

# ASURMEN

M

8"

T

5

SV

2+

W

6

LD

5+

OC

3



## RANGED WEAPONS

RANGE

A

BS

S

AP

D

The Bloody Twins [ASSAULT, PISTOL, LETHAL HITS]

24"

6

2+

5

-1

2



## MELEE WEAPONS

RANGE

A

WS

S

AP

D

The Sword of Asur (Strike) [DEVASTATING WOUNDS, LETHAL HITS] melee

7

2+

8

-4

3

The Sword of Asur (Sweep) [LETHAL HITS]

melee

12

2+

5

-2

1

## HAND OF ASURYAN

**Asuryan's Fury:** Any friendly **DIRE AVENGER** units within 6" of this model gain +1 to hit when they make an attack.

**Tactical Acumen:** One friendly **DIRE AVENGER** unit within 6" can perform an overwatch stratagem for 0cp even if it has already been used.

**Avenging Strike:** Any friendly **DIRE AVENGER** units within 6" of this model gain the Sustained Hits 1 ability for all their attacks.

## ABILITIES

**CORE:** Feel no Pain (4+), Lone Operative, Strikes First

**FACTION:** Strands of Fate

**Hand of Asuryan:** In your Command phase, select one Hand of Asuryan ability (see left). Until the start of your next Command phase, this model has that ability.

**The Phoenix Resurgent:** The first time this model is destroyed, roll one D6 at the end of the phase: on a 3+, set this model back up on the battlefield as close as possible to where it was destroyed and not within Engagement Range of any enemy models, with 4 wounds remaining.

**INVULNERABLE SAVE**

3+

**KEYWORDS:** INFANTRY, CHARACTER, EPIC HERO, DIRE AVENGER, PHOENIX LORD, ASURMEN



**FACTION KEYWORDS:**  
AELDARI

# KARANDRAS

M	T	SV	W	LD	OC
8"	5	2+	6	5+	3

## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Arha's Bane [ASSAULT, PISTOL]	12"	2	2+	5	-1	2

## MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Arha's Bane [SUSTAINED HITS]	melee	5	2+	10	-3	2
Isirmathil [Extra Attacks, SUSTAINED HITS]	melee	6	2+	6	-2	1
Scorpion's Bite [Extra Attacks, DEVASTATING WOUNDS, ANTI-INFANTRY 3+]	melee	D3	2+	5	-1	2

## SHADOW HUNTER

**Scorpion Strike:** Any friendly STRIKING SCORPIONS units within 6" of this model gain +1 to hit when they make an attack.

**Sustained Assault:** Any friendly STRIKING SCORPION units within 6" scores a critical hit on a 4+ in the turn they charged.

**Shadow Walk:** Any friendly STRIKING SCORPION units within 6" receives the Stealth ability.

## ABILITIES

**CORE:** Infiltrator, Feel no Pain (4+), Lone Operative, Strikes First

**FACTION:** Strands of Fate

**Shadow Hunter:** In your Command phase, select one Shadow Hunter ability (see left). Until the start of your next Command phase, this model has that ability.

**Shadow Form:** Once per battle at the beginning of your Command phase you may choose to use this ability. Until the start of your next Command phase, this model gains the FLY keyword and may shoot and declare a charge in the same turn. Any unit this model falls back through suffers 1D3 mortal wounds.

INVULNERABLE SAVE

4+

**KEYWORDS:** INFANTRY, CHARACTER, EPIC HERO, STRIKING SCORPION, PHOENIX LORD, KARANDRAS



**FACTION KEYWORDS:**  
AELDARI

# BAHARROTH

M

14"

T

5

SV

2+

W

6

LD

5+

OC

3



## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Tempest Fury [ASSAULT, PISTOL, SUSTAINED HITS 2]	24"	6	2+	5	-1	2
Hawk Frenzy Grenade Pack [ASSAULT, SUSTAINED HITS 2]	18"	1D3+1	2+	6	-2	1



## MELEE WEAPONS

	RANGE	A	WS	S	AP	D
The Shining Blade [SUSTAINED HITS 2]	melee	6	2+	5	-2	2

## CRY OF THE WIND

**Strike of the Hawk:** Any friendly **SWOOPING HAWK** units within 6" of this model gain +1 to hit when they make an attack.

**Blazing Fire:** Any enemy unit hit by a friendly **SWOOPING HAWK** unit within 6" of this model subtract 1 from their hit rolls in their next turn.

**Screaming blast:** Any friendly **SWOOPING HAWK** units within 6" of this model gain the lethal hits ability on their shooting attacks.

## ABILITIES

**CORE:** Deep Strike, Feel no Pain (4+), Lone Operative, Strikes First

**FACTION:** Strands of Fate

**Cry of the Wind:** In your Command phase, select one Cry of the Wind ability (see left). Until the start of your next Command phase, this model has that ability.

**Cloudstrider:** Once per turn, when this model Consolidates or makes an Advance move you can instead remove this model from the battlefield and set it up again anywhere on the battlefield that is more than 9" away from any enemy models.

**Death from Above:** Once per battle at the beginning of your Movement phase you may choose to use this ability. When this model is selected to Move, up to three enemy units moved over by this model suffer 1D3 Mortal Wounds each. It may still use Cloudstrider after resolving this.

**INVULNERABLE SAVE**

4+

**KEYWORDS:** INFANTRY, CHARACTER, EPIC HERO, GRENADES, SWOOPING HAWK, PHOENIX LORD, BAHARROTH



**FACTION KEYWORDS:**  
AELDARI

# JAIN ZAR

M	T	SV	W	LD	OC
10"	5	2+	6	5+	3

## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
The Silent Death [ASSAULT, SUSTAINED HITS 2, PISTOL]	12"	4	2+	6	-2	1

## MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Blade of Destruction (strike) [PRECISION]	melee	7	2+	7	-3	2
Blade of Destruction (sweep) [ANTI-INFANTRY 2+]	melee	12	2+	4	-2	1

## STORM OF SILENCE

**Shrieking Storm:** Any friendly **HOWLING BANSHEE** units within 6" of this model gain +1 to hit when they make an attack.

**Acrobatic:** Any friendly **HOWLING BANSHEE** units within 6" of this model may declare a charge in a turn in which they advanced.

**Soul Cleave:** Any friendly **HOWLING BANSHEE** units within 6" of this model add +1 to their wound rolls when making melee attacks.

## ABILITIES

**CORE:** Feel no Pain (4+), Lone Operative, Strikes First

**FACTION:** Strands of Fate

**Storm of Silence:** In your Command phase, select one Storm of Silence ability (see left). Until the start of your next Command phase, this model has that ability.

**Terror's Lament:** Each time you select an enemy unit as a target of a charge made by this model, that enemy unit must make a Battleshock test at -1 Ld. While an enemy unit is within Engagement Range of the bearer, subtract 1 from the Attacks of models in that unit.

**Wail of Morai Heg:** Once per battle at the beginning of your Command phase you may choose to use this ability. Until the start of your next Command phase, if one enemy unit is affected by Terror's Lament (above) then every other enemy unit within 6" of that unit is also affected.

**INVULNERABLE SAVE**

4+

**KEYWORDS:** INFANTRY, CHARACTER, EPIC HERO, HOWLING BANSHEE, PHOENIX LORD, JAIN ZAR



**FACTION KEYWORDS:**  
AELDARI

# FUEGAN

M	T	SV	W	LD	OC
8"	5	2+	6	5+	3

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Searsong [ASSAULT, ANTI VEHICLE 4+, ANTI MONSTER 4+ DEVASTATING WOUNDS]	18"	1	2+	10	-4	D6+2
Searsong [ASSAULT, SUSTAINED HITS 2]	18"	2	2+	7	-4	3

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
The Fire Axe [ANTI VEHICLE 4+, ANTI MONSTER 4+ DEVASTATING WOUNDS]	melee	7	2+	7	-4	3

## BURNING LANCE

**Assured Destruction:** Any friendly **FIRE DRAGON** units within 6" of this model re-roll wound rolls against **VEHICLES** and **MONSTERS**.

**Dragon's Flame:** Enemy units that declare charges targetting friendly **FIRE DRAGON** units within 6" of this model subtract 2 from their charge roll.

**Burning Rage:** Enemy units that are within engagement range of friendly **FIRE DRAGON** units within 6" of this model suffer 1 mortal wound for each 1 they roll on their melee attacks.

## ABILITIES

**CORE:** Feel no Pain (4+), Lone Operative, Strikes First

**FACTION:** Strands of Fate

**Burning Lance:** In your Command phase, select one Burning Lance ability (see left). Until the start of your next Command phase, this model has that ability.

**Unquenchable Resolve:** While this model has lost any wounds, add 1 to The Fire Axe Strength and Attacks characteristics.

**Mantle of Fire:** Once per battle at the beginning of your Command phase you may choose to use this ability. At the end of the Fight phase after all models have made their attacks roll 1D6 for each wound this model has lost. On a 4+ each enemy unit within 3" suffers a mortal wound. For each 5 or 6 rolled, this model also regains 1 wound (up to their maximum of 6).

**INVULNERABLE SAVE**

4+

**KEYWORDS:** INFANTRY, CHARACTER, EPIC HERO, FIRE DRAGON, PHOENIX LORD, FUEGAN



**FACTION KEYWORDS:** AELDARI

# MAUGAN RA

M	T	SV	W	LD	OC
8"	6	2+	6	5+	3

## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
The Maugetar [ASSAULT, DEVASTATING WOUNDS, PISTOL, SUSTAINED HITS 1]	36"	6	2+	8	-1	2

## MELEE WEAPONS

	RANGE	A	WS	S	AP	D
The Maugetar [DEVASTATING WOUNDS]	melee	5	2+	8	-1	2

## HARVESTER OF SOULS

**Death from Afar:** Any friendly DARK REAPER units within 6" of this model gain +1 to hit when they make an attack.

**Inescapable Accuracy:** Any friendly DARK REAPER units within 6" of this model gain the ignores cover ability on their shooting attacks.

**Shredding Barrage:** Any friendly DARK REAPER units within 6" of this model gain the sustained hits 1 ability (or increases their sustained hits ability by 1) on their shooting attacks.

## ABILITIES

**CORE:** Feel no Pain (4+), Lone Operative

**FACTION:** Strands of Fate

**Harvester of Souls:** In your Command phase, select one Burning Lance ability (see left). Until the start of your next Command phase, this model has that ability.

**Doom Incarnate:** If a unit is hit by this model, it must take a Battleshock test after attacks are resolved in that phase. If a unit suffered casualties from this model's attacks this Round, subtract that number from the unit's Leadership for their Battleshock test.

**Soul Harvest:** Once per battle at the beginning of your Shooting phase you may choose to use this ability. When this model is selected to Shoot, it may choose 6 separate enemy units to target. Make one attack against each using the Maugetar's profile. Attacks made this way score critical wounds on a 4+.

**INVULNERABLE SAVE**

4+

**KEYWORDS:** INFANTRY, CHARACTER, EPIC HERO, DARK REAPER, PHOENIX LORD, MAUGAN RA



**FACTION KEYWORDS:** AELDARI