

# KILL TEAM

## ELDAR: CRAFTWORLDS

### CODEX: ELDAR CRAFTWORLDS

This Team List uses the special rules and wargear lists found in Codex: Eldar Craftworlds. Rules for Shadow Spectres can be found in Imperial Armour 11. If a rule differs from the Codex, it will be clearly stated.

### BATTLE FOCUS

Instead of using the Battle Focus rule in the Codex, use the following: A model with this special rule may opt to use its Battle Focus during a Shooting Phase, but must declare it is doing so before it acts. A model using its Battle Focus can either: shoot and move D6", or move D6" and then shoot, in the same Shooting phase. This D6" move is affected by difficult terrain as normal.

A model may not use its Battle Focus and fire a Heavy weapon unless it has the Relentless special rule. Using Battle Focus counts as a Run move, and you may not charge after using it. Models that cannot Run may not use Battle Focus.

Models with both the Fleet and Battle Focus rules may re-roll the dice that determines the extra movement provided by Battle Focus. Also, models with Fleet only get +D3" for Running if they do not use Battle Focus during that phase.

### INTERCEPT

A model with this special rule may Deep Strike as normal (see Built Up Area).

### SKY GRENADE PACK

Ignore rules in the codex, use the following: Roll a D6 for every model with a Sky Grenade Pack which does not suffer a Mishap when arriving from Deep Strike. For every roll of 5+, the model may throw a Skyburst grenade with the profile below. The model shooting a Skyburst grenade may still shoot in the subsequent Shooting Phase, but has to target the same unit if possible.

	Range	S	AP	Type
Skyburst Grenade	24"	4	4	Assault 1, Barrage, Blast, Ignores Cover, Skyburst, One Use

### HERALDS OF VICTORY

A model with this special rule and allied models armed with Swooping Hawk Wings arriving from Deep Strike in the same turn within 6" do not scatter when arriving by Deep Strike.

### IRON RESOLVE

The model with this special rule, and all friendly Warp Spiders within 6", automatically pass Pinning, Fear, Regroup and Morale checks.

### DESTROYER WEAPONS

Destroyer weapons aren't widely accessible, so in skirmish battles Eldar replace them with substitutes. Weapons with strength 10 instead, (unless they are Template or Blast, in which case they are strength 4). On a 6 to wound, they also wound automatically and have the Instant Death special rule; 6 rolled for armour penetration causes an automatic penetrating hit.

### FLICKERJUMP

In order to successfully perform a Flickerjump, the model has to take an Initiative test with -1 penalty. If the test is failed, the model receives shots this turn as normal. In addition, under any condition, one model cannot perform more than one Flickerjump per turn.

### ELDAR JETBIKE

Eldar jetbike wargear only improves the armour save of the rider to 4+ instead of 3+. If the rider's armour save is better, he or she keeps it.

### SPECTRE HOLO-FIELD

When using Shadow Spectre's Jet Pack move, the model only gets a 6+ cover save (instead of 5+) until its next turn and only a 5+ cover save (instead of 4+) if it performs a thrust move. In addition, this cover save doesn't stack with any positive modifiers, such as from going to ground or Stealth/Shrouded.

### VIBRO CANNON

Two Vaul's Wrath Support Platforms equipped with Vibro Cannons within 4" of each other may use their weapons as if they were in one unit.

### MODEL AVAILABILITY

You must adhere to the following model requirements when building your Kill Team:

- 1 Team Leader model
- 1-25 Core models
- 0-5 Special model

# TEAM LEADERS

## WARLOCK (WARLOCK APPRENTICE CONCLAVE)

35 points

*Warlock:*

WS	BS	S	T	W	I	A	Ld	Sv
4	4	3	3	2	5	1	8	-

*Apprentice:*

WS	BS	S	T	W	I	A	Ld	Sv
4	4	3	3	1	5	1	8	-

**Unit Type (Warlock):**

Infantry (Character)

**Special Rules (Warlock):**

- Inspiring Presence

**Unit Type (Apprentice):**

Infantry

**Special Rules (all):**

- Squad (Warlock with up to two Apprentices)
- Ancient Doom
- Battle Focus
- Fleet
- Psyker (Mastery Level 1)
- Windrider Leader\*
- Communion of Minds\*

**Wargear (all):**

- Rune armour
- Shuriken pistol
- Witchblade

**Windrider Leader:**

In a team lead by a Warlock or Warlock Apprentice Conclave with the Eldar Jetbike upgrade you may take more than three Windriders.

**Communion of Minds:**

As long as the unit contains more than 1 model, it loses the Psyker special rule and gains Brotherhood of Psykers (Mastery Level 1) special rule if it contains 2 models or Brotherhood of Psykers (Mastery Level 2) if it contains 3 models. If the unit loses a member as casualties and downgrades its Mastery Level, remove a known Psychic Power of your choice. In addition, Warlock Apprentice Conclave generates a Warp Charge at the beginning of the Psychic phase for every member of the unit instead of normal generation to its Mastery Level.

**Options:**

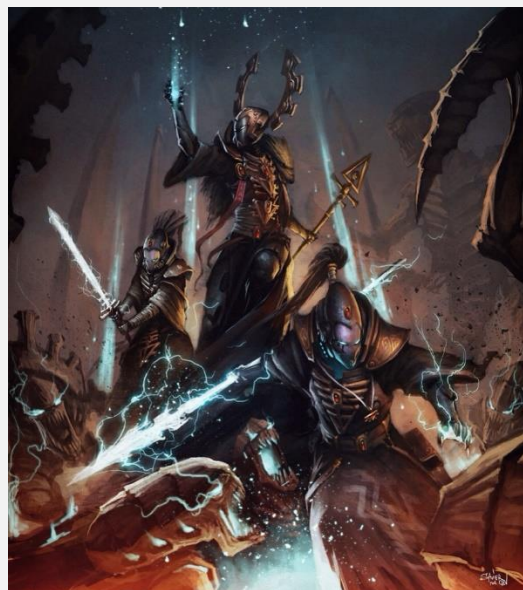
- May include up to two Apprentices for 35 points each. As long as it contains at least two models, the unit changes its name from *Warlock* to *Warlock Apprentice Conclave*.
- Any model in the unit may replace witchblade with a singing spear for 5 pts.
- Warlock may take an Eldar Jetbike for 15 pts. If you do so, all Apprentices in the unit also must take the upgrade for 15 pts/model.
- Warlock may take items from the **Eldar Armoury**, including Leader and Warlock items.

**Psychic Powers:**

Before the battle Warlock (Warlock Apprentice Conclave) may choose a single Psychic Power from the following list:

- *Runes of Battle*: any power.
- *Daemonology (sanctic)*: 'Banishment', 'Purge Soul'.

If the unit has Mastery Level 2, then you may choose an extra Psychic Power from the list above.



## SPIRITSEER

45 points

WS	BS	S	T	W	I	A	Ld	Sv
5	5	3	3	2	5	1	9	-

**Unit Type:**

Infantry (Character)

**Special Rules:**

- Inspiring Presence
- Ancient Doom
- Battle Focus
- Fleet
- Psyker (Mastery Level 1)
- Spirit Mark
- Death Speaker\*

**Wargear:**

- Rune armour
- Shuriken pistol
- Witch staff

**Options:**

- May upgrade to Psyker (Mastery Level 2) for 25 pts, get to choose an extra Psychic Power and unlock *Telepathy*.
- Spiritseer may take items from the **Eldar Armoury**, including Leader and Spiritseer items.

**Psychic Powers:**

Before the battle Spiritseer may choose up to one Psychic Power from the following list:

- *Runes of Battle*: any power.
- *Daemonology (sanctic)*: 'Banishment', 'Purge Soul'.
- *Telepathy (ML2)*: 'Dominate', 'Terrify', 'Hallucination'.

**Death Speaker:**

In a team lead by a Spiritseer, Wraithguard and Wrathblades may be taken as Core.

## WANDERER

22 points

WS	BS	S	T	W	I	A	Ld	Sv
5	5	3	3	2	6	2	8	5+

**Unit Type:**  
Infantry  
(Character)

**Wargear:**

- Mesh armour
- Ranger long rifle
- Shuriken pistol

**Special Rules:**

- Inspiring Presence
- Ancient Doom

- Battle Focus
- Fleet
- Infiltrate
- Move Through Cover

- Shrouded
- Fast Shot\*
- Marksman's Eye\*

\* See Dark Reaper Exarch and Crimson Hunter Exarch powers in the Eldar: Craftworlds codex.

**Options:**

- May take a power weapon for 10 pts.
- May take items from the **Eldar Armoury**, including Leader and Wanderer items.



## DIRE AVENGER EXARCH

23 points

WS	BS	S	T	W	I	A	Ld	Sv
5	5	3	3	2	6	2	9	4+

**Unit Type:**  
Infantry (Character)

**Wargear:**

- Aspect armour
- Avenger shuriken catapult
- Plasma grenade

**Special Rules:**

- Inspiring Presence
- Ancient Doom
- Battle Focus
- Battle Fortune
- Defence Tactics
- Fleet

**Options:**

- May replace Avenger shuriken catapult with:
  - Twin-linked avenger shuriken catapult 5 pts
  - Power weapon and shuriken pistol 15 pts
  - Diresword and shuriken pistol 20 pts
  - Power weapon and shimmer shield 20 pts
- May take items from the **Eldar Armoury**, including Leader and Exarch items.



## STRIKING SCORPION EXARCH

27 points

WS	BS	S	T	W	I	A	Ld	Sv
5	5	3	3	2	6	2	9	3+

**Unit Type:**  
Infantry (Character)

**Wargear:**

- Heavy Aspect armour
- Shuriken pistol
- Scorpion chainsword
- Mandiblasters
- Plasma Grenade

**Special Rules:**

- Inspiring Presence
- Ancient Doom
- Battle Focus
- Fleet
- Infiltrate
- Move Through Cover
- Stealth
- Shadowstrike
- Stalker
- Exarch\*

**Options:**

- May replace shuriken pistol with a scorpion's claw for 30 pts.
- May replace scorpion chainsword with biting blade for 5 pts.
- May replace both weapons with two chainsabres for 10 pts.
- May take items from the **Eldar Armoury**, including Leader and Exarch items.

**Exarch:**

In a team led by a Striking Scorpion Exarch, Striking Scorpions may be taken as Core.

**HOWLING BANSHEE EXARCH**

23 points

WS	BS	S	T	W	I	A	Ld	Sv
5	5	3	3	2	6	2	9	4+

**Wargear:**

- Aspect armour
- Shuriken pistol
- Power sword
- Bansheemask

**Special Rules:**

- Inspiring Presence
- Ancient Doom
- Battle Focus
- Acrobatic
- Fleet
- War Shout
- Exarch\*

**Options:**

- May replace power sword with:
  - Triskele 5 pts
  - Executioner 10 pts
- May replace both weapons with two mirrorswords for 10 pts.
- May take items from the **Eldar Armoury**, including Leader and Exarch items.

**Exarch:**

In a team led by a Howling Banshee Exarch, Howling Banshees may be taken as Core.

**FIRE DRAGON EXARCH**

32 points

WS	BS	S	T	W	I	A	Ld	Sv
5	5	3	3	2	6	2	9	3+

**Unit Type:**

Infantry (Character)

**Wargear:**

- Heavy Aspect armour
- Fusion gun
- Melta bomb

**Special Rules:**

- Inspiring Presence
- Assured Destruction
- Ancient Doom
- Battle Focus
- Fleet
- Crack Shot
- Exarch\*

**Options:**

- May replace fusion gun with:
  - Dragon's breath flamer free
  - Firepike 15 pts
- May take items from the **Eldar Armoury**, including Leader and Exarch items.

**Exarch:**

In a team led by a Fire Dragon Exarch, Fire Dragons may be taken as Core.

**SWOOPING HAWK EXARCH**

26 points

WS	BS	S	T	W	I	A	Ld	Sv
5	5	3	3	2	6	2	9	4+

**Unit Type:**

Jump Infantry (Character)

**Wargear:**

- Aspect armour
- Lasblaster
- Swooping Hawk wings
- Haywire grenade
- Plasma grenade
- Skygrenade pack

**Special Rules:**

- Inspiring Presence
- Ancient Doom
- Battle Focus
- Herald of Victory
- Intercept
- Fleet
- Exarch\*

**Options:**

- May replace lasblaster with:
  - Hawk's talon 10 pts
  - Sunrifle 15 pts
- May take a power weapon for 10 pts.
- May take items from the **Eldar Armoury**, including Leader and Exarch items.

**Exarch:**

In a team led by a Swooping Hawk Exarch, Swooping Hawks may be taken as Core.

## WARP SPIDER EXARCH

35 points

WS	BS	S	T	W	I	A	Ld	Sv
5	5	3	3	2	6	2	9	3+

**Unit Type:**

Jet Pack Infantry (Character)

**Wargear:**

- Heavy Aspect armour
- Death spinner
- Warp jump generator

**Special Rules:**

- Inspiring Presence
- Ancient Doom
- Battle Focus
- Fleet
- Hit & Run
- Flickerjump
- Iron Resolve
- Exarch\*

**Options:**

- May replace death spinner with:
  - Twin-linked death spinner *5 pts*
  - Spinneret rifle *15 pts*
- May take a pair of powerblades for *20 pts*.
- *May take items from the **Eldar Armoury**, including Leader and Exarch items.*

**Exarch:**

In a team led by a Warp Spider Exarch, Warp Spiders may be taken as Core.

## SHINING SPEAR EXARCH

35 points

WS	BS	S	T	W	I	A	Ld	Sv
5	5	3	4	2	6	2	9	3+

**Unit Type:**

Eldar Jetbike (Character)

**Wargear:**

- Heavy Aspect armour
- Laser lance
- Eldar jetbike

**Special Rules:**

- Inspiring Presence
- Ancient Doom
- Battle Focus
- Outflank
- Skilled Rider
- Aerobatic Grace
- Expert Hunter
- Exarch\*

**Options:**

- May replace laser lance with:
  - Power weapon *free*
  - Star lance *10 pts*
- *May take items from the **Eldar Armoury**, including Leader and Exarch items.*

**Exarch:**

In a team led by a Shining Spear Exarch, Shining Spears may be taken as Core.

## DARK REAPER EXARCH

40 points

WS	BS	S	T	W	I	A	Ld	Sv
5	5	3	3	2	6	2	9	3+

**Unit Type:**

Infantry (Character)

**Wargear:**

- Heavy Aspect armour
- Reaper launcher with starswarm missiles
- Reaper rangefinder

**Special Rules:**

- Inspiring Presence
- Ancient Doom
- Slow and Purposeful
- Inescapable Accuracy
- Fast Shot
- Exarch\*

**Options:**

- If still equipped with a reaper launcher, may take starshot missiles for *8 pts*.
- May replace reaper launcher with:
  - Shuriken cannon *free*
  - Eldar missile launcher *10 pts*
  - Tempest launcher *20 pts*
- *May take items from the **Eldar Armoury**, including Leader and Exarch items.*

**Exarch:**

In a team led by a Dark Reaper Exarch, Dark Reapers may be taken as Core.

## SHADOW SPECTRE EXARCH

40 points

WS	BS	S	T	W	I	A	Ld	Sv
5	5	3	3	2	6	2	9	4+

**Unit Type:**

Jet Pack Infantry (Character)

**Wargear:**

- Prism rifle
- Spectre holo-field
- Shadow Spectre jet pack
- Heavy aspect armour
- Haywire grenades

**Special Rules:**

- Inspiring Presence
- Ancient Doom
- Battle Focus
- Fleet
- Fear
- Shadow of Death
- Exarch\*

**Options:**

- A Shadow Spectre Exarch may exchange his prism rifle for one of the following:
  - Prism blaster 15 points
  - Haywire launcher 10 points
- May take items from the *Eldar Armoury*, including *Leader* and *Exarch* items.

**Exarch:**

In a team led by a Shadow Spectre Exarch, Shadow Spectres may be taken as Core.





## CORE

## GUARDIAN DEFENDER

9 points

*Guardian:*

WS	BS	S	T	W	I	A	Ld	Sv
4	4	3	3	1	5	1	8	5+

*Heavy weapons platform:*

WS	BS	S	T	W	I	A	Ld	Sv
-	-	-	5	1	-	-	-	3+

**Unit Type:**

Infantry

**Special Rules (all):**

- Ancient Doom
- Battle Focus
- Fleet

**Wargear (Guardian):**

- Mesh armour
- Shuriken catapult
- Plasma grenade

**Options:**

- For every five Guardian Defenders you take in your team, you may take one Heavy Weapons Platform\* with:

- Shuriken cannon 15 pts
- Scatter laser 15 pts
- Bright lance 20 pts
- Starcannon 20 pts
- Eldar missile launcher 30 pts

**Heavy Weapons Platform:**

Ignore the rules in the Codex, use the following: A Heavy Weapons Platform uses the same rules as Gun Emplacements, but only provides a 5+ cover save and may only be fired by a friendly Guardian. If there is a friendly Guardian within 2" at the start of the phase, the model also follows the movement rules for Infantry during that phase (can move, run, charge, embark, etc.). A Heavy Weapons Platform has the profile above rather than the one for Gun Emplacements.

## STORM GUARDIAN

9 points

WS	BS	S	T	W	I	A	Ld	Sv
4	4	3	3	1	5	1	8	5+

**Unit Type:**

Infantry

**Special Rules:**

- Ancient Doom
- Battle Focus
- Fleet

**Wargear (Guardian):**

- Mesh armour
- Shuriken pistol
- Close combat weapon
- Plasma grenade

**Options:**

- For every five Storm Guardians you take in your team, one may replace both weapons with:

- Flamer 5 pts
- Fusion gun 10 pts

- For every five Storm Guardians you take in your team, one may replace its close combat weapon with a power sword for 15 pts.



## RANGER

12 points

WS	BS	S	T	W	I	A	Ld	Sv
4	4	3	3	1	5	1	8	5+

**Unit Type:**

Infantry

**Special Rules:**

- Ancient Doom
- Battle Focus
- Fleet
- Infiltrate
- Move Through Cover
- Shrouded

**Wargear:**

- Mesh armour
- Ranger long rifle
- Shuriken pistol



**DIRE AVENGER**

13 points

WS	BS	S	T	W	I	A	Ld	Sv
4	4	3	3	1	5	1	9	4+

**Unit Type:**  
Infantry

**Wargear:**

- Aspect armour
- Avengers shuriken catapult
- Plasma grenade

**Special Rules:**

- Ancient Doom
- Battle Focus
- Fleet
- Defence Tactics

**Options:**

- May take items from the *Eldar Armoury*.

**WINDRIDER**

17 points

*You may only take a maximum of three Windriders in your Kill Team.*

WS	BS	S	T	W	I	A	Ld	Sv
4	4	3	4	1	5	1	8	4+

**Unit Type:**  
Eldar Jetbike

**Wargear:**

- Mesh armour
- Eldar jetbike

**Special Rules:**

- Ancient Doom
- Battle Focus

**Options:**

- For every three Windriders in your team, one model may replace its jetbike's twin-linked shuriken catapult for a shuriken cannon for 10 pts.
- For every six Windriders in your team, one Windrider with a shuriken cannon upgrade can exchange it for a scatter laser for free.

**VAUL'S WRATH SUPPORT WEAPON**

30 points

*You may only take a maximum of two Vaul's Wrath Support Weapons in your Kill Team.*

*Guardian (the replacement campaign cost is 9pts):*

WS	BS	S	T	W	I	A	Ld	Sv
4	4	3	3	1	5	1	8	5+

*Support Weapon:*

WS	BS	S	T	W	I	A	Ld	Sv
-	-	-	7	2	-	-	-	3+

**Unit Type:**  
Artillery

**Wargear (Guardians):**

- Mesh armour
- Shuriken catapult
- Plasma grenades

**Wargear (Support Weapon):**

- Shadow weaver

**Special Rules:**

- Squad (1 Support Weapon and 2 Guardians)
- Ancient Doom
- Battle Focus
- Fleet

**Options:**

- The Support Weapon may replace its shadow weaver with:  
Vibro cannon *free*  
D-cannon *25 pts*





## SPECIAL

## STRIKING SCORPION

17 points

WS	BS	S	T	W	I	A	Ld	Sv
4	4	3	3	1	5	1	9	3+

**Unit Type:**

Infantry

**Wargear:**

- Heavy Aspect armour
- Shuriken pistol
- Scorpion chainsword
- Plasma grenade
- Mandiblasters

**Special Rules:**

- Ancient Doom
- Battle Focus
- Fleet
- Infiltrate
- Move Through Cover
- Stealth
- Shadowstrike

**Options:**

- May take items from the **Eldar Armoury**.



## HOWLING BANSHEE

13 points

WS	BS	S	T	W	I	A	Ld	Sv
4	4	3	3	1	5	1	9	4+

**Unit Type:**

Infantry

**Wargear:**

- Aspect armour
- Shuriken pistol
- Power sword
- Bansheemask

**Special Rules:**

- Ancient Doom
- Battle Focus
- Acrobatic
- Fleet

**Options:**

- May take items from the **Eldar Armoury**.



## FIRE DRAGON

22 points

WS	BS	S	T	W	I	A	Ld	Sv
4	4	3	3	1	5	1	9	3+

**Unit Type:**

Infantry

**Wargear:**

- Heavy Aspect armour
- Fusion gun
- Melta bomb

**Special Rules:**

- Ancient Doom
- Battle Focus
- Assured Destruction
- Fleet

**Options:**

- May take items from the **Eldar Armoury**.



## SWOOPING HAWK

16 points

WS	BS	S	T	W	I	A	Ld	Sv
4	4	3	3	1	5	1	9	4+

**Unit Type:**Jump  
Infantry**Wargear:**

- Aspect armour
- Lasblaster
- Swooping Hawk wings
- Haywire grenade
- Plasma grenade
- Skygrenade pack

**Special Rules:**

- Ancient Doom
- Battle Focus
- Intercept
- Fleet

**Options:**

- May take items from the **Eldar Armoury**.



**WARP SPIDER**

25 points

*You may only take a maximum of three Warp Spiders in your Kill Team.*

WS	BS	S	T	W	I	A	Ld	Sv
4	4	3	3	1	5	1	9	3+

**Unit Type:**Jet Pack  
Infantry**Wargear:**

- Heavy Aspect armour
- Death spinner
- Warp jump generator

**Special Rules:**

- Ancient Doom
- Battle Focus
- Fleet
- Hit & Run
- Flickerjump

**Options:**

- May take items from the **Eldar Armoury**.

**SHINING SPEAR**

25 points

WS	BS	S	T	W	I	A	Ld	Sv
4	4	3	4	1	5	1	9	3+

**Unit Type:**

Eldar Jetbike

**Wargear:**

- Heavy Aspect armour
- Laser lance
- Eldar jetbike

**Special Rules:**

- Ancient Doom
- Battle Focus
- Outflank
- Skilled Rider
- Aerobatic Grace

**Options:**

- May take items from the **Eldar Armoury**.

**DARK REAPER**

25 points

WS	BS	S	T	W	I	A	Ld	Sv
4	4	3	3	1	5	1	9	3+

**Unit Type:**

Infantry

**Wargear:**

- Heavy Aspect armour
- Reaper launcher with starswarm missiles
- Reaper rangefinder

**Special Rules:**

- Ancient Doom
- Slow and Purposeful
- Inescapable Accuracy

**Options:**

- May take starshot missiles for 8 pts.
- May take items from the **Eldar Armoury**.



**SHADOW SPECTRE**

30 points

*You may only take a maximum of three Shadow Spectres in your Kill Team.*

WS	BS	S	T	W	I	A	Ld	Sv
4	4	3	3	1	5	1	9	4+

**Unit Type:**

Jet Pack Infantry

**Wargear:**

- Prism rifle
- Spectre holo-field
- Shadow Spectre jet pack
- Aspect armour
- Haywire grenades

**Special Rules:**

- Ancient Doom
- Battle Focus
- Fleet
- Fear

**Options:**

- A Shadow Spectre may exchange his prism rifle for one of the following:
  - Prism blaster 15 points
  - Haywire launcher 10 points
- May take items from the **Eldar Armoury**.

**WAR WALKER**

60 points

*You may only take a maximum of two War Walkers in your Kill Team.*

WS	BS	S	FA	SA	RA	I	A	HP
4	4	5	10	10	10	5	2	2

**Unit Type:**

Walker, Open-topped

**Wargear:**

- Two shuriken cannons
- Powerfield

**Special Rules:**

- Ancient Doom
- Battle Focus
- Fleet
- Scout
- Non-flammable

**Options:**

- May replace any of its shuriken cannons with:
  - Scatter laser *free*
  - Bright lance *5 pts*
  - Starcannon *5 pts*
  - Eldar missile launcher *15 pts*
- May take items from the **Eldar Vehicle Equipment** list.

**WRAITHGUARD**

32 points

WS	BS	S	T	W	I	A	Ld	Sv
4	4	5	6	1	4	1	10	3+

**Unit Type:**

Infantry

**Wargear:**

- Wraithcannon\*

**Special Rules:**

- Ancient Doom
- Bulky
- Non-learning
- Fearless

**Options:**

- May replace Wraithcannon\* with D-scythe\* for 10 pts

\* See the first page of this document for changes to D-weapons in KT.

**WRAITHBLADE**

30 points

WS	BS	S	T	W	I	A	Ld	Sv
4	4	5	6	1	4	1	10	3+

**Unit Type:**

Infantry

**Wargear:**

- Two ghostwords

**Special Rules:**

- Ancient Doom
- Bulky
- Non-learning
- Rage
- Fearless

**Options:**

- May replace both ghostwords with a ghost axe and forces hield for *free*

## ELDAR ARMOURY

### Runes of Doom (Wanderer Only) – 10 pts

One use only. Until the next shooting phase, weapons of Wanderer and all Rangers that shoot at a target within 12" of Wanderer's target gain the Shred special rule.

### Spirit Stones of Windfall

#### (Warlock or Spiritseer Only) – 15 pts

Roll a D6 at the start of every Assault phase. The AP value of a bearer's melee weapon of your choice becomes equal to the number that you rolled.

### Gyrinx Familiar

#### (Warlock or Spiritseer Only) – 15 pts

Once per turn, whenever a psyker with a Gyrinx Familiar rolls any number of dice for a Psychic test, he or she may pick one of the dice and add or subtract 1 from the result.

### Runes of Warding

#### (Warlock or Spiritseer Only) – 10 pts

One use only. Immediately before the psyker makes a Deny the Witch roll, he can choose to use these runes to grant himself (or those he is making a roll for) an additional +2 modifier to the dice roll.

### Spirit Stones of Dampening

#### (Warlock or Spiritseer Only) – 10 pts

These spirit stones create a bubble of psychic protection around the bearer. This counts as a Psychic Hood (see the Warhammer 40,000 rulebook).

### Spirit Stones of the Warp

#### (Warlock or Spiritseer Only) – 10 pts

Instead of moving in the Movement phase, the bearer may teleport through the Warp. Roll 2d6, the model may then move up to this amount in any direction, ignoring all terrain and models.

### Iyanden Spiritseer

#### (Spiritseer Only) – 5 pts

Replaces primaris power of Runes of Battle discipline for the model with this upgrade with Voice of Twilight power found in Eldar: Iyanden supplement.

### Force Buckler (Exarch Only) – 15 pts

A Force Buckler is an arm mounted energy shield generator that confers a 5+ invulnerable save.

### Armour of Vault (Exarch Only) – 15 pts

Confers the Exarch a re-rollable armour save (the armour save value stays the same). *May not be taken with the Armour of Eldanesh or Isha.*

### Armour of Isha (Exarch Only) – 10 pts

It is said this set of armour is imbued with the tears of Isha. The Exarch gains the Feel No Pain special rule. *May not be taken with the Armour of Eldanesh or Vault.*

### Armour of Eldanesh (Exarch Only) – 10 pts

The Exarch gains the Preferred Enemy special rule. *May not be taken with the Armour of Vault or Isha.*

### Runes of Distraction (Leader Only) – 15 pts

The model gains the Hit & Run special rule.

### Shrinekeeper (Exarch Only) – 5 pts

The Exarch is promoted to be a Shrinekeeper. The model can re-roll Morale, Pinning and Fear checks. In addition, Guardians can take additional wargear (see 'In Time of Need' section), - but they don't get extra leadership, special rules that Aspect warriors have and are often rather bad at using the corresponding wargear.

### Runes of War (Leader Only) – 10 pts

The Runes of War amplifies the model's ability to rally his allies for war. All friendly Eldar models within 6" of the model may re-roll Morale checks.

### Runes of Wrath (Leader Only) – 10 pts

The Runes of Wrath imbues its wielder with an uncontrollable hatred towards its enemy. The model gains the Hatred special rule.

### Runes of Deception – 10 pts

One use only. The model may activate its Runes of Deception in the Shooting phase instead of making a shooting attack. Choose a single point on the table within 6" of the model. All models (friend or foe) within 3" of that point gain the Shrouded special rule until the start of their next turn.

### Runes of Sight – 10 pts

The model gains the Night Vision special rule. Also, hidden enemy models within 24" of a model with the Runes of Sight are automatically revealed.

### Runes of Vigour – 5 pts

The Rune of Vigour imbues its owner with an unnatural fortitude. The model is immune to the negative effects of the Blind, Concussive, and Strikedown special rules.

### Runes of the Spider – 5 pts

The model leaps great distances and climbs walls with supernatural agility. The model may re-roll all Initiative tests it is required to take when climbing or jumping.

### Runes of Accuracy – 5 pts

If a model with the Runes of Accuracy has not moved in the previous Movement phase it may re-roll To Hit rolls of 1 when shooting.

### Melta Bomb – 5 pts

See the Warhammer 40,000 rulebook.

### Plasma Grenade – 2 pts

See the Warhammer 40,000 rulebook.

## IN TIME OF NEED

Ignore the contents of this page unless you have purchased Shrinekeeper upgrade in the wargear section.

Shrinekeepers are promoted Eldar whose task is to prevent enemies from desecrating or looting an Aspect Shrine. Therefore, when running low on Aspect Warriors, you may give better wargear from the Shrine to your Guardians, trying to protect the Shrine at all costs. Not sure if Autarch of your Craftworld will like it when he or she comes back, but it's up to you to take the risk or not. When playing missions where there is a defender and an attacker, you will be automatically the defender if you tell to your opponent that he or she will be the attacker in advance, so that nobody gains free strategical advantage. If Guardian Defenders change their type from Infantry to Jump or Jet Infantry or if they take any Heavy weapons, they cannot fire Heavy Weapon Platforms.

### Dire Avenger Exarch

Guardian Defenders may:

- take Aspect armour for 2pts/model
- exchange Shuriken catapult for an Avenger shuriken catapult for 2pts/model.

### Striking Scorpion Exarch

Storm Guardians may:

- take Heavy Aspect armour and Mandiblasters for 7pts/model
- exchange a Close combat weapon for a Scorpion chainsword for 1pts/model.

### Howling Banshee Exarch

Storm Guardians may:

- take Aspect armour and a Banshee mask for 2pts/model
- exchange a Close combat weapon for a Powersword for 2pts/model.

### Fire Dragon Exarch

Guardian Defenders may:

- take Heavy Aspect armour for 5pts/model
- exchange their Shuriken catapult for a Fusion gun and Plasma grenade for a Melta bomb for 8pts/model.

### Swooping Hawk Exarch

Guardian Defenders may:

- take Aspect armour and Swooping Hawk wings for 3pts/model, however, when moving as Jump Infantry, they scatter 1d6 from their final position plus 1d6 for every full 9" that they travelled (if this would end their move 1" from enemy models, on friendly models or in impassable terrain, treat it as a deep strike mishap).
- exchange their Shuriken catapult for a Lasblaster for 4pts/model.

### Warp Spider Exarch

Guardian Defenders may:

- take Heavy Aspect armour and Warp jump generator for 10pts/model, however, they disappear in the Warp when using their Warp jump generators if the distance rolled is less or equal than 5 instead of just double 1.
- exchange their Shuriken catapult for a Death spinner for 6pts/model.

### Shining Spear Exarch

Windriders may be taken without limits and may:

- take Heavy Aspect armour for 4pts/model
- exchange their Close combat weapon for a Laser lance for 4pts/model, but cannot take jetbike weapon upgrades and have a -1 modifier to their Weapon Skill when fighting with a Laser lance.

### Dark Reaper Exarch

Guardian Defenders may:

- take Heavy Aspect armour for 5pts/model
- exchange their Shuriken catapult for a Reaper launcher with Starswarm missiles and a Reaper rangefinder for 11pts/model, but have a -1 modifier to their Ballistic Skill when shooting their Reaper launcher.

### Shadow Spectre Exarch

Guardian Defenders may:

- take Heavy Aspect armour, Shadow Spectre Jet Pack and Spectre holo-field for 10pts/model. Right after the models move as Jet Infantry in the Movement or Assault Phase, immediately scatter them 1d3" from the final position (if this would end their move 1" from enemy models, on friendly models or in impassable terrain, treat it as a deep strike mishap).
- exchange their Shuriken catapult for a Prism rifle and plasma grenades for haywire grenades for 11pts/model.