

YNNARI KILL TEAMS

The Ynnari, known as the Reborn, are a rising force of Aeldari in the galaxy. They believe the Aeldari can be saved from the brink of oblivion by the rise of Ynnead, the God of the Dead, whose powers they harness to draw upon the energies of the slain.

YNNARI SPECIAL RULES

The following special rule applies to all members of an Ynnari kill team.

Strength from Death: Each time a fighter goes out of action within 7" of one or more fighters with this ability, except in the Morale phase, pick one of those fighters to make a Soulburst action. That fighter can immediately do one of the following, even if it has already done so in this turn:

- The fighter can move as if it were your Movement phase (enemy units can fire Overwatch as normal).
- The fighter can, if it is a Psyker, immediately manifest a single psychic power as if it were the start of the turn.
- The fighter can shoot as if it were your Shooting phase, even if it performed a normal move this turn.
- The fighter can fight as if it were the Hand-to-hand phase.

Note that this means that a fighter may be able to move, shoot, or fight twice in the same turn.

A fighter can only make a Soulburst action once per turn.

USING AN YNNARI KILL TEAM

An Ynnari kill team follows all of the normal rules, with the following exception:

- An Ynnari kill team consists of 3-12 models.

As an alternative to the Ynnari kill team presented here, you can play an Ynnari kill team using any Aeldari kill team except Harlequins and Haemonculus Covens. The only change is that the Ynnari Special Rules (**Strength from Death**) replace the other kill team's special rules.



	Kill Team Leader									Cost to recruit: 220 points
	M	WS	BS	S	T	W	I	A	Ld	
Spiritseer	5"	5	5	3	3	2	5	2	9	

Spiritseers are those upon the Witch Path who are called to commune with the dead.

Wargear: A Spiritseer has a shuriken pistol and rune armor. In addition, a Spiritseer can be armed with items chosen from the Ynnari Hand-to-Hand Weapons, Pistols, Basic Weapons, Grenades, and Miscellaneous Equipment lists.

Psyker: All Spiritseers have the following three psychic powers, and may choose which one they use each turn, if any.

Spirit Hook: With a beckoning gesture, the Spiritseer draws the soul forth from the mortal forms of their enemies and sets it free upon the wind. The Spiritseer may use this power in the Shooting phase instead of shooting another weapon. Choose an enemy fighter within 18" of the Spiritseer – if the Spiritseer has a higher Leadership than the target, the target suffers a Strength 6 hit; otherwise it suffers a Strength 3 hit. No armor or cover saves are allowed against hits caused by this power.

Conceal: By their eldritch powers, the Spiritseer enshrouds friendly troops in mist. At the start of the game turn, choose a friendly fighter within 18" of the Spiritseer – your opponent must subtract 1 from all hit rolls for ranged weapons that target that fighter until the end of the turn, unless the Spiritseer goes out of action before that time.

Shield of Ynnead: Those favored by the Whispering God are bestowed with his protection, manifesting itself as a shield of spiritual energy capable of turning aside even the strongest of attacks. All friendly fighters within 7" of the Spiritseer have a 6+ invulnerable save until the end of the game turn, unless the Spiritseer goes out of action before that time.

	Trooper									Cost to recruit: 80 points
	M	WS	BS	S	T	W	I	A	Ld	
Reborn Elite	5"	4	4	3	3	1	5	1	8	

Reborn Elite tend to be experienced and battle-hardened, coming from the ranks of the Craftworld Guardians, Kabalites, and Aeldari Corsair fleet crews.

Wargear: A Reborn Elite has a combat blade and either mesh armor or Kabalite armor. In addition, a Reborn Elite can be armed with items chosen from the Ynnari Hand-to-Hand Weapons, Pistols, Basic Weapons, Grenades, and Miscellaneous Equipment lists.

	New Recruit									Cost to recruit: 60 points
	M	WS	BS	S	T	W	I	A	Ld	
Reborn	5"	3	3	3	3	1	5	1	8	

Many of the Ynnari are Aeldari that have come from less combat-oriented Paths.

Wargear: A Reborn has a combat blade and either mesh armor or Kabalite armor. In addition, a Reborn can be armed with items chosen from the Ynnari Hand-to-Hand Weapons, Pistols, Basic Weapons, Grenades, and Miscellaneous Equipment lists.

	Specialist									Cost to recruit: 90 points
	M	WS	BS	S	T	W	I	A	Ld	
Reborn Gunner	5"	4	4	3	3	1	5	1	8	

Reborn Gunners are equipped with special weapons or heavy weapons, bringing versatile firepower to an Ynnari kill team.

Wargear: A Reborn Gunner has a combat blade and either mesh armor or Kabalite armor. In addition, a Reborn Gunner can be armed with items chosen from the Ynnari Basic Weapons, Pistols, Special Weapons, Heavy Weapons, Grenades, and Miscellaneous Equipment lists.

YNNARI WEAPON AND EQUIPMENT LISTS

Basic Weapons

Lasblaster.....	35 points
Shuriken catapult.....	40 points
Shardcarbine.....	50 points
Splinter rifle.....	65 points

Hand-to-Hand Weapons

Combat blade (knife).....	5 points
Aeldari blade.....	20 points
Chainsword.....	25 points
Power sword*.....	50 points
Witch staff*.....	50 points
* Spiritseer only	

Pistols

Laspistol.....	15 points
Splinter pistol.....	20 points
Shuriken pistol.....	35 points

Grenades

Plasma grenades.....	25 points
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Ammunition

Soul-seeker rounds*.....	15 points
* Can be purchased for splinter pistols only	

Miscellaneous

Photo-visor.....	15 points
Weapon reload.....	Half cost of weapon in points

Heavy Weapons

Haywire blaster.....	155 points
Shuriken cannon.....	165 points
Aeldari missile launcher with plasma missiles and starshot missiles.....	175 points
Dark lance.....	215 points
Splinter cannon.....	225 points

Special Weapons

Flamer.....	40 points
Blaster.....	75 points
Shredder.....	85 points
Fusion gun.....	95 points

WEAPONS AND EQUIPMENT

BASIC WEAPONS

LASBLASTER

Lasblasters are rapid-firing weapons similar in function to the clumsy lasgun of the Imperium, but far more advanced and energy-efficient.

`Range`		`To Hit`		Save Ammo			
Short	Long	Short	Long	Str.	Dam.	Mod.	Roll
0-12"	12-24"	+1	-	3	1	-	5+

Sustained Fire: 1 die.

SHARDCARBINE

Shardcarbines utilize magno-electric pulse cores to fire jagged shards of crystal coated with potent toxins.

`Range`		`To Hit`		Save Ammo			
Short	Long	Short	Long	Str.	Dam.	Mod.	Roll
0-9"	9-18"	-	-	2	1	-	5+

Sustained Fire: 1 die.

Poisoned: This weapon will always wound enemy fighters on a 4+, regardless of their Toughness.

SHURIKEN CATAPULT

The long-barreled shuriken catapult fires its razor-edged ammunition at a greater distance than the shuriken pistol.

`Range`		`To Hit`		Save Ammo			
Short	Long	Short	Long	Str.	Dam.	Mod.	Roll
0-8"	8-16"	+1	-	4	1	-1	4+

Sustained Fire: 1 die.

SPLINTER RIFLE

Splinter rifles use a powerful magno-electric pulse to fire shards of splintered crystal covered in incredibly potent toxins.

`Range`		`To Hit`		Save Ammo			
Short	Long	Short	Long	Str.	Dam.	Mod.	Roll
0-12"	12-24"	+1	-	1	1	-	5+

Sustained Fire: 1 die.

Poisoned: This weapon will always wound enemy fighters on a 4+, regardless of their Toughness.

GRENADES

PLASMA GRENADES

The Aeldari have perfected the generation of plasma energy and can unleash it on their foes with ease.

Strength	Damage	Save Mod.
4	1	-2

Blast: Plasma grenades release focused, but potent, energies; they use the small blast template.

HAND-TO-HAND WEAPONS

AELDARI BLADE

The swords of the Aeldari are crafted from wraithbone, shaped by the Bonesingers to lethal elegance that surpasses the swords of the lesser races.

Range	Strength	Damage	Save Mod.
Close Combat	As user	1	-

Lethal: You can re-roll failed hit rolls for this weapon.

Parry: Fighters with swords are able to parry.

AGONIZER

The agonizer's array of energy fields and toxins sends the victim into fits of agony as their nerves are overloaded.

Range	Strength	Damage	Save Mod.
Close Combat	as user	D3	-2

Excruciating Agony: A fighter who goes down as a result of an Injury roll made for this weapon is automatically taken out of action, even if the wielder is fighting other opponents.

COMBAT BLADE

See Knife on pg. 55 in the *Shadow War: Armageddon Rulebook*.

GHOSTAXE

The rudimentary spirit stone in a ghost axe guides its wielder's blows towards the vital points of their foes.

Range	Strength	Damage	Save Mod.
Close Combat	as user +2	1	-3

GHOSTSWORD

Ghostswords are traditionally used in pairs to deflect incoming blows and lay low the enemy.

Range	Strength	Damage	Save Mod.
Close Combat	as user +1	1	-3

Parry: A fighter with a pair of Ghostswords may parry twice.

Paired: A fighter using a pair of Ghostswords may re-roll failed To Wound rolls in hand-to-hand combat.

HUSKBLADE

Leaving smoking trails as it carves through the air, a huskblade instantly evaporates the moisture in anything it touches, reducing targets to shriveled and gruesome corpses that fall away to dust on the breeze.

Range	Strength	Damage	Save Mod.
Close Combat	as user	D3	-2

Parry: Fighters with swords are able to parry (pg. 42 of the *Shadow War: Armageddon Rulebook*).

POWER GLAIVE

Power glaives are polearms with energy-wreathed blades.

Range	Strength	Damage	Save Mod.
Close Combat	as user +2	1	-3

POWER SWORD

See Power Sword on pg. 56 in the *Shadow War: Armageddon Rulebook*.

VOID SABRE

Crafted from twisted and tainted spars of wraithbone, either plucked from the carcass of a fallen craftworld or stolen from one that yet endures, these blades project a cutting field of compacted anguish that carves apart plasteel with ease.

Range	Strength	Damage	Save Mod.
Close Combat	as user	1	-3

Parry: Fighters with swords are able to parry (pg. 42 of the *Shadow War: Armageddon Rulebook*).

Anathemic: For each To Wound roll of a 6, the target automatically suffers a Wound, regardless of Toughness. These Wounds are resolved at a Save Mod. of -5.

WITCH STAFF

Those struck by a psychically-charged witch staff risk having their very soul set aflame, even if their bodies are not broken.

Range	Strength	Damage	Save Mod.
Close Combat	as user	D3	-

Soul Blaze: When a fighter has wounds inflicted by a witch staff, including those against which successful saving throws have been made, the fighter must test to see if they suffer from a psychic attack. At the end of the turn, roll a D6. On a 4+, the fighter has suffered a psychic attack and is inflicted 1 Wound that is resolved at Str 6 and a Save Mod. of -4.

Fleshbane: Attacks with this weapon always Wound on a 2+ in close combat.

PISTOLS

BLAST PISTOL

Blast pistols fire focused streams of darklight that bore through flesh and armor to vaporize their target.

Range		To Hit		Save			Ammo
Short	Long	Short	Long	Str.	Dam.	Mod.	Roll
0-6"	6-12"	-	-	6	D3	-4	5+

FUSION PISTOL

Using beams of concentrated energy, a fusion pistol causes the molecules of its target to hyper-vibrate and combust.

Range		To Hit		Save			Ammo
Short	Long	Short	Long	Str.	Dam.	Mod.	Roll
0-4"	4-8"	+1	-	8	D6	-5	5+

SHURIKEN PISTOL

These elegant sidearms fire barrages of monomolecular-edged discs that slice through their targets.

Range		To Hit		Save			Ammo
Short	Long	Short	Long	Str.	Dam.	Mod.	Roll
0-6"	6-12"	+2	-	4	1	-1	4+

Sustained Fire: 1 die.

SPLINTER PISTOL

Splinter pistols use magno-electric pulse cores to fire jagged shards of crystal coated in potent toxins.

`Range`		`To Hit`		Save Ammo			
Short	Long	Short	Long	Str.	Dam.	Mod.	Roll
0-6"	6-12"	-	-	2	1	-2	5+

Poisoned: This weapon will always wound enemy fighters on a 4+, regardless of their Toughness.

HEAVY WEAPONS

DARK LANCE

Dark lances are the largest darklight weapons and are capable of disintegrating targets from a terrifying range.

`Range`		`To Hit`		Save Ammo			
Short	Long	Short	Long	Str.	Dam.	Mod.	Roll
0-18"	18-36"	-	-	8	D3	-4	6+

AELDARI MISSILE LAUNCHER

Aeldari missile launchers are exquisitely crafted and can be loaded with different types of explosive pods.

Missile Ammunition: An Aeldari missile launcher can be supplied with multiple ammunition types. The missile launcher can only use the types of missile that have been purchased for it. If an Ammo roll is failed, then the missile launcher and any ammunition it has cannot be used for the rest of the mission.

Plasma Missile

When a plasma missile detonates, it creates a super-heated vortex of vaporizing energy.

`Range`		`To Hit`		Save Ammo			
Short	Long	Short	Long	Str.	Dam.	Mod.	Roll
0-24"	24-48"	-	-	4	1	-2	5+

Blast: Plasma missiles release focused, but potent, energies; they use the small blast template.

Starshot Missile

Starshot missiles release a channeled blast upon impact to bore a burning hole through the target.

`Range`		`To Hit`		Save Ammo			
Short	Long	Short	Long	Str.	Dam.	Mod.	Roll
0-24"	24-48"	-	-	8	1	-4	5+

SHURIKEN CANNON

Shuriken cannons are the largest of the Aeldari shuriken weapons and propel their blades with tremendous force.

`Range`		`To Hit`		Save Ammo			
Short	Long	Short	Long	Str.	Dam.	Mod.	Roll
0-12"	12-24"	+1	-	6	1	-2	4+

Sustained Fire: 2 dice.

SPLINTER CANNON

With a single salvo, a splinter cannon unleashes a hail of razor-sharp crystal shards.

`Range`		`To Hit`		Save Ammo			
Short	Long	Short	Long	Str.	Dam.	Mod.	Roll
0-18"	18-36"	-	-	2	1	-1	5+

Sustained Fire: 2 dice.

Poisoned: This weapon will always wound enemy fighters on a 4+, regardless of their Toughness.

SPECIAL WEAPONS

BLASTER

Blasters emit focused beams of darklight that are even more powerful than those of the smaller blast pistol, boring through flesh and armor to vaporize their target.

`Range`		`To Hit`		Save Ammo			
Short	Long	Short	Long	Str.	Dam.	Mod.	Roll
0-9"	9-18"	-	-	8	D3	-4	6+

D-SCYTHE

When fired, the distortion energy of a D-scythe opens a portal to the Warp that sucks in hapless foes

`Range`		`To Hit`		Save Ammo			
Short	Long	Short	Long	Str.	Dam.	Mod.	Roll
Template		-	-	8	D6	-7	5+

FUSION GUN

See Meltagun on pg. 63 in the *Shadow War: Armageddon Rulebook*.

SHREDDER

When fired, a shredder unleashes a mass of barbed monofilaments that entangle and shred their targets.

`Range`		`To Hit`		Save Ammo			
Short	Long	Short	Long	Str.	Dam.	Mod.	Roll
0-6"	9-18"	-	-	8	D3	-4	6+

Small Blast: Shredders fire an expanding mesh of razor-sharp wire; they use the small blast template.

WRAITHCANNON

Even the heaviest armor of the enemy counts for naught against the focused distortion blast of a wraithcannon.

`Range`		`To Hit`		Save Ammo			
Short	Long	Short	Long	Str.	Dam.	Mod.	Roll
0-9"	9-18"	+1	-	8	D6	-7	5+

ARMOR

FORCESHIELD

These powerful shield projectors can turn aside even the most devastating blasts and blows.

Invulnerable Save: A fighter with a forceshield has an invulnerable save of 4+.

HEAVY ASPECT ARMOR

Heavy Aspect armor is made of psycho-reactive material and incorporates thick armored plates. The psycho-reactive material that reacts to its wearer's movements.

Armor Save: A fighter wearing heavy Aspect armor has a basic armor save of 3+.

KABALITE ARMOR

Drukhari Kabalite Trueborn go to battle clad in suits of segmented plates, usually part of a larger bodysuit that is secured in place with serrated barbs and hooks.

Invulnerable Save: A fighter wearing Kabalite armor has a basic Armor save of 5+.

MESH ARMOR

Mesh armor is comprised of thousands of thermoplas pieces that harden upon impact.

Armor Save: A fighter wearing mesh armor has a basic armor save of 5+.

RUNE ARMOR

Aeldari psykers fashion themselves elegant armor decorated with runes that offer protection against attacks both spiritual and physical in nature.

Invulnerable Save: A fighter wearing rune armor has an invulnerable save of 4+.

WRAITHBONE CONSTRUCT

Super-durable wraithbone exoskeletons are given implacable animus by the spirit stones they house.

Armor Save: A fighter housed within a wraithbone construct has a basic armor save of 3+.

Unshakeable: A fighter housed within a wraithbone construct cannot be pinned by shooting attacks, unless they are from high-impact weapons.

AMMUNITION

SOULSEEKER ROUNDS

A splinter weapon can be fitted with shards of corrupted wraithbone that pierce its victims, body and soul.

When firing soulseeker rounds, you may re-roll failed To Hit rolls of 1.

MISCELLANEOUS

SHADOW FIELD

The shadow field surrounds its wearer in a dark miasma of energy that is almost impossible to penetrate. However, should a solid blow connect with it, the shadow field will short out, leaving its wearer vulnerable.

Invulnerable Save: A fighter with a shadow field has an invulnerable save of 2+, but if the save is ever failed, the field is destroyed altogether. Roll a separate D6, one by one, to save each wound inflicted upon the bearer to see whether the Shadow Field shorts out.

SHIMMERSHIELD

A shimmershield's field generator creates a flickering energy shield to protect the bearer.

Invulnerable Save: A fighter with a shimmershield has an invulnerable save of 5+.

SPECIALIZED EQUIPMENT

CORSAIR JET PACK

These compact technological marvels of the Aeldari utilize shards of a gravity-repelling crystalline matrix recovered from the ruins of ancient Aeldari worlds and spacecraft, alongside advanced jet modules to propel Corsair raiding parties at fantastic speeds.

A fighter may use its Corsair jet pack in the movement phase instead of moving normally. The fighter may move up to 12" in any direction, ignoring the normal restrictions for terrain, however you may not end this move in impassable ground. The fighter may use this move to charge an enemy fighter, but does not double its movement distance when doing so.

Armor Save: A fighter wearing a Corsair jet pack has a basic armor save of 4+.

MANDIBLASTERS

Mandiblasters use laser blasts to spit needle shards at close range into an enemy.

At the start of the hand-to-hand phase, you may inflict a single Strength 3 hit on a fighter in base-to-base contact. This attack inflicts 1 damage and armor saves may be taken as normal.

SKILLS

The skill tables are used to determine what skills your fighters gain as they advance. Your fighters are restricted to specific tables depending upon their sub-faction and whether they are a trooper, specialist, or kill team leader.

The different characters of the sub-factions mean that they each have contrasting areas of strength and weakness. For example, Ynnari are highly adept at shooting and agility, while Orks are ferocious and physically imposing.

Similarly, a fighter's role counts a great deal in terms of what skills they are able to learn. Kill team leaders and specialists have access to

different skills that reflect their different roles to those of troopers in a kill team. New recruits, meanwhile, are still too green to pick up anything but the basics they need to fight alongside the other members of their kill team. New recruits cannot gain skills.

When a fighter gains a skill, pick a skill type that is available to them, roll two dice and consult the relevant table. You can choose one of the skills that correspond to the numbers rolled – your fighter gains that skill. If you roll the same number, re-roll one dice until you get another number. A fighter cannot gain the same skill twice – if the only skills you roll are skills they already have, re-roll the dice.

Skill Types available								
SUB-FACTION	ROLE	Combat	Ferocity	Guerilla	Agility	Muscle	Shooting	Stealth
Ynnari	Trooper	☹			☹		☹	
	Specialist	☹		☹	☹		☹	
	Leader	☹	☹	☹	☹		☹	☹



YNNARI SPECIAL OPERATIVES

SOULBOUND

	M	WS	BS	S	T	W	I	A	Ld
Soulbound	5"	5	5	3	3	2	6	2	9

The Soulbound are the chosen warriors of Yvraine, deadly killers that have pledged their allegiance to Ynnead.

Wargear: A Soulbound has a power sword, fusion pistol, mandiblasters, and heavy Aspect armor. The Soulbound may also do any of the following:

- Exchange the power sword for a power glaive, an agonizer, a huskblade, or a void sabre.
- Exchange the fusion pistol for a shimmershield, a blast pistol, or for two splinter pistols and two shuriken pistols.
- Exchange the heavy Aspect armor and mandiblasters for Kabalite armor and a shadow field, or for a corsair jet pack.

Disciple of Ynnead: The fighter can make a Soulburst action if within 14" of a fighter that goes out of action, rather than 7".



WRAITHBLADE

	M	WS	BS	S	T	W	I	A	Ld
Wraithblade	4"	4	4	5	6	1	4	1	10

The spirit stones used to capture the souls of fallen Aeldari can also be used to power towering constructs made of wraithbone. These Aeldari consumed in life by rage may be placed inside a Wraithblade, where they can exact their wrath.

Wargear: A Wraithblade's spirit stone is housed in a wraithbone construct armed with a pair of ghostwords. They may exchange their ghostwords for a ghostaxe and forceshield.

Iron Will: The fighter can re-roll any failed Leadership tests – break tests, fear tests, and so on. If the fighter's Leadership is being used for a bottle test then you can re-roll if it is failed.

WRAITHGUARD

	M	WS	BS	S	T	W	I	A	Ld
Wraithguard	4"	4	4	5	6	1	4	1	10

Wraithguard are ghostly warriors who move with the measured certainty of death. The vengeful spirits within feel the sorrow of their own demise, and seek to deliver this fate to those who would face them in battle.

Wargear: A Wraithguard's spirit stone is housed in a wraithbone construct armed with a wraithcannon. They may exchange their wraithcannon for a D-scythe.

Iron Will: The fighter can re-roll any failed Leadership tests – break tests, fear tests, and so on. If the fighter's Leadership is being used for a bottle test then you can re-roll if it is failed.