wastes vehicle rules for its facing Toughness, its Hull Points and its handling.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).



PSYCHIC DISCIPLINES

✖ THE RUNES OF FATE

PSYCHIC DISCIPLINE

The Runes of Fate are the witchcraft of the seer-path — the reading and re-weaving of the skein that only a Farseer, Warlock or Spiritseer may attempt. A seer bends probability toward its war-host and away from the foe, wraps a comrade in a shield of certainty, and when the reading turns to wrath looses the storm of the warp itself. Each is a Wyrld power drawn through the skein; every working courts the price of over-reaching. At creation a seer with access picks one power from the table below.

ROLL

POWER

1	Guide. Guide is a Wyrd power of the seer-path. While it holds, one friendly fighter within Short range fights with the seer's foresight laid over its aim — it re-rolls failed hit rolls in the shooting phase. The seer reads the shot an instant before it is taken and steers the barrel true. It is the oldest gift of the Farseer's craft, and the reason a war-host of the Aeldari kills far above the weight of its numbers.
2	Doom. Doom is a Wyrd power that unpicks a single thread of an enemy's future. One enemy fighter within 18" and line of sight is marked; until the start of the next round, every attack made against the doomed fighter re-rolls failed wound rolls. The seer does not strike the target — it merely shows the war-host where the killing blows already lie. A force-multiplier that turns a glancing gang into a lethal one for a single round.
3	Fortune. Fortune is a Wyrd power that wraps a comrade in a lattice of averted fates. While it holds, one friendly fighter within Short range gains a 5+ invulnerable (fate-shield) save against every attack that strikes it. The blows that should land slide a hair's breadth wide, guided away by a future the seer has already unwritten. This protection does not stack with other Aeldari sources of the same shield.
4	Mind War. Mind War is a Wyrd power of pure psychic violence. The seer locks its will against one enemy fighter within 18" and line of sight in a silent duel of minds, resolved by the Wyrd Powers rules. Should the seer's working prevail, the target suffers a single wound that no armour or field can turn, and is left reeling — it is Pinned. A weapon that ignores every plate the enemy owns, but one that stakes the seer's own mind on the outcome.
5	Eldritch Storm. Eldritch Storm is a Wyrd power that tears the warp open at a chosen point within 12". Coruscating psychic lightning erupts there: every fighter within 2" of that point — friend or foe alike — is struck by a hit at Strength 4, AP-1, Damage 1, and cover gives no protection. The seer calls the storm but cannot fully leash it; a war-host learns to loose it only where its own do not stand.
6	Witchfire Lance. Witchfire Lance is the seer-path turned to open wrath — a spear of raw psychic force hurled from the seer's outstretched hand. One enemy fighter within 18" and line of sight takes a single hit at Strength 6, AP-2, Damage 3. It is the deadliest working the runes hold, the moment the reader stops guiding the war-host and simply kills; but each casting draws deep on the skein and courts its price.



GANG TACTICS

D66

ROLL	TACTIC	TIMING
11	The Long Shot. THE LONG SHOT	ANY ROUND
12	From The Shadows. FROM THE SHADOWS	START OF ROUND
13	Picked Target. PICKED TARGET	ANY ROUND
14	Fade. FADE	AFTER SHOOTING
15	Disorient. DISORIENT	ANY ROUND

16	No Mark. NO MARK	ANY ROUND
21	Patient Aim. PATIENT AIM	ANY ROUND
22	The Unseen Step. THE UNSEEN STEP	ANY ROUND
23	Killing Ground. KILLING GROUND	START OF ROUND
24	Cover The Path. COVER THE PATH	REACTION
25	Ghostwalk. GHOSTWALK	ANY ROUND
26	The Cold Trail. THE COLD TRAIL	ANY ROUND
31	Range Advantage. RANGE ADVANTAGE	ANY ROUND
32	Snipers Patience. SNIPER'S PATIENCE	ANY ROUND
33	Vanishing Point. VANISHING POINT	AFTER SHOOTING
34	The Lonely Road. THE LONELY ROAD	DEPLOYMENT
35	Overwatch From Nowhere. OVERWATCH FROM NOWHERE	REACTION
36	Read The Wind. READ THE WIND	ANY ROUND
41	Called Shot. CALLED SHOT	ANY ROUND
42	Splinter The Screen. SPLINTER THE SCREEN	ANY ROUND
43	Two Paths. TWO PATHS	ANY ROUND
44	The Slow Kill. THE SLOW KILL	ANY ROUND
45	Hunters Mark. HUNTER'S MARK	START OF ROUND
46	Melt Away. MELT AWAY	ANY ROUND
51	Highground. HIGH GROUND	ANY ROUND
52	The Waiting Dark. THE WAITING DARK	REACTION
53	Broken Line. BROKEN LINE	REACTION
54	Silent Reload. SILENT RELOAD	ANY ROUND
55	The Foreseen Angle. THE FORESEEN ANGLE	ANY ROUND
56	Ranging Further. RANGING FURTHER	DEPLOYMENT
61	The Unanswered Shot. THE UNANSWERED SHOT	AFTER SHOOTING
62	Withdraw And Reset. WITHDRAW AND RESET	START OF ROUND
63	Pinned By Fear. PINNED BY FEAR	ANY ROUND
64	The Empty Nest. THE EMPTY NEST	ANY ROUND

65	Last Light. LAST LIGHT	ANY ROUND
66	The Perfect Vantage. THE PERFECT VANTAGE	ONCE PER BATTLE



ALLIANCES



THE EXILE NETWORK

ALLIANCE

WHO	the Corsair outcasts and other wanderers of the lonely paths (any exile band the gang falls in with — void-faring Corsairs, stray Rangers, path-walking kin; generic, struck when the pact is made, never a fixed named gang)
TERMS	campaign-only exile-network pact, phase-gated: once the campaign reaches its declared middle phase, while both gangs hold ground on the same world the Outcasts may call on the network — before a shared battle, the allied band lends the gang one Corsair or Ranger hanger-on for the battle, and Alaitoc may deploy up to two of the ally's fighters hidden using its own hidden-setup rules. No shared roster and no cross-faction fighters enter a normal battle list — this is the exile road's kinship, not a combined gang

The Outcasts of Alaitoc are never wholly alone on the lonely roads. Where their path crosses that of other wanderers — void-faring Corsairs, stray Rangers, kin who have left their own craftworlds to walk in the wilderness — a kinship of exiles can be struck, pledged when the two bands first fall in together rather than fixed to any named ally.

The pact is a thing of the campaign, not of a single battle's roster. Once the campaign reaches its declared middle phase, while both bands hold ground on the same world, the Outcasts may call on the network: before a shared battle, the allied band lends the host one Corsair or Ranger hanger-on for that battle, and Alaitoc may deploy up to two of the ally's fighters hidden, using its own hidden-setup rules. No shared roster is formed and no allied fighter enters a normal battle list — this is the kinship of the exile road, not a combined force.

WHO	a relentless close-assault gang (any fast, aggressive melee-led band that has made hunting the snipers its purpose; generic, the House's natural nemesis, struck as a feud rather than a fixed named gang)
TERMS	campaign-long feud: the two gangs cannot ally and gain a bonus whenever they are matched against each other. When Alaitoc fights the feuding gang, the enemy may re-deploy up to two of its fighters closer to the Outcasts' line at the start of the battle (it knows how they hide), and any Alaitoc fighter reached in melee this battle may not go hidden again for the rest of the game. The feud persists until one gang forces the other to bottle out twice, or the campaign ends

Every host that kills from the dark draws, in time, a hunter that means to drag it into the light. The relentless hunters are that nemesis — a fast, aggressive melee-led band that has made the running-down of the Outcasts its purpose. The two can never ally, and the enmity between them sharpens whenever they are matched.

When Alaitoc fights the feuding band, the enemy knows how the Outcasts hide: it may re-deploy up to two of its fighters closer to the Alaitoc line at the start of the battle, and any Alaitoc fighter reached in melee that battle may not go hidden again for the rest of the game. The feud persists until one band forces the other to bottle out twice, or the campaign ends — a hunt that closes only when one predator breaks the other.

FAVOURS

2D6

ROLL	FAVOUR	PATRON
2	A Cold Trail. A COLD TRAIL	THE RANGERS OF THE LONELY PATH (THE OUTCAST EXILE-NETWORK THE GANG ANSWERS TO)
3	A Borrowed Cloak. A BORROWED CLOAK	THE RANGERS OF THE LONELY PATH (THE OUTCAST EXILE-NETWORK THE GANG ANSWERS TO)
5	A Lonely Path. A LONELY PATH	THE RANGERS OF THE LONELY PATH (THE OUTCAST EXILE-NETWORK THE GANG ANSWERS TO)

7	The Rangers Word. THE RANGER'S WORD	THE RANGERS OF THE LONELY PATH (THE OUTCAST EXILE-NETWORK THE GANG ANSWERS TO)
9	A Longer Rifle. A LONGER RIFLE	THE RANGERS OF THE LONELY PATH (THE OUTCAST EXILE-NETWORK THE GANG ANSWERS TO)
11	The Unseen Hand. THE UNSEEN HAND	THE RANGERS OF THE LONELY PATH (THE OUTCAST EXILE-NETWORK THE GANG ANSWERS TO)
12	Illics Regard. ILLIC'S REGARD	THE RANGERS OF THE LONELY PATH (THE OUTCAST EXILE-NETWORK THE GANG ANSWERS TO)

SUB-PLOTS

THE LONGEST SHOT

SUB-PLOT

Reward: That fighter earns the standing of the lonely roads: it gains 1 XP and, once per campaign, its long rifle may be upgraded to the relic Hidden Death profile at half the usual cost (or, if it already carries the Hidden Death, it gains a permanent +3" to its long range). Claimable once per campaign.

THE LONGEST SHOT

A host of the Hidden Path measures its greatest warriors by the distance at which they kill.

TRIGGER

A friendly Ranger or Pathfinder takes an enemy fighter Out of Action with a long-rifle shot at the maximum long range of the weapon — or beyond, by a range-extending tactic — in a battle the gang goes on to win.

REWARD

That fighter earns the standing of the lonely roads. It gains 1 XP, and once per campaign its long rifle may be upgraded to the relic Hidden Death profile at half the usual cost; if it already carries the Hidden Death, it gains instead a permanent +3" to its long range. Claimable once per campaign.

Reward: The host's reputation as an unfindable killer grows: the gang gains a bonus to its post-battle income for that battle (the exile network rewards a clean, unanswered war), and one friendly Ranger may take the Vanish skill at half the usual XP cost, having proven it never needed to be found. Claimable once per campaign.

THE UNFOUND HOST

The perfect war, to an Outcast, is one the enemy never learns it was fighting until it is already lost.

TRIGGER

The gang wins a battle in which no friendly fighter was ever reached in melee and no friendly Ranger was ever taken Out of Action — the enemy never once closed on the hidden line.

REWARD

The host's reputation as an unfindable killer grows. The gang gains a bonus to its post-battle income for that battle, and one friendly Ranger may take the Vanish skill at half the usual XP cost, having proven it never needed to be found. Claimable once per campaign.

👤 LEGENDARY NAMES

✧ ILLIC NIGHTSPEAR

PATHFINDER — THE NAMED APEX SNIPER OF ALAITOC

XP cost (random): 6

XP cost (chosen): 12

ILLIC NIGHTSPEAR

The finest sniper of all the craftworlds, a name spoken with dread on a hundred worlds and seen by almost none of them. A gang may name its apex Pathfinder for him at a cost of 6 XP taken at random, or 12 XP chosen.

BENEFIT

This Pathfinder's long-rifle attacks ignore cover entirely and never suffer long-range penalties. Once per battle it may take a free Aimed shot that automatically hits at the start of the first round. While it is hidden, the enemy may never re-roll a failed roll to spot it. Its Eye of the Outcast aura reaches 9" rather than 6".

DRAWBACK

The greatest of the Unseen fights only its own war. This Pathfinder must always deploy hidden and may never begin a battle in the open. It may not benefit from another fighter's aura or a lent Fate die — it trusts only its own eye. If it is ever reached in melee it fights at -1 to all rolls for the rest of the battle, a hunter caught out of its element and unwilling to admit it.

✧ THE UNSEEN

PATHFINDER OR RANGER

XP cost (random): 4

XP cost (chosen): 9

THE UNSEEN

A veteran of the lonely roads who walked every one of them and was never, not once, seen. A gang may name a Pathfinder or Ranger for this title at a cost of 4 XP taken at random, or 9 XP chosen.

BENEFIT

The Unseen is a master of concealment: it may always deploy hidden regardless of the scenario, it counts as hidden at the start of each round while in cover, and once per battle it may ignore the result that would reveal it after shooting, staying hidden even after the kill. Enemies suffer an additional -1 to Hit it at long range.

DRAWBACK

The Unseen has forgotten how to fight seen. While it is not hidden it suffers -1 to Hit with all its attacks and -1 to its Nerve tests, unnerved by open ground it has spent a lifetime avoiding. It may never issue or benefit from a Leadership-based group activation — it works alone, in the dark, and trusts no order.

✧ THE WAYLEAPER

AUTARCH

XP cost (random): 5

XP cost (chosen): 10

THE WAYLEAPER

A war-leader who has walked and leapt the loneliest roads and come home to lead the host along them. A gang may name an Autarch for this title at a cost of 5 XP taken at random, or 10 XP chosen.

BENEFIT

The Wayleaper is a peerless mobile commander: its Eye of the Outcast aura reaches 9", it may leap and reposition after friendly Rangers have shot to renew their concealment, and once per battle it may grant every friendly Ranger within its aura a free Battle Focus fade at once, the whole line vanishing together. It never suffers a penalty for firing after moving.

DRAWBACK

The Wayleaper leads from everywhere and settles nowhere. It must move every round and may not stay in the same position two rounds running. If it is taken Out of Action, every friendly Ranger loses the benefit of the Eye of the Outcast for the rest of the battle — the line that leaned on its restless eye is suddenly, wholly on its own.



TERRAIN

✧ RANGERS PERCH

TERRAIN

THE RANGER'S PERCH

An elevated wraithbone vantage the Outcasts raise or claim — a slender spire or crag-platform that commands the killing ground below.

A friendly fighter shooting from the Ranger's Perch ignores the target's cover and adds +3" to its long range. Only one fighter may occupy the Perch at a time, and a fighter upon it may not be targeted by a hidden enemy's reaction shot, for it watches the whole field. It is a feature of angles, not of income — it yields no credits, only the perfect line.

✧ THE LONELY PATHS

TERRAIN

THE LONELY PATHS

An Alaitoc territory: the empty roads and wilderness margins between settlements where the Outcasts walk and recruit, a stretch of world claimed by presence rather than occupation.

A gang holding the Lonely Paths biases its post-battle recruitment toward the exile road: it recruits Rangers and buys stealth gear more cheaply, and each post-battle sequence it may re-roll one Rare-availability check for a stealth item or Ranger-pattern weapon. The territory yields fighters and concealment kit more readily than coin — a host that holds it grows in snipers rather than credits.

✧ THE DENIED GROUND

SCENARIO

ATTACKER	the opposing gang (which must seize and hold a central objective to win, and so must cross into the Outcasts' fire)
DEFENDER	Alaitoc (which does not need the objective — it needs only to deny it, killing from range anything that tries to hold it)
DEPLOY	the attacker deploys along one edge with the central objective to claim; Alaitoc deploys hidden around the perimeter on elevated vantages, its Rangers ringing the killing ground rather than contesting it directly
OBJECTIVE	the attacker wins by holding the central objective at the end of the battle; Alaitoc wins by making the objective un-holdable — no enemy may hold it while a Ranger has a firing lane onto it
VICTORY	the attacker wins if it controls the central objective at game end with a fighter that has survived a full round on it; Alaitoc wins if it prevents any enemy from holding the objective for a full round, or breaks the attacker before it can try
REWARDS	Alaitoc gains a Lonely Paths income boon (renown scaled to rounds the objective was denied); the attacker gains the objective's territory reward if it holds
CONTROL TRACK	holding or denying the objective moves the Control-Track marker for the contested district accordingly

An Alaitoc host does not need the prize its enemy bleeds for. It needs only to make the holding of it impossible.

ATTACKER AND DEFENDER

The opposing gang is the attacker and must seize and hold a central objective to win, and so must cross into the Outcasts' fire. Alaitoc is the defender; it does not need the objective, only to deny it, killing from range anything that tries to hold it.

BATTLEFIELD

A single objective stands at the centre, ringed by broken, elevated cover around the perimeter.

DEPLOYMENT

The attacker deploys along one board edge, the central objective before it to claim. Alaitoc deploys hidden around the perimeter on elevated vantages, its Rangers ringing the killing ground rather than contesting it directly.

OBJECTIVE

The attacker seeks to hold the central objective at the end of the battle. Alaitoc seeks to make the objective un-holdable — no enemy may hold it while a Ranger has a firing lane onto it.

ENDING THE BATTLE

The battle ends when one gang bottles out, or once the attacker has either held the objective for a full round or been broken in the attempt.

VICTORY

The attacker wins if it controls the central objective at game's end with a fighter that has survived a full round upon it. Alaitoc wins if it prevents any enemy from holding the objective for a full round, or breaks the attacker before it can try.

REWARDS

Alaitoc gains a Lonely Paths income boon, its renown scaled to the rounds the objective was denied. The attacker gains the objective's territory reward if it holds.

CONTROL TRACK

Holding or denying the objective moves the Control-Track marker for the contested district accordingly.

ATTACKER	Alaitoc (the Outcasts, who chose this ground a board away and set up hidden long before the enemy arrived)
DEFENDER	the opposing gang (advancing across open ground toward an objective, unaware the killing angles were claimed turns ago)
DEPLOY	Alaitoc deploys first and entirely hidden, placing its Rangers on the vantages and firing lanes that command the enemy's line of advance; the defender deploys second in the open, with a single strip of no-man's-land to cross
OBJECTIVE	Alaitoc wins by killing the enemy's key fighters from concealment as they advance, without ever being closed on; the defender wins by crossing the killing ground and reaching base contact with the hidden snipers
VICTORY	Alaitoc wins if it takes the enemy's Leader or two Champions Out of Action while no friendly Ranger is ever reached in melee; the defender wins if it ends any round with a fighter in base contact with two or more Rangers, or holds the far objective with its Leader alive
REWARDS	Alaitoc gains the Ranging Further boon (campaign renown scaled to the enemy fighters killed at long range, within the cap); the defender gains a reward for crossing the ground and flushing the snipers
CONTROL TRACK	an Alaitoc win advances its Control-Track claim on the contested district (the ground was always in range); a defender win pushes the marker back, the ambush having been walked through

The Outcasts chose this ground a battlefield in advance, and were already gone from where the enemy will look for them.

ATTACKER AND DEFENDER

Alaitoc is the attacker — the Outcasts, who set up hidden long before the enemy arrived. The opposing gang is the defender, advancing across open ground toward an objective, unaware the killing angles were claimed turns ago.

BATTLEFIELD

Open ground broken by scattered cover and commanding vantages, with a single strip of no-man's-land the defender must cross.

DEPLOYMENT

Alaitoc deploys first and entirely hidden, placing its Rangers on the vantages and firing lanes that command the enemy's line of advance. The defender deploys second, in the open.

OBJECTIVE

Alaitoc seeks to kill the enemy's key fighters from concealment as they advance, without ever being closed on. The defender seeks to cross the killing ground and reach base contact with the hidden snipers.

ENDING THE BATTLE

The battle ends when one gang bottles out, when the defender reaches the far objective, or when the hidden line is flushed from cover.

VICTORY

Alaitoc wins if it takes the enemy's Leader or two Champions Out of Action while no friendly Ranger is ever reached in melee. The defender wins if it ends any round with a fighter in base contact with two or more Rangers,

or holds the far objective with its Leader alive.

REWARDS

Alaitoc gains the Ranging Further boon, its renown scaled to the enemy fighters killed at long range within the cap. The defender gains a reward for crossing the ground and flushing the snipers.

CONTROL TRACK

An Alaitoc win advances its Control-Track claim on the contested district; a defender win pushes the marker back, the ambush having been walked through.



AELDARI · HOUSE DOSSIER

CRAFTWORLD BIEL- TAN

Biel-Tan goes to war as nothing but blades, and the blades grow keener as they cut

Biel-Tan goes to war as nothing but blades. Where another craftworld screens a precious few specialists behind a mass of citizen-militia, this House fields the specialists and almost nothing else — a host of masked killers drawn from every war-shrine, each given wholly to its Aspect, each superb at one kind of murder and gone the instant the mask lifts. It has no cheap bodies to spend and no deep fate-loom to lean on; it touches the Skein of Fate only lightly, a thread or two, never Ulthwé's woven certainty. What it has is edge, and a fury that climbs with every kill: the Swordwind, the storm of blades that sharpens as it cuts. Its way of war is the escalating all-elite assault — quality over quantity, a melee and short-range snowball that rewards aggression and punishes a slow start. It closes and it stays, where Saim-Hann rides away and Iyanden endures. Cut down its first warriors and the storm never rises; let the blades grow keen, and there is no wall the Swordwind will not cut through.

🦴 GANG COMPOSITION

CREDITS	1500
LEADERS	1
CHAMPIONS	6

BUILD RULES

- ♦ Starting credits: 1500 (converter-wide default)
- ♦ No gang-wide Fate access — Fate comes only from the thin optional seer core
- ♦ Exactly 1 Leader (Autarch default / Farseer alt when the seer core rides deeper)
- ♦ 0-2 seer Champions (Warlock / Farseer-line, light Fate); Aspect-Exarch Champions are the bulk — the only craftworld where Aspects outnumber the line
- ♦ Guardian Defenders may never exceed the Aspect count — the Swordwind buys quality by refusing quantity
- ♦ 0-4 Guardian Defenders only (the capped, thin backbone)
- ♦ Mobility doctrine: Battle Focus on every Aspect — choose the range and refuse the rest, but close hard once the Swordwind rises

A Biel-Tan gang is built from 1500 credits, and built to be an all-elite host rather than a militia tide. The controlling player fields exactly one Leader — the martial Autarch by default, or a Farseer when the gang means to ride its thin seer core deeper — and may take up to two seer Champions of the Warlock and Farseer line, whose light Fate is the only Fate the gang buys. The bulk of the roster is Aspect-Exarch Champions: this is the one craftworld where the Aspects outnumber the line. The backbone is deliberately starved. A gang may field no more than four Guardian Defenders, and its Guardian Defenders may never outnumber its Aspect Warriors — the reverse of every other craftworld, which floors its militia above its specialists. There is no gang-wide Fate levy; the host pays for total Aspect access by refusing quantity outright. Every Aspect carries Battle Focus, so the gang chooses the range it fights at and refuses the range it does not — until the Swordwind rises, and then it closes hard.

🦴 GANG RULES

✂ THE SWORDWIND

GANG RULE

The Swordwind is the storm of blades that sharpens as it cuts — the gang's defining Code, a fury that climbs with every kill. A Biel-Tan gang begins each battle with its Swordwind at step 0. Each time one of its fighters takes an enemy Out of Action, the Swordwind rises by one step, gang-wide, to a cap of 3. While it stands at step 1 or higher, every fighter in the gang adds a bonus equal to the current step — to a maximum of +3 — to its Hit rolls when it attacks in melee or shoots at short range. The storm answers the killing, not the killer: any fighter's kill raises it for the whole host, and it does not reset between rounds — once the blades are keen, they stay keen for the battle. The fury needs the first kills to catch, and the gang that is denied its early kills fights on at step 0 with the thinnest body count in the faction and no engine to grow it back. This is the price of total Aspect access: the host is bought by thinning the line to the bone, few warriors and no reserve, and if the storm never rises those few are simply outnumbered.

✂ WRATH OF THE SWORDWIND

GANG RULE

Wrath of the Swordwind is the Autarch's gift to the storm — where the war-leader stands, the fury runs a beat ahead of the killing. While a friendly Aeldari fighter is within 6" of the Autarch, it re-rolls its Charge, and it counts the gang's Swordwind as one step higher than the host has truly driven it, up to the Swordwind's own cap. The aura does not raise the true step for the whole gang; it lifts the benefit felt by those fighters close enough to march under the Autarch's banner, so the killers around the war-leader strike as though the storm had already climbed. It rewards keeping the Autarch at the head of the assault, in the thick of the charge — which is exactly where a T3, two-Wound war-leader is most exposed. Push it forward and the storm gathers faster; lose it, and the host fights on with only the fury it has earned the hard way.

FIGHTERS

AUTARCH

LEADER

195 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	2+	2+	3	3	2	2+	2	4+	4+	5+	5+

SAVE 4+ ASPECT

SPECIAL RULES **Battle Focus** — *fire-and-fade* (leads the storm from the front — closes, cuts, and slides clear)

Wrath of the Swordwind (the aura source — friendly Aeldari within 6" re-roll Charge and add +1 to the Swordwind step they benefit from)

The Swordwind (the war-leader who raises the fury — each kill it makes climbs the storm faster)

Fragile, not armoured (a martial war-leader on a T3/W2 paper body — deadly, never durable) SEE SPECIAL RULES

Typed Effects

- re-roll Charge

PRIMARY

Agility

Combat

Leadership

SECONDARY

Ferocity

Savant

Shooting

STARTING GEAR Aspect Armour

FREE SKILL War Mask Fury

EQUIPMENT LIST

PISTOL

Shuriken Pistol 15 credits

Fusion Pistol 40 credits

CLOSE-COMBAT

Diresword 30 credits

Diresword Of Khaine 45 credits

ARMOUR

Forceshield 75 credits

Aspect Armour

included

STATUS

Swordwind Banner 30 credits

The Autarch is the war-leader of the Swordwind, an Aspect veteran who has walked more than one shrine's path and carries the mastery of each into the fight. It leads from the front, closing with diresword and shuriken pistol, and where it stands the storm of blades gathers faster: friendly Aeldari within 6" re-roll their charges and count the Swordwind one step higher than it has truly risen, the Wrath of the Swordwind driving the host a beat ahead of the killing. Every foe the Autarch itself takes Out of Action climbs the fury for the whole gang. Battle Focus lets it choose its fights and slide clear of the answering shot, and War-Mask Fury carries it out of one kill straight into the next. None of this buys it a body. On a T3, two-Wound frame behind aspect plate, the Autarch is a superb killer and a fragile one — deadly at the head of the storm, and lost the moment it is caught alone in the open.

FARSEER

LEADER

× 210 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	3+	2+	3	3	2	2+	1	4+	5+	3+	4+

SAVE 6+ ROBES

SPECIAL RULES

Psyker (a living seer of the Path — manifests the Runes of Fate (Wyrd powers) + Smite; only Farseers, Warlocks and Spiritseers touch the skein)

Battle Focus — fire-and-fade (the seer dances too — foresees the fade before the shot)

The Skein of Fate (the thin seer core)

Fragile, not armoured (a 6+ robed body — kept alive by foresight and Battle Focus, not by any save) SEE SPECIAL RULES

PRIMARY

Leadership

Savant

Runes of Fate

SECONDARY

Agility

Cunning

Ferocity

Smite

STARTING GEAR Singing Spear · Shuriken Pistol

EQUIPMENT LIST

PISTOL

Shuriken Pistol 15 credits

CLOSE-COMBAT

Witchblade 30 credits

Singing Spear 35 credits

STATUS

Waystone 30 credits

Runes Witnessing 40 credits

The Farseer is the thin seer core made flesh — the alternate war-leader for a Swordwind that means to touch the future as well as the blade. It walks the Path of the Seer, and through the Skein of Fate it lays a pre-roll shift of a single point on a roll within its own reach: Guide to lift a friendly result, Doom to bleed an enemy's luck away. That touch is deliberately light — a trickle, never the deep woven certainty that belongs to Ulthwé; there is no banking, no re-roll here. It fights with a singing spear and shuriken pistol and dances with the rest, Battle Focus foreseeing the fade before the shot is even taken. The Farseer buys none of its safety in the body: behind nothing but robes, on a T3, two-Wound frame, it survives on foresight and repositioning alone, and dies at once to anything that pins it down and lands a clean hit.

DARK REAPER EXARCH

CHAMPION

× 125 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	4+	2+	3	3	1	3+	1	6+	6+	5+	6+

SAVE 4+ ASPECT

SPECIAL RULES Battle Focus — fire-and-fade (patient murder)

The Swordwind (the firebase shrine — long-range kills climb the storm before the melee joins)

Fragile, not armoured (a W1 heavy gunner — lethal at range, helpless once reached) SEE SPECIAL RULES

PRIMARY

Shooting

SECONDARY

Brawn

Savant

STARTING GEAR Aspect Armour

EQUIPMENT LIST

HEAVY

Reaper Launcher 55 credits

ARMOUR

Holo Field 35 credits

Aspect Armour

included

The Dark Reaper Exarch is the Swordwind's firebase — the shrine of patient, long-range murder, its warriors given wholly to the killing shot taken from stillness. It shoulders the reaper launcher and picks its targets from across the field, each precise kill climbing the storm before the melee shrines even close. Battle Focus covers the reload rather than a flight: the Exarch fires, repositions to a fresh lane, and denies the return shot. It answers to the same fury as every blade — a foe it takes Out of Action at range raises the Swordwind for the whole host. But its craft is entirely in the stand and the sightline. On a single Wound behind aspect plate, with only a 4+ BS in close quarters, the Dark Reaper is lethal while it holds its lane and near-helpless the instant an enemy reaches it. Keep it perched, keep it shooting, and never let the storm it feeds break over its own firing position.

DIRE AVENGER EXARCH

CHAMPION

≈ 120 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	3+	2+	3	3	1	2+	1	5+	5+	6+	6+

SAVE 4+ ASPECT

SPECIAL RULES Battle Focus — fire-and-fade (*disciplined volleys — fire, reposition, refuse the return shot*)

The Swordwind (*the shuriken shrine feeds the storm — every ranged kill climbs the fury too*)

Fragile, not armoured (*a W1 aspect body*) SEE SPECIAL RULES

PRIMARY Agility Shooting SECONDARY Combat Cunning

STARTING GEAR Aspect Armour

FREE SKILL Bladestorm

EQUIPMENT LIST

BASIC	ARMOUR
Avenger Shuriken Catapult 25 credits	Aspect Armour
CLOSE-COMBAT	included
Power Glaive 25 credits	ACCESSORY
	Spirit Targeter 25 credits

The Dire Avenger Exarch is the first and most disciplined shrine of the Swordwind — where the wilder Aspects hurl themselves bodily at the foe, the Avenger stands its ground a heartbeat longer and pours out a storm of monomolecular discs. It carries the avenger shuriken catapult, a Rending Rapid Fire (2) volley that strips a target to ruin at short range, with a power glaive held in reserve for the fight that reaches it. Bladestorm is the killing-rhythm it learns first: pushed close, its shuriken fire finds the gaps in any armour and buries the target. Every ranged kill it makes climbs the Swordwind for the whole host, so the shrine feeds the storm even before the blades close. Battle Focus lets it fire and slide clear of the answer. On a single Wound behind aspect plate it is a precise gunner and not a durable one — deadly at the range it chooses, spent quickly if the enemy closes it down.

FIRE DRAGON EXARCH

CHAMPION

✖ 165 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	3+	2+	3	3	1	2+	1	6+	5+	6+	6+

SAVE 4+ ASPECT

SPECIAL RULES Battle Focus — fire-and-fade (melta in, fade out — one lethal shot then gone)

The Swordwind (the armour-cracker shrine)

Fragile, not armoured (a W1 body carrying the host's only heavy anti-armour answer) SEE SPECIAL RULES

PRIMARY Shooting SECONDARY Brawn Combat Ferocity

STARTING GEAR Aspect Armour

EQUIPMENT LIST			
SPECIAL		STATUS	
Fusion Gun		50 credits	Waystone
ARMOUR		30 credits	
Aspect Armour			
included			

The Fire Dragon Exarch is the armour-cracker of the Swordwind — the shrine of searing point-blank fire, and the host's one true answer to anything the blades cannot cut. It carries the fusion gun, a Melta weapon that voids heavy plate and construct hulls at close range in a single lethal discharge. The craft is one shot, taken from as near as it dares, then gone: Battle Focus carries it out of reach before the target's escort can reply. A melta kill feeds the storm like any blade, climbing the Swordwind for the whole gang. Everything the shrine is rides on reaching the range and surviving the approach — on a single Wound behind aspect plate, the Fire Dragon is the most valuable body in the host and one of the most fragile. It must get its shot and fade; caught before it fires, or pinned after, it dies without paying for itself.

HOWLING BANSHEE EXARCH

CHAMPION

✖ 130 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
7"	2+	4+	3	3	1	2+	2	6+	4+	6+	7+

SAVE 4+ ASPECT

SPECIAL RULES Battle Focus — fire-and-fade (M7")

The Swordwind (the first-to-the-foe shrine — strikes first, kills first, raises the storm first)

Fragile, not armoured (a W1 duellist that lives or dies on landing the first blow) SEE SPECIAL RULES

PRIMARY

Agility

Combat

SECONDARY

Ferocity

Savant

STARTING GEAR Aspect Armour

FREE SKILL Acrobatic

EQUIPMENT LIST

PISTOL

Shuriken Pistol 15 credits

CLOSE-COMBAT

Power Sword 45 credits

✧ Mirrorswords 50 credits

Kitbash — paired power-blades from the Banshee Exarch's mirrorswords option; priced above the stock power sword.

ARMOUR

Aspect Armour

included

ACCESSORY

Mask Of Howling Doom 25 credits

STATUS

✧ Aspect Spirit Familiar 55 credits

Kitbash — a bound war-shrine spirit-construct familiar; no datasheet.

The Howling Banshee Exarch is the first-to-the-foe shrine — the fastest closer in the host, a duellist that means to strike before the enemy is ready and kill before the storm has properly begun. At M7" it crosses the ground quicker than anything else Biel-Tan fields, and its power sword and banshee mask let it strike first in the fight it opens, cutting down its mark before the answer lands. Acrobatic is its war-dance: once in a battle it shrugs off the fuel-cost of Battle Focus to shoot, reposition in full, and still charge in one activation. Any foe it takes Out of Action in melee raises the Swordwind first, ahead of the slower shrines. Everything rests on landing that first blow. On a single Wound behind aspect plate, the Banshee is a superb opener and a poor trader — if its charge does not finish the job, the reply usually finishes it.

STRIKING SCORPION EXARCH

CHAMPION

✖ 130 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	2+	3+	4	3	1	2+	2	6+	4+	6+	6+

SAVE 4+ ASPECT

SPECIAL RULES Battle Focus — fire-and-fade (*infiltrates, cuts, and slides back into cover*)

The Swordwind (*the close-cut shrine — each kill climbs the storm, and it kills often*)

Fragile, not armoured (*S4 and two Attacks on a W1 body*) SEE SPECIAL RULES

PRIMARY Agility Combat

SECONDARY Cunning Ferocity Savant

STARTING GEAR Aspect Armour

FREE SKILL War Mask Fury

EQUIPMENT LIST

PISTOL

Shuriken Pistol 15 credits

CLOSE-COMBAT

Scorpion Chainsword 15 credits

ARMOUR

Aspect Armour

included

ACCESSORY

Mask Of Howling Doom 25 credits

The Striking Scorpion Exarch is the close-cut shrine — the infiltrating assassin of the Swordwind, and the killer that climbs the storm the fastest because it kills the most. It steals into cover near the enemy and strikes from ambush, hacking with an S4 scorpion chainsword and firing a Rending shuriken pistol as it closes, two Attacks driving through a soft flank. War-Mask Fury lets it flow from one kill straight into the next: a foe taken Out of Action in melee earns a free short Consolidate that counts as a charge if it reaches another enemy, the mask never quite letting go. Each kill raises the Swordwind for the whole host. But its strength is entirely in the ambush and the open flank. On a single Wound behind aspect plate, the Scorpion cannot afford to be caught in the open mid-strike — it must cut and move, or the concentrated answer to a two-Attack threat will end it.

WARLOCK

CHAMPION

✖ 120 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	3+	3+	3	3	1	2+	1	6+	6+	4+	5+

SAVE 6+ ROBES

SPECIAL RULES

Psyker (a living seer of the Path — manifests the *Runes of Fate* (Wyrd powers) + *Smite*; only *Farseers*, *Warlocks* and *Spiritseers* touch the skein)

Battle Focus — fire-and-fade (the psyker weaves and fades with the *Aspects* it supports)

The Skein of Fate (light Fate)

Fragile, not armoured (a W1 robed psyker) SEE SPECIAL RULES

PRIMARY

Savant

Runes of Fate

SECONDARY

Agility

Ferocity

Leadership

Smite

STARTING GEAR Witchblade · Shuriken Pistol

EQUIPMENT LIST

PISTOL

Shuriken Pistol 15 credits

CLOSE-COMBAT

Witchblade 30 credits

Singing Spear 35 credits

STATUS

Waystone 30 credits

Runes Witnessing 40 credits

The Warlock is the battle-psyker of the Swordwind — a seer who has taken up the blade, weaving light witchery over the *Aspects* it fights beside. Through the Skein of Fate it lends a thin thread of foresight, a pre-roll shift of a single point to Guide a friendly roll or Doom an enemy's, and layers a Destructor blast or an Enhancing ward over the blade-storm as it advances — real support, never the banked, deep loom that is Ulthwé's alone. It carries a witchblade and shuriken pistol for the moment a fight reaches it, and dances and fades with the warriors it shelters behind. It is the softest body in the host: a single Wound behind nothing but robes, kept alive by staying behind the blades rather than by any save. Held in the second rank, the Warlock sharpens every kill around it; caught in front, it is the first and easiest thing the enemy takes off the board.

GUARDIAN DEFENDER

GANGER

× 60 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	4+	3+	3	3	1	3+	1	8+	7+	7+	7+

SAVE 5+ MESH

SPECIAL RULES Battle Focus — fire-and-fade (even the thin line fires and fades)

Fragile, not armoured (a 5+ mesh militia body) SEE SPECIAL RULES

PRIMARY Shooting SECONDARY Agility Cunning

STARTING GEAR Aeldari Mesh

EQUIPMENT LIST	
BASIC	ACCESSORY
Shuriken Catapult 20 credits	Shuriken Accelerator 20 credits
ARMOUR	
Aeldari Mesh	
included	

The Guardian Defender is the thin backbone the Swordwind rations to the bone — the citizen-militia every other craft-world fields in a tide, and that Biel-Tan fields by the handful. Its Guardian Defenders may never outnumber its Aspect Warriors, so each one is a body the host could not quite do without rather than one it can spend freely. It carries a shuriken catapult, and even the line troop is still Aeldari: Rending fire that bypasses armour on the high rolls, and Battle Focus to fire and fade like any Aspect. What it lacks is protection and depth — a single Wound behind 5+ mesh, no reserve behind it, no engine to replace it once it falls. The Guardian screens, tags soft targets to help feed the storm, and buys the killers a little room. Traded down early, it takes with it the few bodies the whole gang can afford to lose.

SWOOPING HAWK

GANGER

× 65 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"+Fly	3+	3+	3	3	1	3+	1	7+	6+	6+	7+

SAVE 4+ ASPECT

SPECIAL RULES Battle Focus — fire-and-fade (leaps and strafes) The Swordwind (a sky-kill feeds the storm too)

Fragile, not armoured (a flying W1 Aspect) SEE SPECIAL RULES

PRIMARY Agility Shooting SECONDARY Combat Cunning

STARTING GEAR Aspect Armour

EQUIPMENT LIST

BASIC

Lasblaster 20 credits

SPECIAL

Hawks Talon 35 credits

ARMOUR

Aspect Armour

included

PERSONAL

Hawk Wings 40 credits

The Swooping Hawk is the sky-leaping skirmisher of the Swordwind — an Aspect that takes the fire-and-fade into the air, striking from above and gone before the ground can answer. On winged flight it leaps clear of terrain and enemies alike, strafing with a lasblaster's rapid fire and descending anywhere without fear of the fall. Battle Focus is the fade made aerial: it fires on the pass and repositions out of reach, choosing every exchange and refusing the rest. A kill taken from the sky feeds the storm exactly as a blade does, climbing the Swordwind for the whole gang. Its whole survival is in staying airborne and untouchable — a single Wound behind aspect plate makes it a harasser, never a holder. Kept moving above the fight it is a constant, irritating threat that still contributes to the fury; cornered on the ground or caught in the open, it dies like any other paper body.

WARP SPIDER

GANGER

× 70 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	3+	3+	3	3	1	3+	1	7+	6+	6+	7+

SAVE 4+ ASPECT

SPECIAL RULES Battle Focus — fire-and-fade (*flicker-jump is the fade made instant — vanish before the reply*)

The Swordwind (*a monofilament kill climbs the storm*)

Fragile, not armoured (*a W1 flicker-skirmisher — deadly in the jump, dead if it lands wrong*) SEE SPECIAL RULES

PRIMARY Agility Cunning SECONDARY Combat Ferocity Shooting

STARTING GEAR Aspect Armour

EQUIPMENT LIST

SPECIAL

Death Spinner 35 credits

PERSONAL

Flicker Jump 45 credits

ARMOUR

Aspect Armour

included

The Warp Spider is the flicker-jump harasser of the Swordwind — an Aspect that steps through the warp itself to appear where it is least wanted and vanish before the reply. It fires the death spinner, a monofilament weapon that saws through a target at short range, then flicker-jumps clear: the fade made instant, a teleport of a handful of inches that ignores terrain and models both. Battle Focus and the jump together make it the hardest thing in the host to pin. Every monofilament kill climbs the Swordwind for the whole gang, the teleporting edge feeding the fury like any blade. Its danger and its fragility are the same trait — a single Wound behind aspect plate, deadly in the jump and dead if it lands wrong. Played as a flickering edge-skirmisher it is a constant menace; misjudge a jump into the open, or roll the jump badly, and it is gone with nothing to show for it.

VEHICLES

CRIMSON HUNTER

GUNSHIP

✖ 230 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
20"	7	6	5	6	5+	4+	4+	6+	6+	5+	5+

LOCOMOTION Flyer

ALTITUDE ACCESS Interceptor — reaches Low/High (cannot land)

MINIMUM MOVE Minimum move 10"

TURN CAP tight (Interceptor)

FIRING (LOW) Low altitude — normal accuracy, all hardpoint arcs fire

FIRING (HIGH) High/pass — strafe corridor: forward-fixed hardpoints along the line; Turret hardpoints also reach the sides

HARDPOINTS

- ♦ Bright Lance — Wing arc (Crew)
- ♦ Pulse Laser — Nose arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The Crimson Hunter is a pure interceptor sky-hunter — a forward-firing aircraft built to own the airspace above a battle and to hunt what flies and what moves fast below. It carries no cargo and cannot land: with no Hover capability it holds no station, so it must make its minimum move every round, screaming across the field at Low or High altitude and banking back for another firing pass. Twin bright lances slung under its wings spear armour and fast movers alike, and a nose pulse laser adds a rapid volley to finish what the lances cripple. Its defence is velocity and altitude, never armour — a target it has already overflowed cannot easily answer, and the holo-slippery hull turns aside what fire does find it. A gang fields one to deny the sky and to gut the enemy's swiftest assets. It plugs into the Ash-Wastes vehicle rules for its facing Toughness and Hull Points, and into the Flight rules for its altitude, its minimum move and its passes.

Uses the Macromunda Flight rules — see Flying Mechanics.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

FALCON

TRANSPORT

✖ 180 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
12"	7	6	5	6	5+	4+	4+	6+	6+	5+	5+

LOCOMOTION Skimmer

HARDPOINTS

- ♦ Pulse Laser — Turret arc (Crew)
- ♦ Shuriken Cannon — Hull arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Transport (3 fighters)
- ♦ holo-field

The Falcon is the war-host's main battle skimmer — the grav-tank that fights and carries both, a pulse-laser gunship hull with room for a handful of Aspect Warriors folded behind the crew. Where the Wave Serpent is a transport that defends itself, the Falcon is a gunship that happens to carry cargo: its turret pulse laser reaches out to gut light armour and fell elites while a hull shuriken cannon — or a scatter laser or starcannon in its place — sweeps the ground before it. A holo-field wraps the hull in displacement-blur, bending the eye and the aim of anything that shoots at it, so it slips through fire that would down a heavier tank. As a Skimmer it goes where tracks cannot and carries up to three fighters to the heart of the fight. One per gang, holo-slippery and fast, it is the host's answer to almost anything. It plugs into the Ash-Wastes vehicle rules for its facing Toughness, its Hull Points and its handling.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

FIRE PRISM

VEHICLE

✖ 200 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
12"	7	6	5	6	5+	4+	4+	6+	6+	5+	5+

LOCOMOTION Skimmer

HARDPOINTS

- ◆ Prism Cannon — Turret arc (Crew)
- ◆ Shuriken Cannon — Hull arc (Crew)

SPECIAL RULES

- ◆ 0-1 per gang
- ◆ holo-field

The Fire Prism is the war-host's dedicated armour-killer — a grav-tank whose whole being is built around the great faceted crystal of its prism cannon. That gun dials its wrath each time it charges: a focused lance to spear the heaviest hull on the field, or a dispersed blossom of light to scythe across massed infantry, so the crew answers a lone brute and a packed advance with the same weapon. A hull shuriken cannon clears the ground beneath it. A holo-field cloaks the tank in displacement-blur that turns aside the fire it draws, and its Skimmer drives carry it over terrain and gulf at speed, striking from an angle and repositioning before the reply lands. Fast, slippery and precise, it sits well below the super-heavy tier — a battle tank the scale of the host it serves, not a war-engine. One per gang. It plugs into the Ash-Wastes vehicle rules for its facing Toughness, its Hull Points and its handling.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

HEMLOCK WRAITHFIGHTER

GUNSHIP

✖ 250 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
18"	7	6	5	6	5+	4+	4+	6+	6+	5+	5+

LOCOMOTION Flyer

ALTITUDE ACCESS Interceptor — reaches Low/High (cannot land)

MINIMUM MOVE Minimum move 8"

TURN CAP tight (Interceptor)

FIRING (LOW) Low altitude — normal accuracy, all hardpoint arcs fire

FIRING (HIGH) High/pass — strafe corridor: forward-fixed hardpoints along the line; Turret hardpoints also reach the sides

HARDPOINTS

- ♦ D Scythe — Wing arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ mindshock pod (battle-shock aura)

The Hemlock Wraithfighter is the ghost in the sky — a spirit-driven aircraft crewed not by a living pilot but by a Wraith construct, wailing over the battlefield to reap what walks below. Like all its kind it cannot hover or land: with no Hover capability it holds no station and must make its minimum move each round, sweeping across the field at Low or High altitude and turning for another pass. Twin heavy D-scythes beneath its wings fan out short-ranged sheets of dissolving energy that unmake infantry outright, while a mindshock pod broadcasts a wave of terror over everything it overflies, sowing battle-shock in the ranks beneath. It carries nothing and defends itself with speed, altitude and the holo-slippery hull. Iyanden-flavoured and spirit-crewed, a gang fields one to terrorise the ground from an air it cannot be answered in. It plugs into the Ash-Wastes vehicle rules for its facing Toughness and Hull Points, and into the Flight rules for its altitude, its minimum move and its passes.

Uses the Macromunda Flight rules — see Flying Mechanics.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

NIGHT SPINNER

VEHICLE

✖ 165 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
12"	7	6	5	6	5+	4+	4+	6+	6+	5+	5+

LOCOMOTION Skimmer

HARDPOINTS

- ◆ Doomweaver — Turret arc (Crew)
- ◆ Shuriken Cannon — Hull arc (Crew)

SPECIAL RULES

- ◆ 0-1 per gang
- ◆ holo-field

The Night Spinner is the war-host's artillery skimmer — a grav-tank that hurls a spreading net of monofilament from its doomweaver over cover and wall to fall upon whatever shelters behind. It needs no sight of its mark: it drops its razor shroud onto a packed advance and lets the strands reap the lightly armoured and snare the survivors, so a formation that meant to charge instead crawls. A hull shuriken cannon guards its approaches. A holo-field bends the aim of return fire, and its Skimmer drives keep it moving — this is artillery that never sits still, raining and relocating so the guns it torments never find it. Fast and holo-slippery, it is the answer to numbers under cover, dropping death onto ground the rest of the host cannot reach. One per gang. It plugs into the Ash-Wastes vehicle rules for its facing Toughness, its Hull Points and its handling.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

VYPER

VEHICLE

✖ 100 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
14"	6	5	4	4	4+	5+	4+	6+	6+	5+	5+

LOCOMOTION Skimmer

HARDPOINTS

- ♦ Shuriken Cannon — Front arc (Crew)
- ♦ Twin Shuriken Catapult — Hull arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ open-topped

The Vyper is the war-host's fast-attack skimmer — a two-crew open-topped weapon platform slung beneath an anti-grav vane, tissue-thin but blistering fast. It is the Aeldari glass flanker: a hull that mounts a single heavy gun — a shuriken cannon, or in its place a scatter laser, bright lance or starcannon — with a twin shuriken catapult to sweep the crew's own flanks clear. Nothing about it is built to endure. Its open canopy leaves the pilots as exposed as any Guardian, and it survives the only way the host survives, by never being where the return fire falls. As a Skimmer it glides over broken ground and terrain that would mire a tracked hull, striking from an angle and sliding away before the enemy can bring guns to bear. A gang fields one to hunt what moves fast and to punish a flank, and to be gone by the time the answer comes. It plugs into the Ash-Wastes vehicle rules for its facing Toughness, its Hull Points and its handling.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

WAVE SERPENT

TRANSPORT

✖ 135 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
12"	7	6	5	6	5+	4+	4+	6+	6+	5+	5+

LOCOMOTION Skimmer

HARDPOINTS

- ◆ Scatter Laser — Turret arc (Crew)
- ◆ Twin Shuriken Catapult — Hull arc (Crew)

SPECIAL RULES

- ◆ 0-1 per gang
- ◆ Transport (6 fighters)
- ◆ serpent shield

The Wave Serpent is the war-host's battle-transport — a fast, holo-slippery grav-tank built to carry an entire shrine into the fight and shrug the first salvo aimed at it. Its defining feature is the serpent shield, a projected energy field across the prow that turns aside the ranged fire it takes on the approach, so it reaches its drop-point with its cargo intact where a lesser hull would be gutted. A turret twin-links its main gun — twin scatter lasers, or bright lances, starcannons or shuriken cannons to taste — with a hull-mounted twin shuriken catapult to clear infantry from its path. As a Skimmer it crosses terrain and gulf alike at speed, and it carries up to six fighters in its belly. One per gang, it is the anchor of the fleet: the hull the rest of the host rides to war. It plugs into the Ash-Wastes vehicle rules for its facing Toughness, its Hull Points and its handling.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).



PSYCHIC DISCIPLINES

✖ THE RUNES OF FATE

PSYCHIC DISCIPLINE

The Runes of Fate are the witchcraft of the seer-path — the reading and re-weaving of the skein that only a Farseer, Warlock or Spiritseer may attempt. A seer bends probability toward its war-host and away from the foe, wraps a comrade in a shield of certainty, and when the reading turns to wrath looses the storm of the warp itself. Each is a Wyrld power drawn through the skein; every working courts the price of over-reaching. At creation a seer with access picks one power from the table below.

ROLL

POWER

1	Guide. Guide is a Wyrd power of the seer-path. While it holds, one friendly fighter within Short range fights with the seer's foresight laid over its aim — it re-rolls failed hit rolls in the shooting phase. The seer reads the shot an instant before it is taken and steers the barrel true. It is the oldest gift of the Farseer's craft, and the reason a war-host of the Aeldari kills far above the weight of its numbers.
2	Doom. Doom is a Wyrd power that unpicks a single thread of an enemy's future. One enemy fighter within 18" and line of sight is marked; until the start of the next round, every attack made against the doomed fighter re-rolls failed wound rolls. The seer does not strike the target — it merely shows the war-host where the killing blows already lie. A force-multiplier that turns a glancing gang into a lethal one for a single round.
3	Fortune. Fortune is a Wyrd power that wraps a comrade in a lattice of averted fates. While it holds, one friendly fighter within Short range gains a 5+ invulnerable (fate-shield) save against every attack that strikes it. The blows that should land slide a hair's breadth wide, guided away by a future the seer has already unwritten. This protection does not stack with other Aeldari sources of the same shield.
4	Mind War. Mind War is a Wyrd power of pure psychic violence. The seer locks its will against one enemy fighter within 18" and line of sight in a silent duel of minds, resolved by the Wyrd Powers rules. Should the seer's working prevail, the target suffers a single wound that no armour or field can turn, and is left reeling — it is Pinned. A weapon that ignores every plate the enemy owns, but one that stakes the seer's own mind on the outcome.
5	Eldritch Storm. Eldritch Storm is a Wyrd power that tears the warp open at a chosen point within 12". Coruscating psychic lightning erupts there: every fighter within 2" of that point — friend or foe alike — is struck by a hit at Strength 4, AP-1, Damage 1, and cover gives no protection. The seer calls the storm but cannot fully leash it; a war-host learns to loose it only where its own do not stand.
6	Witchfire Lance. Witchfire Lance is the seer-path turned to open wrath — a spear of raw psychic force hurled from the seer's outstretched hand. One enemy fighter within 18" and line of sight takes a single hit at Strength 6, AP-2, Damage 3. It is the deadliest working the runes hold, the moment the reader stops guiding the war-host and simply kills; but each casting draws deep on the skein and courts its price.

GANG TACTICS

D66

ROLL	TACTIC	TIMING
11	Storm Of Blades. <i>The host looses everything it has.</i> Play at any point in the round. Choose one friendly Aspect fighter. Until the end of this round, each shuriken or ranged weapon it fires shoots one extra shot. Let the volume do the killing the war-mask demands.	ANY ROUND
12	The Rising Storm. <i>The fury climbs ahead of the killing.</i> Play at the start of the round. Immediately raise your gang's Swordwind by one step, up to its cap, without a kill being made. The storm answers a moment early — spend it on the turn you mean to break the enemy open.	START OF ROUND

13	First To The Foe. <i>The blade lands before the enemy is ready.</i> Play when a friendly fighter declares a charge. That fighter strikes first in the ensuing melee this round, before any fighter it charged may react and before Pinning is resolved against it. Reach the foe first, and the fight is half won.	WHEN A FRIENDLY FIGHTER CHARGES
14	Fleet Of Foot. <i>The whole host flows forward at once.</i> Play at the start of the round. Until the end of this round, your fighters ignore the movement cap that Battle Focus normally imposes on a fire-and-fade — they may fire and still reposition their full distance. Choose your range, and take all of it.	START OF ROUND
15	Masked Wrath. <i>Behind the mask there is only the killing.</i> Play at any point in the round. Choose one friendly fighter. Until the end of this round, it re-rolls failed Wound rolls in melee. The war-mask does not miss twice.	ANY ROUND
16	No Retreat From The Mask. <i>No warrior breaks while the mask is down.</i> Play when one of your fighters is required to take a Nerve test. That fighter automatically passes the test. The Swordwind does not falter for fear.	WHEN A NERVE TEST IS REQUIRED
21	War Dance. <i>The perfect motion — fire, flow, and strike, all in one breath.</i> Play at any point in the round. Choose one friendly fighter. In its activation this round it may shoot, make a full reposition, and still charge, ignoring the fuel-cost that would normally force it to choose. Close from range into a kill in a single turn.	ANY ROUND
22	The Keen Edge. <i>The blade sharpens with every stroke.</i> Play at any point in the round. Choose one friendly fighter. Until the end of this round, it adds 1 to its Wound rolls in melee. A keener edge finds the gap the last blow missed.	ANY ROUND
23	Blade And Shadow. <i>The Scorpion is where the enemy is not looking.</i> Play at the start of the round. Choose one friendly Striking Scorpion. Until the end of this round, it may move through cover and terrain as though open ground, and any enemy trying to shoot it at long range is at an additional –1 to Hit. Strike from the shadow, and be gone into it.	START OF ROUND
24	Shrine Sworn. <i>One Aspect fights as though the storm had already risen.</i> Play at any point in the round. Choose one friendly Aspect Exarch. Until the end of this round, it counts your gang's Swordwind as one step higher than it has truly risen, up to the cap. The sworn of the shrine feel the fury first.	ANY ROUND
25	The Early Kill. <i>The first blood is worth more than the last.</i> Play at any point in the round. The next enemy any of your fighters takes Out of Action this round raises your Swordwind by two steps instead of one, up to the cap. Feed the storm early, and it catches all the faster.	ANY ROUND
26	Infiltrators Patience. <i>The killer waits until the ground is chosen.</i> Play during deployment. Choose one friendly fighter. It is set up after all other fighters of both gangs have deployed, hidden, and may be placed closer to the enemy than the mission would otherwise allow. The blade is already at the throat before the battle begins.	DEPLOYMENT
31	Banshee Scream. <i>The war-shout unmans the foe before the blade lands.</i> Play at any point in the round. Choose one friendly Howling Banshee. Until the end of this round, every enemy engaged with it is at –1 to Hit in melee, their strokes coming wide of the shrieking mask.	ANY ROUND
32	Dragons Breath. <i>The fire finds the weak seam in the armour.</i> Play when a friendly Fire Dragon makes a Shoot action with its fusion weapon. Re-roll the Hit, and add 1 to the Wound roll for that shot. Make the one melta shot the shrine gets truly count.	WHEN A FRIENDLY FIGHTER SHOOTS

33	Reapers Eye. <i>The patient gunner has already seen the shot land.</i> Play when a friendly Dark Reaper makes a Shoot action. For that shot, the target gains no benefit from cover, and the Reaper adds 1 to its Hit roll at long range. Nothing hides from the eye that waits.	WHEN A FRIENDLY FIGHTER SHOOTS
34	Spider Step. <i>Here, then gone, then here again.</i> Play at any point in the round. Choose one friendly Warp Spider. Until the end of this round, it may make a second flicker-jump, and it does not risk a misfire on either jump. Twice through the warp, and never where the enemy aims.	ANY ROUND
35	Hawks Dive. <i>Down out of the sky, a burst, and up again.</i> Play at any point in the round. Choose one friendly Swooping Hawk. This round it may make a high move and still take a Shoot action, raking a target on the descent before it climbs back out of reach.	ANY ROUND
36	Avenger Discipline. <i>The disciplined volley finds every gap.</i> Play when a friendly Dire Avenger makes a Shoot action with a shuriken weapon. For that action, its Rending triggers on an unmodified 5+ instead of 6+, so a greater share of the discs slice clean through the enemy's armour whatever its thickness.	WHEN A FRIENDLY FIGHTER SHOOTS
41	The Storm Answers. <i>Where the war-leader stands, the host surges.</i> Play at the start of the round. Until the end of this round, friendly fighters within 6" of your Autarch re-roll their Charge rolls. The storm follows the one who raises it.	START OF ROUND
42	Consolidate The Cut. <i>From one kill straight into the next.</i> Play when a friendly fighter takes an enemy Out of Action in melee. That fighter immediately makes a free full Consolidate move, and if it reaches a new enemy it counts as having charged. The mask carries the killer onward.	WHEN A FRIENDLY FIGHTER KILLS IN MELEE
43	Open The Shrine. <i>The war-mask comes down, and the killing-trance takes hold.</i> Play at any point in the round. Choose one friendly fighter. Until the end of this round, whenever it takes an enemy Out of Action in melee it makes a free short Consolidate that counts as a charge if it reaches a new foe. For one round, any warrior fights as a Master of the shrine.	ANY ROUND
44	Masks Of Many. <i>Many masks, one storm.</i> Play at the start of the round. Choose two friendly Aspect fighters. Until the end of this round, each counts your gang's Swordwind as one step higher than it has truly risen, up to the cap. The host of the shrines moves as one keen edge.	START OF ROUND
45	The Unbroken Line. <i>The few do not break.</i> Play when your gang is required to take a Bottle test, or when a fighter must take a Nerve test. Re-roll that test. A thin host holds its ground on will where it cannot hold it on numbers.	WHEN A NERVE TEST IS REQUIRED
46	Khaines Favour. <i>The Bloody-Handed God smiles on the blade.</i> Play at any point in the round. Choose one friendly fighter. Until the end of this round, it re-rolls all failed Hit rolls in melee. Where Khaine's favour rests, no stroke is wasted.	ANY ROUND
51	Relentless Advance. <i>The host closes and does not slow.</i> Play at the start of the round. Until the end of this round, your fighters treat all terrain as open ground while moving and do not slow for it. The Swordwind gives up no tempo to broken ground.	START OF ROUND
52	The Swift Strike. <i>Speed becomes a second blade.</i> Play at any point in the round. Choose one friendly fighter. On the turn it charges this round, it makes one additional Attack. The faster the closer, the more strokes it lands.	ANY ROUND
53	Fade And Return. <i>Fire from cover, and be gone before the answer comes.</i> Play when a friendly fighter takes a Shoot action. After the shot is resolved, that fighter immediately makes a full reposition move without paying the usual fuel-cost of Battle Focus. Kill, and vanish.	WHEN A FRIENDLY FIGHTER SHOOTS

54	The Mask Holds. <i>The trance holds the pain at bay.</i> Play at any point in the round. Choose one friendly fighter. Until the end of this round, it ignores the to-hit penalty of any Flesh Wounds it carries, fighting as though unhurt. The mask does not feel the cut.	ANY ROUND
55	Bladed Wind. <i>A gale of monomolecular death.</i> Play when a friendly fighter takes a Shoot action with a shuriken weapon. For that action the weapon fires one extra shot, and its Rending triggers on an unmodified 5+ instead of 6+. The wind of blades finds every gap at once.	WHEN A FRIENDLY FIGHTER SHOOTS
56	The Storm Crests. <i>At its height, the storm spares nothing.</i> Play at any point in a round while your Swordwind stands at its maximum step. Until the end of this round, your fighters re-roll Hit rolls of 1 in melee and at short range. When the blades are keenest, almost nothing they reach survives.	ANY ROUND (SWORDWIND AT MAXIMUM STEP)
61	Scorpions Sting. <i>The first cut is always fatal.</i> Play at any point in the round. Choose one friendly Striking Scorpion. The first melee Attack it lands this round automatically Wounds its target. The sting goes in before the enemy knows it is fighting.	ANY ROUND
62	The Last Dance. <i>A dying Aspect sells its life dearly.</i> Play at any point in the round. Choose one friendly fighter that is Seriously Injured or has lost a Wound this battle. Until the end of this round, it acts as though Standing and Active and makes one additional Attack in melee. The mask fights hardest at the end.	ANY ROUND
63	Warded Charge. <i>The seer's foresight steers the charge through the fire.</i> Play when a friendly fighter declares a charge. As it makes its charge move this round, it may not be targeted by reaction or overwatch shots. The blade reaches the foe untouched by the guns that meant to stop it.	WHEN A FRIENDLY FIGHTER CHARGES
64	Seers Whisper. <i>A thread of foresight, pulled at the right moment.</i> Play at any point in the round, if your gang fields a Warlock or Farseer. Choose one roll within that seer's reach and shift it by one — Guide a friendly roll up, or Doom an enemy roll down. Even a thin skein bends the moment that matters.	ANY ROUND
65	The Gathering Storm. <i>Each kill drags the next closer.</i> Play at any point in the round. The next enemy taken Out of Action by any of your fighters this round raises your Swordwind by two steps instead of one, up to the cap. The storm gathers on the strength of a single well-timed kill.	ANY ROUND
66	The Swordwind Unbound. <i>For one furious round, the storm knows no limit.</i> Play at the start of the round. Until the end of this round, your Swordwind's cap is raised by one step, and if it already stands at its normal maximum it rises one step beyond it. Unleash it on the turn you mean to end the battle — the storm will not blow this hard again.	START OF ROUND

ALLIANCES

THE PATIENT WALL

ALLIANCE

WHO	a deep-screening, attritional gang built to weather an alpha (any patient, body-rich or defensive band that has made starving the Swordwind its purpose; generic, the House's designed nemesis, struck as a feud rather than a fixed named gang)
TERMS	campaign-long feud: the two gangs cannot ally and gain a bonus whenever they are matched against each other. When Biel-Tan fights the feuding gang, the enemy adds one free reserve fighter to its list (the extra chaff that soaks the first charge), and the Swordwind may not rise above step 2 for the first two rounds of the battle (the storm is denied its early kills). The feud persists until one gang forces the other to bottle out twice, or the campaign ends

The Swordwind's designed nemesis is the patient wall — any deep-screening, attritional band that has made starving the storm its purpose, a body-rich or defensive gang built to weather an alpha. This is struck as a campaign-long feud rather than an alliance: the two gangs cannot ally, and each gains a bonus whenever it is matched against the other. When Biel-Tan fights the feuding gang, the enemy adds one free reserve fighter to its list — the extra chaff that soaks the first masked charge — and the Swordwind may not rise above step 2 for the first two rounds of the battle, denied its early kills. The feud persists until one gang forces the other to bottle out twice, or the campaign ends.

THE WANDERING DEMIGODS

ALLIANCE

WHO	the wandering demigods of the shrines — the Avatar of Khaine and the Phoenix Lords Biel-Tan draws more readily than any other craftworld (generic war-shrine alliance, struck when the pact is made, never a fixed named hire)
TERMS	campaign-only war-shrine pact, phase-gated: once the campaign reaches its declared middle phase, while both the gang and the demigod's shrine stand on the same world, Biel-Tan may call a wandering demigod to a shared battle — a named Phoenix Lord or the Avatar joins the gang's list for that battle at reduced hire cost, and while it stands the gang's Swordwind climbs one step faster. No permanent roster addition — the demigod walks on when the war moves

Biel-Tan stands with the wandering demigods of the shrines — the Avatar of Khaine and the Phoenix Lords, whose paths it walks more widely than any other craftworld. This is a campaign-only war-shrine pact, phase-gated and never a fixed named hire. Once the campaign reaches its declared middle phase, and while both the gang and a demigod's shrine stand on the same world, Biel-Tan may call a wandering demigod to a shared battle: a named Phoenix Lord or the Avatar joins the gang's list for that battle at reduced hire cost, and while it stands the gang's Swordwind climbs one step faster. No demigod is ever added to the permanent roster — it walks on the moment the war moves. The pact grants no cross-battle standing beyond that call.

ROLL	FAVOUR	PATRON
2	The Molten Heart. The Avatar of Khaine stirs, and the war-shrines wake around its molten heart. In your next battle your whole gang fights with a fury that will not be denied: every fighter re-rolls Hit rolls of 1 in melee, and your Swordwind begins at step 2. But the Bloody-Handed God demands blood for its favour — if your gang voluntarily bottles out of that battle, it forfeits the reward and loses 1 Reputation. The molten heart does not forgive a host that turns away.	THE AVATAR OF KHAINE AND THE WAR-SHRINES IT WAKES (THE MOLTEN HEART OF THE SWORDWIND)
3	A Phoenix Walks. A wandering Phoenix Lord crosses your path — Biel-Tan walks the Aspect roads more widely than any other craftworld, and the demigods answer it readily. For your next battle, the cost to hire a Phoenix Lord is reduced, and if you field one it counts as having arrived early: it is available from the first round rather than held in reserve. The living legend of the shrine walks a while beside your host.	THE WANDERING PHOENIX LORDS WHOSE PATHS BIEL-TAN WALKS THE WIDEST OF ANY CRAFTWORLD
5	The Consecrated Blade. The war-shrine armourers who consecrate the blades of the Swordwind bless one of your weapons. Choose a single melee weapon carried by a fighter in your gang; for your next battle it gains the Parry trait if it lacks one, or adds 1 to its Damage if it already Parries. A blade blessed at the shrine bites deeper for one war, then the consecration fades.	THE WAR-SHRINE ARMOURERS WHO CONSECRATE THE BLADES OF THE SWORDWIND
7	The Shrines Blessing. The common blessing of the war-paths — the Aspect Shrines your Swordwind has opened lend their quiet favour to the coming fight. In your next battle, your gang's Swordwind begins at step 1 rather than step 0. It is the most ordinary of gifts and, for a host that lives on landing the first cuts, one of the most welcome: the storm is already stirring before a blow is struck.	THE ASPECT SHRINES THE SWORDWIND OPENS (THE COMMON BLESSING OF THE WAR-PATHS)
9	A Keener Edge. The Masked — the Aspect Exarchs who teach the killing craft — take one of your warriors aside. Choose a fighter in your gang; it immediately gains one skill of your choice from a skill set it has Primary or Secondary access to, learned at the feet of the shrine. The Exarchs give their edge only to those who have already proven they can carry it.	THE ASPECT EXARCHS OF THE SHRINES (THE MASKED, WHO TEACH THE KILLING CRAFT)
11	The Masked Host. The war-shrines' counsel of the paths reads the threads of the coming fight and tells you where to set the storm. In your next battle, after both gangs have deployed, you may redeploy up to three of your fighters anywhere within your own deployment zone, and one of them may instead be set up hidden. Foresight enough to place the blades exactly where they will cut deepest.	THE WAR-SHRINES' COUNSEL OF THE PATHS (FORESIGHT ENOUGH TO PLACE THE STORM)
12	The Demigods Regard. The greatest of the wandering demigods turns its regard upon your host — a named Phoenix Lord, or the Avatar itself, chooses to walk with the Swordwind. For your next battle you may field one such demigod at no hire cost, and while it stands your gang's Swordwind climbs one step faster. This is the rarest favour a craftworld can be granted: for one war, a living god fights at the head of your storm.	A NAMED PHOENIX LORD OR THE AVATAR ITSELF — THE GREATEST OF THE WANDERING DEMIGODS

☠ SUB-PLOTS

✧ THE RISING HOST

SUB-PLOT

Reward: When the gang has won battles fielding Exarchs of five or more different shrines, it earns the standing of a true Swordwind: it gains 1 Reputation and unlocks a permanent discount on opening its remaining Aspect-Shrine access, and its Swordwind engine begins each battle one step higher. Claimable once per campaign.

The Swordwind grows not in numbers but in paths mastered. This sub-plot rewards a gang that fields breadth rather than a tide. Over the campaign, win battles fielding at least one Exarch of every Aspect Shrine you have opened, exactly as the storm itself grows — in mastery, not in bodies. Once you have won battles fielding Exarchs of five or more different shrines, your gang earns the standing of a true Swordwind: it gains 1 Reputation, unlocks a permanent discount on opening its remaining Aspect-Shrine access, and its Swordwind engine begins each battle one step higher. Claimable once per campaign.

✧ THE UNBROKEN STORM

SUB-PLOT

Reward: That gang earns the legend of the unbroken storm: it gains 1 XP for each Aspect that fought in the battle, and once per campaign one Exarch that fought may permanently raise the Swordwind step it contributes on a kill by 1. Claimable once per campaign.

The perfect storm — crested before any of its few killers were spent. This sub-plot rewards the flawless assault. Win a battle in which you drive the Swordwind to its maximum step without losing a single Aspect Out of Action. Do so, and your gang earns the legend of the unbroken storm: it gains 1 XP for each Aspect that fought in that battle, and once per campaign one Exarch that fought may permanently raise the Swordwind step it contributes on a kill by 1. Claimable once per campaign.

LEGENDARY NAMES

✧ AETHYRAN THE STORM WROUGHT

AUTARCH — THE NAMED WAR-LEADER OF BIEL-TAN

XP cost (random): 6

XP cost (chosen): 12

Aethyran the Storm-Wrought is the greatest war-leader the Swordwind has ever known — an Autarch whose very presence drags the storm of blades to a fury no other host could drive. Its Wrath of the Swordwind reaches 9" rather than 6", every enemy it personally takes Out of Action raises the gang's Swordwind by two steps instead of one, and once per battle it may raise the Swordwind a step with no kill at all. While the Storm-Wrought lives, the fury climbs faster than any craftworld could match. But it knows only how to attack. It must always Charge when an enemy stands within reach of a Charge move, it may never voluntarily end an activation further from the nearest foe than it began, and if the gang ever bottles out while it still stands it loses double the usual reputation — a war-leader that does not know how to stop, and drags the host past the point of sense.

✧ THE FIRST SWORD

HOWLING BANSHEE EXARCH

XP cost (random): 5

XP cost (chosen): 10

The First Sword is the deadliest duellist of the shrines — a Howling Banshee Exarch that reaches the foe before the foe is ready, and kills before the storm has properly begun. Its charge always strikes first, even against fighters that would normally interrupt; on the turn it charges it makes one additional Attack; and any enemy it takes Out of Action in melee raises the Swordwind by two steps. But it lives only for the charge. It must charge the nearest enemy every round it is able, it may never hold back in a Group Activation with slower fighters, and if it ends a battle round without having fought in melee it suffers –1 to all rolls the following round — a blade that dulls the moment it is not cutting.

✧ THE SILENT MASK

STRIKING SCORPION EXARCH

XP cost (random): 5

XP cost (chosen): 10

The Silent Mask is the deadliest infiltrator of the shrines — a Striking Scorpion Exarch that walks from kill to kill through a soft line, the war-mask never lifting until the flank is gone. It always deploys hidden and close to the enemy regardless of the mission, its first melee Attack each battle automatically Wounds, and whenever it takes an enemy Out of Action in melee it makes a free full Consolidate rather than the usual short one. But it trusts only the ambush. It may not benefit from any friendly aura or lent Fate die, it must always be the fighter deployed closest to the enemy, and if it is ever forced to fight in the open without having charged that round it is at –1 to all rolls until it kills — an assassin badly out of its element in a fair fight.



TERRAIN

✧ THE WEBWAY SPIRE

TERRAIN

The Webway Spire is a Biel-Tan territory — a wraithbone gate-spire onto the webway, through which the shrines send their masked initiates. It is held as a portal rather than a holding, a stretch of world kept for the paths it opens. A gang holding the Webway Spire biases its post-battle income toward the shrines: it opens Aspect-Shrine access at reduced cost, and in each post-battle sequence it may re-roll one Rare-availability check for Aspect wargear or a shrine relic. The territory yields breadth and mastery more readily than coin — the host grows wider in paths walked, not richer in credits.

✧ WAR SHRINE RELIQUARY

TERRAIN

The War-Shrine Reliquary is an Aspect altar the Swordwind raises or seizes — a consecrated forward anchor where the blades are blessed and the storm gathers. A friendly fighter that ends its activation in base contact with the reliquary raises the gang's Swordwind by one step. Only one such raise may be claimed each round, and while an enemy fighter holds the reliquary the effect is suppressed for as long as it stands there. The reliquary earns no credits — it is a positioning and aggression feature, a place to push toward that pays out in fury rather than coin.

✂ THE CONSECRATION

SCENARIO

ATTACKER	Biel-Tan (assaulting to seize and consecrate a war-shrine reliquary at the centre of the field)
DEFENDER	the opposing gang (holding the reliquary, or racing to deny it)
DEPLOY	the war-shrine reliquary sits at the centre; Biel-Tan deploys on one edge, the defender on the other, with the shrine contested from the first round
OBJECTIVE	Biel-Tan wins by taking and holding the reliquary long enough to consecrate it — its Aspects must control the centre while the Swordwind rises around it; the defender wins by holding the shrine, or by breaking the assault before it can consecrate
VICTORY	Biel-Tan wins if it holds the reliquary with an Aspect at the end of two consecutive rounds while the Swordwind is at step 2 or higher; the defender wins if it holds the reliquary at the final round, or reduces Biel-Tan below three standing Aspects
REWARDS	Biel-Tan gains cheaper Aspect-Shrine access next post-battle sequence (the consecrated shrine opens a new path); the defender gains a reward for denying the consecration
CONTROL TRACK	a Biel-Tan win plants a consecrated shrine on the district, advancing its Control-Track claim; a defender win keeps the ground unhallowed and pushes the marker back

Biel-Tan assaults to seize and consecrate a war-shrine reliquary at the heart of the field — its Aspects must hold the centre while the Swordwind rises around it. The defender means to hold the shrine, or break the assault before it can be hallowed.

ATTACKER AND DEFENDER Biel-Tan is the attacker, driving to take the reliquary. The opposing gang is the defender, holding the shrine or racing to deny it.

BATTLEFIELD The war-shrine reliquary sits at the exact centre of the board. Arrange terrain around it so the centre is contested ground from the first round.

DEPLOYMENT Biel-Tan deploys along one board edge, the defender along the opposite edge, with the reliquary open between them.

CONSECRATING THE SHRINE The reliquary is controlled by whichever gang has a fighter within base contact and no enemy contesting it. Biel-Tan consecrates the shrine by holding it with an Aspect while the Swordwind is at step 2 or higher.

ENDING THE BATTLE The battle ends when one gang bottles out and fails to rally, or at the end of the agreed final round.

VICTORY Biel-Tan wins if it controls the reliquary with an Aspect at the end of two consecutive rounds while the Swordwind stands at step 2 or higher. The defender wins if it holds the reliquary at the final round, or reduces Biel-Tan below three standing Aspects.

REWARDS Biel-Tan gains cheaper Aspect-Shrine access in the next post-battle sequence, the consecrated shrine opening a new path. The defender gains a reward for denying the consecration.

CONTROL TRACK A Biel-Tan win plants a consecrated shrine on the district, advancing its Control-Track claim. A defender win keeps the ground unhallowed and pushes the marker back.

ATTACKER	Biel-Tan (the Swordwind, closing on a foe it means to overwhelm before its own thin host can bleed out)
DEFENDER	the opposing gang (dug in and hoping to weather the alpha, deny the early kills, and outlast the storm)
DEPLOY	Biel-Tan deploys forward and concentrated, its Aspects clustered for the assault; the defender deploys across the far half with cover between it and the enemy, free to screen and hold back
OBJECTIVE	Biel-Tan wins by front-loading the slaughter — driving the Swordwind to its maximum step and breaking the enemy before the battle runs long; the defender wins by surviving the alpha, denying the early kills, and out-attributing the depleted glass host
VICTORY	Biel-Tan wins if it takes the enemy's Leader plus two Champions Out of Action, OR reaches the maximum Swordwind step and forces the enemy to bottle out; the defender wins if the battle reaches its final round with the Swordwind still below its maximum step and the defender holding the field
REWARDS	Biel-Tan gains a Rising Storm boon (campaign renown scaled to how high the Swordwind climbed, within the cap); the defender gains a reward for blunting the storm and holding
CONTROL TRACK	a Biel-Tan win advances its Control-Track claim on the contested district (the storm swept it clean); a defender win pushes the marker back, the assault having burned out short of the wall

The Swordwind closes on a foe it means to overwhelm before its own thin host can bleed out. The defender has one hope: weather the alpha, deny the early kills, and outlast the storm.

ATTACKER AND DEFENDER Biel-Tan is the attacker. The opposing gang is the defender, dug in and hoping to ride out the assault.

BATTLEFIELD Set up terrain across the board with a swathe of cover between the two forces, giving the defender ground to screen and fall back through.

DEPLOYMENT Biel-Tan deploys first, forward and concentrated, its Aspects clustered for the assault. The defender then deploys across the far half of the board, free to place its fighters behind cover and to hold bodies back in reserve.

THE STORM RISES Biel-Tan's Swordwind is in full effect. Both players track the step as normal; the scenario turns on how high the attacker can drive it before the battle runs long.

ENDING THE BATTLE The battle ends when one gang bottles out and fails to rally, or at the end of the agreed final round.

VICTORY Biel-Tan wins if it takes the enemy's Leader plus two Champions Out of Action, or if it reaches the maximum Swordwind step and forces the enemy to bottle out. The defender wins if the final round is reached with the Swordwind still below its maximum step and the defender holding the field.

REWARDS Biel-Tan gains a Rising Storm boon, its campaign renown scaled to how high the Swordwind climbed within the cap. The defender gains a reward for blunting the storm and holding.

CONTROL TRACK A Biel-Tan win advances its Control-Track claim on the contested district — the storm swept it clean. A defender win pushes the marker back, the assault having burned out short of the wall.



AELDARI • HOUSE DOSSIER

CRAFTWORLD IYANDEN

Iyanden is the craftworld that died and would not lie down — it has too few of the living left to fight as the Aeldari should, so it fights with its dead, pouring fallen souls into wraithbone shells that feel no fear and shrug the fire that shatters living flesh; win by enduring what breaks any other gang behind a slow iron wall, lose the instant the fragile living seer who animates that wall is cut down or the wall is simply left behind.

Iyanden is the craftworld that died and would not lie down. Bled white by an ancient catastrophe, it has too few of the living left to fight as the Aeldari should — so it fights with its dead. Where every other craftworld is glass, surviving by never standing where the enemy aimed, Iyanden does the opposite: it pours the souls of fallen warriors into wraithbone shells that feel no fear and shrug off the fire that would shatter living flesh, then walks them slow and relentless into the guns.

Its constructs give up Battle Focus entirely — no fire-and-fade, no dance — and take endurance in its place: high Toughness, many Wounds, and a walk that no fear or wound can halt. The living remnant that remains keeps Battle Focus and touches the Skein of Fate lightly through its seers. But the dead do not walk on their own. Every construct moves only because a living Spiritseer wills it, and a seer is a fragile thing. Iyanden wins by enduring what breaks any other force; it loses the instant the seer who carries its dead is cut down, or the slow wall is simply left behind.

GANG COMPOSITION

CREDITS	1500
LEADERS	1
CHAMPIONS	4

BUILD RULES

- ♦ Starting credits: 1500
- ♦ No gang-wide Fate access — Fate comes only through the Spiritseer / Warlock
- ♦ Exactly 1 Leader — a Spiritseer by default, or a Wraithlord alt; but a living Spiritseer must be present to animate the dead
- ♦ 0-1 Warlock (secondary animator, light Fate)
- ♦ Wraith constructs are the bulk of the gang — the fewest bodies and the toughest in the faction
- ♦ 0-3 Guardian Defenders only (the living remnant, a minority behind the iron)
- ♦ 0-1 static Support Weapon (grounded craftworld artillery)
- ♦ Animator floor: the gang must field at least one living Spiritseer — while no seer lives and in range, the Wraiths lose the Ghost Host durability/relentless edge and act as inert constructs
- ♦ Mobility doctrine: the Wraiths forgo Battle Focus — no fire-and-fade, no kite; they walk forward and do not stop. The living remnant keeps Battle Focus

An Iyanden gang begins with 1500 credits and is built around its dead. It fields exactly one Leader — a Spiritseer by default, or a Wraithlord as the alternative — but a living Spiritseer must always be present, for the Wraiths are animated, not autonomous. A single Warlock may join as a secondary animator. The Wraith constructs form the bulk of the force; the living Guardian remnant is capped at three, a minority behind the iron, and one static Support Weapon may anchor the line.

This is the fewest, toughest force in the faction — three or four constructs and a seer are a whole warband. One rule governs all: at least one living Spiritseer must walk the field, for while no seer lives and in range the constructs lose their endurance and relentless edge and stand inert. The Wraiths forgo Battle Focus and never fire-and-fade — they advance and do not stop; the living remnant keeps it.

👤 GANG RULES

✂ THE GHOST HOST

GANG RULE

The Ghost Host is the Iyanden Code, and it makes the House fight unlike any of its kin. Its Wraith constructs — Wraithguard, Wraithblades, the Wraithlord, the lesser Wraith-Sentinels — are not built as the living Aeldari are. They give up Battle Focus entirely; a Wraith does not fire and fade, it advances and does not stop. In its place they bear an endurance no living seer can match: high Toughness, multiple Wounds, a heavy wraithbone save, and the relentless walk that no fear or wound can halt.

But the dead do not walk on their own. While at least one living Spiritseer stands within its Tether range, the host fights at its full, terrible endurance. The moment no Spiritseer lives to will them on, the Wraiths fall inert — leaderless husks, iron bodies with the soul-light gone out of them. The wall stands only while the seer stands, and a wise enemy reaches for the seer.

✂ WILL OF THE DEAD

GANG RULE

Will of the Dead is the reach of a Spiritseer's animating will, cast over the dead that walk within it. While a friendly Spiritseer stands, every friendly Wraith construct within its Tether range gains Relentless Advance — it cannot be Pinned, automatically passes Nerve tests, and is never slowed by difficult ground — and re-rolls Hit rolls of 1, its aim steadied by the seer's guiding thought.

The aura is the seer's gift and the seer's chain: it extends only as far as the living will can reach, and it fails the instant that will is silenced. Screen the Spiritseer and the dead march sure; lose the Spiritseer and the host fights on alone, unsteadied and slow.

FIGHTERS

SPIRITSEER

LEADER

170 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	3+	3+	3	3	2	2+	1	5+	6+	4+	4+

SAVE 6+ ROBES

SPECIAL RULES

Psyker (a living seer of the Path — manifests the Runes of Fate (Wyrd powers) + Smite; only Farseers, Warlocks and Spiritseers touch the skein)

Battle Focus — fire-and-fade (the living seer still dances — fire, reposition, refuse the return shot)

The Skein of Fate (a light touch of foresight)

The Ghost Host (the animator)

Will of the Dead (the aura source — friendly Wraiths within the Tether gain Relentless Advance and re-roll Hit rolls of 1)

Fragile, not armoured (a W2, 6+ robed body) SEE SPECIAL RULES

Typed Effects

- re-roll Hit

PRIMARY

Leadership

Savant

Runes of Fate

SECONDARY

Cunning

Ferocity

Smite

STARTING GEAR Singing Spear · Shuriken Pistol

EQUIPMENT LIST

PISTOL

Shuriken Pistol 15 credits

CLOSE-COMBAT

Witchblade 30 credits

Singing Spear 35 credits

STATUS

Runes Witnessing 40 credits

Spirit Stone Of Iyanden 50 credits

Wraith Wisp Familiar 55 credits

Kitbash — a bound spirit-wisp construct familiar; no datasheet.

A Spiritseer is the living will that walks the dead — a fragile seer whose voice reaches into wraithbone and wakes the souls sleeping there. Where the host is iron, the seer is glass; where the host bears many wounds, the seer has barely two. Everything the gang endures, it endures because this one figure still draws breath.

Special Rules

- Battle Focus:** the living seer still dances — after it shoots, it may reposition to refuse the return shot.
- The Skein of Fate:** a light touch of foresight passes through the seer's hands, a trickle of Guide and Doom, never the deep-banked loom of the great councils.
- The Ghost Host:** this Spiritseer is the animator whose Tether makes the whole Wraith host walk; while it lives and stands in range the dead endure at their full, terrible strength, and the moment it falls they go inert.

- **Will of the Dead:** friendly Wraiths within the seer's Tether range gain Relentless Advance and re-roll Hit rolls of 1, steadied by its animating will.
- **Fragile, Not Armoured:** a W2, 6+ robed body — the glass head on an iron host, and the one figure the enemy must reach to unmake the wall.

WARLOCK

CHAMPION

✕ 120 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	3+	3+	3	3	1	2+	1	6+	6+	4+	5+

SAVE 6+ ROBES

SPECIAL RULES

Psyker (a living seer of the Path — manifests the Runes of Fate (Wyrd powers) + Smite; only Farseers, Warlocks and Spiritseers touch the skein)

Battle Focus — fire-and-fade (the living psyker still dances — fire, reposition, refuse the return shot)

The Skein of Fate (a secondary trickle of foresight, steadying the seer core)

Fragile, not armoured (a W1, 6+ robed body)

SEE SPECIAL RULES

PRIMARY

Savant

Runes of Fate

SECONDARY

Agility

Ferocity

Leadership

Smite

STARTING GEAR Witchblade · Shuriken Pistol

EQUIPMENT LIST			
PISTOL		STATUS	
Shuriken Pistol		15 credits	Waystone
CLOSE-COMBAT			
Witchblade		30 credits	

The Warlock is a living psyker and Iyanden's secondary animator — a seer that steadies the Tether when the Spiritseer is pressed, and a second will to keep the dead walking should the first be cut down. Fragile and precious, it fights with a witchblade and a shuriken sidearm, never far from the host it helps sustain.

Special Rules

- **Battle Focus:** the living psyker still dances — after it shoots, it may reposition to refuse the return shot.
- **The Skein of Fate:** a secondary trickle of foresight, a light Guide and Doom that steadies the seer core.
- **Fragile, Not Armoured:** a W1, 6+ robed body — a fragile psyker, precious and exposed.

WRAITHBLADE

CHAMPION

✖ 239 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	—	5	6	3	4+	3	7+	5+	7+	8+

SAVE 3+

SPECIAL RULES

The Ghost Host (*the iron close-cutter — T6, three Wounds, Relentless; it shrugs the fire that shatters the living and does not stop*)

SEE SPECIAL RULES

PRIMARY

Brawn

Combat

SECONDARY

Ferocity

Savant

STARTING GEAR Ghostsword

FREE SKILL Implacable

EQUIPMENT LIST

CLOSE-COMBAT

Ghostaxe	40 credits
Ghostsword	40 credits

ARMOUR

Wraithbone Aegis	45 credits
Forceshield	75 credits

The Wraithblade is Iyanden's iron close-cutter — a Wraith construct built for the assault, wading through fire that shatters living flesh to reach the enemy and cut them down with a two-handed ghostsword. It does not shoot; it advances and kills. It founds with Implacable, the wraithbone that will not feel a Flesh Wound.

Special Rules

- The Ghost Host:** the close-cutter stands at T6, three Wounds and a 3+ save, Relentless; it shrugs the fire that breaks the living and does not stop. It fights at full endurance only while a living Spiritseer wills it on, and falls inert when none remains.

GUARDIAN DEFENDER

GANGER

✖ 60 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	4+	3+	3	3	1	3+	1	8+	7+	7+	7+

SAVE 5+ MESH

SPECIAL RULES **Battle Focus** — *fire-and-fade (the living remnant still fires and fades)*

Fragile, not armoured (a W1, 5+ mesh militia body) SEE SPECIAL RULES

PRIMARY

Shooting

SECONDARY

Agility

Cunning

STARTING GEAR Aeldari Mesh

EQUIPMENT LIST

BASIC

Shuriken Catapult 20 credits

ARMOUR

Aeldari Mesh

included

The Guardian Defender is the living remnant of Iyanden — one of the few still drawing breath, a militia warrior who holds objectives and screens the dead rather than forming the battle-line. It carries a shuriken catapult and, unlike the constructs, still moves as the living Aeldari do.

Special Rules

- Battle Focus:** the living remnant still fires and fades — a Guardian is still Aeldari, and after it shoots it may reposition to refuse the return shot.
- Fragile, Not Armoured:** a W1, 5+ mesh militia body — the few of the living left, a minority behind the iron.

WRAITH SENTINEL

GANGER

✖ 141 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	4+	4+	4	5	2	4+	2	7+	6+	7+	8+

SAVE 3+

SPECIAL RULES

The Ghost Host *(the lesser construct — T5, two Wounds, Relentless; the cheaper ghost body that thickens the wall)*

SEE SPECIAL RULES

PRIMARY

Shooting

SECONDARY

Brawn

Combat

Savant

STARTING GEAR Scything Limb

EQUIPMENT LIST	
SPECIAL	WARGEAR
Shuriken Cannon45 credits	Wraithbone Graft45 credits
CLOSE-COMBAT	
Scything Limb	
included	

The Wraith-Sentinel is the lesser construct — a cheaper ghost body that thickens the wall without the full weight of a Wraithguard. Lighter and swifter than its greater kin, it lays down Rendings support fire with a shuriken cannon and closes with an integral scything limb.

Special Rules

- The Ghost Host:** the lesser construct stands at T5, two Wounds and a 3+ save, Relentless; it endures the fire that breaks the living and keeps walking. It fights at full only while a living Spiritseer wills it on, and falls inert when none remains.

WRAITHGUARD

GANGER

✖ 237 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	4+	4+	5	6	3	4+	2	7+	6+	7+	8+

SAVE 3+

SPECIAL RULES

The Ghost Host (*the wall — T6, three Wounds, Relentless; it advances through fire that shatters the living and unmakes matter with its soul-fire*)

SEE SPECIAL RULES

PRIMARY

Brawn

Shooting

SECONDARY

Ferocity

Savant

STARTING GEAR Wraithcannon

EQUIPMENT LIST

SPECIAL

D Scythe	40 credits
Wraithcannon	55 credits

ARMOUR

Wraithbone Aegis	45 credits
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The Wraithguard is the wall — the relentless ranged bulk of the Ghost Host, a Wraith construct that walks through the enemy's fire and answers it with soul-fire that unmakes matter itself. It carries a wraithcannon or a D-scythe and forms the immovable core of the line.

Special Rules

- The Ghost Host:** the wall stands at T6, three Wounds and a 3+ save, Relentless; it advances through fire that shatters the living and does not stop. It endures at full only while a living Spiritseer wills it on, and falls inert when none stands in range.

SUPPORT WEAPON

CREW

✖ 176 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
3"	5+	3+	4	6	3	4+	1	8+	7+	8+	8+

SAVE 4+

SPECIAL RULES

The Ghost Host *(a grounded wraithbone platform — T6, three Wounds; it holds where it is planted and does not break)*

SEE SPECIAL RULES

PRIMARY

Shooting

SECONDARY

Brawn

STARTING GEAR D Cannon

EQUIPMENT LIST

HEAVY

Shadow Weaver45 credits

D Cannon

included

The Support Weapon is a grounded craftworld platform — a heavy gun set on a wraithbone chassis that holds where it is planted and does not break. Slow to move and built to endure, it anchors a durable gunline with a D-cannon's matter-unmaking blasts.

Special Rules

- The Ghost Host:** a grounded wraithbone platform at T6 and three Wounds; it holds its ground and endures where lighter crews would break. Like all the dead, it stands at full only while a living Spiritseer wills it on.

VEHICLES

CRIMSON HUNTER

GUNSHIP

✖ 230 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
20"	7	6	5	6	5+	4+	4+	6+	6+	5+	5+

LOCOMOTION Flyer

ALTITUDE ACCESS Interceptor — reaches Low/High (cannot land)

MINIMUM MOVE Minimum move 10"

TURN CAP tight (Interceptor)

FIRING (LOW) Low altitude — normal accuracy, all hardpoint arcs fire

FIRING (HIGH) High/pass — strafe corridor: forward-fixed hardpoints along the line; Turret hardpoints also reach the sides

HARDPOINTS

- ♦ Bright Lance — Wing arc (Crew)
- ♦ Pulse Laser — Nose arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The Crimson Hunter is a pure interceptor sky-hunter — a forward-firing aircraft built to own the airspace above a battle and to hunt what flies and what moves fast below. It carries no cargo and cannot land: with no Hover capability it holds no station, so it must make its minimum move every round, screaming across the field at Low or High altitude and banking back for another firing pass. Twin bright lances slung under its wings spear armour and fast movers alike, and a nose pulse laser adds a rapid volley to finish what the lances cripple. Its defence is velocity and altitude, never armour — a target it has already overflowed cannot easily answer, and the holo-slippery hull turns aside what fire does find it. A gang fields one to deny the sky and to gut the enemy's swiftest assets. It plugs into the Ash-Wastes vehicle rules for its facing Toughness and Hull Points, and into the Flight rules for its altitude, its minimum move and its passes.

Uses the Macromunda Flight rules — see Flying Mechanics.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

FALCON

TRANSPORT

✖ 180 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
12"	7	6	5	6	5+	4+	4+	6+	6+	5+	5+

LOCOMOTION Skimmer

HARDPOINTS

- ♦ Pulse Laser — Turret arc (Crew)
- ♦ Shuriken Cannon — Hull arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Transport (3 fighters)
- ♦ holo-field

The Falcon is the war-host's main battle skimmer — the grav-tank that fights and carries both, a pulse-laser gunship hull with room for a handful of Aspect Warriors folded behind the crew. Where the Wave Serpent is a transport that defends itself, the Falcon is a gunship that happens to carry cargo: its turret pulse laser reaches out to gut light armour and fell elites while a hull shuriken cannon — or a scatter laser or starcannon in its place — sweeps the ground before it. A holo-field wraps the hull in displacement-blur, bending the eye and the aim of anything that shoots at it, so it slips through fire that would down a heavier tank. As a Skimmer it goes where tracks cannot and carries up to three fighters to the heart of the fight. One per gang, holo-slippery and fast, it is the host's answer to almost anything. It plugs into the Ash-Wastes vehicle rules for its facing Toughness, its Hull Points and its handling.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

FIRE PRISM

VEHICLE

✖ 200 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
12"	7	6	5	6	5+	4+	4+	6+	6+	5+	5+

LOCOMOTION Skimmer

HARDPOINTS

- ◆ Prism Cannon — Turret arc (Crew)
- ◆ Shuriken Cannon — Hull arc (Crew)

SPECIAL RULES

- ◆ 0-1 per gang
- ◆ holo-field

The Fire Prism is the war-host's dedicated armour-killer — a grav-tank whose whole being is built around the great faceted crystal of its prism cannon. That gun dials its wrath each time it charges: a focused lance to spear the heaviest hull on the field, or a dispersed blossom of light to scythe across massed infantry, so the crew answers a lone brute and a packed advance with the same weapon. A hull shuriken cannon clears the ground beneath it. A holo-field cloaks the tank in displacement-blur that turns aside the fire it draws, and its Skimmer drives carry it over terrain and gulf at speed, striking from an angle and repositioning before the reply lands. Fast, slippery and precise, it sits well below the super-heavy tier — a battle tank the scale of the host it serves, not a war-engine. One per gang. It plugs into the Ash-Wastes vehicle rules for its facing Toughness, its Hull Points and its handling.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

HEMLOCK WRAITHFIGHTER

GUNSHIP

✖ 250 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
18"	7	6	5	6	5+	4+	4+	6+	6+	5+	5+

LOCOMOTION Flyer

ALTITUDE ACCESS Interceptor — reaches Low/High (cannot land)

MINIMUM MOVE Minimum move 8"

TURN CAP tight (Interceptor)

FIRING (LOW) Low altitude — normal accuracy, all hardpoint arcs fire

FIRING (HIGH) High/pass — strafe corridor: forward-fixed hardpoints along the line; Turret hardpoints also reach the sides

HARDPOINTS

- ♦ D Scythe — Wing arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ mindshock pod (battle-shock aura)

The Hemlock Wraithfighter is the ghost in the sky — a spirit-driven aircraft crewed not by a living pilot but by a Wraith construct, wailing over the battlefield to reap what walks below. Like all its kind it cannot hover or land: with no Hover capability it holds no station and must make its minimum move each round, sweeping across the field at Low or High altitude and turning for another pass. Twin heavy D-scythes beneath its wings fan out short-ranged sheets of dissolving energy that unmake infantry outright, while a mindshock pod broadcasts a wave of terror over everything it overflies, sowing battle-shock in the ranks beneath. It carries nothing and defends itself with speed, altitude and the holo-slippery hull. Iyanden-flavoured and spirit-crewed, a gang fields one to terrorise the ground from an air it cannot be answered in. It plugs into the Ash-Wastes vehicle rules for its facing Toughness and Hull Points, and into the Flight rules for its altitude, its minimum move and its passes.

Uses the Macromunda Flight rules — see Flying Mechanics.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

NIGHT SPINNER

VEHICLE

✖ 165 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
12"	7	6	5	6	5+	4+	4+	6+	6+	5+	5+

LOCOMOTION Skimmer

HARDPOINTS

- ◆ Doomweaver — Turret arc (Crew)
- ◆ Shuriken Cannon — Hull arc (Crew)

SPECIAL RULES

- ◆ 0-1 per gang
- ◆ holo-field

The Night Spinner is the war-host's artillery skimmer — a grav-tank that hurls a spreading net of monofilament from its doomweaver over cover and wall to fall upon whatever shelters behind. It needs no sight of its mark: it drops its razor shroud onto a packed advance and lets the strands reap the lightly armoured and snare the survivors, so a formation that meant to charge instead crawls. A hull shuriken cannon guards its approaches. A holo-field bends the aim of return fire, and its Skimmer drives keep it moving — this is artillery that never sits still, raining and relocating so the guns it torments never find it. Fast and holo-slippery, it is the answer to numbers under cover, dropping death onto ground the rest of the host cannot reach. One per gang. It plugs into the Ash-Wastes vehicle rules for its facing Toughness, its Hull Points and its handling.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

VYPER

VEHICLE

✖ 100 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
14"	6	5	4	4	4+	5+	4+	6+	6+	5+	5+

LOCOMOTION Skimmer

HARDPOINTS

- ♦ Shuriken Cannon — Front arc (Crew)
- ♦ Twin Shuriken Catapult — Hull arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ open-topped

The Vyper is the war-host's fast-attack skimmer — a two-crew open-topped weapon platform slung beneath an anti-grav vane, tissue-thin but blistering fast. It is the Aeldari glass flanker: a hull that mounts a single heavy gun — a shuriken cannon, or in its place a scatter laser, bright lance or starcannon — with a twin shuriken catapult to sweep the crew's own flanks clear. Nothing about it is built to endure. Its open canopy leaves the pilots as exposed as any Guardian, and it survives the only way the host survives, by never being where the return fire falls. As a Skimmer it glides over broken ground and terrain that would mire a tracked hull, striking from an angle and sliding away before the enemy can bring guns to bear. A gang fields one to hunt what moves fast and to punish a flank, and to be gone by the time the answer comes. It plugs into the Ash-Wastes vehicle rules for its facing Toughness, its Hull Points and its handling.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

WAVE SERPENT

TRANSPORT

✖ 135 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
12"	7	6	5	6	5+	4+	4+	6+	6+	5+	5+

LOCOMOTION Skimmer

HARDPOINTS

- ◆ Scatter Laser — Turret arc (Crew)
- ◆ Twin Shuriken Catapult — Hull arc (Crew)

SPECIAL RULES

- ◆ 0-1 per gang
- ◆ Transport (6 fighters)
- ◆ serpent shield

The Wave Serpent is the war-host's battle-transport — a fast, holo-slippery grav-tank built to carry an entire shrine into the fight and shrug the first salvo aimed at it. Its defining feature is the serpent shield, a projected energy field across the prow that turns aside the ranged fire it takes on the approach, so it reaches its drop-point with its cargo intact where a lesser hull would be gutted. A turret twin-links its main gun — twin scatter lasers, or bright lances, starcannons or shuriken cannons to taste — with a hull-mounted twin shuriken catapult to clear infantry from its path. As a Skimmer it crosses terrain and gulf alike at speed, and it carries up to six fighters in its belly. One per gang, it is the anchor of the fleet: the hull the rest of the host rides to war. It plugs into the Ash-Wastes vehicle rules for its facing Toughness, its Hull Points and its handling.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

WRAITHLORD

VEHICLE

✖ 545 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
6"	8	7	6	10	6+	2+	3+	6+	4+	6+	7+

LOCOMOTION Walker

HARDPOINTS

- ◆ Bright Lance — Front arc (Crew)
- ◆ Wraithbone Glaive — Front arc (Crew)

SPECIAL RULES

- ◆ 0-1 per gang
- ◆ The Ghost Host — a spirit-construct war-engine animated by a living Spiritseer's will (the decapitation leash): it endures and advances only while a Spiritseer is in range; with no seer it falls inert like any of the dead. Relentless, it forgoes Battle Focus entirely (a §5b Wraith trait that never ported to the vehicle track) and simply does not stop.
- ◆ Shoulder mount: the default Front hardpoint is a bright lance; a gang may field it instead as a scatter laser or a starcannon (the wraith's chosen gun for the war).

The Wraithlord is the towering revenant of Iyanden — the greatest of the honoured dead poured into the largest shell, a war-engine of wraithbone that carries the craftworld's fallen into the front line. No longer a Brute leader on the 12-stat grid: a constructed spirit-machine is a war-engine, not an organism, so it is re-homed onto the §5c Ash-Wastes vehicle track. Its wraithbone shell is its identity — a 2+ save across ten Hull Points behind a front-weighted frame (Toughness 8 to the front, 7 flank, 6 rear), striding forward at Movement 6": it grows tougher and deadlier, never faster, built to endure and to kill rather than to manoeuvre. A shoulder-mounted heavy gun — a bright lance by default, or a scatter laser or starcannon chosen for the war — rends at range from a fixed Front hardpoint, while a two-handed wraithbone glaive shears through whatever closes; both face forward, so the revenant must front its prey. It endures only while a living Spiritseer wills it on: relentless, forgoing the species' Battle Focus (a fighter-line trait that never ported to a hull), it simply does not stop — but with no seer in range the decapitation leash goes slack and the great construct falls inert, one more of the silent dead. Leadership is the seer's, not the machine's; the Wraithlord anchors the gang as its heaviest killer, not its commander. It resolves its damage, its handling and every catastrophic Loss of Control through the Ash-Wastes vehicle rules — priced provisionally from the profile at the number it carried as a fighter, never re-derived, never ported as a Brute onto a track it has outgrown.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

PSYCHIC DISCIPLINES

THE RUNES OF FATE

PSYCHIC DISCIPLINE

The Runes of Fate are the witchcraft of the seer-path — the reading and re-weaving of the skein that only a Farseer, Warlock or Spiritseer may attempt. A seer bends probability toward its war-host and away from the foe, wraps a comrade in a shield of certainty, and when the reading turns to wrath looses the storm of the warp itself. Each is a Wyrð power drawn through the skein; every working courts the price of over-reaching. At creation a seer with access picks one power from the table below.

ROLL	POWER
1	Guide. Guide is a Wyrð power of the seer-path. While it holds, one friendly fighter within Short range fights with the seer's foresight laid over its aim — it re-rolls failed hit rolls in the shooting phase. The seer reads the shot an instant before it is taken and steers the barrel true. It is the oldest gift of the Farseer's craft, and the reason a war-host of the Aeldari kills far above the weight of its numbers.
2	Doom. Doom is a Wyrð power that unpicks a single thread of an enemy's future. One enemy fighter within 18" and line of sight is marked; until the start of the next round, every attack made against the doomed fighter re-rolls failed wound rolls. The seer does not strike the target — it merely shows the war-host where the killing blows already lie. A force-multiplier that turns a glancing gang into a lethal one for a single round.
3	Fortune. Fortune is a Wyrð power that wraps a comrade in a lattice of averted fates. While it holds, one friendly fighter within Short range gains a 5+ invulnerable (fate-shield) save against every attack that strikes it. The blows that should land slide a hair's breadth wide, guided away by a future the seer has already unwritten. This protection does not stack with other Aeldari sources of the same shield.
4	Mind War. Mind War is a Wyrð power of pure psychic violence. The seer locks its will against one enemy fighter within 18" and line of sight in a silent duel of minds, resolved by the Wyrð Powers rules. Should the seer's working prevail, the target suffers a single wound that no armour or field can turn, and is left reeling — it is Pinned. A weapon that ignores every plate the enemy owns, but one that stakes the seer's own mind on the outcome.
5	Eldritch Storm. Eldritch Storm is a Wyrð power that tears the warp open at a chosen point within 12". Coruscating psychic lightning erupts there: every fighter within 2" of that point — friend or foe alike — is struck by a hit at Strength 4, AP-1, Damage 1, and cover gives no protection. The seer calls the storm but cannot fully leash it; a war-host learns to loose it only where its own do not stand.
6	Witchfire Lance. Witchfire Lance is the seer-path turned to open wrath — a spear of raw psychic force hurled from the seer's outstretched hand. One enemy fighter within 18" and line of sight takes a single hit at Strength 6, AP-2, Damage 3. It is the deadliest working the runes hold, the moment the reader stops guiding the war-host and simply kills; but each casting draws deep on the skein and courts its price.



ROLL	TACTIC	TIMING
11	Unbending. Play at the start of any round. Until the end of the round, your Wraith constructs ignore all penalties for Wounds they have lost — a dead thing does not weaken as it is battered, and fights at its full endurance no matter how many hurts it carries.	ANY ROUND
12	The Slow Tide. Play at the start of a round. Every friendly Wraith construct immediately advances 2" toward the nearest enemy fighter, ignoring difficult terrain, as the slow tide comes in — certain, patient, and impossible to hold back.	START OF ROUND
13	Soul Fire. Play when a friendly fighter shoots a wraithcannon or D-scythe this round. The shot gains +1 AP as the soul-fire burns hotter, tearing deeper through whatever armour it finds.	ANY ROUND
14	The Seers Grip. Play at the start of a round. Until the end of the round, the Tether range of your Spiritseers is extended and the animating will reaches further over the dead — any Wraith that had strayed to the edge of the host feels the seer's grip close on it once more, and none fall inert while the round lasts.	START OF ROUND
15	Wraithbone Mends. Play at the end of a round. Choose one friendly Wraith construct that has lost one or more Wounds; the living wraithbone knits itself closed and it recovers 1 Wound. The dead of Iyanden are not so easily diminished.	END OF ROUND
16	Indomitable. Play at the start of a round. Until the end of the round, your gang automatically passes any Bottle test and any Nerve test it is called on to make. The host does not break; it endures, and endures, and endures.	START OF ROUND
21	The Relentless Walk. Play when a friendly Wraith construct makes a Move. For the rest of the round it cannot be Pinned and is never slowed by difficult terrain — the walk that does not stop, whatever lies underfoot.	ANY ROUND
22	The Tether Holds. Play when a friendly Spiritseer is taken Out of Action. The animating will does not gutter out at once — until the end of the following round your Wraiths do not fall inert but fight on at full endurance, the last echo of the seer's Tether holding them. If no other Spiritseer lives when that echo fades, only then do they go still.	WHEN A FRIENDLY SPIRITSEER IS TAKEN OUT OF ACTION
23	Poured Anew. Play once in the post-battle sequence. Choose one friendly Wraith construct taken Out of Action this battle; a fallen soul is poured anew into its shell and it recovers with no lasting injury. The crypt gives back what the battle took.	POST-BATTLE , ONCE
24	The Honoured Dead. Play when a friendly Wraith construct is taken Out of Action. Until the end of the round, every other friendly Wraith re-rolls Hit rolls of 1, roused by the fall of one of the honoured dead — the host does not mourn, it avenges.	ANY ROUND
25	Iron Patience. Play when a friendly Wraith construct that has not moved this round makes a shooting attack. It may make a free Aim before it fires — the patience of iron, which waits, and does not miss.	ANY ROUND
26	The Cold Advance. Play at the start of a round. Until the end of the round, your Wraith constructs cannot be the target of any enemy fear or terror effect and automatically pass any test to advance toward the enemy. Nothing the enemy shows them gives them pause.	START OF ROUND

31	Soul Shriek. Play when a friendly Spiritseer is within a short distance of an enemy fighter. The seer looses a shriek of tormented souls: choose one enemy fighter within range, which must pass a Nerve test or be Pinned. The wail of the dead unmans the living.	ANY ROUND
32	Wraithbone Resilience. Play when a friendly Wraith construct would suffer a Flesh Wound. The dense wraithbone holds and the Flesh Wound is ignored — the spirit within does not feel the blow.	WHEN A FRIENDLY WRAITH WOULD SUFFER A FLESH WOUND
33	The Animators Focus. Play when a friendly Spiritseer activates. Until the end of the round its Will of the Dead aura re-rolls all failed Hit rolls for friendly Wraiths within range, not merely rolls of 1, as the animator bends its whole focus to the host.	ANY ROUND
34	Grave Weight. Play when a friendly Wraith construct fights in close combat. Until the end of the round its melee attacks gain Knockback, the grave-weight of wraithbone hurling the living from their feet.	ANY ROUND
35	The Long Endurance. Play at the end of the battle, if your gang did not bottle out. You gain an extra measure of standing for enduring the fight to its close — the war belongs to those still on their feet when it ends.	END OF BATTLE, ONCE
36	Shuriken Storm. Play when a friendly living fighter shoots a shuriken weapon this round. Its Rending trait triggers on a natural 5 or 6 rather than a 6 alone, the living remnant loosing a storm of razored discs into the foe.	ANY ROUND
41	The Crypt Calls. Play once in the post-battle sequence, before other recovery is rolled. Your gang recovers one Wraith construct taken Out of Action at no cost, the crypt calling one more of its dead back to the shell.	POST-BATTLE, ONCE
42	Fearless Iron. Play at the start of a round. Until the end of the round, your Wraith constructs automatically pass every Nerve test they are called on to make — iron feels no fear, and the dead least of all.	START OF ROUND
43	The Unmaking. Play when a friendly fighter shoots a wraithcannon or D-scythe this round. Against a single target, treat the weapon's Damage as one higher — the unmaking energies loosed a little wider than the shell can safely hold.	ANY ROUND
44	Planted Roots. Play at the start of a round, on one friendly Wraith construct that will not move this round. Until your next turn it counts its Toughness as one higher against ranged attacks, planted like a root that will not be pulled up.	START OF ROUND
45	The Second Will. Play when a friendly Spiritseer is taken Out of Action while a friendly Warlock still lives. The Warlock takes up the animating burden: until the end of the battle it counts as a Spiritseer for the purpose of keeping the Wraiths from falling inert. A second will holds the host together.	WHEN A FRIENDLY SPIRITSEER IS TAKEN OUT OF ACTION
46	Wall Of The Dead. Play when an enemy fighter charges a friendly Wraith construct. The Wraith does not give ground and counts as being in partial cover against that fighter's attacks this round — the enemy has run headlong into the wall of the dead.	ANY ROUND
51	Relentless Fury. Play when a friendly Wraith construct makes close-combat attacks. It makes one additional attack this round, the slow patience of the host giving way at last to the fury of the grave.	ANY ROUND

52	The Tireless March. Play at the start of a round. Until the end of the round, no friendly Wraith construct may be slowed by difficult terrain or knocked from a standing position by Knockback — the march does not break stride, whatever the enemy sets in its way.	START OF ROUND
53	Soul Anchor. Play when a friendly Spiritseer remains stationary. Until your next turn, the seer is the anchor of the host: friendly Wraiths within its Tether range may re-roll failed Nerve tests, drawn steady by the will that does not move.	ANY ROUND
54	The Weight Of Ages. Play when a friendly Wraithlord or a named construct fights in close combat. Until the end of the round its melee attacks count Strength as one higher, the weight of ages behind every blow.	ANY ROUND
55	Grim Advance. Play at the start of a round. Choose one friendly Wraith construct; it may make a free Move directly toward the nearest enemy fighter, grim and unhurried, before the round begins in earnest.	START OF ROUND
56	The Eye Of Wrath. Play when a friendly Leader shoots or fights this round. Until the end of the round it re-rolls failed Hit rolls, its aim guided as though by the cursed sight of the Eye of Wrath itself.	ANY ROUND
61	Wraith Fire Discipline. Play when two or more friendly Wraith constructs shoot the same enemy fighter this round. The second and each subsequent shot at that target gains +1 to Hit, the host's fire falling in disciplined sequence on the one foe.	ANY ROUND
62	The Inert Feint. Play once per battle, at the start of a round. Your Wraiths stand motionless as though their seer had fallen, luring the enemy in; until your next turn any enemy that cannot see otherwise treats them as inert husks. This is a ruse — your constructs lose no capability, and on your turn they surge forward at full endurance and act as normal, catching a foe who overcommitted.	ONCE PER BATTLE
63	Souls In Chorus. Play when a friendly Spiritseer's Will of the Dead aura is in effect. Until the end of the round, its aura range is extended and every Wraith within it re-rolls Hit rolls of 1 — a chorus of souls answering the seer as one.	ANY ROUND
64	The Patient Guns. Play when a friendly Wraithguard or Support Weapon shoots after remaining stationary this round. Its shot gains +1 to Hit — the patient guns of the host, which wait for the sure shot and take it.	ANY ROUND
65	Undying Resolve. Play when your gang would be forced to make a Bottle test. It automatically passes — the dead do not flee, and the living will not leave them. The host stands where it is planted.	WHEN THE GANG WOULD BE FORCED TO MAKE A BOTTLE TEST
66	The Revenant Rises. Play once in the post-battle sequence, if your Wraithlord was taken Out of Action this battle. The greatest of your dead is poured anew and rises again with no lasting injury, the revenant unwilling to stay unmade.	POST-BATTLE, ONCE

ALLIANCES

THE SWIFT AND THE SNIPER

ALLIANCE

WHO	a fast, precise gang built to win without ever trading fire with the wall — a mobile objective-grabber and seer-hunter that has made Iyanden's two weaknesses its whole plan (generic, the House's designed nemesis, struck as a feud rather than a fixed named gang)
TERMS	campaign-long feud: the two gangs cannot ally and gain a bonus whenever they are matched against each other. When Iyanden fights the feuding gang, the enemy may re-deploy one fighter after both gangs have set up (positioning its seer-hunter or objective-runner), and it counts as controlling contested objectives that no friendly Wraith has yet reached. The feud persists until one gang forces the other to bottle out twice, or the campaign ends

Some foe is built to beat the Ghost Host without ever trading fire with the wall — a fast, precise gang that has made Iyanden's two weaknesses its whole plan, running the objectives the slow host cannot reach and hunting the fragile seer that animates it. Against such an enemy Iyanden keeps a campaign-long feud: the two gangs cannot ally, and their enmity is renewed whenever they are matched. When Iyanden fights the feuding gang, that enemy may redeploy one fighter after both gangs have set up, positioning its seer-hunter or its objective-runner, and it counts as controlling any contested objective no friendly Wraith has yet reached. The feud persists until one gang forces the other to bottle out twice, or the campaign ends.

THE YNNARI REVIVAL

ALLIANCE

WHO	the Ynnari revival cult that shelters within the dying craftworld — Yvraine the Whisper of Death, her sworn blade the Visarch, and the avatar-host Yncarne, the resurrection-cult apexes Iyanden already harbours (a soul-revival pact struck when it is made, never a fixed hire)
TERMS	campaign-only soul-revival pact, phase-gated: once the campaign reaches its declared middle phase, while both the gang and the cult stand on the same world, Iyanden may call an Ynnari apex to a shared battle — Yvraine, the Visarch, or the Yncarne joins the gang's list for that battle at reduced hire cost, and while it stands one friendly Wraith taken Out of Action each round may stand back up with 1 Wound. No permanent roster addition — the cult walks on when the war moves

The dying craftworld shelters the Ynnari revival cult within it — Yvraine the Whisper of Death, her sworn blade the Visarch, and the avatar-host Yncarne, the resurrection-cult apexes Iyanden already harbours. This is a soul-revival pact, struck only when the campaign reaches its declared middle phase, never a fixed hire. Once that phase has come, while both the gang and the cult stand on the same world, Iyanden may call an Ynnari apex to a shared battle: Yvraine, the Visarch, or the Yncarne joins the gang's list for that battle at reduced hire cost, and while it stands, one friendly Wraith taken Out of Action each round may rise again with a single Wound. No apex becomes a permanent part of the roster — the cult walks on when the war moves.

ROLL	FAVOUR	PATRON
2	The Whisper Of Death. The Whisper of Death answers your call. For the coming battle, Yvraine and her cult walk with your host: while she stands, one friendly Wraith taken Out of Action each round may rise again with a single Wound, drawn back from death toward Ynnead's slow waking. But the cult claims its due — the souls you spend in the fighting are hers to gather, and she walks on the moment the battle is done.	YVRAINE, THE WHISPER OF DEATH, AND THE YNNARI REVIVAL CULT THAT WALKS WITH THE DYING CRAFTWORLD
3	The Visarchs Blade. The Visarch lends his killing craft. For the coming battle, one friendly Wraithblade or your Wraithlord is taught the sword-forms of Yvraine's sworn blade and gains +1 to Hit in melee. The lesson is a hard and jealous one; the Visarch teaches but a single pupil, and only for as long as the war holds his interest.	THE VISARCH, YVRAINE'S SWORN BLADE, TEACHING THE KILLING CRAFT TO THE CONSTRUCTS
5	The Crypts Bounty. The Wraith-Crypt opens its bounty. You may recover one Wraith construct taken Out of Action this battle at no cost, a fallen soul poured back into its shell. The crypt gives freely to those who keep filling it — but it asks, always, that you raise more of your dead in turn.	THE WRAITH-CRYPT AND THE HONOURED DEAD AWAITING THEIR SHELLS
7	A Soul Reclaimed. The Spiritseers reclaim a soul. Choose one friendly fighter that has suffered a lasting injury; the seers patiently re-pour its spirit and the injury is set aside. The animators lose nothing they can mend — but their work is slow and painstaking, and may be asked of them only rarely.	THE SPIRITSEERS, PATIENTLY RE-POURING THE SOULS OF THE FALLEN
9	The Seers Blessing. The seer-council lends the deeper strands. For the coming battle, your Spiritseer may use Guide or Doom one additional time, the Skein opened a little wider than Iyanden usually dares to reach. The council watches closely what you make of its gift.	THE SEER-COUNCIL OF THE DYING CRAFTWORLD, LENDING THE DEEPER STRANDS OF THE SKEIN
11	Prince Yriels Regard. Prince Yriel turns his regard upon your host. For the coming battle, your Leader fights under the eye of the war-prince himself and re-rolls failed Hit rolls in melee. But the Eye of Wrath is a doom as much as an honour: while the prince's regard is on it, your Leader must always Charge an enemy within reach of a Charge move.	PRINCE YRIEL, THE EYE OF WRATH, MARTIAL PRINCE OF THE DYING CRAFTWORLD
12	The Yncarne Manifests. The Yncarne manifests where the honoured dead fall. Once this battle, when a friendly fighter is taken Out of Action, the avatar of Ynnead may appear at that place and make a single devastating attack against the nearest enemy fighter before fading back into the Skein. Death draws it, and death is all it leaves behind.	THE YNCARNE, THE AVATAR OF YNNEAD, DRAWN TO THE DEATHS OF THE HONOURED HOST

☠ SUB-PLOTS

✂ THE LAST OF THE LIVING

SUB-PLOT

Reward: When the gang has won three battles without a single friendly Spiritseer being taken Out of Action, the seer line is honoured as unbroken: the gang gains 1 Reputation, its Spiritseers gain a permanent improvement to their recovery and lasting-injury rolls, and once per campaign it may refuse a single enemy decapitation attempt outright. The living will of Iyanden endures.

Across the campaign, protect the fragile living heads on which your whole host depends: win battles while keeping your Spiritseer — and any Warlock — alive to the final round, proving you can guard the irreplaceable living will over the length of a war.

When you have won three battles without a single friendly Spiritseer being taken Out of Action, the seer line is honoured as unbroken. You gain 1 Reputation, your Spiritseers gain a permanent improvement to their recovery and lasting-injury rolls, and once per campaign you may refuse a single enemy decapitation attempt outright. The living will of Iyanden endures.

✂ THE RISING CRYPT

SUB-PLOT

Reward: When the gang has recovered or rebuilt Wraith constructs after loss across three separate battles, the Wraith-Crypt is recognised as a true reliquary of the reawakened: the gang gains 1 Reputation, a permanent discount on recovering Wraiths after future battles, and may begin each battle with one previously-fallen Wraith already restored to full Wounds. Claimable once per campaign.

Over the campaign, grow not by recruiting the living but by raising the dead: take Wraith constructs Out of Action and recover or rebuild them across battles, filling your crypt with reawakened souls exactly as the dying craftworld fights, turning attrition into strength.

When you have recovered or rebuilt Wraith constructs after loss across three separate battles, the Wraith-Crypt is recognised as a true reliquary of the reawakened. You gain 1 Reputation, a permanent discount on recovering Wraiths after future battles, and may begin each battle with one previously-fallen Wraith already restored to full Wounds. Claimable once per campaign.

LEGENDARY NAMES

PRINCE

YRIEL

✧ THE
EYE OF
WRATH

AUTARCH / MARTIAL LEADER — PRINCE YRIEL, THE EYE OF WRATH, THE NAMED WAR-PRINCE OF IYANDEN

XP cost (random): 6

XP cost (chosen): 12

Iyanden may field its Leader as Prince Yriel, the Eye of Wrath — the named war-prince of the dying craftworld, bearing the cursed spear that never misses its due. He re-rolls all failed Hit rolls in melee; every enemy he takes Out of Action grants the gang a reanimation attempt on a 4+, one just-fallen construct standing back up with a single Wound; and friendly Wraiths within 9" automatically pass Nerve tests. While the prince fights at the front, the dying craftworld fights as though it might yet be saved.

But the Eye is a curse as much as a weapon. Yriel must always Charge if an enemy is within reach of a Charge move, he may never benefit from a friendly redeploy or ambush rule — his doom finds him wherever he stands — and if he is taken Out of Action the gang loses double the usual renown, for the fall of the prince whose wrath cannot be stayed is a wound to the whole host's spirit.

✧ THE
REVENANT

WRAITHLORD — THE REVENANT, THE NAMED CONSTRUCT OF IYANDEN

XP cost (random): 6

XP cost (chosen): 12

This Wraithlord is the Revenant, the greatest of the honoured dead poured into the largest shell. It gains +1 Wound and a 6+ save to ignore the first hurt from any single attack each round; it is Relentless and cannot be Pinned by any means; and once per battle, when it would be taken Out of Action, on a 3+ it instead stays standing with 1 Wound as the ancient soul refuses to be unmade again. The oldest of the dead does not fall easily.

But the Revenant is bound utterly to the seer that woke it. While no friendly Spiritseer is alive and within Tether range it does not merely fall inert but cannot be reactivated for the rest of the battle, the ancient soul left ungoverned and still. And it may never voluntarily end an activation further from the nearest enemy than it began — a revenant that knows only how to advance, and that a clever enemy unmakes by killing the seer that holds it.

✧ VARETHIS SOULWARDEN

SPIRITSEER — VARETHIS SOULWARDEN, THE NAMED ANIMATOR AND MASTER OF THE TETHER, OF IYANDEN

XP cost (random): 6

XP cost (chosen): 12

This Spiritseer is Varethis Soulwarden, keeper of the Wraith-Crypt. The Tether range of its Will of the Dead aura is doubled; once per battle it may animate a friendly Wraith taken Out of Action anywhere on the field, the construct standing back up with a single Wound; and while Varethis lives the gang may never be forced to bottle out. The master animator holds the whole host on the field by will alone.

But Varethis is the crypt's warden, not a warrior. It may never voluntarily leave the friendly deployment half of the board; where a rule allows an enemy to choose, it must be the target of any decapitation before any other friendly fighter, for the enemy knows exactly whom to kill; and if Varethis is taken Out of Action every friendly Wraith immediately falls inert with no lingering round of grace — the whole host stands, and dies, with its one great seer.

☠ TERRAIN

✧ SOUL SHRINE

TERRAIN

The Soul-Shrine is a wraithbone reliquary the Ghost Host raises or claims, a place where the dead are consecrated and the living will amplified — a defensive animating anchor at the heart of the host's ground. A friendly Spiritseer in base contact with the shrine extends its Tether across the whole board for that round, animating every friendly Wraith regardless of distance. Only one Spiritseer may draw on the shrine each round, and an enemy in base contact with it suppresses the effect while it stands there. The shrine gives reach and control, not riches — a position to be held, never a prize to be looted.

✧ THE WRAITH CRYPT

TERRAIN

The Wraith-Crypt is an Iyanden territory: a vault of the honoured dead where fallen warriors are poured into wraithbone, prized for the souls it can reawaken rather than the coin it yields. A gang holding the crypt biases its post-battle income toward the dead — it recovers or rebuilds Wraith constructs taken Out of Action more cheaply, and each post-battle sequence it may re-roll one recovery or lasting-injury roll for a friendly Wraith. The territory gives back reawakened dead more readily than riches: the host grows by raising more of its fallen, not by growing richer.

✂ THE DECAPITATION

SCENARIO

ATTACKER	the opposing gang (hunting the one fragile living seer whose death unmakes the entire Wraith host)
DEFENDER	Iyanden (whose Spiritseer must survive long enough for the slow wall to matter)
DEPLOY	Iyanden deploys with its Spiritseer as deep and screened as it can manage, the Wraith wall thrown up as a bodyguard; the attacker deploys with its fastest, hardest-hitting killers positioned to break through to the seer
OBJECTIVE	the attacker wins by killing the seer before the wall grinds it down; Iyanden wins by keeping the animating seer alive and turning the failed hunt into a slaughter
VICTORY	the attacker wins if it takes every friendly Spiritseer Out of Action before the final round; Iyanden wins if a living Spiritseer remains on the field at the final round, OR if it takes the attacker's Leader plus two Champions Out of Action first
REWARDS	the attacker gains a Seer-Slayer boon for a successful decapitation; Iyanden gains renown for the seer's survival and the cost it exacted
CONTROL TRACK	an Iyanden win (seer survives) advances its Control-Track claim; an attacker win pushes the marker back, the host left as inert wraithbone over lost ground

The enemy has learned the one truth of the Ghost Host: the wall stands only while its seer stands. This is the hunt for that seer.

ATTACKER AND DEFENDER The attacker is the opposing gang, hunting the one fragile living seer whose death unmakes the entire Wraith host. The defender is Iyanden, whose Spiritseer must survive long enough for the slow wall to matter.

DEPLOYMENT Iyanden deploys with its Spiritseer as deep and as screened as it can manage, the Wraith wall thrown up around it as a bodyguard. The attacker deploys with its fastest, hardest-hitting killers positioned to break through to the seer.

OBJECTIVE The attacker seeks to kill the seer before the wall can grind it down. Iyanden seeks to keep the animating seer alive and turn the failed hunt into a slaughter.

VICTORY The attacker wins if it takes every friendly Spiritseer Out of Action before the final round. Iyanden wins if a living Spiritseer remains on the field at the final round, or if it first takes the attacker's Leader and two Champions Out of Action.

REWARDS The attacker gains a Seer-Slayer boon for a successful decapitation. Iyanden gains renown for the seer's survival and the price it exacted for the attempt.

CONTROL TRACK An Iyanden win, the seer surviving, advances its claim on the district. An attacker win pushes the marker back, the host left as inert wraithbone over lost ground.

ATTACKER	the opposing gang (which must break the Ghost Host or seize the ground before the slow wall arrives to hold it forever)
DEFENDER	Iyanden (the Ghost Host, its Wraith wall advancing relentlessly to plant itself on the contested ground and endure)
DEPLOY	Iyanden deploys around a central holding it means to own, its Spiritseer screened behind the constructs; the attacker deploys on the far half with the mobility to strike the seer or race the objectives
OBJECTIVE	Iyanden wins by planting its wall on the contested ground and enduring to the final round; the attacker wins by breaking the wall, killing the animating seer, or seizing and holding the ground the slow host cannot cover in time
VICTORY	Iyanden wins if it holds the central holding at the final round with a living Spiritseer still on the field; the attacker wins if it takes every friendly Spiritseer Out of Action, OR holds the central holding at the final round, OR forces the Ghost Host to bottle out
REWARDS	Iyanden gains a Wraith-Crypt boon (renown for the ground endured and held); the attacker gains a reward for cracking the wall or decapitating the host
CONTROL TRACK	an Iyanden win advances its Control-Track claim on the district (the wall settled and would not be moved); an attacker win pushes the marker back, the ghosts driven off or left standing over empty ground

The Ghost Host advances on a piece of ground it means to hold forever. The enemy must break it, outrun it, or lose the field to a wall that never leaves.

ATTACKER AND DEFENDER The attacker is the opposing gang, which must break the Ghost Host or seize the ground before the slow wall arrives to hold it. The defender is Iyanden, its Wraith wall advancing relentlessly to plant itself on the contested ground and endure.

DEPLOYMENT Iyanden deploys around a central holding it means to own, its Spiritseer screened behind the constructs. The attacker deploys on the far half, with the mobility to strike the seer or race the objectives.

OBJECTIVE Iyanden seeks to plant its wall on the contested ground and endure to the final round. The attacker seeks to break the wall, kill the animating seer, or seize and hold the ground the slow host cannot cover in time.

VICTORY Iyanden wins if it holds the central holding at the final round with a living Spiritseer still on the field. The attacker wins if it takes every friendly Spiritseer Out of Action, or holds the central holding at the final round, or forces the Ghost Host to bottle out.

REWARDS Iyanden gains a Wraith-Crypt boon, renown for the ground endured and held. The attacker gains a reward for cracking the wall or decapitating the host.

CONTROL TRACK An Iyanden win advances its claim on the district, the wall settled and unwilling to be moved. An attacker win pushes the marker back, the ghosts driven off or left standing over empty ground.



AELDARI · HOUSE DOSSIER

CRAFTWORLD SAIM- HANN

Saim-Hann is the craftworld that never holds ground — it owns the spaces between, fighting from the saddle at a speed nothing else on the battlefield can answer, sweeping in to lance a target open and breaking away before the guns can swing round; win by dictating every range and never giving a target, lose the instant the open ground is taken away and the fragile T3 riders are choked into the rubble and forced into a stand-up fight the Wild Host was never built to survive.

Saim-Hann is the craftworld that never holds ground. Where its kindred plant themselves and endure, the Wild Host owns only the spaces between — a war fought entirely from the saddle, at a speed nothing on the battlefield can answer. Its jetbikes and skimmers pour across the open field, sweep in to lance a single target open, and are gone before the guns can swing round to where they were. This is the whole of its art: to be everywhere the enemy is not, and never once where the answering shot falls.

It touches the Skein of Fate only lightly and spends what it saves on speed, riding the fade of Battle Focus further than any other craftworld can. The Wild Rider Charge is its Code, its warriors charging, striking, and breaking clean away in a single motion, dictating every range and giving no target long enough to be answered. But its strength is a knife's edge. Deny it the open ground — choke the fragile riders into rubble and force a stand-up fight — and the host becomes a handful of frail bodies with nowhere left to run. It wins by motion, and it dies the moment it is made to stand still.

◉ GANG COMPOSITION

CREDITS	1500
LEADERS	1
CHAMPIONS	4

BUILD RULES

- ♦ Starting credits: 1500 (converter-wide default)
- ♦ No gang-wide Fate access — Fate comes only through a lone Skyrunner seer
- ♦ Exactly 1 Leader — an Autarch Skyrunner by default, or a Farseer Skyrunner alt (the light-Fate seer Leader)
- ♦ 0-1 Skyrunner seer Champion (Warlock — light Fate)
- ♦ 0-2 Shining Spear / Aspect mounted Champions
- ♦ Jetbike and skimmer cavalry are the bulk of the gang — Windriders, Vypers, Shroud Runners
- ♦ 0-4 dismounted Guardians only (the thin ground-holding line — Guardian Defenders and Storm Guardians)
- ♦ Mounted fighters (jetbikes + skimmers) must be the largest bloc in the gang — a foot-heavy Saim-Hann is not Saim-Hann
- ♦ Mobility doctrine: Battle Focus on a 12-inch bike is the longest fade in the faction — the gang dictates every range and never holds the one it does not want

A Saim-Hann gang forms on 1500 credits and is built, above all, to move. The controlling player fields exactly one Leader — an Autarch Skyrunner by default, or a Farseer Skyrunner as the light-Fate seer alternative — supported by up to four Champions, of which no more than one is a Skyrunner seer and up to two are mounted Aspect lances. Fate is never a gang-wide demand here; it is bought, if at all, only through that lone seer, a thin and optional thread.

The heart of the roster is its cavalry. Jetbikes and skimmers — Windriders, Vypers, Shroud Runners — form the bulk of every gang, and the dismounted Guardian line is kept deliberately thin, no more than four fighters whose only task is to hold what the wheel has cleared. One rule binds the whole build: the mounted fighters must be the largest single bloc in the gang. A foot-heavy Saim-Hann is not Saim-Hann at all. Every choice bends toward the same end — a host that dictates the range, rides the longest fade in the faction, and refuses to stand anywhere it does not wish to be.



GANG RULES

✧ SPIRIT OF THE WILD

GANG RULE

Spirit of the Wild: The chieftain's fury, lending the whole wheel its speed. While a friendly mounted Aeldari fighter is within range of the Autarch Skyrunner, it re-rolls its Charge rolls and adds +2" to any reposition move it makes this round. The aura moves with the chieftain, so the host's speed pools wherever the Leader chooses to ride.

It is the mechanism that makes the Wild Rider Charge more than the sum of its riders. Under the Autarch's presence a knot of jetbikes charges surer and slides further, the ride-by reaching targets that would otherwise lie just beyond the wheel and breaking away that little further out of reach. The chieftain leads not from a still vantage but from the fastest saddle on the field, and where it rides the host rides harder. Cut the Autarch down, or drive it away from the pack, and the aura goes with it — the wheel turns slower, and the fury that bound the host into one motion is gone.

✧ THE WILD RIDER CHARGE

GANG RULE

The Wild Rider Charge: The Code of the host and the engine of its whole war. When a friendly mounted fighter — any jetbike or skimmer of the gang — makes a Charge, it may charge, fight its melee, and then break clean away in the same activation, making a free reposition move at the end of the fight rather than remaining locked in the engagement. Each such fighter may re-roll its Charge roll, so the wheel rarely falls short of its mark.

This is the ride-by that turns the entire board into the gang's killing field: the host closes, strikes, and is already elsewhere before the enemy can answer, choosing the time and place of every exchange and never trading a blow it did not offer. Its counterplay is written into the ground itself. The Code lives on running room — deny it the open space, screen the lanes, and press the riders into terrain where the wheel cannot turn, and the ride-by is stripped away, leaving fragile riders to meet the foe on raw profile in the stand-up fight they were never built to survive.

FIGHTERS

AUTARCH SKYRUNNER

LEADER

✖ 245 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
12"	2+	2+	3	4	3	2+	2	5+	5+	6+	6+

SAVE 4+

SPECIAL RULES

Battle Focus — fire-and-fade (the longest fade in the faction — fire from the saddle and vanish across the board on a 12-inch bike)

The Wild Rider Charge

Spirit of the Wild (the aura source — friendly mounted Aeldari nearby re-roll Charge and add +2 inches to any reposition this round)

Fragile, not armoured (a T4/4+ body lifted only by the bike platform — durability is speed and the wheel, never the save)

SEE SPECIAL RULES

Typed Effects

- re-roll Charge
- re-roll Charge

PRIMARY

Agility Combat Leadership

The Wild Ride (Saim-Hann)

SECONDARY

Cunning Ferocity Shooting

STARTING GEAR Aspect Armour

FREE SKILL Wheeling Charge

EQUIPMENT LIST

PISTOL

Shuriken Pistol 15 credits

Fusion Pistol 40 credits

CLOSE-COMBAT

Laser Lance Of The Chieftain 45 credits

ARMOUR

Aspect Armour

included

ACCESSORY

Wild Riders Spirit Stone 40 credits

STATUS

Wild Host Banner 30 credits

The Autarch Skyrunner is the Wild Rider chieftain — the martial Leader who rides at the head of the host, the Laser Lance of the Chieftain couched and a fusion sidearm to crack armour on the pass. A superb warrior of the highest Path, it commands not from a still vantage but from the fastest saddle on the field.

Its presence is the beating heart of the wheel. Through Spirit of the Wild, friendly mounted Aeldari near it re-roll their Charge rolls and add to any reposition — the chieftain's fury lending the whole host its speed. It rides the

Code itself, charging, striking, and breaking clean away in a single activation, and its 12" fade is the longest in the faction: it fires and is gone across the board. The lance strikes at inhuman speed before a foe can answer, a blade of light that opens armour on the charge. Yet for all its mastery the body beneath the plate is a rider's body, lifted only by the machine; unhorsed and pinned, the chieftain dies as any of the doomed kindred do. It leads the wheel, and the wheel must never stop.

FARSEER SKYRUNNER

LEADER

255 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
12"	3+	2+	3	4	3	2+	1	5+	6+	4+	5+

SAVE 4+

SPECIAL RULES

Psyker (a living seer of the Path — manifests the Runes of Fate (Wyrd powers) + Smite; only Farseers, Warlocks and Spiritseers touch the skein)

Battle Focus — fire-and-fade (fire-and-fade from the saddle)

The Skein of Fate (a light touch of the Skein)

The Wild Rider Charge (mounted on a Skyrunner)

Fragile, not armoured (a T4/4+ body under the bike)

SEE SPECIAL RULES

Typed Effects

- re-roll Charge

PRIMARY

Agility Leadership Savant
Runes of Fate

SECONDARY

Cunning Ferocity Smite

STARTING GEAR Singing Spear · Shuriken Pistol

EQUIPMENT LIST			
PISTOL		STATUS	
Shuriken Pistol	15 credits	Runes Witnessing	40 credits
CLOSE-COMBAT			
Witchblade	30 credits		
Singing Spear	35 credits		

The Farseer Skyrunner is the mounted seer — a witch-prophet of the craftworld who has left the still towers of divination to ride with the host, a singing spear in hand and the threads of what-will-be running through fingers that also grip the saddle. It leads as an alternative to the Autarch: foresight in place of the couched lance.

It touches the Skein of Fate only lightly, drawing a thin trickle of prescience — a whisper of Guide to steer a shot, a breath of Doom to mark a foe — never the deep, banking loom that Ulthwé alone weaves. That is the price and the discipline of the Wild Host: it buys speed, not sight. Mounted on a Skyrunner, the seer rides the Code with the rest, striking and sliding clear, and fades as far as any rider through Battle Focus. Its arm is defence, not slaughter; it survives by seeing the blow before it lands and by never being where the blow arrives. The bike lifts its frail body to a rider's resilience and no further — foresight cannot armour flesh, only keep it out of reach.

SHINING SPEAR EXARCH

CHAMPION

140 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
12"	3+	3+	3	4	2	2+	2	6+	6+	7+	7+

SAVE 3+

SPECIAL RULES Battle Focus — fire-and-fade (fire-and-fade from the saddle) The Wild Rider Charge

Fragile, not armoured (a T4/3+ Aspect body under the bike) SEE SPECIAL RULES

Typed Effects

- re-roll Charge

PRIMARY Agility Combat SECONDARY Ferocity Savant Shooting
The Wild Ride (Saim-Hann)

STARTING GEAR Aspect Armour

FREE SKILL Lance Strike

EQUIPMENT LIST

PISTOL

Shuriken Pistol 15 credits

CLOSE-COMBAT

Laser Lance 30 credits

Storm Lance 40 credits

Kitbash — a laser lance lengthened into a Wild Rider storm-lance; priced above the stock laser lance.

ARMOUR

Aspect Armour

included

ACCESSORY

Wild Riders Spirit Stone 40 credits

The Shining Spear Exarch is the mounted lance of the host's founding shrine — an Aspect Warrior who has walked the Path of the lance so long it can no longer step aside from it, laser lance levelled and a shuriken sidearm at the saddle. It is the Champion Saim-Hann favours above all others: the ride-by made flesh.

Its whole art is the single perfect pass. Riding the Code, it charges, drives the lance clean through its mark, and breaks away before the foe can turn — re-rolling the wheel so the charge rarely fails to find its target. On the charge the lance carries the impact of the strike, a blade of light that opens armour and elite alike, and Battle Focus lets it fade with the host after the blow. Its 3+ Aspect plate is the best save in the gang, yet it remains a rider's body under the ceramic, alive only while it keeps moving. Pin it in a stand-up fight and the lance is worth nothing; loose it on open ground and it is death that comes and goes in a single heartbeat.

WARLOCK SKYRUNNER

CHAMPION

155 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
12"	3+	3+	3	4	2	2+	1	6+	6+	5+	5+

SAVE 4+

SPECIAL RULES

Psyker (a living seer of the Path — manifests the Runes of Fate (Wyrd powers) + Smite; only Farseers, Warlocks and Spiritseers touch the skein)

Battle Focus — fire-and-fade (fire-and-fade from the saddle)

The Skein of Fate (a light touch of the Skein — Conceal and Destructor from the saddle, never the deep loom)

The Wild Rider Charge (mounted on a Skyrunner)

Fragile, not armoured (a W2, T4/4+ body under the bike)

SEE SPECIAL RULES

Typed Effects

- re-roll Charge

PRIMARY

Agility

Savant

Runes of Fate

SECONDARY

Cunning

Ferocity

Leadership

Smite

STARTING GEAR Witchblade · Shuriken Pistol

EQUIPMENT LIST

PISTOL

Shuriken Pistol 15 credits

STATUS

Runes Witnessing 40 credits

CLOSE-COMBAT

Witchblade 30 credits

Singing Spear 35 credits

The Warlock Skyrunner is the psyker Champion of the wheel — a warrior-mystic who rides the host's own speed, a witchblade humming in its grip and the lesser winds of the Skein bent to its will. It is support cast from the saddle, never the anvil.

Through its light touch of the Skein of Fate it shrouds the riders in Conceal, folding them from the enemy's aim, or looses Destructor's flame across a target on the pass — a thin skein of power, not Ulthwé's deep loom. Mounted on a Skyrunner it rides the Code with the host, striking and sliding clear, and fades with them through Battle Focus. It carries a psychic blade for its own defence and little else; its worth is measured in the powers it weaves over kin, not in the blows it strikes. The bike lifts a single wound and a rider's frame to something the host can rely on for a few turns of the wheel — but the Warlock lives, as all its kindred do, by speed and the veil, never by the save.

GUARDIAN DEFENDER

GANGER

× 60 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	4+	3+	3	3	1	3+	1	7+	7+	8+	7+

SAVE 5+ MESH

SPECIAL RULES Battle Focus — fire-and-fade (fire-and-fade on foot)

Fragile, not armoured (the T3/W1 glass body at its rawest) SEE SPECIAL RULES

PRIMARY

Shooting

SECONDARY

Agility

Cunning

STARTING GEAR Aeldari Mesh

EQUIPMENT LIST

BASIC

Shuriken Catapult 20 credits

ARMOUR

Aeldari Mesh

included

The Guardian Defender is the thin dismounted line of the Wild Host — a citizen-soldier of the craftworld taken up from ordinary life to hold what the riders have cleared, a shuriken catapult in hand and a wraith-mesh over the robe. It is the ground-holder in a gang that would rather never hold ground at all.

Saim-Hann fields few of them, and asks little: they stand on the objectives the wheel cannot linger to guard, and they screen the open ground with a hail of Rending discs. On foot they keep Battle Focus — fire and shift, fire and shift — though at a walking pace that makes their fade a shadow of the riders'. This is the T3, single-wound body of the Aeldari at its most exposed, a 5+ mesh line with none of the jetbike's lift beneath it; a Guardian caught in the open by concentrated fire simply falls. It is the anchor the host trusts to hold the small still centre while everything else that matters is already somewhere else.

SHROUD RUNNER

GANGER

✖ 105 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
14"	4+	2+	3	4	2	3+	1	7+	6+	8+	7+

SAVE 4+

SPECIAL RULES Battle Focus — fire-and-fade (the fastest fade in the host)

The Wild Rider Charge (the outrider rides the Code)

Fragile, not armoured (a T4/4+ body under the scout bike — survives by being the fastest and furthest, never by the save)

SEE SPECIAL RULES

Typed Effects

- re-roll Charge

PRIMARY

Agility

Cunning

Shooting

SECONDARY

Savant

The Wild Ride (Saim-Hann)

STARTING GEAR Holo Field

EQUIPMENT LIST

BASIC

Ranger Long Rifle

35 credits

STATUS

Waystone

30 credits

ARMOUR

Holo Field

included

The Shroud Runner is the outrider scout of the host — a jetbike ranger who runs furthest and fastest of all, a ranger long rifle laid across the saddle and an eye for ground no wall can hide. At 14" it is the swiftest body Saim-Hann fields, the recon edge that ranges ahead of the wheel.

It is the host's foretold eye. It slips out beyond the line, marks a target with a single silent, precise shot, and is somewhere else before the report is understood — never where the answering fire falls. Through Battle Focus its fade is the longest of any rider, and it carries the Code with the rest, striking and sliding clear ahead of the host. Its rifle rewards patience and distance, picking a leader or a specialist from range while the cavalry closes. It has a rider's frailty beneath the scout-bike; it survives not by armour but by being always the furthest, the fastest, and the last thing an enemy would think to aim at. The Wild Host sees the field through the Shroud Runner's eyes and strikes where it says the ground is open.

STORM GUARDIAN

GANGER

✖ 146 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	3+	3+	3	3	1	3+	1	7+	6+	8+	7+

SAVE 5+ MESH

SPECIAL RULES

Battle Focus — fire-and-fade (fire-and-fade on foot)

Fragile, not armoured (the T3/W1 glass body)

SEE SPECIAL RULES

PRIMARY

Agility

Combat

SECONDARY

Cunning

Ferocity

Shooting

STARTING GEAR Aeldari Mesh

EQUIPMENT LIST	
SPECIAL	GRENADE
Aeldari Flamer35 credits	Plasma Grenade30 credits
Fusion Gun50 credits	ARMOUR
CLOSE-COMBAT	Aeldari Mesh
Power Blade30 credits	included

The Storm Guardian is the special-weapon dismount — a citizen-soldier armed for the close, ugly work the cavalry cannot do from the saddle, a fusion gun or Aeldari flamer in its grip and a power blade at its side. It is the foot squad Saim-Hann keeps for one hard job: cracking what the wheel rides past.

Its worth is short-ranged and specific. The fusion gun melts armour a jetbike's fire glances off; the flamer's Template clears a held ruin the riders cannot enter; the power blade finishes what the guns began. On foot it holds Battle Focus, firing and shifting, though the fade of a walking fighter is slight. This is the raw T3, single-wound Aeldari body under a 5+ mesh — a specialist delivered to its moment and fragile the instant that moment passes, dead to any gun that catches it in the open. The host does not build around it; it carries the Storm Guardian the way one carries a key, for the few doors the lance and the shuriken cannot open.

VYPER

GANGER

✖ 146 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
12"	5+	3+	3	5	3	4+	1	8+	7+	8+	8+

SAVE 4+

SPECIAL RULES

Battle Focus — fire-and-fade *(the firebase that fades — fire the heavy mount and reposition, never holding a spot)*

The Wild Rider Charge *(the skimmer rides the Code)*

Fragile, not armoured *(a T5/4+ skimmer)*

SEE SPECIAL RULES

Typed Effects

- re-roll Charge

PRIMARY

Cunning

Shooting

SECONDARY

Agility

Brawn

STARTING GEAR Holo Field

EQUIPMENT LIST

HEAVY

Scatter Laser 40 credits

Starcannon 50 credits

Bright Lance 60 credits

ARMOUR

Holo Field

included

ACCESSORY

Spirit Targeter 25 credits

The Vyper is the host's firebase that never stands still — an open-topped skimmer bearing a heavy mount too large for a jetbike, its scatter laser or bright lance or starcannon slung over a hull that skates at cavalry speed. It is the mobile weight of the Wild Host: the heavy weapon that keeps pace with the wheel.

Where other gangs anchor their guns and pray the enemy comes to them, the Vyper fires and slides to a new firing line in the same breath, holding no position long enough to be answered. Through Battle Focus it fades after each volley, and it rides the Code with the rest, a platform that strikes and repositions between shots. Its T5 skimmer hull is the toughest body in the host — but that is a low bar among a doomed and fragile people, and it is no armour ladder; the Vyper survives by never being a still target, not by weathering fire. It brings the killing weight the jetbikes cannot carry, and it brings it everywhere at once.

WINDRIDER

GANGER

133 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
12"	4+	3+	3	4	2	3+	1	7+	7+	8+	8+

SAVE 3+

SPECIAL RULES Battle Focus — fire-and-fade (fire-and-fade from the saddle)

The Wild Rider Charge (the wheeling backbone rides the Code — sweep in, spray, and break away with the host)

Fragile, not armoured (a T4/3+ body lifted by the jetbike) SEE SPECIAL RULES

Typed Effects

- re-roll Charge

PRIMARY

Agility

Cunning

Shooting

SECONDARY

Combat

Ferocity

The Wild Ride (Saim-Hann)

STARTING GEAR Holo Field

EQUIPMENT LIST

BASIC

Twin Shuriken Catapult 25 credits

SPECIAL

Shuriken Cannon 45 credits

ARMOUR

Holo Field

included

ACCESSORY

Shuriken Accelerator 20 credits

STATUS

Wind Spirit Familiar 55 credits

Kitbash — a bound wind-spirit construct familiar that rides the saddle; no datasheet.

The Windrider is the wheeling backbone of the Wild Host — a jetbike rider who does not so much cross the battlefield as pour across it, a shuriken cannon slung at the saddle and a T4 body that owes its resilience wholly to the machine beneath it. It is the cavalry bulk, and where it rides the open ground belongs to Saim-Hann.

The Windrider hunts in the fluid motion its kin have refined across ten thousand years. It sweeps past a target at speed, fires the disc-storm on the wheel-past, and is gone before the answering shot can find where it stood — the fade the lesser races can never quite match. It carries the Code of the host, sweeping in, spraying its Rending fire, and breaking clean away in the same activation. Kept moving, it is untouchable; caught stationary, it is a fragile thing that dies to any gun that catches it, for the 3+ save is the jetbike's gift and not the rider's own. It holds nothing. It owns the space between.

VEHICLES

CRIMSON HUNTER

GUNSHIP

✖ 230 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
20"	7	6	5	6	5+	4+	4+	6+	6+	5+	5+

LOCOMOTION Flyer

ALTITUDE ACCESS Interceptor — reaches Low/High (cannot land)

MINIMUM MOVE Minimum move 10"

TURN CAP tight (Interceptor)

FIRING (LOW) Low altitude — normal accuracy, all hardpoint arcs fire

FIRING (HIGH) High/pass — strafe corridor: forward-fixed hardpoints along the line; Turret hardpoints also reach the sides

HARDPOINTS

- ♦ Bright Lance — Wing arc (Crew)
- ♦ Pulse Laser — Nose arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The Crimson Hunter is a pure interceptor sky-hunter — a forward-firing aircraft built to own the airspace above a battle and to hunt what flies and what moves fast below. It carries no cargo and cannot land: with no Hover capability it holds no station, so it must make its minimum move every round, screaming across the field at Low or High altitude and banking back for another firing pass. Twin bright lances slung under its wings spear armour and fast movers alike, and a nose pulse laser adds a rapid volley to finish what the lances cripple. Its defence is velocity and altitude, never armour — a target it has already overflowed cannot easily answer, and the holo-slippery hull turns aside what fire does find it. A gang fields one to deny the sky and to gut the enemy's swiftest assets. It plugs into the Ash-Wastes vehicle rules for its facing Toughness and Hull Points, and into the Flight rules for its altitude, its minimum move and its passes.

Uses the Macromunda Flight rules — see Flying Mechanics.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

FALCON

TRANSPORT

✖ 180 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
12"	7	6	5	6	5+	4+	4+	6+	6+	5+	5+

LOCOMOTION Skimmer

HARDPOINTS

- ♦ Pulse Laser — Turret arc (Crew)
- ♦ Shuriken Cannon — Hull arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Transport (3 fighters)
- ♦ holo-field

The Falcon is the war-host's main battle skimmer — the grav-tank that fights and carries both, a pulse-laser gunship hull with room for a handful of Aspect Warriors folded behind the crew. Where the Wave Serpent is a transport that defends itself, the Falcon is a gunship that happens to carry cargo: its turret pulse laser reaches out to gut light armour and fell elites while a hull shuriken cannon — or a scatter laser or starcannon in its place — sweeps the ground before it. A holo-field wraps the hull in displacement-blur, bending the eye and the aim of anything that shoots at it, so it slips through fire that would down a heavier tank. As a Skimmer it goes where tracks cannot and carries up to three fighters to the heart of the fight. One per gang, holo-slippery and fast, it is the host's answer to almost anything. It plugs into the Ash-Wastes vehicle rules for its facing Toughness, its Hull Points and its handling.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

FIRE PRISM

VEHICLE

✖ 200 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
12"	7	6	5	6	5+	4+	4+	6+	6+	5+	5+

LOCOMOTION Skimmer

HARDPOINTS

- ◆ Prism Cannon — Turret arc (Crew)
- ◆ Shuriken Cannon — Hull arc (Crew)

SPECIAL RULES

- ◆ 0-1 per gang
- ◆ holo-field

The Fire Prism is the war-host's dedicated armour-killer — a grav-tank whose whole being is built around the great faceted crystal of its prism cannon. That gun dials its wrath each time it charges: a focused lance to spear the heaviest hull on the field, or a dispersed blossom of light to scythe across massed infantry, so the crew answers a lone brute and a packed advance with the same weapon. A hull shuriken cannon clears the ground beneath it. A holo-field cloaks the tank in displacement-blur that turns aside the fire it draws, and its Skimmer drives carry it over terrain and gulf at speed, striking from an angle and repositioning before the reply lands. Fast, slippery and precise, it sits well below the super-heavy tier — a battle tank the scale of the host it serves, not a war-engine. One per gang. It plugs into the Ash-Wastes vehicle rules for its facing Toughness, its Hull Points and its handling.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

HEMLOCK WRAITHFIGHTER

GUNSHIP

✖ 250 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
18"	7	6	5	6	5+	4+	4+	6+	6+	5+	5+

LOCOMOTION Flyer

ALTITUDE ACCESS Interceptor — reaches Low/High (cannot land)

MINIMUM MOVE Minimum move 8"

TURN CAP tight (Interceptor)

FIRING (LOW) Low altitude — normal accuracy, all hardpoint arcs fire

FIRING (HIGH) High/pass — strafe corridor: forward-fixed hardpoints along the line; Turret hardpoints also reach the sides

HARDPOINTS

- ♦ D Scythe — Wing arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ mindshock pod (battle-shock aura)

The Hemlock Wraithfighter is the ghost in the sky — a spirit-driven aircraft crewed not by a living pilot but by a Wraith construct, wailing over the battlefield to reap what walks below. Like all its kind it cannot hover or land: with no Hover capability it holds no station and must make its minimum move each round, sweeping across the field at Low or High altitude and turning for another pass. Twin heavy D-scythes beneath its wings fan out short-ranged sheets of dissolving energy that unmake infantry outright, while a mindshock pod broadcasts a wave of terror over everything it overflies, sowing battle-shock in the ranks beneath. It carries nothing and defends itself with speed, altitude and the holo-slippery hull. Iyanden-flavoured and spirit-crewed, a gang fields one to terrorise the ground from an air it cannot be answered in. It plugs into the Ash-Wastes vehicle rules for its facing Toughness and Hull Points, and into the Flight rules for its altitude, its minimum move and its passes.

Uses the Macromunda Flight rules — see Flying Mechanics.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

NIGHT SPINNER

VEHICLE

✖ 165 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
12"	7	6	5	6	5+	4+	4+	6+	6+	5+	5+

LOCOMOTION Skimmer

HARDPOINTS

- ◆ Doomweaver — Turret arc (Crew)
- ◆ Shuriken Cannon — Hull arc (Crew)

SPECIAL RULES

- ◆ 0-1 per gang
- ◆ holo-field

The Night Spinner is the war-host's artillery skimmer — a grav-tank that hurls a spreading net of monofilament from its doomweaver over cover and wall to fall upon whatever shelters behind. It needs no sight of its mark: it drops its razor shroud onto a packed advance and lets the strands reap the lightly armoured and snare the survivors, so a formation that meant to charge instead crawls. A hull shuriken cannon guards its approaches. A holo-field bends the aim of return fire, and its Skimmer drives keep it moving — this is artillery that never sits still, raining and relocating so the guns it torments never find it. Fast and holo-slippery, it is the answer to numbers under cover, dropping death onto ground the rest of the host cannot reach. One per gang. It plugs into the Ash-Wastes vehicle rules for its facing Toughness, its Hull Points and its handling.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

VYPER

VEHICLE

✖ 100 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
14"	6	5	4	4	4+	5+	4+	6+	6+	5+	5+

LOCOMOTION Skimmer

HARDPOINTS

- ♦ Shuriken Cannon — Front arc (Crew)
- ♦ Twin Shuriken Catapult — Hull arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ open-topped

The Vyper is the war-host's fast-attack skimmer — a two-crew open-topped weapon platform slung beneath an anti-grav vane, tissue-thin but blistering fast. It is the Aeldari glass flanker: a hull that mounts a single heavy gun — a shuriken cannon, or in its place a scatter laser, bright lance or starcannon — with a twin shuriken catapult to sweep the crew's own flanks clear. Nothing about it is built to endure. Its open canopy leaves the pilots as exposed as any Guardian, and it survives the only way the host survives, by never being where the return fire falls. As a Skimmer it glides over broken ground and terrain that would mire a tracked hull, striking from an angle and sliding away before the enemy can bring guns to bear. A gang fields one to hunt what moves fast and to punish a flank, and to be gone by the time the answer comes. It plugs into the Ash-Wastes vehicle rules for its facing Toughness, its Hull Points and its handling.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

WAVE SERPENT

TRANSPORT

✖ 135 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
12"	7	6	5	6	5+	4+	4+	6+	6+	5+	5+

LOCOMOTION Skimmer

HARDPOINTS

- ◆ Scatter Laser — Turret arc (Crew)
- ◆ Twin Shuriken Catapult — Hull arc (Crew)

SPECIAL RULES

- ◆ 0-1 per gang
- ◆ Transport (6 fighters)
- ◆ serpent shield

The Wave Serpent is the war-host's battle-transport — a fast, holo-slippery grav-tank built to carry an entire shrine into the fight and shrug the first salvo aimed at it. Its defining feature is the serpent shield, a projected energy field across the prow that turns aside the ranged fire it takes on the approach, so it reaches its drop-point with its cargo intact where a lesser hull would be gutted. A turret twin-links its main gun — twin scatter lasers, or bright lances, starcannons or shuriken cannons to taste — with a hull-mounted twin shuriken catapult to clear infantry from its path. As a Skimmer it crosses terrain and gulf alike at speed, and it carries up to six fighters in its belly. One per gang, it is the anchor of the fleet: the hull the rest of the host rides to war. It plugs into the Ash-Wastes vehicle rules for its facing Toughness, its Hull Points and its handling.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).



PSYCHIC DISCIPLINES

✖ THE RUNES OF FATE

PSYCHIC DISCIPLINE

The Runes of Fate are the witchcraft of the seer-path — the reading and re-weaving of the skein that only a Farseer, Warlock or Spiritseer may attempt. A seer bends probability toward its war-host and away from the foe, wraps a comrade in a shield of certainty, and when the reading turns to wrath looses the storm of the warp itself. Each is a Wyrld power drawn through the skein; every working courts the price of over-reaching. At creation a seer with access picks one power from the table below.

ROLL

POWER

1	Guide. Guide is a Wyrd power of the seer-path. While it holds, one friendly fighter within Short range fights with the seer's foresight laid over its aim — it re-rolls failed hit rolls in the shooting phase. The seer reads the shot an instant before it is taken and steers the barrel true. It is the oldest gift of the Farseer's craft, and the reason a war-host of the Aeldari kills far above the weight of its numbers.
2	Doom. Doom is a Wyrd power that unpicks a single thread of an enemy's future. One enemy fighter within 18" and line of sight is marked; until the start of the next round, every attack made against the doomed fighter re-rolls failed wound rolls. The seer does not strike the target — it merely shows the war-host where the killing blows already lie. A force-multiplier that turns a glancing gang into a lethal one for a single round.
3	Fortune. Fortune is a Wyrd power that wraps a comrade in a lattice of averted fates. While it holds, one friendly fighter within Short range gains a 5+ invulnerable (fate-shield) save against every attack that strikes it. The blows that should land slide a hair's breadth wide, guided away by a future the seer has already unwritten. This protection does not stack with other Aeldari sources of the same shield.
4	Mind War. Mind War is a Wyrd power of pure psychic violence. The seer locks its will against one enemy fighter within 18" and line of sight in a silent duel of minds, resolved by the Wyrd Powers rules. Should the seer's working prevail, the target suffers a single wound that no armour or field can turn, and is left reeling — it is Pinned. A weapon that ignores every plate the enemy owns, but one that stakes the seer's own mind on the outcome.
5	Eldritch Storm. Eldritch Storm is a Wyrd power that tears the warp open at a chosen point within 12". Coruscating psychic lightning erupts there: every fighter within 2" of that point — friend or foe alike — is struck by a hit at Strength 4, AP-1, Damage 1, and cover gives no protection. The seer calls the storm but cannot fully leash it; a war-host learns to loose it only where its own do not stand.
6	Witchfire Lance. Witchfire Lance is the seer-path turned to open wrath — a spear of raw psychic force hurled from the seer's outstretched hand. One enemy fighter within 18" and line of sight takes a single hit at Strength 6, AP-2, Damage 3. It is the deadliest working the runes hold, the moment the reader stops guiding the war-host and simply kills; but each casting draws deep on the skein and courts its price.

GANG TACTICS

D66

ROLL	TACTIC	TIMING
11	The Wild Ride. THE WILD RIDE	ANY ROUND
12	Outflank. OUTFLANK	START OF ROUND
13	Ride By. RIDE-BY	ANY ROUND
14	Skyburners. SKYBURNERS	ANY ROUND
15	Unbroken Host. UNBROKEN HOST	ANY ROUND

16	The Long Wheel. THE LONG WHEEL	ANY ROUND
21	Wheeling Charge. WHEELING CHARGE	ANY ROUND
22	The Fade. THE FADE	ANY ROUND
23	First Blood Of The Wheel. FIRST BLOOD OF THE WHEEL	ANY ROUND
24	Empty Saddle. EMPTY SADDLE	REACTIVE
25	The Open Lane. THE OPEN LANE	ANY ROUND
26	Sweep And Away. SWEEP AND AWAY	ANY ROUND
31	The Chieftains Call. THE CHIEFTAIN'S CALL	ANY ROUND
32	Lance The Line. LANCE THE LINE	ANY ROUND
33	Never Where It Fell. NEVER WHERE IT FELL	REACTIVE
34	Outpace. OUTPACE	ANY ROUND
35	The Wheeling Feint. THE WHEELING FEINT	REACTIVE
36	Scatter The Screen. SCATTER THE SCREEN	ANY ROUND
41	The Wild Charge. THE WILD CHARGE	ANY ROUND
42	Dust And Distance. DUST AND DISTANCE	ANY ROUND
43	The Racing Host. THE RACING HOST	ANY ROUND
44	Break Contact. BREAK CONTACT	ANY ROUND
45	The Shining Lance. THE SHINING LANCE	ANY ROUND
46	Ride The Storm. RIDE THE STORM	ANY ROUND
51	The Outriders Eye. THE OUTRIDER'S EYE	ANY ROUND
52	Circle And Strike. CIRCLE AND STRIKE	ANY ROUND
53	The Vanishing Wheel. THE VANISHING WHEEL	ANY ROUND
54	Momentum. MOMENTUM	ANY ROUND
55	The Long Foretold Trickle. THE LONG-FORETOLD TRICKLE	ANY ROUND
56	Unhorsed Fury. UNHORSED FURY	REACTIVE
61	The Endless Pursuit. THE ENDLESS PURSUIT	ANY ROUND
62	Kick Up The Dust. KICK UP THE DUST	ANY ROUND
63	The Wheel Turns. THE WHEEL TURNS	ANY ROUND
64	Skyburner Volley. SKYBURNER VOLLEY	ANY ROUND
65	The Host Regathers. THE HOST REGATHERS	START OF ROUND

ALLIANCES

✕ THE CORSAIR WAR PARTY

ALLIANCE

WHO	the Corsair raiders who ride the void as the Wild Host rides the plain — the Voidreavers and Voidscarred, outcast pirates who strike and vanish like kin (a war-party struck when it is made, never a fixed hire)
TERMS	campaign-only raider pact, phase-gated: once the campaign reaches its declared middle phase, while both the gang and the corsair band range the same world, Saim-Hann may call a Corsair war-party to a shared battle — a Voidreaver or Voidscarred hires into the gang's list for that battle at reduced cost, and while it stands one friendly mounted fighter each round may make a free reposition of up to 3 inches. No permanent roster addition — the pirates ride on when the wind changes

The Corsair raiders ride the void as the Wild Host rides the plain — the Voidreavers and Voidscarred, outcast pirates who strike and vanish like kin. Saim-Hann stands with them not by oath but by nature: two fast-moving peoples who understand the same war, struck as a war-party when it is made and never bound as a fixed hire.

The pact is campaign-only and phase-gated. Once the campaign reaches its declared middle phase, while both the gang and a corsair band range the same world, Saim-Hann may call a Corsair war-party to a shared battle: a Voidreaver or Voidscarred hires into the gang's list for that battle at reduced cost, and while it stands, one friendly mounted fighter each round may make a free reposition of up to 3". No corsair joins the permanent roster and none enters a normal-battle gang list outside this pact — the pirates ride on when the wind changes, as they always have. The alliance is a shared hunt, not a shared home.

WHO	a dense-terrain brawler and area-denial gang that has made Saim-Hann's one weakness its whole plan — it fights from the rubble, screens every lane, and chokes the running room the Wild Host lives on (generic, the House's designed nemesis, struck as a feud rather than a fixed named gang)
TERMS	campaign-long feud: the two gangs cannot ally and gain a bonus whenever they are matched against each other. When Saim-Hann fights the feuding gang, the enemy may place one piece of blocking terrain in the open ground before deployment (choking a lane), and its fighters count as controlling any objective a friendly mounted fighter has not physically reached. The feud persists until one gang forces the other to bottle out twice, or the campaign ends

Some gang has made Saim-Hann's one weakness its whole plan — a dense-terrain brawler and area-denial force that fights from the rubble, screens every lane, and chokes the running room the Wild Host lives on. It is the host's designed nemesis, and it is met not as an ally but as a feud, struck against whatever gang best embodies the wall and the cage rather than any one fixed name.

The feud runs the length of the campaign. The two gangs can never ally, and each gains a bonus whenever they are matched against one another. When Saim-Hann fights the feuding gang, the enemy may place one piece of blocking terrain in the open ground before deployment, choking a lane the wheel would have run, and its fighters count as controlling any objective a friendly mounted fighter has not physically reached. The feud persists until one gang forces the other to bottle out twice, or the campaign ends. It is the war the host least wishes to fight, against the one foe that knows exactly how to fight it.

FAVOURS

2D6

ROLL	FAVOUR	PATRON
2	The Corsair Skiff. The Corsair Skiff — 2	THE CORSAIR RAIDERS — VOID-PIRATES WHO RIDE AND STRIKE LIKE THE WILD HOST ITSELF, THE HOUSE'S NATURAL FAST-MOVING KIN
3	The Void Reavers Debt. The Void-Reaver's Debt — 3	THE CORSAIR VOIDREAVERS — THE OUTCAST PIRATE RAIDER PACK THE WILD HOST HIRES SECOND ONLY TO ALAITOC

5	Fresh Saddles. Fresh Saddles — 5	THE WILD RIDER KINSMEN — THE SADDLE- RELAYS AND BONDED OUTRIDERS WHO KEEP THE HOST MOUNTED
7	The Open Road. The Open Road — 7	THE PLAINS- KIN WHO READ THE GROUND — THOSE WHO KNOW EVERY OPEN LANE AND EVERY PLACE A WALL CANNOT REACH
9	The Outriders Report. The Outrider's Report — 9	THE OUTRIDERS — THE VETERAN SHROUD RUNNERS WHO RANGE AHEAD AND ARE NEVER WHERE THE SHOT FALLS
11	The Chieftains Favour. The Chieftain's Favour — 11	A NAMED WILD RIDER CHIEFTAIN OF A NEIGHBOURING HOST — AN AUTARCH SKYRUNNER WHO RIDES IN KINSHIP FOR A SINGLE WAR
12	The Wild Hunt Rides. The Wild Hunt Rides — 12	THE WHOLE GATHERED WILD HOST OF SAIM- HANN — THE KINDRED WAR- PARTIES RIDING TO WAR AS ONE, THE RAREST AND GREATEST FAVOUR

☠ SUB-PLOTS

✂ THE LONGEST RIDE

SUB-PLOT

Reward: When the gang has won battles in three different districts without ever being forced to defend a fixed holding, the Longest Ride is recognised: the gang gains 1 Reputation, a permanent bonus to its post-battle income representing the tribute of the ground it has ridden, and once per campaign may relocate its territory claim to any adjacent district for free (the host simply rides there). Claimable once per campaign.

THE LONGEST RIDE

Your host wins not by taking and holding ground but by riding it — sweeping through district after district, striking and moving on, claiming each stretch by having crossed it faster than any rival could contest it.

When you have won battles in three different districts without ever being forced to defend a fixed holding, the Longest Ride is recognised. Your gang gains 1 Reputation, a permanent bonus to its post-battle income representing the tribute of the ground it has ridden, and once per campaign you may relocate your territory claim to any adjacent district for free — the host simply rides there. Claimable once per campaign.

✂ THE WIDENING HOST

SUB-PLOT

Reward: When the gang has added mounted fighters after three separate battles until its cavalry is the clear majority of its roster, the Widening Host is recognised: the gang gains 1 Reputation, a permanent discount on recruiting and mounting new jetbike/skimmer fighters, and may begin each battle with one mounted fighter already redeployed from any board edge. Claimable once per campaign.

THE WIDENING HOST

Your host grows not by digging in but by widening — you add jetbikes and skimmers rather than fixed defences, spending your winnings on more saddles and faster wheels until the Wild Host spans more of the board than any rival can cover.

When you have added mounted fighters after three separate battles until your cavalry is the clear majority of your roster, the Widening Host is recognised. Your gang gains 1 Reputation, a permanent discount on recruiting and mounting new jetbike and skimmer fighters, and may begin each battle with one mounted fighter already redeployed from any board edge. Claimable once per campaign.

LEGENDARY NAMES

✧ FAOLAN THE OUTRIDER

WINDRIDER / SHROUD RUNNER VETERAN

XP cost (random): 4

XP cost (chosen): 7

Faolan the Outrider — *a named Windrider or Shroud Runner veteran; the rider who swept the most ground and was never where the shot fell. Random XP 4 · Chosen XP 7.*

A Windrider or Shroud Runner may take the name Faolan the Outrider. It gains +2" to its Move, it may always re-deploy from a board edge at the start of the round as though it had rolled Outflank, and once per battle it may ignore all incoming ranged attacks for a single round as it rides beyond the enemy's reach. It is the Outrider who is never caught, and never quite where the shot was aimed.

But the Outrider rides alone and will not be tied down. Faolan may never end its activation within 3" of another friendly fighter, it cannot hold or contest an objective for more than one consecutive round before it must move on, and it will accept neither the Wild Host Banner nor any aura — a lone rider takes no one's steadying but its own.

✧ KAELMIR THE LANCE OF DAWN

SHINING SPEAR EXARCH / MOUNTED LANCE CHAMPION

XP cost (random): 5

XP cost (chosen): 9

Kaelmir the Lance of Dawn — *a named Shining Spear Exarch of the founding shrine, a mounted lance Champion. Random XP 5 · Chosen XP 9.*

A Shining Spear Exarch may take the name Kaelmir the Lance of Dawn. Its Lance Strike gains a further +1 Strength, carrying AP-1 and +2 Strength in total on the charge; it may charge after Falling Back without spending a skill; and any enemy it takes Out of Action on a ride-by grants the gang a free reposition of a friendly mounted fighter within 6". It is the lance of the first light, striking where the dawn breaks the line.

But the Lance of Dawn lives only to charge. Kaelmir must Charge every round in which an enemy stands within a charge move, it cannot benefit from the Wild Host Banner's steadying, and if it ends a battle without having charged it earns no experience that game — a lance that does not strike is a lance that has failed its shrine.



NUADHU FIREHEART

AUTARCH SKYRUNNER / MARTIAL LEADER — NUADHU FIREHEART, THE WILD RIDER, THE NAMED WAR-PRINCE CHIEFTAIN OF SAIM-HANN

XP cost (random): 6

XP cost (chosen): 12

Nuadhu Fireheart, the Wild Rider — a named *Autarch Skyrunner*, the war-prince chieftain of *Saim-Hann*; the *Dramatis Personae* tier, *Saim-Hann-locked*. Random XP 6 · Chosen XP 12.

Saim-Hann may field its Leader as Nuadhu Fireheart, riding at the head of the host on a fire-maned Skyrunner. His Spirit of the Wild aura reaches every friendly mounted fighter on the field rather than only those within range, he re-rolls all failed Charge rolls, and once per battle the entire mounted gang may make a free full-Move reposition in a single wheeling surge. Where the Fireheart rides, the Wild Host rides as one.

But the Wild Rider cannot bear to hold. Nuadhu must always Charge or make a full Move toward the nearest enemy if he is able, he may never end an activation stationary while an enemy is on the field, and if he is taken Out of Action the gang loses double the usual reputation — the chieftain whose fire could not be reined in, whose fall scatters the host's heart along with its head.



TERRAIN

✧ OPEN RUN

TERRAIN

The Open Run is a swathe of clear board declared Saim-Hann territory — a lane of running room kept free of terrain, where the wheel can turn at full speed.

A friendly mounted fighter that moves wholly within the Open Run adds +2" to that move, and while within it a mounted fighter cannot be Pinned by ranged fire. Only the open ground itself confers this: a fighter that leaves the swathe loses the benefit at once. It is a positioning feature and nothing more — it yields no income, only speed and the freedom to run.

✧ THE WILD PLAINS

TERRAIN

The Wild Plains is a Saim-Hann territory — a great sweep of open ground the host has claimed as its riding-range, a holding prized for the mounts it can raise rather than the credits it yields.

A gang holding the Wild Plains biases its post-battle income toward the saddle: it recruits and mounts new jetbike and skimmer fighters at reduced cost, and each post-battle sequence it may re-roll one Recovery or lasting-injury roll for a friendly mounted fighter. The territory gives fresh riders more readily than coin — the host grows wider in the saddle, not richer in the purse.

THE LONG RIDE

SCENARIO

ATTACKER	Saim-Hann (the Wild Host, racing a mark from one edge of the board to the other faster than the enemy can cut it off)
DEFENDER	the opposing gang (which must intercept and pin the riders before they run the board's length)
DEPLOY	the board runs long and mostly open; Saim-Hann and its mark deploy at one short edge, a target holding waits at the far short edge, and the defender deploys across the middle to screen the lanes and block the run
OBJECTIVE	Saim-Hann wins by carrying the ride the length of the board to the far holding; the defender wins by pinning the riders in the middle ground or destroying the mark before it arrives
VICTORY	Saim-Hann wins if a friendly mounted fighter reaches and controls the far holding by the final round; the defender wins if it prevents any friendly mounted fighter from reaching the far holding, OR takes the designated lead rider Out of Action, OR forces the Wild Host to bottle out
REWARDS	Saim-Hann gains renown and a bonus to its next post-battle income (the ground ridden); the defender gains a reward for cutting off the run or unhorsing the lead rider
CONTROL TRACK	a Saim-Hann win extends its Control-Track reach into the next district (the host rode straight through and claimed the far ground); a defender win holds the line and pushes the marker back, the run cut short

The Wild Host has a mark to carry the length of the field, and the enemy has one chance to cut it off before it runs the board clean through. This is not a battle for a place; it is a race the defender must turn into a battle.

ATTACKER & DEFENDER

Saim-Hann is the attacker, racing a mark from one edge of the board to the other faster than the enemy can intercept. The opposing gang defends, and must pin the riders or destroy the mark before it arrives.

BATTLEFIELD

The board is set long and mostly open, terrain pushed to the edges to leave running room down the centre. Saim-Hann and its mark deploy at one short edge; a target holding waits at the far short edge. The defender deploys across the middle ground to screen the lanes and block the run.

OBJECTIVE

Saim-Hann must carry the ride the length of the board and seize the far holding. The defender must stop the run in the middle ground, or take the mark down before it reaches its goal.

VICTORY

Saim-Hann wins if a friendly mounted fighter reaches and controls the far holding by the final round. The defender wins if it prevents any friendly mounted fighter from reaching the far holding, or takes the designated lead rider Out of Action, or forces the Wild Host to bottle out.

REWARDS

A Saim-Hann victory earns renown and a bonus to the gang's next post-battle income, the tribute of the ground ridden. A defending victory earns a reward for cutting off the run or unhorsing the lead rider.

THE CAMPAIGN

A Saim-Hann win extends its Control-Track reach into the next district — the host rode straight through and claimed the far ground. A defender win holds the line and pushes the marker back, the long ride cut short.

ATTACKER	Saim-Hann (the Wild Host, wheeling in across open ground to lance a target open and break away before the answer lands)
DEFENDER	the opposing gang (which must pin the riders or hold its objectives against a foe that never stops moving)
DEPLOY	the board is set with open ground down its centre and terrain pushed to the flanks; the defender holds three objective markers spread across the open field, Saim-Hann deploys along one long edge with the room to run
OBJECTIVE	Saim-Hann wins by striking the defender's fighters on the ride-by and controlling the open field at the final round; the defender wins by pinning the Wild Host into a stand-up fight or holding its objectives against the wheel
VICTORY	Saim-Hann wins if it holds two of the three central objectives at the final round AND has taken more enemy fighters Out of Action than it has lost; the defender wins if it holds two objectives at the final round, OR forces the Wild Host to bottle out, OR ends the game with more mounted fighters Out of Action than dismounted
REWARDS	Saim-Hann gains a Wild Plains boon (renown for the ground swept and never held); the defender gains a reward for pinning the wheel or holding the open field against it
CONTROL TRACK	a Saim-Hann win advances its Control-Track claim on the district (the host rode it end to end and left nothing standing to deny it); a defender win pushes the marker back, the riders driven off the ground they could not hold

The Wild Host wheels in across open ground to lance a target open and break away before the answer lands. The defender must pin the riders into a stand-up fight or hold its objectives against a foe that never stops moving.

ATTACKER & DEFENDER

Saim-Hann is the attacker, striking on the ride-by and contesting the open field. The opposing gang defends its objectives against the wheel.

BATTLEFIELD

The board is set with open ground down its centre and terrain pushed to the flanks. Three objective markers are spread across the open field for the defender to hold. Saim-Hann deploys along one long edge, with the room to run.

OBJECTIVE

Saim-Hann must strike the defender's fighters on the ride-by and dominate the open field. The defender must pin the Wild Host into a close fight or keep its objectives against the wheel.

VICTORY

Saim-Hann wins if it holds two of the three central objectives at the final round and has taken more enemy fighters Out of Action than it has lost. The defender wins if it holds two objectives at the final round, or forces the Wild Host to bottle out, or ends the game with more mounted fighters Out of Action than dismounted.

REWARDS

A Saim-Hann victory earns a Wild Plains boon — renown for the ground swept and never held. A defending victory earns a reward for pinning the wheel or holding the open field against it.

THE CAMPAIGN

A Saim-Hann win advances its Control-Track claim on the district — the host rode it end to end and left nothing standing to deny it. A defender win pushes the marker back, the riders driven off the ground they could not hold.

☠ SPECIAL RULES

⌘ PSYKER

RULE

A fighter with the **Psyker** keyword walks the Path of the Seer — it may manifest the Wyrd Powers of any psychic discipline it has access to. Among the Aeldari the keyword belongs to the seers alone: the Farseer, the Warlock and the Spiritseer who read and re-weave the skein of fate; no Guardian, Aspect Warrior or Wraith construct touches it. Each seer may attempt one of its known Wyrd Powers using the standard psyker rules, and every working courts the price of over-reaching the skein. Psyker powers are drawn free at creation — the gift is baked into the seer's cost.

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