Warhammer 40,000: The Ynnari Eldar

Jump by Aehriman

The first thing one must learn about the Aeldari is that they are a race of fragments, broken and scattered across the galaxy. In culture, geography and technology, the disparate elements of the Aeldari vary wildly. Even within a single sub-race (the so-called kindreds of the Asuryani, Exodites, Drukhari and the mysterious Harlequins) there is great diversity of tradition and attitude.

—Inquisitor Czevak *Teachings of the Unholy*

Perfidious Eldar! These aliens had the stars in their grasp and now are left to sift the dust of their once fabulous realm. For all their intellect and mysticism they could not contain the beast within them, nor tame the wild monsters of the Shadow. Why should we pay them any heed?

-Inquisitor Grünwald, Ordo Xenos

"The Reborn are the only hope left to our people. They seek to unite the Aeldari entire – to bring together not only the Craftworlds, but every scattered shard of our race, be they Outcast, Exodite, or soul-hungry Drukhari. With the Whispering God's net gathering us together away from the sight of evil, we shall be reforged. We shall be a people that look forwards in hope, not backwards in despair. Follow them, cast aside your waystone and the crippling fear it represents, and we shall soar on the winds of fate once more."

— Lathriel, High Farseer of Biel-Tan

Once, when humans were first experimenting with slings and spears, the Aeldari ruled the galaxy. It is no exaggeration to say that stars were born and died at their command. Yet, all was not well. Having long since freed themselves of the need for any form of labor, the space-elves turned to endless hedonism. Though some saw the peril, they were heeded not and as some fell away or fled the coming cataclysm, the sadistic debauchery of the Aeldari brought forth new life, a hermaphrodite god of pleasure and pain, Slaanesh, the Prince of Pleasure, She Who Thirsts.

In this terrible genesis, the throne worlds of the Aeldari were swallowed by the Warp, forming the rift now called the Eye of Terror. The Aeldari gods who dwelt within the Warp were slain, all but three who were respectively shattered into a thousand pieces, imprisoned, and driven into hiding. Warp storms enveloped the galaxy for centuries, and each Eldar soul was by default damned to the care of their one remaining extant god, to scream in agony and bliss forever upon death. The small splinters of the Eldar that remained knew themselves to be a dying race.

Yet hope, that precious bird that nests in the soul, endured. In prophecies whispered after the Fall, it was foretold that the Eldar would die and each soul saved from She Who Thirsts would fuse into a new god, Ynnead, god of the dead who would strike down the false god Slaanesh and avenge them all in the *Rhana Dandra*, the end of days.

Eldrad Ulthan, the foremost Farseer of the Asuryani Eldar, had for some centuries sensed souls in the Infinity Circuits of the Craftworlds starting to blend together and felt the slow heartbeat of a nascent god. In hope of birthing Ynnead without the total destruction of their race, Eldrad attempted a ritual on the moon Coheris to awaken the Whispering God early. While the ritual failed to wake the Whispering God, as the ritual ended a gladiator in the dark city of Commoragh, Yvraine, rose from the dead and the visions she experienced led her to name herself the chosen of Ynnead. In a path marked with blood and ruin she left the city, broke the craftworld of Biel-Tan and brought to life Yncarne, the Avatar of Ynnead. Now Yvraine seeks to unite the scattered remnants of the Aeldari and recover the lost artifacts needed to raise Ynnead. Those who follow her and form the cult of Ynnead call

themselve the Ynnari or the Reborn and include individuals from all major Aeldari groups.

Are the Ynnari the start of the Eldar's rebirth or are they a fool's hope dragging the last of their race down with glittering promises? Opinions differ, but you will have the chance to find out. For ten years you shall join their number and gain **1,000 choice points** (cp) to carve out a place for yourself.

ORIGINS

All are Reborn. Yet the past still clings in subtle ways.

Asuryani - Craftworld Eldar. Your kin fled the Fall in ships, swearing themselves to an ascetic life of iron discipline to keep She Who Thirsts' influence at bay. While still retaining as much technology of the old empire as possible.

Drukhari - Dark Eldar. You and your ancestors never gave up the depravity that led to the loss of empire, you just learned how to hide from She Who Thirsts. Which meant torturing a gratuitous number of slaves to death. Funny how not many people seem to like you after that.

Eadar - Exodites. The first group to nope out, and become Space Amish. Only with dinosaur-riders and high-tech weaponry they trade with their kin for. Actually hunt or farm for their dinner, and tend to be pragmatic and forward-thinking compared to their kin.

Rillietann - called Harlequins in the common tongue. You are a devotee of the last living and free Eldar God, the trickster, the Laughing God Cegorach, who is eager to welcome his little brother. Until recently, you fought Chaos, wandered in a troupe preserving Eldar culture, and whatever else it is murderous clown-ninjas do.

ALLEGIANCE

Soulbound - Those sworn to the Visarch, Yvraine's champion and mentor. The Soulbound are more pragmatic in general, focused on reclaiming territory and building up the Aeldari, they are wary of entanglement with aliens.

Bladehost - Those sworn to Yvraine as their warlord. Tend more towards the mystical side of things, regarding reclaiming relics, particularly the Croneswords as all-important. Strangely, more willing to work with/for the Imperium than their Soulbound brethren.

PERKS

Eldar Physiology (free all) The Aeldari may appear human, or as they'd prefer, the mon-keigh look Aeldari, but they are *not* the same. Their senses are far sharper, their brains more capable, complex and so very much quicker to process information and make decisions, their emotions more vivid and powerful. Only the most heavily augmented of humans, the Primarchs and some Assassins, can hope to match the inhuman speed, reflexes, grace and precision of the Eldar. Finally, with the exception of the Drukhari who shunned and stunted their gifts deliberately over a vast period of time, each and every Eldar is a strong psyker by human standards. If you wish to be a Drukhari psyker, you can, but beware they have long been hunted by their own.

Blessing of Ynnead (free all) All the Reborn can draw strength from soulstones, and commune with the spirits within, gaining their insight and drawing on their skills in battle. Moreover, their souls are bound to the god of death and so they do not need soulstones to

prevent their souls from being consumed by She Who Thirsts. Yours may be bound to your Benefactor or even yourself. In any case, any attempt to steal or alter your soul will fail as it's already spoken for.

Artist's Calling (-100 cp) The Eldar have always produced great works of art, even the twisted works of the Dark Eldar. You exemplify this trait with the creative instinct to be the greatest artist in the history of your people, and not in just one field, no. You can make paintings that capture a person better than holo, write symphonies to drive Khorne Berserkers to weeping and design lovely yet practical architecture. Should you perish, or move on from this place, know you will leave behind a lovelier galaxy and an artistic legacy unmatched by anyone.

Webway Ambush (-100 cp) With the spirits of the dead guiding their every step, the Reborn can navigate the Webway with ease. You have an unfailing sense of direction that functions even in hyperdimensional mazes, M.C. Escher drawings and dream realms where emotion and symbolism matter more than distance or direction. You can navigate even the most confusing of environments with ease.

Artefacts of Death (-200 cp) The Reborn seek relics of the lost empire, gathering them together to ensure their victory. You are very good at finding such lost relics or powerful items, sensing them at short range and instinctively uncovering clues otherwise.

Back From the Brink (-200 cp) Those infused with the power of death are truly difficult to slay. Once in a battle, when you would have died, the God of Death rejects you and heals your wounds. This ability takes eight days to recharge.

Ancient Aeldari (-500 cp) It is whispered that the Aeldari are not what they once were in a more literal way than just their fallen civilization. Hard as it may be to imagine a more perfect being than an elf, it is said that in the War in Heaven, they were luminous beings who could recover in moments from wounds that would slay any Eldar today, that the days of their lives were counted not in millennia but eons and they could bring themselves back from the dead through sheer force of will. Their psychic might was beyond human measuring, eclipsed only by the mon-keighs Emperor and

literal gods, and instead of an Aeldari sacrifice to waken an Avatar, they could transform in a crisis and then return to themselves.

It may be the favor of Ynnead, a random mutation, or destiny, but as the Eldar hope for rebirth, you have been reborn as one of these Ancient Aeldari, and can become an Avatar of Ynnead for one day a year.

This perk serves as an enhancer of others. Where a perk may make you skilled, even great, taken with this makes them legendary. Or roughly doubles if you need a ballpark estimate.

Reclaim the Galaxy (-50 cp, free Soulbound) It is your destiny to take back what was once lost. You are highly skilled in the taking and holding of specific objectives, and possess a boundless willpower.

A Taste For Death (-50 cp, free Soulbound) When one of the Reborn sees a foe breath their last, they are filled with a renewed sense of purpose. The deaths of your enemies harden your will, and can substitute for food, drink or rest.

Fear of the Grave (-100 cp, discount Soulbound) Ynnead knows neither mercy nor fear - the same cannot be said of the god's foes. You have the ability to be frankly terrifying, and many a foe will choose flight over confronting you.

The Great Enemy (-100 cp, discount Soulbound) All Aeldari reserve a ferocious loathing for Slaanesh and its followers. Each Jump, you may designate one "Great Enemy" and find all harm you do to them is doubled.

Lord of Rebirth (-200 cp, discount Soulbound) Some Ynnari have mastered the cycle of death and rebirth. Your wounds heal in mere minutes, mortal wounds may take an hour or two.

United in Death (-200 cp, discount Soulbound) When the Ynnari act as one, their blows fall like rain, the storm of blades in the name of the God of Death. You work with incredible teamwork and coordination, and quickly and easily integrate new individuals and tactics into your host.

Favored of Ynnead (-300 cp, discount Soulbound) The spirits of the dead seek you out, swirl about, and with a gale-force wind speed you to seek the lives of your foes. You can fly short distances, and run with immense speed, faster than many vehicles, but are visibly surrounded by ghosts when you do so.

Master of Death (-400 cp, discount Soulbound) The champions of Ynnead have great expertise in severing the cord that binds body and soul. Your skills in personal combat are among the greatest this war-torn galaxy has ever seen. To you, Astartes chapter masters are clumsy children waving broomsticks around, Ork Warbosses drunken brawlers who can barely see or stand.

- *Ancient Aeldari* There is nothing in this universe you cannot kill, even the Gods themselves, should they be foolish enough to manifest before you. Mortals, immortals, literal gods of war, all fall before your blade.

Strength From Death (-50 cp, free Bladehost) To the Ynnari, the life forces released by the recently dead are invigorating in the extreme, the souls of the fallen spurring a burst of activity. Whenever someone dies nearby, you gain a burst of speed and strength by drawing on the final embers of their life force. This fades after a few hours.

Whispering Spirits (-50 cp, free Bladehost) The Ynnari are surrounded by the spirits of the fallen, whose sibilant whispers can distract and unnerve nearby foes. You may toggle this effect on or off.

Acolyte of Ynnead (-100 cp, discount Bladehost) Your psychic powers are enhanced by the energies of death. Much like Strength from Death or Taste for Death, but applying specifically to your mental powers.

Exalted of Ynnead (-100 cp, discount Bladehost) The hope brought by Ynnead calls out to the greatest champions of the Eldar. You are most skilled in recruiting strong fighters, and recognizing the potential in those overlooked by others.

Reborn Together (-200 cp, discount Bladehost) The goal of the Ynnari is to save every member of the Aeldari race, whatever their previous allegiance. You have a gift for bringing disparate groups

under one banner, and once they've fought a battle or two together, old divisions are all but forgotten.

Revenant Discipline (-200 cp, discount Bladehost) The unique psychic powers of the Ynnari are yours to command! Your eyes blaze with the *Gaze of Ynnead*, sucking away at the very lives of your targets. You can drive foes to madness with *Storm of Whispers*, or weaken, even kill with *Unbind Soul*. Your allies can be roused to super-aeldari feats with *Ancestor's Grace*, shelter under the *Shield of Ynnead*, or be raised from the dead by a *Word of the Phoenix*.

Souls of the Strongest (-300 cp, discount Bladehost) There are souls and then there are *souls*. Those souls in the galaxy that burn strong and bright can be harnessed to great effect by Ynnead's followers. When you slay a champion of the enemy, your entire army can benefit from all your death and soul related boosts. More, you can assimilate the skills of your greatest enemy, turning their strengths into yours.

Warden of Souls (-400 cp, discount Bladehost) You are the keeper of many souls. Your mastery over deathly energies is almost unparalleled. You gain roughly double the benefit from any ability fuelled by death, and double the strength of any powers that might be called necromancy or soul magic, and your study of them is rapid and intuitive.

- *Ancient Aeldari* the Eldar have long known of three realms, the world of light and matter, the shadow of the immaterium, and the twilight in between. As you have learned to walk between life and death, you gained a mastery over liminal spaces like the Webway, able to open gateways without the aid of technology. Your senses of life and death allow you to feel large concentrations of either.

Origin Perks

Reborn Craftworld Eldar Perks

Ask not the Eldar a question, for they will give you three answers, all of which are true and terrifying to know. -Inquisitor Cvezak

Aspect Warrior (-100 cp, first free Asuryani) For millennia, the warriors of the Asuryani have donned masks, distancing themselves from the act of violence by assuming the identity of aspects of Khaine. You have walked the Path of the Warrior, and have the appropriate training and gear from your Aspect Shrine.

- A second purchase, discounted for Asuryani, and you have been an Exarch, the elite of the elite, a trainer and squad leader, and have a soulstone linking you to the exarchs who have gone before. Also enhanced weaponry.
- A third purchase, likewise discounted, to become a Phoenix Lord, the leader of a Shrine and possessing the soulstone and wargear of its founder. You retain your own identity.

Children of the Stars (-100 cp, free Asuryani) Naturally, you wouldn't be space elves without being inhumanly perfect and beautiful. You are particularly eye-catching even amongst the other Eldar.

Deadly Misdirection (-100 cp, free Asuryani) With the Aeldari, nothing is as it seems. What appears to be a victory can soon transform into a defeat. You are incredibly skilled at hiding your true intentions, feigning retreat to lure foes out of position or providing distractions.

Balanced (-200 cp, discount Asuryani) Day and night, the Shadow and the universe of Light, the dragon and the phoenix. Much of Eldar philosophy involves the unity of apparent opposites, even more so the Asuryani, who seek to preserve the very best of the Aeldari. You are secure in yourself, poised between creation and destruction and a master of both, unable to be harmed or corrupted by any powers you may possess.

Dedicate of the Path (-200 cp, discount Asuryani) To prevent themselves from falling further, the Asuryani developed the paths. You have the focus and determination needed to devote yourself to a craft or ideal, forsaking all distractions, until you have mastered it to a superhuman degree.

Warlock Discipline (-200 cp, discount Asuryani) Having walked both the path of the warrior and that of the seer, you have learned to use your race's psychic powers effectively in combat. You can *Conceal* your allies in a shadow or fog, *Enhance* their speed and

agility, or *Embolden* them to push on through weariness, pain and fear. You may direct your formidable powers against the enemy in a *Destructor* blast or *Mind War*. Alternatively, you can *Augment* a friendly psyker to boost their range and power, or form a giant ghostly *Executioner* to fight foes too large for you to engage normally.

Honeyed Words (-300 cp, discount Asuryani) How many disasters could have been averted over the centuries, if people would only heed a Farseer's warnings? But no, just because they're consistently manipulative and treacherous, no one ever listens when they're actually trying to help! No longer. When you speak the truth, as you understand it, people believe you. Oh, they may think you misled, mistaken or mad, but they will not doubt that you believe what you told them, especially why you're doing certain things.

Sifting Through The Dust (-300 cp, discount Asuryani) More than any of their peers, the Asuryani have tried to preserve and scavenge the technology of their old empire, even raiding Crone Worlds in search of soulstones and other relics. You are extremely skilled and fortunate in unearthing ancient secrets, but your best skill by far is divining the proper function and use of mysterious artefacts. Even a brief examination gives you a vague idea, an hour, mastery of a strange technology and its operating principles.

Bonesinger (-400 cp, discount Asuryani) Ancient Aeldari civilization was based on a capability most of the diaspora have lost, manifesting Warp energy as wraithbone, a psycho-plastic that is incredibly durable, a conductor of Warp energy yet also protects nearby things from corruption. Most Asuryani can make simple tools or trinkets given time, nothing big or complex. You can produce buildings and tanks in moments, starships given several hours.

Walker of Many Paths (-400 cp, discount Asuryani) Only when you have soared through the morning sky on wings of fire can you understand the Hawk. Only when you have fallen screaming upon those who know they are already dead can you understand the Banshee. Only when you have annihilated those who would oppose you can you truly understand the power of the Dragon. And only one who has travelled but ultimately turned away from each of

these paths can understand the Autarch. You have walked the Path of the Leader, spent time with each Aspect to understand Khaine more fully. You can synergize your different skills well, and know how to use specialists to their best effect.

Farseer (-600 cp, discount Asuryani) The burden placed upon the Asuryani's greatest psykers, to tear knowledge from the skeins of fate, and steer the Craftworlds from disaster. You have learned to cast your mind along the branching paths of the future, to calculate which fates are the most probable or desirable, and how to bring them about or avert them. Nor are your powers merely those of a passive observer, you can create an eldritch storm or even freeze a target in time.

- *Ancient Aeldari* Your skills as a seer outstrip even Eldrad's. It is often said that hope is but ignorance, and knowledge only allows one to see their doom, the puppet-strings all dance along. This may be true for others, but never you. There is a path that leads to joy and victory, a way to *win* in any circumstances, and no matter how dark things seem, you can always find that path.

Reborn Dark Eldar Perks

Pray they don't take you alive.

Everspiral (-100 cp, free Drukhari) Towards the end, the Aeldari Empire was locked into a race to the bottom of depravity and the blackest depths of immorality, and for the Dark Eldar, the race never ended. You can't survive in Commoragh without a strong stomach and a willingness to embrace evil, so have the ability to switch those pesky qualms off.

Sadist (-100 cp, free Drukhari) The pain of others is as food to the Dark Eldar, and having lived off it all your life has made you a connoisseur. You know how to inflict pain, physical, spiritual and mental, how to milk someone for all the pain they could possibly produce, making a death that lasts years or scars that will pain them for the rest of their days.

Vampiric Thirst (-100 cp, free Drukhari) The Drukhari have learned to retain their souls and extend their lives by feasting on the pain of

others. Such a skill serves little purpose to the Reborn who are beyond Her grasp, but life-extension, that does still work. By inflicting pain you can hold age at bay, perhaps indefinitely.

Fire And Fade (-200 cp, discount Drukhari) All Eldar use hit-and-run tactics to maximize their traditional advantages in mobility and firepower, and minimize their disadvantages in armor. Doubly so the Drukhari, for each moment they exist outside the shelter of the Webway the Thirst grows. You cut your teeth in lightning realspace raids, and have mastered the tactics that work best for raids.

Kabalite Warrior (-200 cp, discount Drukhari) The Dark Eldar prize martial prowess far more than their kin. Partially for the ability to take the captives and slaves that keep Drukhari civilization going, but martial skill and pride are seen as virtues in their own right. Your body has been shaped to be far stronger than other Eldar, and you have learned well how to fight.

Trueborn (-200 cp, discount Drukhari) Those few Dark Eldar who are born through natural processes are favored over and look down on the majority grown in an artificial womb. Others sense that you are special, elite and more capable than others of your kind.

Mon-Keigh Sex Daemons (-300 cp, discount Drukhari) You have studied for mortal generations under the Wych Cults or the Incubus Shrines, mastering a fairly unique combat style that makes you practically death itself to ordinary Kabal warriors, with the Wych Succubus focused on speed and agility, the Incubus on pure swordsmanship. Can be taken twice to gain the benefits of each.

Mandrake (-300 cp, discount Drukhari) Mutants (we think) warped (we think) by living on the edges of Commoragh. Your dark skin vanishes in the shadows, granting effective invisibility. You have power over darkness, including the ability to travel through shadows, and can conjure a cold fire that burns souls as well as flesh. No Mandrake has yet joined the Ynnari, but we suppose someone had to be first.

Treachery (-400 cp, discount Drukhari) To say the Dark Eldar are treacherous is to imply the universe is a little large. Neither comes close to encapsulating the sheer scale of reality. The children of

Commorragh scheme ceaselessly to usurp their betters and defend their position from their lessers, so only the strongest and most cunning can rise to leadership. In this, your skills are worthy of an Archon. You have learned to craft exquisite plots against those who seem to hold an iron grip, and keep your minions cowed, even loyal in their own twisted fashion, that you need not fear being betrayed in your turn.

Turnabout (-400 cp, discount Drukhari) Any weapon your prey wields can be turned against them, given sufficient application of wits. The strongest armor and most impregnable strongholds can only lead your rivals to complacency. How sweet, to kill them where they imagined themselves safe! In this, as in all things, you find the hidden downsides to your enemies strengths, the ways they might be exploited as weaknesses.

Haemonculus (-600 cp, discount Drukhari) Without question, the very finest surgeons and flesh-shapers in the galaxy are all found in Commoragh. Shame they use their skills mostly to torture, mutilate and mutate people into living nightmares, or invent new and agonizing ways of killing people, but that's the Drukhari for you. Most central to the skill set is the ability to revive anyone who hadn't suffered True Death, large-scale destruction of brain matter or some of the more exotic transmutations allowed by Drukhari technology.

- *Ancient Aeldari* Your skills as a Haemonculus exceed those of Urien Rakarth. The science of making pocket dimensions, or magical seeming curses, is nothing to you. Your skills in medicine are so advanced, it's nearly impossible for you to find something you can't easily fix.

Reborn Exodite Perks

All has happened before, all will happen again. Suffering is unending, battle eternal.

Purest of the Eldar (-100 cp, discount Eadar) You are descended from those who turned away from decadence and depravity, fled their society to start anew, a purer, simpler life. Chaos and other forms of corruption can take no root in you, nor twist you from who you are.

Just Say No (-100 cp, discount Eadar) Poison, especially drugs and alcohol, have no power over you. Can be toggled off if you want to defile the temple of your perfect elven body.

Primal Connection Antibody (-100 cp, discount Eadar) A world is a living thing, and a Maiden world knows when it is invaded, infected, *violated*. You can sense corruption, pollution and other unnatural things harmful to the planet you stand on.

Improvised Materials (-200 cp, discount Eadar) Wraithbone is one of the strongest, most versatile substances in the universe. It is almost unthinkable that anything could be a reasonable substitute, much less crude things like wood, bone or hides. Yet the stats don't lie, your leather is comparable to the armor of your peers. When you need to make do with natural materials, they stand up as well as the thing they're replacing.

Survivor (-200 cp, discount Eadar) You have to be tough to make it in the real worlds, away from the fancy technologies that provide food for other Eldar. You can survive and thrive in virtually every environment and biome.

Traceless (-200 cp, discount Eadar) The Rangers outcast from the craftworlds have often sought, and been welcomed by, their Exodite cousins for their skills. You have learned to move through the wilderness with admirable stealth, track beasts or beings thousands of miles. Most impressively, your psychic gifts have turned to aiding your stealth, muffling unwanted noises, masking your scent and sweeping away your footprints and spoor.

Friend To Nature (-300 cp, discount Eadar) You are a harmonious part of nature, and both animals and nature spirits automatically trust, respect and defer to you to an extent. Until and unless you prove unworthy of their faith in you.

Dragonknight (-300 cp, discount Eadar) The finest warriors of the Maiden Worlds fight astride great dragons, what the mon-keigh call dinosaurs. You have an incredible rapport with all such beasts, easily able to capture and tame them, to ride with ease and fight alongside each other with incredible coordination. Under your tutelage, dragons become far more than they were, capable and dangerous to a supernatural degree.

Existing Elsewhere (-400 cp, discount Eadar) You have mastered one of the signature abilities of a Visionary, to send your spirit out far away to scout and spy. Further, you can manifest a temporary body for your spirit, though it will be similar in substance to those of a daemon. Great for surprise attacks.

Worldsinger (-400 cp, discount Eadar) Wraithbone is rare and precious in the Maiden Worlds. The Exodites often get by with base metal and stone, wood and bone and hides. Yet they have learned to encourage and shape plants with their songs, to create a mighty oak in minutes, or a hut formed from cleverly joined shrubs. Their fields are lush and green, and their forests likewise. You have mastered this art as few have.

Baron (-600 cp, discount Eadar) You are the lord of a territory, or perhaps their immediate family. To rule the famously independent and free-spirited Exodites you need two things in vast amounts, raw charisma, and actual competence in both battlefield command and peacetime administration. You know more than enough tactics and strategy to get by, make people actually want to serve under you, and can manage your subordinates, their problems and grievances, earning their lifelong loyalty. You can play to a crowd, or comfort a single person in their hour of need with equal skill.

- *Ancient Aeldari* A good leader can command. A great leader can train their subordinates so well that everything runs smoothly in their absence. You train others incredibly quickly, they work together well. You can even lend out perks to those in your charge.

Reborn Harlequin Perks

Death and Fate have taken the stage.

Lore Master (-100 cp, free Rillietann) You know all the songs, plays and stories the Harlequins have preserved of the lost Aeldari civilization, and all the ones they've worked on since.

Lighting-Fast Reactions (-100 cp, free Rillietann) The Aeldari have always possessed preternatural reflexes. Yours are exceptional even by their elevated standards, and it is rare to find a foe that can even

touch you in melee combat, in which you are skilled even before we get into the Harlequins' signature weaponry.

War Dancer (-100 cp, free Rillietann) The Eldar are incredibly agile and graceful to begin with, when one seriously studies dance, it leads to something truly extraordinary. You can run through a hail of automatic weapons fire in relative safety, almost able to quite literally dance between the bullets, your steps and strikes alike are a blur to your foes. Your speed and agility turn battle into dance.

Bit Players (-200 cp, discount Rillietann) Often it is the way that when Harlequins appear in a story they have conversations in which they seem to critique the book they're in, but keep it ambiguous. In the thousand thousand stories unfolding all around you each day, you can tell who are the main players in events, and who is there as literary window-dressing.

Company (-200 cp, discount Rillietann) When the players of a troupe assemble, they form a psychic link to dance even the dance of war in perfect synch, to coordinate as the fingers of a single hand. You can form such a bond with people, even those you have only just met.

Timeless Glories (-200 cp, discount Rillietann) The Harlequins unite the various kindred of the Eldar through their shared history. Their dances of ancient glories of the Aeldari inspire all who see them to become something more. You are one such inspiring figure, rallying others to aspire to mythic greatness.

Play the Part (-300 cp, discount Rillietann) To play in a troupe is to submerge yourself in the identity of gods, heroes, villains and more. Besides having an innate talent for theater, you find when you cast yourself in a particular role, the hero, the mentor, the mysterious helper or clever servant, the universe itself seems to aid you along, becoming more and more trope-steered the closer you cleave to your chosen part in events.

Secret Paths (-300 cp, discount Rillietann) In wandering the galaxy, the Rillietann have learned the best path is not always the shortest or straightest. When you need to get somewhere unseen, your senses bloom as possible paths reveal themselves, ranked by risk of discovery.

Solitaire (-400 cp, discount Rillietann) The rarest of creatures, an Eldar blank who cannot touch the Warp, have no psychic abilities and suppress such abilities for a radius around them. Such warriors fight alone, save for the greatest of efforts, and are the only ones who can play the role of She Who Thirsts in the Harlequins' plays. For the duration of the Jump, you cannot use any psychic powers.

Shadowseer (-400 cp, discount Rillietann) Facts are few, but truths are many when dealing with Harlequins, none more so than their psykers. You are skilled in the creation of psychic illusions, misdirecting others, sowing terror and confusion. You may dull and muffle senses with a *Fog of Dreams*, edit your allies from the foe's memories, hidden by the *Veil of Tears*. More directly, a *Mirror of the Mind* traps a single enemy's consciousness in a twisted mirrormaze for subjective hours to months, while singing a *Peal of Discord* can shatter bone and melt brains. You can conjure *Shards of Light*, illusory blades that do real harm, while a *Dance of Shadows* enhances dark and light and send them whirling about until your enemies stand in abyssal darkness with occasional flashes like lightning, more disorienting than helpful.

Luck of the Laughing God (-600 cp, discount Rillietann) Those who are lucky are said to be blessed by the Harlequin's patron, but your luck is just unbelievable. Misfortune avoids you, you could gamble with a Lord of Change and Orikan the Diviner and still come out on top. If there is the least chance for you to succeed or your enemies to fail, they will.

- *Ancient Aeldari* Your fortune reaches beyond yourself, to touch your allies and your plans. You and your allies are also immune to all forms of foresight save those that would benefit you.

KINDRED

Friends of Old (-100 cp) Import up to eight Companions as Eldar, with 800 cp to provide for their choice of perks and items, and a

background of their choosing. Companions cannot take companions themselves, nor drawbacks to gain further points.

Yvraine (-100 cp) A dancer from Biel-Tan, became a warlock, and a warrior, before becoming a pirate captain and winding up in an arena in Commoragh where she challenged Lelith Hesperax, lost, and then was killed and reborn at the hands of a priestess of Morag-Hei as the herald of Ynnead. She fled the Dark City to Biel-Tan to raise the Yncarne, then revived Guilliman to lead the Imperium. Yvraine is a powerful psyker, a polymath, and an especially graceful and skilled fighter.

The Visarch (-100 cp) Born Laarian, a Dire Avenger Exarch who quit his temple and the craftworld to follow Yvraine, such was his love for her and admiration for her martial skill, he became an Incubus to watch over her. When she became the Herald, he became the Sword of Ynnead and left his name behind. The Visarch is an especially deadly warrior famed for his ability to switch up his fighting styles by drawing on the many soulstones incorporated into his armor.

Eldrad Ulthran (-100 cp) An elderly Farseer of Ulthwe, probably the first person most people think of when Farseers come up. Is an absolutely amazing prophet and fighting mage, but is also a... jerk.

Yriel (-100 cp) An Asuryani Autarch turned one of the most successful space pirates in the galaxy. An amazing commander, both canny and inspiring, and wielder of one of the Croneswords.

Lelith Hesperax (-100 cp) The foremost of the Wych gladiators of Commoragh. A thousand rumors swirl about what dark pacts of combat drugs she must use, the truth is she was simply born a prodigy of fighting and killing, who gets bored at less than ten-to-one. Lelith cares not for the politics and pleasures of the Drukhari kabals, and rarely speaks, for combat is her sole passion. Though she can prove quite sadistic to those who disappoint her by offering no challenge.

Althenian Armourlost (-100 cp) A Fire Dragon Exarch from Lyanden, who lived seven lives before becoming the longest-serving Wraithlord in Aeldari history. Big guy loves his fusion guns.

Sylandri Veilwalker (-100 cp) A shadowseer of the Harlequins' Masque of the Veiled Path troupe. Fond of secrecy and illusions, an incredible friend to have, but also incredibly annoying with her refusal to ever explain herself, deal with the cleanup, or do shared chores.

Lathriel & Melinel (-200 cp) Twin brother and sister from fallen Biel-Tan. Melinel is a gifted Autarch, having walked all the paths of the warrior, his sister Lathriel is a capable Farseer. Come as a package deal.

High Inquisitor Bronislaw Czevak (-100 cp) A radical, most effective Inquisitor of the Ordo Xenos, Czevak is over four hundred years old, first recruited for his sharp mind and instincts, he struck up an unlikely friendship with Farseer Iqbraseil of Craftworld Lyanden and was one of the few outsiders honored to see a Harlequin troupe re-enact the fall of the Aeldari Empire. Betrayed by his own Inquisition on a salvage mission to a crashed Craftworld, he spent thirty years in the Black Library as a prisoner and student of the Harlequins. Has a burning hatred for Chaos and especially his nemesis Ahriman of the Thousand Sons.

Isha (-400 cp) The Aeldari mother goddess of healing, fertility and life, taken captive during the Fall and held a prisoner of Nurgle ever since. You freed her, but beware because Papa Nurgle and all his forces desperately want her back. On the plus side she has a mastery of biomancy that is literally peerless.

Cegorach (-400 cp) Mysterious and sinister trickster god of the Aeldari pantheon, self-appointed humbler of the proud. Cegorach is the patron of the Harlequins and one of three or four master puppeteers behind most everything wrong with the galaxy. He's all too happy to explore the multiverse, but don't expect him to pay any more than lip service to any rules or restrictions you try to impose. You should also expect a lot of short-sheeting, pizzas ordered in your name and such, and be grateful if he keeps to small petty mischief.

Kaela Mensha Khaine (-400 cp) Aeldari god of war and murder, whose hands eternally drip with the blood of Eldanesh. During the Fall, Khaine fled and was shattered into a thousand pieces, but you

managed to unite them. Ashamed of his cowardice, the murder god pledges to assist you for a time. But seriously, powerful as he is, he's a violent jerk, why are you taking him?

Some Rando (-50 cp) It's a very big galaxy, full of fascinating people. Even, if you can believe it, some who aren't Eldar. Feel free to take anyone who consents to come on your adventures.

RELICS

Aeldari Aesthetic (free) No one can deny, the space elves have *style.* Their works are sleek, ornate while remaining functional. Whether the bright colors of the Craftworlds or the spiky black look of the Dark City, you can make your Warehouse and any Items appear to fit right in at will.

Shuriken/Splinter Weapons (free) You own a pistol and rifle of the basic weapon types used by the Aeldari. You can mix-and-match, have a longarm of one and a sidearm of the other, self-repairing with limitless ammunition.
Asuryani shuriken weapons shave off a monomolecular slice of plasti-crystal, launched at great speed by a magnetic repulsor to create a storm of hypersonic blades, usually at a rate of about a hundred rounds a second.
The Drukhari instead favor crystallized poisons that their own repulsor weapons shatter, launching tens of thousands of toxic splinters in a spray of agonizing death.

Soulstone(s) (free/-50/-100/-150 cp) For almost fifteen thousand years, the Asuryani have worn these special gemstones at all times to trap their souls upon death, that they may be returned to the Infinity Circuits of their Craftworlds. The Ynnari have no fear of death and carry soulstones for a different reason, to commune with the spirits within, for strength and guidance. The Visarch in particular is infamous for his ability to draw on the combat skills and styles of the half-dozen warriors whose soulstones he wears. Your first soulstone is free, a constant companion, further ones are 50 cp apiece.

For 100 cp, you get the soulstone of an Exarch, Incubus or similar great warrior with many centuries of combat experience to draw on, for 150 cp a Farseer (or Spiritseer, Shadowseer, etc) who can still use their powers with your blessing.

Webway Seeds (-200 cp) A bag of twenty-six wraithbone seeds, replenished monthly. When planted, they grow overnight into a webway gate large enough for people to pass through. The visible growth is just a fraction of the true expansion into the twilight between the Materium and Immaterium, linking up with the existing Webway. If you do not define an area, it will continue to expand to a scale to move vehicles, armies and starships. In future Jumps, you can use this to build your own Webway network. After the Spark, your Webway can connect to all prior versions.

Relics of Death

Mirrorgaze (-50 cp) This war-helm is covered in a mosaic of shards from the famous Crystal Mirror. Anyone attempting to charge or sight on the wearer is momentarily blinded by the flashing lights.

Song of Ynnead (-50 cp) A blessed shuriken pistol. When it claims a life, a roar of triumph is heard, and the allies of the slain suffer terrible hallucinations of vengeful spirits. As ever, you may import another firearm to gain this capability.

Corag-Hai's Locket (-50 cp) A soulsteel charm that was left behind when the priestess of Morai-Heg present for Yvraine's rebirth was burned to ash. This amulet lets the user commune with soulstones and draw strength from death like a Ynnari, healing the user, and slightly enhances those abilities where they are present.

Soulsnare (-50 cp) A rune-inscribed orb, filled with a gossamer portion of Ynnead's own net. When cast, it bursts forth on impact, severing souls from bodies and slicing great armor to tiny pieces. Making this a literal holy hand grenade. Replaced daily.

The Hungering Blade (-100 cp) A sword with a limitless hunger for Eldar and other lives, to birth Ynnead and slay Slaanesh already. The smallest nick becomes a necrosis that slays in seconds and turns the slain to dust. You may import another weapon to gain this quality.

The Lost Shroud (-200 cp) Woven from the ectoplasm that wisped from the broken and corrupted Infinity Circuit of Biel-tan, possibly corrupted itself. Still this cloak is strong with the power of Ynnead. Who wears it shall find that any harm or injury they suffer is halved in severity, but any medicine or healing effects is likewise half as effective..

Cronesword of Morai-Heg (-400 cp) The Eldar's crone goddess Morai-Heg once tricked Bloody-Handed Khaine into severing her hand, so she could drink her own blood for the wisdom within. Her finger bones were carved into five swords, the most prized and sought after relics of the Ynnari, for it is written that in the right hands the blades grant dominion over life and death, and Yvraine believes collecting all five will allow them to at last bring Ynnead to life.

Four have been recovered so far, the last is lost or in Slaanesh's most secure palace, accounts differ. You may wield that lost blade or a mere duplicate. Of those known; Kha-Vir, sword of sorrows, turns those slain to ash. Asu-var, sword of silent screams, saps the life force from it's victims and has an aura of silence that can be toggled at will. Vilith-Zar, sword of souls, is forged of souls and can both shapeshift into any appropriate melee weapon, and deals dire wounds. The Spear of Twilight is very similar, it has that same shapeshifting quality, can resurrect its wielder and slay a Hive Tyrant with a single blow, but also saps the life-force of the wielder.

Of course, a Jumper paying points should expect better. Your Cronesword can do all of the above, except harm you. You may import a weapon to gain these characteristics.

Reborn Craftworld Relics

Aspect Warrior Gear (-50 cp, first free Asuryani) You have the arms, armor and equipment expected of the Aspect Warriors of a particular shrine. A second purchase can be used to gain the wargear of a different shrine, or upgrade to an Exarch's gear. A third to grant the wargear of a Phoenix Lord. Note that you automatically gain the appropriate gear with a purchase of the Aspect Warrior perk, but you may wish to mix-and-match, or even purchase the gear as a non-Asuryani.

Kurnous' Bow (-50 cp, free Asuryani) Named for the bow of the Aeldari hunting god, from which arrows sought targets' weakest points. This shuriken pistol does just that, finding chinks in armor and sensitive openings in tough hide. You may import another firearm to gain this quality.

Jetbike (-100 cp, discount Asuryani, free Shining Spear) An aircraft seating one or two, fast enough to be a suicidal ride for anyone without Eldar reflexes, and armed with twin shuriken catapults.

Runes (-100 cp, discount and first free Asuryani) Special talismans worn by Warlocks and Farseers, runes shape psychic energy into certain forms, effectively granting a specific psychic power that awaits only a trickle of energy to be used.

- *Runes of Channeling* slowly heal allies over time.
- *Runes of Deception* cloak a friendly squad from detection.
- *Runes of Evasion* make you much harder to hit.
- *Runes of Fleetness* boost your speed, nerf attacks while active.
- *Runes of Fortune* protect allies, reducing any damage to them.
- *Runes of Reaping* drain a foe's psychic energy when you strike.
- *Runes of the Harlequin* confuse the enemy.
- *Runes of the Spider* immobilize whole squads.
- *Runes of the Warp* teleportation made easy.
- *Runes of Vigor* draw warp power, revitalizing your energies.
- *Runes of War* boost your strength and reflexes.
- *Runes of Warding* sense and interfere with enemy psykers.
- *Runes of Witnessing* increase psychic sensitivity to threats.
- *Runes of Wrath* strike enemies twice, a psycho blow following each physical one.

Witchblade (-100/200 cp, discount Asuryani) No, not the fancy glove, that's only in comic books. This psychically attuned sword serves as a focus of your psychic powers, enhancing your physical might and letting you cleave tanks in two and split Terminator armor with ease.

For those who prefer long-arms, an extra hundred cp (also discounted for Asuryani) will upgrade the weapon to a Singing Spear, putting the blade on a stick for better reach. It makes a wonderfully balanced throwing weapon, and will always return to the wielder's hand.

In either case, you can import an existing melee weapon to gain these qualities.

Eye of Wrath (-200 cp, discount Asuryani) A unique weapon taking the form of a single eye lens, when activated anyone in the user's gaze is enveloped in a tempest of lightning.

Phoenix Gem (-200 cp, discount Asuryani) When Asuryan was laid low by the C'Tan, the mother goddess Isha drew the heat of a hundred suns into a single gemstone to revive the king of the gods. This gem is but a small fragment of that one, yet it retains the power to revive the recently slain.

Eyes of Kurnous (-200 cp, discount Asuryani) Crystals said to be the eyes of the hunter god Kurnous, turned to crystal, pulled from his skull and dashed by a horrific Slaanesh who objected to being seen in their horrific totality. These shards sharpen the senses, allowing one to see further, hear more, and revealing that which would otherwise be invisible.

Rune Armor (-300 cp, discount Asuryani) The very best personal armor the Eldar can craft, wraithbone literally grown around the wearer as a second skin, covered in runes to provide excellent protection from physical or psychic attack.

Shimmershield (-300 cp, discount Asuryani) A personal force field that renders the user invulnerable to any harm, but can only be active for a few seconds before needing five minutes to recharge.

Psytronome of Lyanden (-400 cp, discount Asuryani) A pendant used by Craftworld Lyanden in only the direst of need. When activated, vibrations can be felt across the battlefield and even in the Warp as Wraithbone is grown in moments with incredible strength and durability. However, the fire that burns twice as hot burns half as long, and though great walls and fortifications can be raised in moments, creations of the Psytronome crumble into dust after a few hours.

Shiftshroud of Alanssair (-400 cp, discount Asuryani) A cloak that shifts the wearer slightly out of phase with their plane of existence, rendering them totally invisible. Once one of a dozen such artifacts that Craftworld Altalioc learned to make from a forgotten alien race far older than even they, today only one remains.

Runestones of Jarankyor (-600 cp, discount Asuryani) Special psychestones used by one of the greatest Farseers of past millennia. These enhance the clarity of precognition so much that anyone can see visions of the future in the stones, and a Farseer can parse an order of magnitude more futures, faster than ever.

Relic of Khaine (-800 cp, discount Asuryani) In the Fall, even resilient Kaela Mensha (Bloody-Handed) Khaine reached his endurance's limit and fled, shattering into a thousand pieces as he crossed the barrier into the material universe. These pieces were collected by the Eldar, nurtured in the heart of each Craftworld's Infinity Circuit. Each year, a Young King is selected who in times of war or crisis enters the relic's chamber. Minutes or hours later, a scream is heard and the Avatar of Khaine emerges. Once a year, you or an ally can merge with this relic, a devotional statue, and for just one day experience the awesome power of the towering God of War and Murder. Afterwards, you'll be just fine provided you lose less than the Avatar in other factions' books.

Reborn Dark Eldar Relics

"We are the lords of despair, masters of terror. Dread and agony are our meat and wine, and they are plentiful indeed!"

The Parasite's Kiss (-50 cp, free Drukhari) Said to be the finest splinter pistol ever built, it wraps each crystal in psycho-vampiric circuitry, creating a link between target, weapon and shooter. As the victim gasps out their pain and growing weakness, youth and vigor are restored to the shooter. You may import another firearm to gain this quality.

Razorflail (-50 cp, free Drukhari) A sword which turns into a bladed whip and back again at the flip of a switch. Can import any other bladed or whiplike weapon to gain this quality.

Combat Drugs (-100 cp, discount and first free Drukhari) It is known to all the scattered fragments of the Aeldari that Commoragh is where you get the *good* stuff. Because once you've started plumbing the depths of depravity, what's it to you if you tear someone's throat out with your teeth while hopped up on bath salts? Each purchase grants you a small steady supply and the tools and materials to make more.

- *Adrenalight* for when you're bored with adrenaline, have some super-adrenaline.
- *Grave Lotus* gives you super-strength, but makes you go berserk.
- *Hypex* makes you much faster with lightning reflexes.
- *Painbringer* massively ups your pain tolerance and resilience. Numbs you to any sensation but pain.
- *Serpentin* massively ups your dexterity and skill, even purely intellectual ones. Can make you crave that clarity all the time.
- *Splintermind* greatly increases sensitivity to pain, keeps you from getting acclimated to torture. Used on both slaves and by the Dark Eldar themselves, sado-masochists who fear boredom far more than agony.

Agonizer (-100 cp, discount Drukhari) A whip with a power field to slice through armor, and neural fibres that allow it to directly stimulate nerves, causing terrible agony. Can deliver absurdly painful blows or keep a single enemy incapacitated.

Hexrifle (-100 cp, discount Drukhari) A sniper rifle with rounds containing samples of the Glass Plague, which transmutes organic matter into blackened glass in moments, is airborne and can also be spread instantly with a single touch. The plague was developed by a sculptor famed for capturing the agony and horror of his subjects and nearly destroyed Commoragh before it was contained, so naturally they had to weaponize it.

Skyboard (-100 cp, discount Drukhari) Much prized by the Dark Eldar for the freedom they represent, these aircraft are incredibly nimble and responsive, and can be set to automatically hug the ground and follow its contours.

Clonefield (-200 cp, discount Drukhari) A specialized device that projects dozens of holographic duplicates, all moving in perfect synchronicity with you. Few foes have the perception, or the time, to pick out the real threat among all the false ones.

Husk Blade (-200 cp, discount Drukhari) A sword that near-instantly draws all moisture from the victim, who is turned into dust. You may import another weapon to gain these qualities.

Crucible of Malediction (-200 cp, discount Drukhari) A different kind of soul-trap, containing the spirit of a Farseer kept in constant, unimaginable agony. When the box is opened, the psychic screams cripple any psyker or sensitive within a wide radius.

Dark Lance (-300 cp, discount Drukhari) An anti-armor weapon, in some ways similar to an Imperial lascannon, the Dark Lance fires an energy the Drukhari call ‘darklight’ sourced it is believed from black holes and Warp storms, that reacts explosively to ordinary matter, turning the strongest armor to rapidly-expanding plasma.

Omni-Dimensional Whistle (-300 cp, discount Drukhari) Used by Drukhari Beastmasters, this whistle resonates through the Warp, summoning Warp Beasts, shifting hounds that attack the enemies of whoever called them.

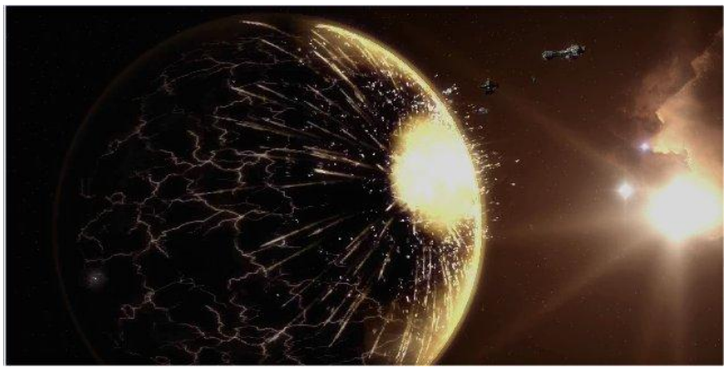
Djin Blade (-400 cp, discount Drukhari) A sword made of an unknown alloy with a mirror sheen. In it, people see their idealized selves reflected, with power, wealth, wisdom and beauty. All who

see it fall under the blades' spell, covet it, will kill to claim it. As they guard their prize, it whispers to them at night, and though they fight with the strength and skill of many men, it also drains their essence. On the day the sword is done feasting, they will watch in horror as their reflection turns to the Djin's true face, right before their heart is turned to ash and their soul shredded. As you pay points, you shall be immune to the draining effect and instead fight with the accumulated skill and potence of its former wielders. Be assured though you may lose the sword for a time, it always finds its way back eventually.

Shattershard (-400 cp, discount Drukhari) A hand mirror that connects to those it reflects by eldritch technology. When broken, every object and person captured by the mirror likewise shatters into pieces. Replaced daily, does not stack.

Goblet of Spite (-600 cp, discount Drukhari) A sacred artefact of the Wych Cults of Commorragh, this chalice creates an aura effect of hatred and frenzy, allowing your warriors to fight with the savage fury of berserkers, and your enemies to tear each other limb from limb gripped by the same madness.

Fireheart (-800 cp, discount Drukhari) A weapon to destroy a world, stoking its molten heart until the dried crust flakes away. Admittedly, until very recently this was rarely used as it required a psyker to activate and the Drukhari had few.



Reborn Exodite Relics

If a foe takes a single step upon our sacred soil, they will not take another.

Blast Pistol (-50 cp, free Eadar) An ancient weapon, disdained by the Eldar of Commoragh and the Craftworlds in favor of the more

rapid-fire shuriken or crueller splinter version, this is nevertheless a powerful projectile weapon and far more reliable.

Webber (-50 cp, free Eadar) A pistol firing balls of compressed silk wire from the giant spiders common to Maiden Worlds. On impact, the webbing explodes in all directions, trapping entire squads if aimed carefully. You may import another firearm to gain this quality.

Haywire Grenades (-100 cp, discount Eadar) Others may sneer at your 'primitive' and 'quaint' ways. But who will be laughing after your EMP grenades turn their fancy vehicles and sophisticated thinking machines into massive paperweights, hmm? Six Haywire grenades, replenished weekly.

Laser Lance (-100 cp, discount Eadar) A powerful, but short ranged laser inside of a lance, a tool for herding dragons, and the preferred weapon of dragonknights. You can shoot and stab with ease.

Soulblade (-100 cp, discount Eadar) Ancient close combat weapons channeling the power of the world spirits, Soulblades cleave easily through any armor. You may import another weapon to gain this effect.

Psychic Carbine (-200 cp, discount Eadar) A smaller version of the psychic lance used to capture dragons for training. This weapon fires a psychic pulse through a special resonance crystal, driving all aggressive thoughts and feelings from the targets for several minutes. Sadly doesn't work on the strongest wills, or Necrons. The weapon behaves like a flamethrower, short range, wide cone of effect.

Raptor (-200 cp, discount Eadar) A fierce and wild dragon mount, swift as a wolf and considerably smarter, but large and strong enough to bear a rider many leagues. Raptors are often used as scouts.

Salamanders (-200 cp, discount Eadar) A trio of smaller dragons, what the mon-keigh scholars would call utahraptors, or misname as velociraptors if they watched this one film series. Loyal hunting hounds and protectors.

Pterosaur (-300 cp, discount Eadar) A flying dragon mount, to let you conquer the very skies! Very friendly to you, and fearsome to your foes.
World Shrine (-300 cp, discount Eadar) One of several shrines the Exodites use to commune with the world spirit, can take the form of a menhir or just a small altar. This has two benefits in that all realms (material, Warp and Webway) meet, and that all prayers here are heard. These benefits carry to future Jumps, possibly with some adaptation to local cosmology.

Megadon (-400 cp, discount Eadar) A massive dragon capable of shrugging off all small-arms and weapons not meant to destroy armored vehicles. This covers a wide range of dragons, so it is left to you if your loyal mount shall be a three-horn, long neck or the dread Mega-Raptor.

Spirit Stone (-400 cp, discount Eadar) Used by Exodite Visionaries, these stones assist in multitasking, letting a psyker use twice as many different powers at one time.

Exo-Suit (-600 cp, discount Eadar) The armor used by Exodite Barons to herd dragons and joust for honor, as well as to combat outsiders. This wraithbone monstrosity is tough as a Dreadnought, taller and swifter than a Wraithlord, with a mounting for a lance one one arm and either a plasma cannon or thermal lance (more powerful melta weapon) on the other.

Maiden World (-800 cp, discount Eadar) A garden planet, to those who are welcome, long ago terraformed brilliantly by the Eldar, including a series of menhirs, stone circles and shrines joining the spirits of the dead into a world spirit. To intruders, this place is deadlier than Catachan as all life turns hostile.

Reborn Harlequin Relics

Like the ninety-nine blades of Vaul, strike true!

Flip-Belt (-50 cp, free Rillietann) A belt anti-gravity generator that allows Harlequins to leap and cavort as if in low gravity, run on walls or flip rapidly at the waist.

Star Bola (-50 cp, free Rillietann) Three plasma charges linked by a mesh cord and activated by spinning them fast enough. A quick throw and they wrap around the target, and then explode with the fury of a star. The downside being they're only replaced daily, and can only be used once. Can be purchased multiple times.

Holo-Suit (-100 cp, discount Rillietann) Motley bright colored clowns seems an odd choice for camouflage, but arcane technology helps mute the colors and break up outlines, rendering a still or slow-moving Harlequin nearly invisible. When in motion, you flash brightly, shatter into dozens of people or motes of light, and otherwise become incredibly difficult to track or target.

Crescendo (-100 cp, discount Rillietann) A shuriken pistol gifted to a troupe master by a mysterious wanderer of the Webway who may or may not have been the Laughing God. Anyways, when the trigger is held down time goes a little funny, the user skips ahead a moment, their motion is accelerated, and this naturally allows a truly ludicrous rate of fire. You may import another firearm to gain this quality.

Hallucinogen Grenades (-100 cp, discount Rillietann) An old favorite of Harlequins, the gas in these grenades is colorless, odorless, lasts a short time only, and completely incapacitates its victims with paranoia, delusions and hallucinations. You gain six which replenish daily.

Harlequin's Kiss (-200 cp, discount Rillietann) A gauntlet punch dagger, which contains tightly wound monofilament razor-wire. Once the spike has punched through whatever inconvenient armor is in the way, the wire explodes out flaying the insides into bloody ribbons. This works just as well on Terminators, or tanks.

Harlequin's Embrace (-200 cp, discount Rillietann) Kind of the opposite of the Kiss, this wrist-mounted pistol releases a cloud of monofilament wire a moment before the user closes to melee range, then snaps it tight in an instant, turning anything within into confetti. It lacks the armor penetration of the Kiss, but can affect multiple targets and still works fine against normal power armor.

Harlequin's Caress (-200 cp, discount Rillietann) An elbow-length glove that allows the hand and arm to selectively phase. In case you ever wanted to reach inside a tank to mess with the engine or crew, or bypass a person's armor to pull out their heart and show it to them.

Chained Tome (-300 cp, discount Rillietann) In a place of honor in the Black Library stands a chained book containing all the Laughing God's greatest tricks and cons. Only when the Ynnari and the Maelstrom formed did the chains fall away to reveal to the Harlequins Cegorach's greatest prank in progress since the Fall: to manipulate Slaanesh, the doom of the Aeldari, into becoming their savior instead. The many lessons of Cegorach's tales continue to inspire and instruct, if you have an ear for their lessons.

Mask of Fear (-300 cp, discount Rillietann) A shifting mask that appears as whatever a person most fears or their greatest shame, whatever it takes to make them flinch or hesitate. The mask also renders the wearer fearless.

Shadowstone (-400 cp, discount Rillietann) What appears to be an opalescent soulstone is, in fact, an oracular device. Peering within the murky depths reveals the greatest secrets and fears of those around you, which Shadowseers have long used for insight and to craft their illusions all the more effectively.

Veil of Tears (-400 cp, discount Rillietann) A cloak woven with thousands of tiny gemstones, sinkstones which absorb energy thermal, electrical, kinetic or other. This lets you tank even heavy artillery, but after absorbing a hit it needs a couple minutes to disperse the energy before it can shield you once more.

The Laughing God's Eye (-600 cp, discount Rillietann) A wraithbone pendant, covered in runes and said to be the watchful

Eye of Cegorach, the charm protects you and others nearby from Warpcraft, like being a Blank with none of the downsides.

The Black Library (-800 cp, discount Rillietann) Hidden within the Webway, the Harlequins maintain the Black Library, the ultimate repository on everything the Eldar know, and could steal, regarding Chaos, the Warp, and their own history and lore. It is very nearly an infinite library, and now you get a copy that updates with the historic, scientific and supernatural lore of each setting you visit. If two copies of a given text exist, there's excellent odds you own one.

DRAWBACKS

Nothing Is True (+0 cp) Everything is canon, nothing is true. There are many and conflicting interpretations of this troubled era in Aeldari and human history. Perhaps you'd like to chill with the Reasonable Marines, fight the twisted remnants of the Dornian Heresy or see if love can truly bloom on the battlefield. In plainer speech, this is the fanfic toggle to let you figure out what elements to keep or discard.

Tales of the Dark Millenium (+0 cp) Have you been here before? Many have tried to twist time and save this wretched place from itself. Perhaps you succeeded, or will succeed? You may keep the consequences of any and all previous Warhammer 40,000 Jumps. Who knows, but you may even meet your past self?

Early Start (+0 cp) Strange to find a Ynnari before Ynnead even stirred, but the galaxy holds many strange sights, time travel included. You may start at any time after the Fall of the Eldar and the birth of Slaanesh.

Bound to the Path (+0 cp) Perhaps it was chance that brought you here, many come from the roll of the die, more likely it was fate which the ignorant name as luck. Seize control of your destiny and when you leave this place for good, go either elsewhere in this galaxy or to the lost world of Warhammer Fantasy.

Eternal (+100 cp) Lucius the Eternal of the Emperor's Children, beloved chaos champion of Slaanesh and perhaps the greatest human swordsman to ever live, has set his sights on you as a worthy foe. Beware, for whoever slays Lucius, if they feel the slightest pleasure or satisfaction in the act, will *become* Lucius, slowly transforming and losing their individuality as the champion is reborn in their flesh.

Haunted (+100 cp) It is an ancient superstition that the soul of a murdered Aeldari takes the form of a hawk to haunt and identify their killer. Most Eldar would swear not to believe in such nonsense, but it will still give them pause to see this hawk that is always circling above you, or perched nearby, that sometimes pecks or rakes you when you're distracted. Nothing you do can get rid of this bird, only buy you a few hours freedom. Now isn't that peculiar?

Hybrid (+100 cp) Yes, it turns out Aeldari and the mon-keigh can reproduce. Your native Eldar abilities are just a little less, but others will look down on you for your status as a mistake and stain on the species.

Ignorant Child (+100 cp) Normally your Jump memories would fill you in on the language, manners and all the social niceties involved in navigating the extremely complex societies of the Aeldari. Well, now you get the basics of language, but nothing else. Hope you don't mortally offend anyone bumbling around like a hapless mon-keigh.

Long Have Been The Years (+100 cp) By default, your stay in this galaxy is a decade long, practically a weekend trip as the Aeldari measure time. Each time you purchase this, your Jump's duration is increased by an order of magnitude, and then halved. So first your stay becomes fifty years, then two-hundred and fifty, then one thousand two hundred and seventy five, and so on and so forth.

This may be purchased five times, though in extreme cases you might wish to pursue radical life-extension.

No More Lies (+100 cp) You are a mute, unable to manage a single spoken word. Writing and sign language, or even just pantomiming,are fine, but most people do not know handsigns and lack the time or inclination to learn.

Too Much (+100 cp) You have the enhanced senses of an Aeldari, but your human mind never quite managed to compensate. Things are regularly painfully loud, blindingly bright and so on.

Selective Empathy (+100/200 cp) Eldrad once saved ten thousand Eldar at the cost of many millions of human lives, by causing the wars for Armageddon. This is accepted to be a good exchange by most Eldar. Like them, you have trouble seeing people outside your in-group as, well, people deserving of respect. For 100 cp, this applies to non-Eldar, at 200, those outside your origin.

Actual Child (+200 cp) You start as an early adolescent, and must grow into the abilities you purchased in the perks section over time, as the items find their way to you. The first year or two you will be virtually helpless, unless you have powers from previous Jumps. Have fun.

Artemis the Hunter (+200 cp) A particularly sharp and fanatical Deathwatch captain, one who already ruined one ritual to raise Ynnead, is gunning for you hard. No, the truce doesn't matter in the least, he and his forces already definitively answered the question of whether he'd let the Eldar have an inch to spite Chaos.

Arrogant (+200 cp) Eldrad or Yvraine might call you arrogant, but really, you're just acknowledging the obvious truth. What were all these points and your awesome build *for*, if not to make you the greatest space elf there ever was? Are you not, automatically, the smartest, best informed, most capable person in any situation you find yourself in? And what would they know about it anyways? Clearly you can't be arrogant, because that would be a *flaw.*

Doomrider (+200 cp) A Daemon Prince of Slaanesh, who discarded humanity to ride forever through the materium and the Warp, his love of speed second only to the thrill of dealing death. You have

become known to Doomrider and whenever summoned he will pursue you to the exclusion of all other targets or goals.

Fallen Phoenix (+200 cp) The most notorious traitor in Asuryani history is coming for you. Arhra, founder of both the Striking Scorpions and the Drukhari Incubus Shrines. Now, Craftworld and Dark Eldar have very different versions of the specifics, but at some point he let an army of daemons into the first Maiden World the Asuryani tried to settle. Some say he died, some say he may be the greatest Incubus champion today. By this drawback, he is definitely alive, and coming for you, He is smart, ruthless, one of the best melee fighters in the galaxy and embodies his shrine's virtues of stealth and striking from ambush. Be way, Jumper, for the Scorpion rarely needs to sting twice.

Doom of Malan'tai (+300 cp) Roughly two centuries before the founding of the Ynnari, the Craftworld Malan'tai was attacked by a single wounded Tyranid bio-ship with a unique Zoanthrope. A psychic creature that drained the psychic energy and life-force of the defenders and the Infinity Circuit, eventually becoming a lightning-hurling, indestructible engine of death. Afterwards, this creature was never seen again, until now. The Doom of Malan'tai stalks the stars in search of your unique energies.

Jumper Solo (+300 cp) You forgo any ability to purchase a Warhost, or any of the points used for such. Effectively giving you points for not having an army at your back.

Masque of Slaanesh (+300 cp) Once the favorite dancer of the Prince of Pleasure, the daemonette known as the Masque happened to catch the boss in a bad mood one day and was cursed to dance in and out of the Warp forevermore, her face taking on the likeness of characters. Whoever sees her is compelled to join the dance and quite literally dance themselves to death unless she makes a misstep, something that happened only once when a Solitaire intervened. Now the Masque stalks you to make of your death the greatest art ever seen.

Start Running (+300 cp) No time to get your bearings now, you start at the fall of Biel-Tan, the birth of Yncarne, smack in the middle of the most chaotic, most crucial battle the Ynnari have ever fought. Best of luck.

Bringers of Death (+400 cp) Where the Ynnari go, chaos and bloodshed follow. Not least because the forces of Chaos are incited by their existence to rise against them. You will spend your entire stay here flitting from one battle to the next crisis with hardly a chance for rest until all the enemies of the Eldar are slain, or your time here is up.

Heartslayer (+400 cp) We sing the fall of the Craftworld called Kher-ys. Though the Webway gate was sealed powerfully against intrusion, with a key held only by a mighty Autarch, still were its children tempted to roam. So it came to pass that this Keeper of Secrets, a mighty daemon of Slaanesh, did seduce the Autarch's daughter into letting him in, into stealing the key and opening the path for Chaos to enter. So did Heartslayer possess the still-soulless body of the Avatar of Khaine and strike down the Asuryani with the strength of their own idol. Now Heartslayer, full of cunning and vast physical might, protected from most of the banes and wards against his kind, sets his gaze upon you.

Laughter of Gods (+400 cp) Did you really believe you could change things, Jumper? Better men than you have tried, and their corpses now generally serve as decorations or psychic lighthouses. You have the most atrocious luck, but it scales to your deeds. Try and settle down in some obscure corner, and you will face constant irritation. Actual grand endeavors are guaranteed to fail, catastrophically, and make everything worse for everyone, forever. But what are you going to do, never try anything important?

Dark Muse (+500 cp) Not everyone is thrilled with the emergence of the Ynnari and their message of hope and unity. Absdrubael Vect, in particular, started by ordering a massive bounty placed on Yvraine for damaging his city with her fiery rebirth. Later, he slew many Drukhari who joined the Ynnari, and declared himself a Dark Muse, a mythic figure. Vect has identified you as a key player in the Ynnari's success and devoted himself to your destruction. Just as with Yvraine, there is a massive price on your head, dead or alive. Word to the wise, don't let them take you alive.

Dinner Bell (+500 cp) It seems your psychic presence feels almost exactly like the beacons created by a mature Genestealer Cult.

Tyranid Hive Fleets home in on your location expecting a bountiful feast of biomass. Best you keep moving.

Song of Oblivion (+600 cp) Ancient powers and foes stir, even as new ones enter the fray. Szarekh, the Silent King has returned and formed a new Triarch to unite and rule the Necrons. The ancient enemy sees you as their greatest threat, and will bend their every eldritch science and considerable power to your end.

Thirsty (+600 cp) It's all well and good to have confidence in yourself, but be cautious, for the Whispering God is not yet born and you, perhaps alone among your sect, are not protected from Slaanesh's curse. In fact, you seem unusually susceptible to Chaos and its corruption in general. Beware, for one wrong move could set you up for an irrevocable fall...

Outsider (+700 cp) You can use no powers, bring in no items, which are not native to this troubled galaxy. Your only resources shall be your purchases here, and your own wits and abilities. Well, those and a Body Mod, naturally. And if you visited this troubled galaxy before, but what are the odds of that?

Rhana Dandra (+700 cp) Truly, these are the end of days. The light of the Aeldari is guttering out, and the Reborn provide the only hope for your people. You will remain in this galaxy until matters are resolved, one way or another, no matter how long it takes. If the Aeldari all perish, you will chain-fail. If they rise to glory, you move on. Your fate is now tied to the children of the stars, I pray they live up to your faith in them.

WARBAND

Have 100 Army Points (AP) to build a warband with. You may convert unused cp to AP at a 4:1 ration. I.e. get 25 AP for every 100 cp invested.

Basic Infantry (-1 AP) A squad of a dozen basic Eldar infantry. Asuryani Guardians are civilian militias that defend the Craftworlds. Eadar Fusiliers are feudal levies armed with lasblasters

barely more advanced than the Imperial model, but with better range and accuracy, while Warriors are hunters and full-time warriors who fight in melee. Drukhari Kabalite Warriors are chosen from the general populace from those skilled in fighting, made raiders supplied with basic arms and armor in exchange for service. Hekatarii Wyches are gladiators and skilled melee fighters.

Wrack (-1 AP) Twisted servants, bodyguards and assistants of the Haemonculi. Cyborgs shaped by the greatest flesh-crafters with vastly enhanced strength and durability, and weapons that double as tools of torment. Electrocorrosive whips, scissorhands, ossefactors that make bones rapidly twist and grow, and the like. This one serves as a medic and torturer.

Ranger Squad (-2 AP) Five Asuryani who chose the Path of the Exile, banishment from the craftworlds and their strict society, they have become excellent scouts and snipers armed with long-las weapons.

Raptor Squad (-2 AP) Four Eadar mounted on raptors, used for scouting and ambush tactics, armed with lasers and blast carbines.

Scourge Squad (-2 AP) Five Drukhari who had the Haemonculi hollow their bones, implant adrenaline dispensers and graft functional wings to turn them into airborne fighters armed with a variety of splinter and heavy weapons.

Aspect Warriors (-4 AP) A squad of ten elite, or at least full-time, Asuryani warriors from a single shrine. Details in Notes, but each shrine devotes themselves to becoming hypercompetent at a single battlefield role, symbolically donning a mask to renounce their identity and become an aspect of Kaela Mensha Khaine. The squad is led by an Exarch, an elite of the Shrine who has found they cannot leave the Path of the Warrior.

Dragonknights (-4 AP) Ten knights. Tenants on a Baron's land like anyone else, their service earns them the right to administer their own lands. In battle, they ride common dragons using grenades, laser lances and blast carbines, sometimes plasma.

Flying Trio (-4 AP) Three aerial troopers. Kabal Hellions ride skyboards while sowing terror and death. Craftworld Windrunners ride jetbikes with lances. Pterosaur Dragonknights ride the rare flying dragons into battle.

Incubus Squad (-4 AP) The greatest warriors of the Drukhari, Incubi devote themselves entirely to the art of killing with their oversized power swords and halberds called klaives. Often used as enforcers and bodyguards in the Dark City, a number have pledged themselves to the Ynnari.

Raider (-4 AP) A Drukhari transport for ten warriors, an open topped sail barge that is incredibly fast, but very vulnerable even to infantry and small arms, armed with a dark lance or disintegrator cannon. Alternatively, you can purchase a Reaper, which sacrifices troop transport capacity for a Storm Vortex Projector, which manifests a vast storm of crackling energy at the point of aim.

Scout Walker Squadron (-5 AP) Three scout walkers, as used by the Exodites and Asuryani. Rapid scouts with a heavy weapon or two apiece. Slower than the fliers, but with far more firepower.

Wave Serpent (-5 AP) A hovercraft that may well be the best armored personnel carrier in the galaxy. Not only is it much faster than their equivalents among other races, it projects a forcefield bow ahead that makes it impervious to small arms and a very effective ram. Nearby Wave Serpents can link up and reinforce each others' shields. Armed with a turret with twin-linked weapons, plus two chin-mounted shuriken catapults, Wave Serpents can carry a dozen warriors or half that in Wraithguard.

Dragoons (-6 AP) Six of the most elite Dragonknights, used as heavy cavalry to smash the enemy lines with their shocklances. Even at range, they are deadly with their armor-penetrating plasma carbines.

Megadon (-6 AP) Massive, stocky herbivores of unusual intelligence. Can support three riders in a howdah and a single heavy weapon, either a starcannon, scatter laser or bright lance.

Support Battery (-6 AP) A single heavy weapon, such as the Megadon above may carry, mounted on a small anti-gravity platform.

Warlock Circle (-6 AP) Six psykers who learned first the way of the warrior, Warlocks are skilled in direct, destructive uses of their powers and armed with witchblades.

Wraithguard Squad (-6 AP) Essentially robots of wraithbone, operated by the souls of the deceased placed into soulstones. Here are five of them, led by a spiritseer. Wraithguard are usually armed with vortex weapons, which banish the target to the warp, or the dreaded D-Scythe which severs souls from bodies at short range. Wraithguard are phenomenally tough, but notably less reactive than most Eldar.

Wraithlord (-6 AP) A towering wraithbone war-construct, which can be operated only by the soul of a great champion. Like the Wraithguard, but much bigger. Usually armed with power fists and either a flamer or shuriken catapults, can be fitted with laser or plasma weapons.

Air Support (-8 AP) A supersonic fighter/bomber to provide air supremacy or rain death upon your foes. Can be a Razorwing jetfighter or Voidraven bomber, heavy with the cruel missiles of the Drukhari that cause dismemberment or horrifying death. The Asuryani have far more options, with the standard and versatile Nightwing fighter, the impossibly swift, laser-armed Nightshade interceptor, the Phoenix ground-attack fighter with its many plasma missiles. Finally, the terrifying Hemlock Wraithfighter can be flown only by a Spiritseer bolstered by souls in the plane's miniature Infinity Circuit, preceded by a wave of horror, armed with D-Scythes that leave only corpses in their wake.

Seer (-8/10 AP) A dedicated psyker. Perhaps an Asuryani Farseer or Spiritseer, or an Exodite Visionary, or Harlequin Shadowseer, either way they rank among the most powerful and skilled psykers in the galaxy. Farseers use precognition to protect themselves and allies, or unleash chaotic storms of energy. Spiritseers are experts in leading and supporting Wraithguard and Wraithlords. Visionaries have the most raw power, communing with the World Spirits to heal, astrally project and manifest false bodies like daemons do, and shape the forces of nature. Shadowseers use illusion and manipulation to disorient and turn their foes against each other.

For an extra 2 AP, your Seer comes with a jetbike or flying mount, becoming a Skyrunner Seer.

Leader (-8/10 AP) An Autarch, Troupe Master, Baron or Archon, this is a skilled and experienced battle leader to command the army in your absence. Or just handle the missions you give them if you don't feel like doing much personal leading. Each has their strengths, an Autarch knows how to use the incredibly specialized Aspect Warriors to best effect, the Drukhari Archon leads a kabal and so is accustomed to treachery and cunning stratagems. A Troupe Master can be a heroic and powerful figure leading from the front, an obsessive genius with small details, or every bit the snake the Archon is. Exodite Barons lead by feudal decree and will form a close personal bond with their command, besides being a formidable fighter in their exo-suit.

For an extra 2 AP, your Leader comes with a jetbike or flying mount, giving them battlefield mobility.

Falcon Tank (-10 AP) A hover-tank with speed and altitude performance that outdoes many other races' dedicated aircraft, and many variants. The basic Falcon can mount two heavy weapons and carry six troops. The Fire Prism sacrifices troop transport for a mighty laser that can massacre any armored vehicles it gets line of sight on, the Firestorm has many scatter-lasers for anti-aircraft fire, the Warp Hunter has a D-Cannon that opens a Warp Rift, and the Nightspinner is an artillery platform dispensing flesh and armor-shredding monowire over a vast area.

Vampire Gunship (-12 AP) The preferred way of getting around when a Webway gate is unavailable. The Vampire is an orbital drop-ship with Titan-grade holo-fields, a nose scatter laser and twin-linked pulse lasers that come in two variants. The Vampire Raider is a transport that can carry thirty infantry or half that number in Wraithguard. The Vampire Hunter is a dedicated gunship that upgrades the pulse lasers to pulsars and carries a large number of plasma Phoenix Missiles.

Engine of Vaul (-16 AP) Named for the Eldar smith god, these super heavy tanks are powerful engines of destruction. The Scorpion has twin pulsars that can menace Titans and cleave lesser tanks in two. The Cobra uses forbidden D-Cannon to open massive Warp rifts. The doubly-forbidden Void Spinner rains a huge amount of mono-wire and microscopic wraithbone parasites to unmake life over a wide area, breaking everything down to the molecular level. The Deathstalker has a most powerful Prism cannon and can combine it's fire with others of its class. Meanwhile the Storm Serpent carries a Webway Gate to spill forth seemingly endless numbers of troops.

Titan (-20 AP) Massive warstriders, for some reason called mecha by some mon-keigh. Piloted by twins and triplets, with the assistance of spirits of dead Aeldari within the wraithbone core, these are far more graceful than the lumbering Titans of other races, with a great deal of firepower. Revenants are scouts, Phantoms are the standard battle Titans armed with pulsars or starcannon, and Warlocks contain the spirits of seers, guiding the steersmen with their insight into the future and defending against daemons and psychic assault.

ENDING

A final choice awaits you, as all drawbacks fall away.

Remain: Hail, savior of the Aeldari. Take your rightful place.

Return: Sooner or later, the heart always yearns for home.

Advance: One Path has ended, another begins.

Notes:

Aspects of Khaine: Asuryani elite infantry (or pilots!) yes, yes, or pilots. Each submerges their identity in one facet of the war god Khaine, becoming a highly effective, if perhaps overspecialized warrior.
Crimson Hunters - Khaine as air supremacy, fighter pilots.
Dark Reapers - Khaine the Destroyer, use missile launchers or shuriken cannon.
Dire Avengers - Khaine as noble yet merciless warrior. Basically the elite version of regular infantry with only slightly better armor and weapons.
Fire Dragons - representing dragons, uses fusion guns and melta bombs to burn through armor, killing tanks and destroying hardpoints, but suffers from short range.
Howling Banshees - melee fighters with masks generating a paralyzing scream.
Shadow Spectres - Tank-hunters with jetpacks, combining mobility, deception and the incredible firepower of pooling all their laser weapons together.
Shining Spears - representing Khaine's spear that always kills in a single thrust or throw, jetbike cavalry with laser lances.
Striking Scorpions - Khaine as vicious ambush predator, melee fighters who lie in wait to fall upon the foe and butcher them with pistol, chainsword or short-ranged lasers built into their helmets.
Swooping Hawks - Khaine the Avenger, using a jetpack and lasblaster to bring swift punishment to their enemies.
Warp Spiders - Khaine as aggressive defender, uses a teleporter to ambush enemies.

Jump by Aehriman, special thanks to DonChief, Plyen and Daemonflayer.