

Wraithhost Spearhead (Warhammer 40,000 8th Edition) [64 PL, 2CP, 1000pts]

Spearhead Detachment +1CP (Aeldari - Craftworlds) [64 PL, 2CP, 1000pts]

No Force Org Slot [3CP]

Battle-forged CP [3CP]

Categories: NO FORCE ORG SLOT

Craftworld Attribute

Selections: Iyanden: Stoic Endurance

Categories: FACTION: <CRAFTWORLD>, FACTION: ASURYANI, NO FORCE ORG SLOT

Abilities: Iyanden: Stoic Endurance

| Abilities | Description | Ref |
|------------------|--|-----|
| Iyanden: | A unit with this attribute can never lose more than one model as a result of any single failed Morale test. In addition, if a unit with a damage chart has this attribute, double the number of wounds it actually has remaining whenever you are consulting the chart to determine its characteristics. | |
| Stoic | | |
| Endurance | | |

Detachment CP [1CP]

Categories: NO FORCE ORG SLOT

Specialist Detachment [-1CP]

Selections: Wraith Host [-1CP]

Categories: NO FORCE ORG SLOT

HQ [10 PL, -1CP, 115pts]

Wraithseer [10 PL, -1CP, 115pts]

Selections: Craftworlds Warlord, Psytronome of Iyanden, Revered By The Dead, Stratagem: Field Commander [-1CP], Twilight Gloom, Wraithcannon [1 PL, 15pts]

Categories: CHARACTER, FACTION: <CRAFTWORLD>, FACTION: AELDARI, FACTION: ASURYANI, FACTION: SPIRIT HOST, HQ, MONSTER, PSYKER, WRAITHSEER

Abilities: *Ancient Doom, Field Commander, Revered By The Dead, Twilight Gloom, Wraithshield*, **Psychic Power:** *Deliverance, Enliven, Foreboding*, **Psyker:** *Psyker*, **Unit:** *Wraithseer*, **Weapon:** *Ghostspear, Wraithcannon*, **Wound Track:** *Wraithseer 1., Wraithseer 2., Wraithseer 3.*

| Abilities | Description | Ref |
|------------------------------|---|----------------------|
| Ancient Doom | You can re-roll failed hit rolls in the Fight phase for this unit in a turn in which it charges or is charged by a SLAANESH unit. However, you must add 1 to Morale tests for this unit if it is within 3" of any SLAANESH units. | |
| Field Commander | Use this Stratagem before the battle if you used any Specialist Detachment Stratagems when choosing your army. Choose one CHARACTER from your army that has gained a keyword from a Specialist Detachment Stratagem that is not your Warlord and is not a named character. You can give that character the Warlord Trait of the Specialist Detachment they are part of (note that this character is only regarded as your Warlord for the purpose of that Warlord Trait). This Stratagem can only be used once for each Specialist Detachment Stratagem you have used (spend 1 CP each time you use it). No two characters can have the same Warlord Trait. | Vigilus Defiant p169 |
| Psytronome of Iyanden | IYANDEN PSYKER only. Once during the battle, at the start of a Fight phase, you can declare that this model will activate the Psytronome of Iyanden. If you do so, for the rest of that Fight phase the Attacks characteristics of all friendly IYANDEN WRAITH CONSTRUCT units that are within 6" of this model are doubled. However, at the end of the Fight phase, each IYANDEN WRAITH CONSTRUCT unit that was affected by the Psytronome suffers D3 mortal wounds. | |
| Revered By The Dead | You can re-roll charge rolls for friendly WRAITH HOST WRAITH CONSTRUCT units whilst they are within 6" of your Warlord. | |
| Twilight Gloom | Twilight Gloom has a warp charge value of 6. If manifested, pick a friendly WRAITH HOST unit within 18" of the psyker. Until the start of your next turn, that unit receives the benefit to their saving throws for being in cover, even while they are not wholly on or within a terrain feature. | |
| Wraithshield | A Wraithseer has a 5+ invulnerable save. | |

| Psychic Power | Warp Charge | Range | Details | Ref |
|--------------------|-------------|-------|---|-----|
| Deliverance | 7 | 12" | Select a friendly unit of WRAITHGUARD, WRAITHBLADES or a WRAITHLORD within 12" of the manifesting PSYKER. Until the beginning of the controlling player's next turn, the targeted unit rolls a dice every time it loses a wound or mortal wound. On the score of '6', that wound is ignored and not lost. | |
| Enliven | 6 | 12" | Select a friendly unit if WRAITHGUARD, WRAITHBLADES or a WRAITHLORD within 12" of the manifesting PSYKER. Until the beginning of the controlling player's next Psychic phase, the targeted unit rolls an additional D6 when Advancing or charging and discards the lowest result. | |
| Foreboding | 8 | 6" | All enemy units within 6" of the PSYKER must reduce their Leadership characteristic by 1 whilst they are within 6". | |

| Psyker | Cast | Deny | Powers Known | Other | Ref |
|---------------|------|------|----------------------------------|-------|-----|
| Psyker | 2 | 1 | Enliven, Foreboding, Deliverance | | |

| Unit | M | WS | BS | S | T | W | A | Ld | Save | Ref |
|-------------------|---|----|----|---|---|----|---|----|------|-----|
| Wraithseer | * | * | * | 7 | 7 | 12 | 4 | 9 | 3+ | |

| Weapon | Range | Type | S | AP | D | Abilities | Ref |
|---------------------|-------|--------------|----|----|----|---|-----|
| Ghostspear | Melee | Melee | +2 | -4 | D6 | When making wound rolls for hits inflicted with this weapon upon a VEHICLE, re-roll any results of '1'. | |
| Wraithcannon | 12" | Assault 1 | 10 | -4 | D6 | - | |

| Wound Track | Remaining W | Characteristic 1 | Characteristic 2 | Characteristic 3 | Ref |
|----------------------|-------------|------------------|------------------|------------------|-----|
| Wraithseer 1. | 7-12+ | 8" | 3+ | 3+ | |
| Wraithseer 2. | 4-6 | 6" | 4+ | 4+ | |
| Wraithseer 3. | 1-3 | 4" | 5+ | 5+ | |

Elites [21 PL, 365pts]

Wraithblades [10 PL, 175pts]

Selections: Ghostswords [30pts], 5x Wraithblade [145pts]

Categories: FACTION: <CRAFTWORLD>, FACTION: AELDARI, FACTION: ASURYANI, ELITES, INFANTRY, FACTION: SPIRIT HOST, WRAITHBLADES, WRAITH CONSTRUCT

Abilities: *Ancient Doom, Fires of Wrath*, **Unit:** *Wraithblade*, **Weapon:** *Ghostswords*

| Abilities | Description | Ref |
|-----------------------|---|-----|
| Ancient Doom | You can re-roll failed hit rolls in the Fight phase for this unit in a turn in which it charges or is charged by a SLAANESH unit. However, you must add 1 to Morale tests for this unit if it is within 3" of any SLAANESH units. | |
| Fires of Wrath | Add 1 to the Attacks characteristic of models in this unit in a turn in which it charges. | |

| Unit | M | WS | BS | S | T | W | A | Ld | Save | Ref |
|--------------------|----|----|----|---|---|---|---|----|------|-----|
| Wraithblade | 5" | 3+ | 3+ | 5 | 6 | 3 | 2 | 9 | 3+ | |

| Weapon | Range | Type | S | AP | D | Abilities | Ref |
|--------------------|-------|-------|----|----|---|--|-----|
| Ghostswords | Melee | Melee | +1 | -3 | 1 | Each time the bearer fights, it can make 1 additional attack with this weapon. | |

Wraithguard [11 PL, 190pts]

Selections: Wraithcannon [75pts], 5x Wraithguard [115pts]

Categories: FACTION: <CRAFTWORLD>, FACTION: AELDARI, FACTION: ASURYANI, ELITES, INFANTRY, FACTION: SPIRIT HOST, WRAITHGUARD, SPIRIT HOST

Abilities: *Ancient Doom, Implacable*, **Unit:** *Wraithguard*, **Weapon:** *Wraithcannon, Wraithguard Fists*

| Abilities | Description | Ref |
|---------------------|---|-----|
| Ancient Doom | You can re-roll failed hit rolls in the Fight phase for this unit in a turn in which it charges or is charged by a SLAANESH unit. However, you must add 1 to Morale tests for this unit if it is within 3" of any SLAANESH units. | |
| Implacable | This unit can Fall Back and still shoot in a turn that it does so. | |

| Unit | M | WS | BS | S | T | W | A | Ld | Save | Ref |
|--------------------|----|----|----|---|---|---|---|----|------|-----|
| Wraithguard | 5" | 3+ | 3+ | 5 | 6 | 3 | 1 | 9 | 3+ | |

| Weapon | Range | Type | S | AP | D | Abilities | Ref |
|--------------------------|-------|---------|------|----|----|-----------|-----|
| Wraithcannon | 12" | Assault | 1 | 10 | -4 | D6 | - |
| Wraithguard Fists | Melee | Melee | User | -1 | D3 | - | |

Heavy Support [24 PL, 345pts]

Wraithlord [8 PL, 115pts]

Selections: Ghostglaive [10pts], Scatter Laser [7pts], Shuriken Catapult, Shuriken Catapult, Starcannon [13pts]

Categories: FACTION: <CRAFTWORLD>, FACTION: AELDARI, FACTION: ASURYANI, HEAVY SUPPORT, MONSTER, FACTION: SPIRIT HOST, WRAITHLORD, WRAITH CONSTRUCT

Abilities: *Ancient Doom*, **Unit:** *Wraithlord*, **Weapon:** *Ghostglaive*, *Scatter Laser*, *Shuriken Catapult*, *Starcannon*, *Wraithbone Fists*, **Wound Track:** *Wraithlord 1.*, *Wraithlord 2.*, *Wraithlord 3.*

| Abilities | Description | Ref |
|---------------------|---|-----|
| Ancient Doom | You can re-roll failed hit rolls in the Fight phase for this unit in a turn in which it charges or is charged by a SLAANESH unit. However, you must add 1 to Morale tests for this unit if it is within 3" of any SLAANESH units. | |

| Unit | M | WS | BS | S | T | W | A | Ld | Save | Ref |
|------------|---|----|----|---|---|----|---|----|------|-----|
| Wraithlord | * | * | * | 7 | 8 | 10 | 4 | 9 | 3+ | |

| Weapon | Range | Type | S | AP | D | Abilities | Ref |
|-------------------|-------|--------------|------|----|----|--|-----|
| Ghostglaive | Melee | Melee | +2 | -4 | D6 | - | |
| Scatter Laser | 36" | Heavy 4 | 6 | 0 | 1 | - | |
| Shuriken Catapult | 12" | Assault 2 | 4 | 0 | 1 | Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -3 instead of 0. | |
| Starcannon | 36" | Heavy 2 | 6 | -3 | D3 | - | |
| Wraithbone Fists | Melee | Melee | User | -3 | 3 | - | |

| Wound Track | Remaining W | Characteristic 1 | Characteristic 2 | Characteristic 3 | Ref |
|---------------|-------------|------------------|------------------|------------------|-----|
| Wraithlord 1. | 6-10+ | 8" | 3+ | 3+ | |
| Wraithlord 2. | 3-5 | 7" | 4+ | 4+ | |
| Wraithlord 3. | 1-2 | 6" | 5+ | 5+ | |

Wraithlord [8 PL, 115pts]

Selections: Ghostglaive [10pts], Scatter Laser [7pts], Shuriken Catapult, Shuriken Catapult, Starcannon [13pts]

Categories: FACTION: <CRAFTWORLD>, FACTION: AELDARI, FACTION: ASURYANI, HEAVY SUPPORT, MONSTER, FACTION: SPIRIT HOST, WRAITHLORD, WRAITH CONSTRUCT

Abilities: *Ancient Doom*, **Unit:** *Wraithlord*, **Weapon:** *Ghostglaive, Scatter Laser, Shuriken Catapult, Starcannon, Wraithbone Fists*, **Wound Track:** *Wraithlord 1., Wraithlord 2., Wraithlord 3.*

| Abilities | Description | Ref |
|---------------------|---|-----|
| Ancient Doom | You can re-roll failed hit rolls in the Fight phase for this unit in a turn in which it charges or is charged by a SLAANESH unit. However, you must add 1 to Morale tests for this unit if it is within 3" of any SLAANESH units. | |

| Unit | M | WS | BS | S | T | W | A | Ld | Save | Ref |
|------------|---|----|----|---|---|----|---|----|------|-----|
| Wraithlord | * | * | * | 7 | 8 | 10 | 4 | 9 | 3+ | |

| Weapon | Range | Type | S | AP | D | Abilities | Ref |
|-------------------|-------|--------------|------|----|----|--|-----|
| Ghostglaive | Melee | Melee | +2 | -4 | D6 | - | |
| Scatter Laser | 36" | Heavy 4 | 6 | 0 | 1 | - | |
| Shuriken Catapult | 12" | Assault 2 | 4 | 0 | 1 | Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -3 instead of 0. | |
| Starcannon | 36" | Heavy 2 | 6 | -3 | D3 | - | |
| Wraithbone Fists | Melee | Melee | User | -3 | 3 | - | |

| Wound Track | Remaining W | Characteristic 1 | Characteristic 2 | Characteristic 3 | Ref |
|---------------|-------------|------------------|------------------|------------------|-----|
| Wraithlord 1. | 6-10+ | 8" | 3+ | 3+ | |
| Wraithlord 2. | 3-5 | 7" | 4+ | 4+ | |
| Wraithlord 3. | 1-2 | 6" | 5+ | 5+ | |

Wraithlord [8 PL, 115pts]**Selections:** Bright Lance [20pts], Shuriken Cannon [10pts], Shuriken Catapult, Shuriken Catapult**Categories:** FACTION: <CRAFTWORLD>, FACTION: AELDARI, FACTION: ASURYANI, HEAVY SUPPORT, MONSTER, FACTION: SPIRIT HOST, WRAITHLORD, WRAITH CONSTRUCT**Abilities:** *Ancient Doom*, **Unit:** *Wraithlord*, **Weapon:** *Bright Lance, Shuriken Cannon, Shuriken Catapult, Wraithbone Fists*, **Wound Track:** *Wraithlord 1., Wraithlord 2., Wraithlord 3.*

| Abilities | Description | Ref |
|---------------------|---|-----|
| Ancient Doom | You can re-roll failed hit rolls in the Fight phase for this unit in a turn in which it charges or is charged by a SLAANESH unit. However, you must add 1 to Morale tests for this unit if it is within 3" of any SLAANESH units. | |

| Unit | M | WS | BS | S | T | W | A | Ld | Save | Ref |
|-------------------|---|----|----|---|---|----|---|----|------|-----|
| Wraithlord | * | * | * | 7 | 8 | 10 | 4 | 9 | 3+ | |

| Weapon | Range | Type | S | AP | D | Abilities | Ref |
|--------------------------|-------|--------------|------|----|----|--|-----|
| Bright Lance | 36" | Heavy 1 | 8 | -4 | D6 | - | |
| Shuriken Cannon | 24" | Assault 3 | 6 | 0 | 1 | Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -3 instead of 0. | |
| Shuriken Catapult | 12" | Assault 2 | 4 | 0 | 1 | Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -3 instead of 0. | |
| Wraithbone Fists | Melee | Melee | User | -3 | 3 | - | |

| Wound Track | Remaining W | Characteristic 1 | Characteristic 2 | Characteristic 3 | Ref |
|----------------------|-------------|------------------|------------------|------------------|-----|
| Wraithlord 1. | 6-10+ | 8" | 3+ | 3+ | |
| Wraithlord 2. | 3-5 | 7" | 4+ | 4+ | |
| Wraithlord 3. | 1-2 | 6" | 5+ | 5+ | |

Dedicated Transport [9 PL, 175pts]

Wave Serpent [9 PL, 175pts]

Selections: Crystal Targeting Matrix [5pts], Shuriken Cannon [10pts], Twin Bright Lance [40pts]

Categories: FACTION: <CRAFTWORLD>, FACTION: AELDARI, FACTION: ASURYANI, DEDICATED TRANSPORT, FLY, TRANSPORT, VEHICLE, FACTION: WARHOST, WAVE SERPENT, FALCON

Abilities: *Crystal Targeting Matrix, Explodes (Hover Tank), Hover Tank, Serpent Shield*, **Transport:** *Transport (Wave Serpent)*, **Unit:** *Wave Serpent*, **Weapon:** *Shuriken Cannon, Twin Bright Lance*, **Wound Track:** *Wave Serpent 1., Wave Serpent 2., Wave Serpent 3.*

| Abilities | Description | Ref |
|---------------------------------|---|-----|
| Crystal Targeting Matrix | A model with a crystal targeting matrix does not suffer the penalty for firing a heavy weapon after moving when targeting the closest enemy unit. | |
| Explodes (Hover Tank) | If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds. | |
| Hover Tank | Distance and ranges are always measured to and from this model's hull, even though it has a base. | |
| Serpent Shield | Any damage suffered by a Wave Serpent from a ranged weapon is reduced by 1, to a minimum of 1. In addition, once per battle, in your Shooting phase, a Wave Serpent can discharge its serpent shield in its Shooting phase by rolling a D6. On a 2+ the nearest visible enemy unit within 24" suffers D3 mortal wounds. The Wave Serpent then gains no benefit from this ability for the remainder of the battle. | |

| Transport | Capacity | Ref |
|---------------------------------|--|-----|
| Transport (Wave Serpent) | This model can transport 12 PHOENIX LORD or <CRAFTWORLD> INFANTRY models. Each WRAITHGUARD or WRAITHBLADE model takes the space of two other models. It cannot transport JUMP PACK models. | |

| Unit | M | WS | BS | S | T | W | A | Ld | Save | Ref |
|---------------------|---|----|----|---|---|----|---|----|------|-----|
| Wave Serpent | * | 6+ | * | 6 | 7 | 13 | * | 8 | 3+ | |

| Weapon | Range | Type | S | AP | D | Abilities | Ref |
|--------------------------|-------|--------------|---|----|----|--|-----|
| Shuriken Cannon | 24" | Assault 3 | 6 | 0 | 1 | Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -3 instead of 0. | |
| Twin Bright Lance | 36" | Heavy 2 | 8 | -4 | D6 | - | |

| Wound Track | Remaining W | Characteristic 1 | Characteristic 2 | Characteristic 3 | Ref |
|------------------------|-------------|------------------|------------------|------------------|-----|
| Wave Serpent 1. | 7-13+ | 16" | 3+ | 3 | |
| Wave Serpent 2. | 4-6 | 12" | 4+ | D3 | |
| Wave Serpent 3. | 1-3 | 8" | 5+ | 1 | |