

# KILL TEAM

# Eldar Exodites

## Model Availability:

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

- 1 Team Leader model
- 1-20 Core models
- 0-5 Special models

## Codex:

Eldar Exodites use rules and wargear from the Eldar, Dark Eldar, and Harlequin Codexes

## Jungle Born:

Models with the Jungle Born special rule have 'Shrouded (Jungles and Forests)'. In addition, they have the Move Through Cover special rule.

## Kindred Spirit:

Models with this special rule gain stubborn when they are within Inspiring Presence range of the Team Leader. In addition a team lead by a model with this rule may reroll rout tests after losing 50% of their force.

## Feral Instincts:

Units with this special rule that are Falling Back may not attempt to regroup unless they are within 12" of a friendly model with the Beast Singer special rule or they have had a charge declared against them. In addition, Independent Characters may not join units with this rule unless otherwise noted.

## Beast Singer:

All Units with the Feral Instincts special rule may re-roll failed Morale and Pinning tests if they are within 12" of a model with this special rule.

## Dragon Hide:

Units with this piece of wargear confers a 5+ Invulnerable save against blast and template weapons.

# LEADERS

## Chieftain

27 points

*Chieftain's are land owners in the Exodite culture, second only to the royal family. They are trained from birth to be the finest warriors and the kings' champion.*

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

**Kings Champion:** The Chieftain can make "Look out Sir!" rolls for other models within 6". In addition the Chieftain must always issue and accept challenges if able.

**Unit Type:** Cavalry

**Wargear:**

- Shock Lance
- Hunting Blade
- Dragon Hide

**Special Rules:**

- Inspiring Presence
- Jungle Born
- Kindred Spirit
- Kings Champion
- Bulky

**Options:**

- May replace Shock Lance with one of the following:
  - Laser lance..... 5pts
  - Storm lance.....5pts
  - Drake lance.....15pts
  - Star lance.....15pts
- May take items from the Armoury including Leader items and Chieftain items

## Gatekeeper

20 points

*Gatekeepers are more experienced Gatewardens, organizing their men and deciding which webway gates get closed to save their people. Some even develop a bond with a mount later in life.*

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

**Options:**

- May Replace hunting blade with poisoned blade for 3 pts
- If mounted may take Dragon Hide for 1pt
- May replace Wraithbow with shuriken catapult for free
- May take a star bolas for 5 pts
- May take items from the Armoury including Leader items and Gatekeeper items

**Unit Type:** Infantry

**Wargear:**

- Wraithbow
- Hunting blade

**Special Rules:**

- Cunning Traps (see Gatewarden)
- Fleet
- Infiltrate
- Move Through Cover
- Kindred Spirit
- Stealth
- Inspiring Presence

***If a Gatekeeper is your leader you may take an extra Gatewarden Chariot as core.***

## Herdleader

26 points

*More experienced Herdsingers, gaining more respect and obedience from the great beasts they train, watching over their flock from their Pterosaur mounts.*

WS	BS	S	T	W	I	A	Ld	Sv
4	4	3	4	2	3	2	8	4+

**Beastmaster:** The Herdleader may join units with the Feral Instincts special rule.

**Unit Type:** Jetbike

**Wargear:**

- Shuriken Catapult
- Hunting blade
- Dragon Hide

**Special Rules:**

- Beast Master
- Beast Singer
- Hit & Run
- Scout
- Jungle Born
- Inspiring Presence
- Bulky

***If a Herdleader is your leader you may take Herdsingers as core.***

**Options:**

- May Replace hunting blade with poisoned blade for 3 pts
- May take a star bolas for 5 pts
- May take items from the Armoury including Leader items and Herdleader only items

## Sidhe Crone

30 points

*The Leaders of the Sidhe Knights, their closer connection to their patron goddess gives them slight prescience to guide their followers on the battlefield.*

WS	BS	S	T	W	I	A	Ld	Sv
4	4	3	3	1	6	2	9	4+

**Unit Type:** Cavalry

**Wargear:**

- Shuriken Pistol
- Hunting blade
- Dragon Hide

**If a Sidhe Crone is your leader then you may take as many Sidhe Knights as you like.**

**Special Rules:**

- Jungle Born
- Kindred Spirit
- Bulky
- Light Cavalry
- Fear
- Psyker (Mastery level 1)

**Options:**

- The Sidhe Crone replace Hunting Blade with one of the following:
  - Poisoned Blade ..... 3pts
  - Power Sword.....10pts
- The Sidhe Crone may replace their Shuriken Pistol with a Fusion Pistol for 10 pts
- May take items from the Armoury including Leader items and Sidhe Crone only items

**Psyker:** A Sidhe Crone knows the Prescience Psychic power

## Worldseer

39 points

*Worldseers use their psychic connection to the World Spirit to commune with the natural world around them. Through their arcane songs, they are capable of manipulating plants to grow and even to move and attack at their command.*

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

**Unit Type:** Infantry

**Wargear:**

- Witch Blade
- Rune Armour
- Dragon Hide

**Special Rules:**

- Inspiring Presence
- Jungle Born
- Kindred Spirit
- Psyker (Mastery Level 1)
- Bulky

**Psyker:** A Worldseer either knows the Living Jungle and Fury of the World Serpent Psychic Powers as described in the Worldseer Repertoire, or knows one power from the biomancy or divination disciplines.

**Options:**

- If mounted may take dragonhide for 1pt
- May replace Witchblade with one of the following:
  - Singing Spear..... 5pts
  - Witch Lance... .....5pts
- May take items from the Armoury including Leader items and Worldseer items

# CORE

## Dragon Knight

15 points

*Forming the backbone of the Exodite army, these Exodites form an empathetic bond with the raptor-like dragons that carry them into battle, the ferocity of the knights matched only by the tenacity of their mounts.*

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

**Options:**

- For every 3 Dragon Knights one may replace his Shock Lance with a Storm Lance for 5 points
- Can take a hunting blade for 1 points or a poisoned blade for 4 points

**Unit Type:** Cavalry

**Wargear:**

- Shock Lance
- Close Combat Weapon
- Dragon Hide

**Special Rules:**

- Jungle Born
- Kindred Spirit
- Bulky

## Gatewarden

14 points

*A rare few Exodites do not share their kind's typically high level of empathic connection to the natural world and its myriad creatures. Gate wardens live apart from other Exodites, standing silent watch over the webway gates that connect their worlds with the rest of the scattered Eldar race and the galaxy as a whole.*

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

**Options:**

- May Replace hunting blade with poisoned blade for 3 pts
- May Replace Wraithbow with shuriken pistol for free
- For every 5 models one may take:
  - Star Bolas..... 5pts
  - Fusion Gun.....10pts
  - Flamer.....5pts
- For every 10 models one may take another weapon from the above list or one from the list below:
  - Heat Lance.....10pts
  - Eldar Missile Launcher.....10pts
  - Scatter Laser.....10pts
  - Psychic Carbine.....15pts

**Unit Type:** Infantry

**Wargear:**

- Wraithbow
- Hunting blade

**Special Rules:**

- Cunning Traps
- Fleet
- Infiltrate
- Move Through Cover
- Kindred Spirit
- Stealth

**Cunning Traps:** Models charging a unit that includes any models with this rule do not gain bonus Attacks from charging.

In addition if the Gatewarden with this rule is in cover and not in combat, any enemy model that successfully charges the Gatewarden will suffer D3 automatic Hits at Strength 3 and AP -. These hits are resolved during the Fight sub-phase at the Initiative 10 step.

Any vehicle Hit by this rule will always be hit on its Front Armour. If a Transport or Chariot is Hit by this rule the hit is resolved against the vehicle, not the occupants or the rider.

## Sidhe Knights

17 points

You may only take up to 5 Sidhe Knights in your Kill Team.

In death Exodites are watched over by the Sidhe Knights, a kinship of warrior women dedicated to Morai-Heg, goddess of the worlds beyond the veil. On the battlefield they ride the light Lethosaurs for increased speed compared to the rest of the Exodite forces.

WS	BS	S	T	W	I	A	Ld	Sv
4	4	3	3	1	6	1	8	4+

**Unit Type:** Cavalry

**Wargear:**

- Shuriken Pistol
- Hunting blade
- Dragon Hide

**Special Rules:**

- Jungle Born
- Kindred Spirit
- Bulky
- Light Cavalry
- Fear

**Options:**

- For every 3 Sidhe Knights May replace Hunting Blade with one of the following:
  - Laser lance..... 3pts
  - Power Sword.....10pts
- For every 3 Sidhe Knights may replace their Shuriken Pistol with a Fusion Pistol for 10 pts

**Light Cavalry:** Sidhe Knights ride lethosaurs, lighter versions of the dragons that most exodites ride. As such they do not receive the +1 toughness for being Cavalry (included in the profile). In addition they gain the Crusader and Hit & Run special rules.

## Raptor Pack

50 points

Raptors are smaller, more agile cousins of the dragons ridden by the Exodite dragon knights. What they lack in size and strength, they make up for in ferocity and tenacity.

WS	BS	S	T	W	I	A	Ld	Sv
4	0	3	3	1	6	2	6	5+

**Unit Type:** Beasts

**Wargear:**

- Natural Weapons
- Dragon Hide

**Special Rules:**

- Squad (5 Raptor Pack models)
- Feral Instincts
- Jungle Born
- Hunting Claws

**Hunting Claws:** On any Turn in which Raptors charge into combat, they treat their close combat Attacks as having the Rending special rule until the end of that Phase.

# SPECIAL

## Dragoon

19 points

*Dragoons are the ruling class of the Exodites, with each kindred holding sway over a number of dragon knight kindreds as well as owning their own lands and maintaining their own herds.*

WS	BS	S	T	W	I	A	Ld	Sv
4	4	3	4	1	5	2	9	3+

**Unit Type:** Cavalry

**Wargear:**

- Shock Lance
- Hunting blade
- Dragon Hide

**Special Rules:**

- Jungle Born
- Kindred Spirit
- Bulky

**Options:**

- May replace Shock Lance with one of the following:
  - Laser lance..... 5pts
  - Star lance.....15pts
  - Drake lance.....15pts
- For every 3 Dragoons may replace their Shock Lance with a Storm Lance for 5 pts
- May Replace hunting blade with poisoned blade for 3 pts
- May take items from the Armoury

## Braves

20 points

**You may only take up to 2 Braves in your Kill Team.**

*Rather than move through the normal hierarchy, Exodite Braves give up any lands and titles and pledge themselves to the protection of their local royalty. To aid in this task they give their mounts barding keeping it and its master alive if sacrificing speed.*

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

**Unit Type:** Cavalry

**Wargear:**

- Shock Lance
- Close Combat Weapon
- Dragon Hide

**Special Rules:**

- Jungle Born
- Kindred Spirit
- Bulky
- Stubborn
- Heavy Cavalry
- Barding

**Options:**

- For every 2 Braves one may replace his Shock Lance with a Storm Lance for 5 points
- Can take a hunting blade for 1 points or a poisoned blade for 4 points
- May take items from the Armoury

**Heavy Cavalry:** Cavalry Models with this special rule lose the fleet special rule. In addition Hammer of Wrath attacks made by a Cavalry Model with this special rule are resolved at strength 4, this does not apply to weapons with the Impact special rule.

**Barding:** A model with the Barding special rule re-rolls armour save rolls of 1.

## Sundered Knight

23 points

You may only take up to 3 Sundered Knights in your Kill Team.

*A dragon knight shares a strong empathic bond with his dragon mount, the attachment that grows from such a strong bond can be powerful and deep, and the severing of that bond devastating. It is not uncommon for an Exodite who has lost his dragon in battle to descend into a despairing grief, drifting away from his kindred and seeking an honorable death, worthy of the memory of his fallen companion.*

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

**Options:**

- May take items from the Armoury

**Unit Type:** Infantry

**Wargear:**

- Two Poisoned Blades

**Special Rules:**

- Fearless
- Feel No Pain
- Fleet
- Jungle Born
- Rage
- Pain of Loss

**Pain of Loss:** Enemy models suffer a -1 penalty to their Toughness as long as they are in base contact with one or more models with this special rule (this does affect the victim's Instant Death threshold).

## Herdsinger

17 points

*While most kindreds are concerned with the cultivation of their crops and defense of their own herds, there are a small number on each world who concern themselves with a larger scope of protection. These kindreds are known as Herdsingers, and they are charged with patrolling the Exodite worlds,*

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

**Options:**

- May Replace hunting blade with poisoned blade for 3 pts
- For every three Herdsingers one may take a star bolas for 5 pts
- May take items from the Armoury

**Unit Type:** Jetbike

**Wargear:**

- Shuriken Catapult
- Hunting blade
- Dragon Hide

**Special Rules:**

- Scout
- Jungle Born
- Beast Singer
- Bulky

## Drakes

20 points

*Drakes are small, winged lizards which inhabit the Exodite worlds. They travel in large groupings known as flights, which provide mutual protection for the tiny creatures,*

WS	BS	S	T	W	I	A	Ld	Sv
2	0	2	3	3	5	3	8	6+

**Loyal:** A unit of Drakes may re-roll all failed Morale and Pinning tests. A unit of Drakes that is within 12" of a model with a Hunting Drake gains the And They Shall Know No Fear USR.

**Unit Type:** Jet Pack Beast

**Wargear:**

- Natural Weapons
- Dragon Hide
- Fiery Breath

**Special Rules:**

- Swarm
- Feral Instincts
- Jungle Born
- Hit & Run
- Loyal

## Tricherons

25 points

You may only take up to 2 Tricherons in your Kill Team.

Trichedons are thick-hided creatures, somewhat larger and heavier than a horse. They are typically docile creatures, but when roused are capable of defending themselves with their sharp horns and bony head-crests.

WS	BS	S	T	W	I	A	Ld	Sv
3	0	4	5	2	2	1	6	4+

**Unit Type:** Beast

**Wargear:**

- Natural Weapons
- Dragon Hide

**Special Rules:**

- Furious Charge
- Feral Instincts
- Jungle Born
- Ponderous
- Thunderous Charge
- Very Bulky

**Ponderous:** Trichedons do not have the Fleet special rule and may not Run. All other rules for Beasts apply to them normally.

**Thunderous Charge:** Tricherons are not slowed by difficult terrain and do not suffer the penalty to their Initiative for charging through difficult terrain. In addition, models with this special rule also have the Hammer of Wrath special rule, but make D3 Hammer of Wrath Attacks that hit automatically and are resolved at +1 Strength.

## Sailbacks

30 points

You may only take up to 1 Sailback in your Kill Team.

Sailbacks are another of the exotic species of large reptiles that are common to many Exodite worlds. They are characterized by the tall, sail-like crest that stands out along their backs. Possessed of the ability to produce corrosive poisons which they can spit at distant targets.

WS	BS	S	T	W	I	A	Ld	Sv
3	3	4	4	2	3	1	6	4+

**Unit Type:** Beast

**Wargear:**

- Natural Weapons
- Dragon Hide
- Corrosive Spit

**Special Rules:**

- Corrosive Bite
- Feral Instincts
- Jungle Born
- Bulky

**Options:**

May upgrade to a Firemouth, gaining Firemouth Spit for 10 points.

**Corrosive Bite:** Melee attacks made by a Sailback, and Corrosive Spit attacks have the Poisoned (4+) special rule. Any model Wounded by an attack with this rule must pass two separate Armour or Invulnerable Saves to stop each Wound.



## Gatewarden Chariot

45 points

You may only take up to 1 Gatewarden Chariot in your Kill Team.

To help with their work of defending their worlds, Gatewardens often request special chariots pulled by Bonecrowns to serve as mobile gun platforms. Bonecrowns are a special type of Dragon have extremely tough heads with which to smash their predators

Name	WS	BS	S	F	S	R	HP	I	A
Chariot	3	4	3	11	10	10	2	2	2

May replace Shuriken cannon with one of the following:

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

- Heat Lance.....5pts
- Eldar Missile Launcher.....5pts
- Scatter Laser.....5pts
- Psychic Carbine.....10pts
- Drake lance.....15pts

**Unit Type:** Chariot

**Wargear:**

- Natural Weapons (Chariot)
- Dragon Hide (chariot and crew)
- Hunting blade (crew)
- Wraithbow (Driver)
- Shuriken Cannon (Gunner)

**Special**

**Rules:**

- Bony Crests
- Kindred Spirit
- Jungle Born

**Bony Crests:** This chariot is pulled by two Bonecrowns, in combat the chariot makes its own attacks as shown in the chariot profile as if the chariot was a walker. In addition impact hits made by this chariot are resolved at AP 4.

**Multiple Crew:** This chariot has two crew, each with it's own ranged weapon. Both ranged weapons count as being mounted on the vehicle in regards to the chariot moving and shooting.

## Bastilidons

60 points

You may only take up to 1 Bastilidon in your Kill Team.

Bastilidons are heavily armored beasts, slightly larger than a landcar, despite being as slow as a Trichedon and lacking the horns they possess a large mace-like tail to crush would be predators. Exodites usually build howdahs for the beasts to give them a protected moving firing platform to carry them into battle.

WS	BS	S	T	W	I	A	Ld	Sv
3	0	4	5	3	2	2	6	2+

**Unit Type:**

Monstrous Creature

**Wargear:**

- Natural Weapons
- Dragon Hide

**Special Rules:**

- Howdah
- Feral Instincts
- Jungle Born

**Howdah:** This monstrous creature has a transport capacity of 6 but cannot carry bulky, very bulky or extremely bulky models., It follows the rules for transport vehicles on embarking, disembarking and fire points. If the monstrous creature only rotates during its movement phase, it doesn't count as having moved for the passengers. A normal move counts as Combat Speed, running counts as Cruising Speed. If the embarked models shoot the Monstrous Transport cannot then run Monstrous Transports cannot climb unless otherwise stated.

When the monstrous creature is in melee combat, the embarked models might still shoot like from an embarked vehicle, although not at the unit(s) the monstrous creature is in melee combat with.

When the monstrous creature suffers a wound, treat it as having received a "crew shaken" result to determine the effect on the embarked models. If the monstrous creature dies, it counts as a "Wrecked" result for the embarked models. Also, the monstrous creature model is left in place and counts as difficult terrain (lay it on the side or back if possible).

## Worldseer Repertoire:

### Fury of the World Serpent.....Warp Charge 1

The Worldsinger draws on the most bloodthirsty and war-like aspects of the World Spirit, unleashing its fury in a series of tremors that shake the ground with an otherworldly intensity, causing the ground to split and churning up rocks and debris, knocking the enemy from their feet and burying them under the shaking rubble.

Fury of the World Serpent is a **beam** power with the following profile:

	Range	Strength	AP	Type
Fury of the World Serpent	24"	3	6	Assault 1, Strikedown

### Living Jungle.....Warp Charge 1

Singing softly on the breeze, the Worldsinger incites the trees, branches and vines to grow and writhe. The jungle twists across the land, ensnaring her foes and choking the life from them.

Living Jungle is a **nova** power with a range of 6". All models hit by this power immediately take a dangerous terrain test. In addition the area covered by this power counts as a Twisted Copse until the end of your next psychic phase. If a twisted copse or another type of forest or jungle was targeted by this power it becomes dangerous terrain and its cover save increases by one until the end of your next psychic phase.

## Weapons:

	Range	Strength	AP	Type
Corrosive Spit	36"	3	-	Assault 2, Barrage, Blast, Corrosive Bite.
Drake Lance	6"	8	1	Assault 1, Melta
Drake Lance	-	8/User	1	Melee, Impact, Armourbane
Fiery Breath	Template	4	5	Assault 1, Flamer
Firemouth Spit	Template	4	-	Assault 1, Corrosive Bite, Poisoned (4+)
Hunting Blade	-	User	-	Melee, Shred
Natural Weapons	-	User	5	Melee
Poisoned Blade	-	User	-	Melee, Poisoned (3+), Specialist Weapon
Psychic Carbine	Template	8	5	Torrent, Soul Blaze, Pinning, Neuro Disruptor
Shock Lance	6"	4	5	Assault 1
Shock Lance	-	+1/User	5	Melee, Impact Concussive
Storm Lance	6"	3	6	Assault 1, Haywire
Storm Lance	-	3/User	6	Melee, Impact, Haywire
Witch Lance	6"	6	-	Assault 1, Fleshbane
Witch Lance	-	+1/User*	-	Melee, Impact,, Fleshbane,
Wraithbow	24"	3	6	Rapid Fire, Rending

\*The witch lance has two profiles for its Strength value. The first is used only on a turn in which a model charges, the second is used at all other times.

-Impact: A model using a weapon with this rule has two profiles for its Strength value. The first is used only on a turn in which a model charges, the second is used at all other times. When a model with this weapon charges it makes a Hammer of Wrath attack with the weapon profile using its first strength value.

-Neuro Disruptor: When roll to wound for a weapon with this special rule, use the targets Leadership instead of its toughness (note that the model's Toughness is still used to determine, whether an attack has the Instant Death special rule).

## Wargear:

### Celestial Bow 20pts

#### Gatekeeper Only

A Gatekeeper with a Celestial Bow may fire it as a master crafted warithbow or use one of the profiles below:

	Range	S	AP	Type
Celestial Arrow	24"	4	4	Rapid Fire, Blind, Master Crafted
Drake Arrow	18"	8	1	Assault 1, Melta, Master Crafted
Swarm Arrow	18"	3	-	Assualt 2D6, Pinning, Master Crafted

### Dragon Heart Helm 5pts

A model wearing a Dragon Heart Helm may always take their armour save against weapons of AP 3 or worse. Weapons of AP 2 or better negate their armour save as normal. Note that this does not improve their armour save, it merely allows them to roll an armour save when it might normally have been negated.

### Dragon Hide Cloak 10pts

A model with a Dragon Hide Cloak gains a 5+ invulnerable save

### Hunting Drake 10pts

A model with a hunting drake gains +1 to both their Initiative value and their Attacks, and counts as being equipped with Assault Grenades when charging into close combat. A hunting drake is too small to be individually targeted, and may not be attacked in any way. It is removed along with its owner.

### Pterosaur Mount 10pts

A model mounted on a Pterosaur becomes Unit Type: Jetbike and gains the Jink and Bulk special rules. In addition their toughness becomes to 4 if it was lower. Cannot be taken by Sundered Knights.

### Tears of Isha 20 pts

#### Worldseer Only

A Tear of Isha is treated as a Psychic Hood. In addition, a model with a Tear of Isha may attempt to generate additional Warp Charge points during the controlling player's Psychic Phase. Roll a D6, and consult the chart below:

D6	
1-2	No additional Warp Charge points are generated
3-5	1 additionall warp charge is generated
6	D3 additional warp charges are geneterated. But the tear of isha cannot be used as a psychic hood or to generate warp charge points for the rest of the game.

### Kurnous Blessed Weapon 10pts

One weapon on the model becomes master crafted.

### Raptor Mount 3pts

A model mounted on a Raptor becomes Unit Type: Beast. Cannot be taken by Sundered Knights.

### Vaulsmith Blade 25pts

#### Chieftain Only

	Range	S	AP	Type
Vaulsmith Blade	-	+1	3	Melee, Soulcleave

**Soulcleave:** Each To Wound roll of 6 made by a weapon with this special rule is resolved at AP2 and has the Instant Death special rule.

### Scale of the Cosmic Serpent 15pts

A model carrying the Scale of the Cosmic Serpent gains the Feel No Pain (4+) special rule.

### Gyrinx 10pts

A model with a gyrinx may re-roll any rolls of 1 when making a Psychic Test. A gyrinx is too small to be individually targeted, and may not be attacked in any way. It is removed along with its owner.

### Tricheron Mount 10pts

A model mounted on a Tricheron becomes Unit Type: Cavalry and gains the Thunderous Charge special rule but resolves their Hammer of Wrath Attacks at a fixed Strength of 5. In addition they gain the Ponderous and very bulky Special Rules. Also their toughness increases to 5 if it was below. Cannot be taken by Sundered Knights.

### Vauls Sigil 20pts

**Leader Only**

A model with vauls sigil gains the Eternal warrior special rule.

### Web of Skulls 25pts

**Leader Only**

A model with a Web of Skulls can use it in the shooting phase and the assault phase using one of the two profiles below.

	Range	S	AP	Type
Melee	-	+2	3	Melee, Concussive
Thrown	12"	5	3	Assault 1, Blast

### Barrow Glaive 30pts

**Sidhe Crone Only**

	Range	S	AP	Type
Barrow Glaive	-	+3	3	Melee, Unwieldy, Poisoned 2+, Two Handed

### Dragon Mount 5pts

A model mounted on Dragon becomes Unit Type: Cavalry and gains the Bulky Special Rule. In addition their toughness increases to 4 if it was Lower. Cannot be taken by Sundered Knights.

### Beastsinger Ensemble 20pts

**Herdleader Only**

At the start of your turn you may choose one of the options below, the effect lasts until the start of your next turn.

- Friendly models with the Feral Instincts special rule gain the Stubborn special rule as long as they are within 12" of the Herdsinger
- Friendly models with the Kindred Spirits special rule gain the Hit & Run Special Rule as long they are within 12" of the Herdsinger
- All enemy units within 12" of the Herdsinger suffer a -1 to LD.
- Friendly models with the Kindred Spirits special rule may reroll pinning tests as long they are within 12" of the Herdsinger
- Friendly models with the Kindred Spirits special rule gain the Rage Special Rule as long they are within 12" of the Herdsinger

### Soulplate Armour 30pts

**Chieftain Only**

Soulplate Armour confers a 2+ Armour Save and grants the wearer a 4+ Invulnerable Save.

### Mistwalker Shroud 30pts

**Gatekeeper Only**

A model wearing the Mistwalker Shroud gains the Shrouded special rule. In addition, once per game, at the start of any friendly Movement phase, the bearer can use the Mistwalker Shroud to remove themselves from the table, even if they are locked in combat. They then immediately arrive anywhere on the board using the rules for Deep Strike.

### Shield of Champions 10pts

A model with the Shield of Champions gains a +1 bonus to their armour save against wounds caused in hand to hand combat. But do not get the benefit of fighting with 2 weapons

### Lethosaur Mount 5pts

A model mounted on Lethosaur becomes Unit Type: Cavalry and gain the Light Cavalry and Bulky Special Rules. Cannot be taken by Sundered Knights.

### Woad Paint 10pts

**Leader Only**

A model with Woad Paint has the adamantine special rule. In addition the model with Woad Paint and friendly models within Inspiring presence count as having Assault Grenades

### Bonecrest Mount 10pts

A model mounted on a Bonecrest becomes Unit Type: Cavalry and gains the Bulky Special Rule and their toughness increases to 4 if it was lower. In addition Hammer of wrath attacks made by this model (but not those conferred an Impact weapon) are made at AP 4. Cannot be taken by Sundered Knights.

### Candour Lash 10pts

**Leader Only**

	Range	S	AP	Type
Candour Lash	24"	1	6	Assault 1, Pull

**Pull:** A model hit by a with a Candour Lash must take a Strength test, on a fail they immediately move 2D6" towards the firer.

### Corrosive Bomb 10pts

**Leader Only**

	Range	S	AP	Type
Corrosive Bomb	8"	4	-	Assault 1, Blast, One use, Corrosive, Poisoned (4+)

### Armoured Dragon Mount 10pts

A model mounted on an Armoured Dragon becomes Unit Type: Cavalry and gains the Bulky, Barding, and Heavy Cavalry Special Rules. In addition their toughness increases to 4 if it was Lower. Cannot be taken by Sundered Knights.

### Wraithbone Barding 10pts

**Braves Only**

A model with Wraithbone Barding gain an armour save of 2+.

### Harmony Initiate 10pts

**Hedsingers Only**

If a model with this Wargear is within 6" of a friendly psyker at the start of the psychic phase the model may make an unmodified LD test before and warp charge dice are generated, if successful one psyker within 6" of this model may double the range of one of its powers by increasing its Warp Charge cost by 1.