

NETEPIC 5.0 ARMY BOOK

ELDAR EXODITES

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Disclaimer: If you cannot differentiate between fantasy and reality, or cannot conceive that others may do so, please put this book down, walk away and don't approach the subject of tabletop wargaming again until you grow up a bit.

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Background

Long before the fall some Eldar started to question the increasingly hedonistic and decadent lifestyle of their race. Even though they were ridiculed and mocked they preached tirelessly against the dangers of too easy life. Some say they were more sensitive to the Warp than most Eldar and could sense the evil growing there, fed by the psychic resonance of the Eldar desires. Others say they were just wiser than the average Eldar, visionaries able to predict the cataclysmic outcome of the hedonistic pursuits.

Whatever the truth may be they nevertheless managed, in time, to get so much support as to become a nuisance, if not exactly a threat, to the ruling Eldar class. When they were persecuted ever more openly they decided to turn their collective back to their foolish brethren and seek their fortunes elsewhere. They headed beyond the outer reaches of Eldar Empire to planets seeded for terraforming generations past, the so-called maiden worlds, and settled there.

The maiden worlds, although differing in a number of respects, are remarkably similar with the same kind of climate, flora and fauna. Each has mostly the same kind of geotypes, the differences being in how much of any given type is present at the planet. Some planets have more swamp, for instance, while others have jungle as the predominant geotype etc. The climate ranges generally from warm to hot with the Polar Regions being very small. The flora and fauna both resemble Earth's prehistoric plants and animals, with different saurians being the dominant species.

Society

When the first exodites landed on the maiden worlds, they decided to shun most of the high technology they had brought with them. Rather than to try and dominate the nature, their leaders decreed they would be living in harmony with it. They were no fools, however, and realized the potential threat of outside invasion. The elders decided to appoint a group of their wisest people as custodians of the forbidden technology, and stored the technological items to the most inaccessible place in the planet, to be used only in a dire emergency. Since even the maiden worlds have webway portals, the Exodites had little need for spacecraft.

The Exodites then settled on areas they found attractive. In time, they learned to communicate with the animals living there, and even use their psychic powers to bond with them. This marked the beginning of the social structure found today in the Exodite worlds.

Exodites are divided into a number of noble clans, each associating with a different kind of animal, the Royal clan and the Chosen. Those who can bond with the animals form the fighting elite and the main army of a clan while the others handle most of the civilian occupations and, in times of war, fight as support troops and foot soldiers. All clans form a loose confederation under the leadership of a High King. Each clan, in turn, is divided into a number of families. The clans live in the areas where their animal mounts live, and each fulfils its own, highly specialized role in times of war and peace.

The clan of the High King or the Royal Clan are the descendants of the original custodians of technology, and have over time become the ruling class of the Exodites. The High King is chosen by High Priest of the World Spirit and is in office for life. When he dies, another is chosen from the Royal Clan. This may or may not be the descendant of the late High King, the office is not hereditary and the High Priest makes the decision alone.

The clans are quick to unite in face of external threat but commonly skirmish with each other over resources and animal herds when no enemy is attacking. This is seen as a necessary part of keeping vigilance against the kind of weakness that leads to chaos. The skirmishes, however, are not what a human might first think of. The combat is highly ritualized and regulated by a warrior's code, which humans commonly translate as "chivalry" simply for the lack of a better term. Fatalities are uncommon since battles are more like field exercises (if extremely realistic; injuries, even severe ones, are common) than real wars. To purposefully slay an opponent is considered the height of dishonor and leads to severe punishments.

The Royal Clan is strictly neutral in these skirmishes, and their role is the one of mediators and umpires. A Royal Clan delegation is invited to watch over a battle to ensure that the warrior's code is followed. This means that the Royal Clan may never attack other clans, nor may the other clans attack the Royal clan. To start a battle without inviting a Royal Clan delegation is a serious breach of chivalry. The attacker is declared to be the loser of the battle with extreme dishonor and the whole clan is shunned for a year and a day.

The third major group in the Exodite society does not belong to a clan. These people are called the Chosen, and they are the guardians and maintainers of the World Spirit. The World Spirit is the cornerstone of the Exodite society, much like the Infinite Circuit is in the craftworld Eldar society.

Originally, the world spirit was just like the infinity circuit, a repository for the souls of the dead Eldar. The Exodites constructed a number of Wraithbone circles for just this purpose. The Circles bear an uncanny resemblance to the stone circles of the ancient Earth, and are even situated in similar places of natural beauty. Each clan had at least one circle, and dedicated their most powerful seers and bonesingers to the maintenance of the place. However, for some still unknown reason the Wraithbone pillars started to grow, sprouting root-like tendrils and partly merging with the surrounding earth. Perhaps the Circles were drawn to each other, but whatever the reason the originally isolated circles became connected, and the spirits of the different clans could commune with each other. More remarkably, the Circles started to absorb the spiritual energy of the world. First psychic residue in the biomass, then the harmonious energy of the living plants and, finally, the energy generated by the living animals. The consciousness of the spirits started to form something greater than the sum of its parts: the World Spirit. The World Spirit is a form of collective consciousness of the world, held together by the Exodite ancestor spirits. It is not a hive mind of any sort, since the Exodite spirits remain independent and individually aware, but rather a separate consciousness formed from the fragmented spiritual life energy in the planet's biosphere.

A crude analogy would be the astronomican, where the biosphere has the role of the Adeptus Astronomican and the Exodite spirits are the Emperor, although the biosphere isn't leeching of its life energy.

In time, as the Wraithbone Circles Became connected, the keepers formed their own hierarchy, distinct from that of the Clans. They were no longer the keepers of a clan's ancestors, but priests of the world spirit. The priests choose a High Priest amongst themselves, after consulting with the World Spirit in a weeklong ritual. Unlike that of the High King, the position of High Priest is not for life. High Priest is chosen every seven years in a seven-day ritual timed so that the summer solstice is the final day. The current High Priest may be chosen to continue but has no power over the process.

Other than the priests and the Spirit Singers, as the bonesingers are now called by the Exodites, the Chosen include a group called Spiritdancers. The Spiritdancers are people who are naturally sensitive to the presence of the World Spirit and the ancestor spirits bonding it together. Spiritdancers are identified at birth by their special intricate facial birthmark patterns. It is a great honour amongst the Exodus Eldar to have given life to a Spiritdancer. The Spiritdancers themselves are considered the paragons of the Exodus society. They are able to draw from the vast reservoir of combat experience of the ancestor spirits and form a formidable fighting force. They spend their lives honing their skills and physical as well as psychic abilities. In the Chosen hierarchy, they form the temple guard watching over the sacred Wraithbone Circles and shrines of the World Spirit.

Army Construction

The core of any Exodite fighting force is composed of noble clan hosts of animal riders. A single clan host usually represents the main fighting force of a single noble family, but very small families have been known to band together to form a single host when called to arms while large families may be able to field several hosts. You must have at least one clan host in your army. For each clan host you may include up to 5 support hosts and one special host.

The Great Dragons are a special case. Each counts as a clan host by itself, and you may include support and special hosts as above. You may only have one Great Dragon for every 2000 points in your force, meaning that forces of up to 2000 points may only have one, forces of over 2000 but less than 4001 points may have two and so on.

Special Rule : Lances

Exodite lances are special energy weapons, which concentrate multiple small energy beams to one point producing a devastating blast. Compared to common weapons they are very short-ranged but suit the Exodite preference of close combat. The weapon is fired at the very start of the close combat phase before resolving any combat. The Exodite does not have to be in close combat to use it but if he is the lance can only be fired at models on base contact; if all enemies are killed any excess shots are wasted. If any targets survive close combat is carried out normally.

Special Ability: Waystone Spirit

A Waystone Spirit unit is an artificial body with an Eldar Waystone implanted inside. They can move and act much like living creatures, motivated by the consciousness of the dead Eldar they contain. This consciousness is not quite the same as that of a living person, but more like a dream-state, perceiving things around about in a shadowy and disconnected way. Waystone Spirits are both Inorganic and Artificial Intelligence. They are immune to the restrictions of firing upon Greater Daemons and are immune to any sort of Morale effect.

They are not Robotic and do not need to be programmed before a battle. However, a Waystone Spirit must always remain within 10 cm of a living Eldar unit and will always duplicate orders of that unit. If a Warlock is within 10 cm of any model in the detachment, the detachment may be given any orders that turn. If they start a turn over 10 cm away from a living Eldar unit the Waystone Spirit will charge towards the nearest living Eldar, and can only enter Close Combat if the Eldar unit they are moving towards is engaged in Close Combat.

Clan Hosts

Plains Dragon Clan

Plains Dragons are huge, bipedal dinosaurs resembling Tyrannosaurus of old Earth. They are fearsome monsters able to swallow a man whole. Plains Dragons are at the top of the food chain and it shows in their method of hunting. They just charge whatever they encounter, as there are few foes able to match them. Plains Dragon riders are elite shock troops used to spearhead an attack.

Plains Dragons are terrifying creatures, towering over lesser troops and letting out ear-shattering bellows. They have the Terror special ability. If a Plains Dragon is killed by snap fire after it has declared a charge against an enemy unit, it may still complete the charge and fight in the Close Combat phase. After the Close Combat phase is over or the plains Dragon loses a round of Close Combat, remove the beast. Plains Dragons count as vehicles for pinning purposes but are walkers for the purpose of movement.

Sky Dragon Clan

Sky Dragon is a common name for a variety of pterosaur, which live in the hills and mountains of the Exodite worlds. Their role in war is to make long range reconnaissance for Exodite forces and keep them informed of the enemy disposition while also protecting the Exodite armies from aerial attacks and harassing the enemy reinforcements and supply columns whenever possible. The flying mounts of the Sky Dragon Host are slower than the flyers of other races, but are far more agile and capable of making terrifying bomb and swoop attacks against enemy infantry and light vehicles. Some Exodite worlds with different fauna use mounts other than dinosaurs, such as giant eagles or owls. Their combat effectiveness and use, however, remains the same.

A Sky Dragon may make a swoop attack against any one infantry or cavalry stand in an enemy detachment it overflies during its movement. All the Dragons in the swooping detachment must attack the same enemy detachment. Fight a round of CC between the swooping dragon and the enemy stand. If the dragon wins it may continue movement (if it has any left). In case of a tie, the enemy stand wins. The enemy detachment may fire at the attacking Dragon detachment if it is on first fire orders, as normal. Only one swoop attack may be made per turn.

A Sky Dragon detachment may place a single barrage template on any enemy detachment it overflies during its movement. The barrage has d6 + 1 barrage points with a TSM of 0. The enemy detachment may fire at the attacking Dragon detachment if it is on first fire orders, as normal.

Sky Dragons may land, but they may only move 5 cm when on the ground and their CAF is +1. When landed, they may claim objectives, but if they take off again the objective reverts to non-controlled unless there are other units within 15 cm, in which case the respective side controls it.

Stone Dragon Clan

Stone Dragons include various four-legged dinosaurs. Most common types resemble Stegosaur, Triceratops or Ankylosaur but other types do exist. They are unusually thick-skinned and have very high pain threshold making them very resilient. As they are slow, they are not equipped with lances. Instead, they have longer-ranged weaponry and are used to support an assault.

Swamp Dragon Clan

Swamp Dragon is a common name for a variety of medium-sized bipedal dinosaurs, which live in or at the edges of swamps. Swamp Dragons are swift hunters, which like to spring from ambush and overcome their prey with lightning fast charges. In war the troops of Swamp Dragon Clan range ahead the main force to perform ground reconnaissance and flank attacks. They are not limited to that, however, and can hold their own in frontal assaults when properly supported, charging the enemy and ripping them apart in close combat.

Swamp Dragons are exceptionally agile and count as infantry for movement purposes. They can't, however, enter buildings or fortifications. Swamp Dragons are also capable of short bursts of fantastic speed and can move three times their movement if charging to close combat.

Tigerbeast Clan

Tigerbeast Clan rides to battle on top of vicious monsters resembling the Sabre-toothed Tiger of old Earth. A Tigerbeast is one of the most ferocious animals in the galaxy, a match for even the dreaded Wolves of Fenris. The Tigerbeast Clan members have a reputation of being unusually bloodthirsty, a trait no doubt arising from their close association with the beasts they ride. While it causes the Spirit Priests great concern the fact remains that Tigerbeast Clan troops on battlefield are not surpassed by anyone. Tigerbeast troops are used to support Plains Dragons and they are especially good in assaulting infantry.

Tigerbeast riders roll 3d6 instead of 2d6 in Close Combat if they fight against infantry or cavalry.

Great Dragons

Great Dragons are ancient, mythical creatures inhabiting the most remote places of the Exodite worlds. They are actually an enigma, since nobody knows how they got there in the first place; it is highly unlikely that they have simply evolved there. Only Clanheads or the members of his immediate family are allowed to ride a Great Dragon.

Special Abilities:

Dragon Fear: All Great Dragons radiate an aura of fear. All enemy units within 15 cm of a Great Dragon, must make an immediate morale check or go on Fall Back Orders.

Psychic Save: All dragons have a natural resistance against psychic powers, and a 3+ Psychic Save.

Wood Dragon: Wood Dragons are the most cunning of their kind. They are pranksters and love to harass other Dragons. They are energetic, sneaky and smart.

The wood dragons breathe a powerful corrosive gas. Place a barrage template within LOS and range, any unit at least half covered by the template is hit on a 4+. This weapon ignores cover.

Wood Dragons are masters of camouflage; they have a chameleonlike ability, blending with the background making them difficult to spot. Any unit trying to fire at the dragon must first roll 4+ on a d6 to see if they are able to target the Dragon. If they fail they may not shoot at the Dragon and their shot for that turn is forfeit. Artillery spotters must also roll 4+ on a d6 if they wish to call a barrage on the Dragon. If the Dragon is in woods it may not be shot at ranges greater than 50 cm at all.

Flame Dragon: Flame dragons are the fiercest of all the dragons. They are vain, flamboyant and erratic creatures. They are surrounded by an aura of bright light and intense heat. Due to this they are often referred to as Sun Dragons.

Flame Dragons have a powerful breath attack. Place the twin (immolator) fire template from the head of the dragon facing any direction away from the stand. Any unit at least half covered by the template is hit on a 4+. This weapon ignores cover.

The Flame Dragon aura radiates an intense heat, thus all units within 10 cm of the dragon suffer -1 penalty to their CAF. This heat shield also gives the Dragon with a limited protection from ranged attacks providing a 4+ unmodified saving throw.

Night Dragon: Night Dragons are malevolent, evil creatures and their riders must constantly keep a close eye on them. Only the bravest and strongest of the Dragon Riders will be able to control these creatures in combat.

The Night Dragons breath attack is unlike that of any other dragon. They breathe pure energy bolts that strike with deadly precision and destructive power.

Night Dragons are obscure creatures. A night dark mist always surrounds them, making them difficult to target. This mist works almost like a holofield. If the dragon is moving the field offers an unmodifiable saving throw of 3+, if it chooses to remain still this saving throw will be 4+. These saves are in addition to the Dragons normal armour save.

Mineral Dragon: Mineral Dragons are quite unlike any other type of Dragons. They are less gracious, tougher, more robust creatures, and unlike the other Dragons Minerals may not fly. Mineral Dragons are a rather docile lot. They are friendly creatures, and not so erratic as their cousins. Thus the Draconans has named them the Friendly Giants. However, once they get aggravated they have a fierce temperament, rivalling even that of the Flame Dragons.

The Minerals haven't got a breath attack. Instead they have a stomping attack. Place a Blast template within 50 cm and line of sight. The earth under the template begins to tremble and then collapses. Any unit at least half covered by the template is hit on a 4+. Due to its method of travel this attack ignores shields of any type. In addition if the target is a Titan or a Praetorian and you score a hit, roll a further D6 to determine if the target is trapped within the crater that is formed by the earthquake. On a roll of 6 the Titan/Praetorian is trapped within the crater. Trapped targets may shoot normally but, if they wish to exit the crater, must do so on Charge Orders and must forego firing attacks if they wish to leave the crater.

Mineral Dragons have a long, spiked tail. They may use this tale to strike at large opponents in Close combat. If in close combat with a unit of super heavy or higher pinning class, they may add +2 to their CAF.

Mineral Dragons are extremely resilient and are able to withstand wounds that would normally kill a Dragon. Whenever a Mineral Dragon is hit and fails it's saving throw, roll a d6, on a roll of 4+ the wound is minor and is shrugged off.

Special Units

Banner Bearers: Commanders of the Exodite hosts also carry the banner of the host, hence the name. They are the most experienced warriors in their units and are expected to lead from the front by example. They are an inspiration to their troops who constantly strive to be worthy of fighting alongside their leader.

Beastmaster: Some individual Exodites show even greater aptitude and empathic talent for understanding animals than usual. Called Beastmasters, these individuals live with their animal companions as pack leaders in the untamed wilderness areas of the Exodite worlds. In times of war, they come forth from their retreats to fight with their friends, lending the support of their pack to the war effort. The most common Beastmasters lead a pack of Cave Bears, Great Wolves or Pteraraptors (small flying dinosaurs). The will of the Beastmaster keeps the pack in fight. While the Beastmaster is alive the pack is immune to morale checks. If the Beastmaster is killed, the pack disperses and is removed. The pack must stay within 30 cm of the Beastmaster at all times. Any animals outside this radius lose interest and wander off the battlefield.

Dragon Warriors: Dragon warriors are the equivalent of Eldar Dreadnoughts. Instead of Wraithbone, they are painstakingly sculpted from the bones of the Great Dragons. Controlled by the spirit of a great war hero they boldly stride to war eager to crush their enemies in combat once more. They are Waystone Spirit units.

Mounted Pathfinder: Some Pathfinders manage to befriend a Chameleon Dragon in their voyages. They form an elite troop in times of war and force the enemy to be on their guard constantly, striking unseen and fading away again before serious pursuit materializes only to strike again from another direction. The Chameleon Dragon's scales blend to the surrounding terrain just like the cloak of the Pathfinders and its soft footpads are next to noiseless.

Spirit Priest: Spirit priests are keepers of the Wraithbone circles, links to the ancestor spirits and priests of the World Spirit. In battle the Spirit Priests release the power of the World Spirit against intruders. A curious fact about the Spirit Priests is that they don't need to use runes. The World Spirit itself acts as a buffer between the Warp and the Priests. Since it is composed of the harmonious life energy of plants and animals, its warp presence is effectively invisible to the loathsome predators living in the Warp.

Spirit Priests are HQ and Psyker units, have a 3+ Psychic Save and may use one of the following powers once per turn. All the powers except chain lightning are ethereal.

Eldritch Storm: Select any target within 50 cm. Place barrage template within range. Any model under the template will be flung to a random edge of it. Scattered models may do nothing for the remainder of the turn. Storm blocks LOS and nobody can see, move or shoot through it but barrages can still be fired indirectly over the storm if a third party can see the target. The template stays in place until the end of the turn. The storm has less of an effect on Titans/ Praetorians taking down one shield if there are any active or inflicting a single hit on the lowest location on its template with a -2 modifier if no shields are active. A Titan / Praetorian can move and shoot normally regardless of the final effect of the storm.

Wisdom of the Ancestors: The Spirit priest may shift the given orders of one unmoved Exodite unit within 50 cm by one category in either direction along the following progression: Charge--Advance--First Fire.

Example: A nearby unit is on Advance Orders. The unit may shift to either First Fire or Charge Orders (units on Charge and First Fire orders, of course, can only shift in one direction, thus Charge does not wrap around to First Fire).

Primal Fury: The Spirit Priest unleashes the fury of the World Spirit against his enemies. Choose an enemy detachment within 25 cm. The unit must pass a morale check with -1 modifier or go on fall back orders.

Chain Lightning: The Spirit Priest unleashes a bolt of lightning. Choose an enemy model within LOS and 25 cm. On 4+ the model is hit with -1 save modifier. If the model is hit, choose another model within 6 cm. If it is hit, you may choose yet another model within 6 cm and so on. The attack stops after the first miss

Spiritdancers: Spirit Dancers are the elite temple guards of the Exodites. They draw power from the ancestor spirits of the Exodites and are unmatched warriors on battlefield, having perfected their skills over a long time and millennia of experience from their ancestors. The Spirit Dancers are unmatched acrobats, able to flip over their enemies to strike from behind or just by-pass them.

The Spirit Dancers may use one of the following special abilities once per turn. However, you can't use the same ability for more than one turn and all stands in the host must use the same ability. The ability is chosen in the orders phase

Swift as the Wind: The Spirit Dancers can't be pinned to close combat this turn.

Unshakeable: The Spirit Dancers are immune to morale checks for one turn.

Fury of the Spirits: If the Spirit Warriors charge to close combat they roll an additional d6 for this turn. This power has no effect if they are themselves charged.

Royal Clan

The Royal Clan is the only Exodite clan to use exclusively high-tech weapons. As the custodians of the forbidden technology, only they have the knowledge to maintain the most complex machines and weapons. In times of peace they are the diplomats and negotiators of the Exodites. In times of war they unleash their terrifying machines of destruction against the enemies of the Exodites.

All Royal Clan Hosts are special cards.

Knights

Long before their counterparts existed for the Imperial and Chaos Armies the Eldar used one-man walking machines of destruction, the Eldar Knights. In Exodite worlds the knights are used exclusively by the Royal Clan, who lend their support to the most important battles in case of an offworld invasion.

Psychic Lances: All Eldar Knights are equipped with a Psychic Lance for use in Close Combat. They function only on the turn when the Knight charges another unit. They do not work if the Knight itself has been charged, or on the second or later rounds of Close Combat. When a Knight charges into combat, roll a D6 before resolving the combat:

Roll	Effect on most units	Effect vs. a Hit Location Template
1-3	No effect: resolve combat as normal.	No effect: resolve combat as normal.
4-5	The target's CAF is reduced to zero for this round of CC.	CAF is reduced by D6 for this round of CC.
6	The target takes a hit at 0 TSM before CC dice are rolled.	CAF is halved for this round of CC.

In addition, Psychic Lances are particularly effective against Greater Daemons. When a Greater Daemon is attacked, it must make its basic saving throw or be destroyed (it cannot use Chaos Cards to save itself). Apply a -1 modifier to this roll for each Eldar Knight beyond the first that adds its Lance to the charge. The Chaos player may apply add +1 to the roll for each Chaos Card he sacrifices. These cards must be discarded before dice are rolled.

Holo-fields: Some units use a protective system known as a Holo-field. This device wreaks havoc on targeting systems and makes the unit difficult to hit. The dispersion of the field and the distortion it produces are dependent on both the mass and the speed with which the unit is moving. A Holo-field grants a Fixed Save against all incoming shots according to the orders it has. This save is ineffective against template weapons, as well as psychic attacks that do not require line of sight. However, any barrage template that covers the unit will always scatter regardless of whether it is direct fire or not.

The Knight is on...	Fixed Save
First Fire Orders	5+
Advance or Fall Back Orders	4+
Charge Orders	3+

Bright Warriors: These knights look like huge horses with a humanoid torso instead of a head.

Falcon: This is the main battle tank of the Eldar army. With its potent armament and ability to carry a small squad of fighters, the Falcon is designed to take the fight to the enemy, and to extricate the warriors should the resistance prove too fierce. Falcons are Skimmers.

Fire Knights: These are bipedal Knights with twin arms and various weapons.

Guardians: Guardians are the foot troops of the Royal Clan. They are always deployed mounted in the versatile Falcon grav-tanks and used to support an attack with a fast-moving infantry force.

Jetbikes: Exodites value speed and agility as favorable aspects when engaging war even more than their craftworld cousins. These jet bikes are mobile skimmers that seek and engage the enemies to bog them down while the rest of the army secures the objectives.

Nightwing: These are the air superiority fighters of the Eldar army. They are also armed with barrage weapons for a support role when needed.

Phoenix Fighter-Bomber: This is a heavily armed and armored bomber with advanced sonic weaponry and deadly plasma bombs. It is armed with sonic cannons that ignore cover and can also drop 2 plasma bombs when at any point during their movement. These barrages may be dropped independently (they need not touch).

Tempest: The Tempest is a massive and heavily armed skimmer armed with deadly long range Tempest lasers.

Towering Knights: These are huge bipedal Knights with four arms, two for ranged weapons and two armed with Close Combat weapons.

War Walkers: The War Walker is humanoid with long but tremendously powerful limbs. It has a single crewman who operates the machinery by means of sensors attached to his arms and legs, encased in a protective energy field. It is an ideal means of moving over steep or broken ground as the limbs have all the agility of a living body. War Walkers are often used in rough terrain, to scout out enemy positions. Its two heavy weapons provide a considerable arsenal for its size, but it lacks the heavy armour that would allow it to fight at the centre of an attack.

Wraithguard: These are artificial bodies with the spirit of a slain Eldar implanted inside them. They are Waystone Spirit units.

Support Units

Avengers: Avengers are actually Defenders trained and armed for close combat. They are usually deployed as flank guards and support troops in dense terrain where their lack of ranged weapons is not an issue and their better close combat skills are an advantage.

Defenders: Defenders are the support troops of the Exodite army and equivalent of Guardians in the Craftworld armies. While less powerful and mobile than the Dragon riders they are very versatile and they give much needed fire support to an Exodite War host. All Exodites are trained in the art of war and are called upon to provide support at times of war. Defenders consist mainly of non-noble Exodites and are usually deployed to defend important fire positions.

Pathfinders: Pathfinders are professional woodsmen and explorers. They keep the Exodite pathways safe and keep constant vigilance to spot any invasion threatening the Exodites. They have the Infiltration, Stealth and Sniper abilities. You may not have more pathfinder detachments than your combined amount of Defender and avenger detachments.

Support Weapon Batteries: Like their craftworld counterparts, Exodites utilize the anti-grav platform-mounted heavy weapons. These are usually heavy Shuriken Cannons for infantry support and Lascannons for anti-vehicle duty.

Transport Saurians: Exodites use a number of fast saurians for troop transport purposes. The Saurians are fitted with a howdah for troops and may also be used for towing anti-grav platforms.

Eldar Exodites Army Cards

Clan Hosts	Contents	Break Point	Victory		
			Morale	Points	Cost
Plains Dragon Host	Plains Dragon Banner Bearer 2 Detachments of 5 Plains Dragons	6	3	8	750
Sky Dragon Host	Sky Dragon Banner Bearer 2 Detachments of 5 Sky Dragons	6	3	6	600
Stone Dragon Host	Stone Dragon Banner Bearer 2 Detachments of 5 Stone Dragons	6	3	6	600
Swamp Dragon Host	Swamp Dragon Banner Bearer 2 Detachments of 5 Swamp Dragons	6	3	6	600
Tigerbeast Host	Tigerbeast Banner Bearer 2 Detachments of 5 Tigerbeasts	6	2	6	600
Great Dragons					
Wood Dragon	Wood Dragon	Model	-	4	350
Flame Dragon	Flame Dragon	Model	-	4	350
Night Dragon	Night Dragon	Model	-	4	350
Mineral Dragon	Mineral Dragon	Model	-	4	350

Special Cards	Contents	Break Point	Victory		
			Morale	Points	Cost
Cave Bear Pack	Beastmaster stand 5 Cave Bears	Stand	Special	2	200
Great Wolf Pack	Beastmaster stand 5 Great Wolves	Stand	Special	2	225
Pteraraptor Pack	Beastmaster stand 5 Pteraraptors	Stand	Special	2	225
Dragon Warrior Host	5 Dragon Warriors	5	-	2	175
Mounted Pathfinders	3 Mounted Pathfinders	2	3	2	175
Spiritdancer Host	5 Spiritdancers	3	3	2	175
Spirit Priest	Spirit Priest stand	Stand	-	2	125
Royal Clan					
Fire Gale Host	Banner Bearer 2 Detachments of 3 Fire Gales	4	3	6	550
Fire Storm Host	3 Fire Storms	2	3	3	250
Bright Stallion Host	3 Bright Stallions	2	3	3	300
Towering Destroyer Host	3 Towering Destroyers	2	3	3	350
Tempest Host	2 Tempest Squadrons	3	3	9	900
Tempest Squadron	3 Tempest SH Grav-Tanks	2	3	5	450
Guardian Host	10 Guardian stands & 5 Falcon Grav-tanks	8	3	5	500
Nightwing Squadron	3 Nightwings	2	3	3	300
Phoenix	Phoenix Bomber	1	3	3	300
Jet Bike Squadron	5 Jetbikes	3	3	2	200
Wraithguard Host	Spirit Priest stand 2 Detachments of 5 Wraithguards	Stand	-	4	375
War Walker Host	5 War Walkers	3	3	3	250

Support Cards	Contents	Break Point	Victory		
			Morale	Points	Cost
Defender Host	10 Defender stands	5	3	3	250
Avenger Host	10 Avenger stands	6	3	3	250
Pathfinder Host	3 Pathfinder stands	2	3	1	100
Anti-grav Shuriken	5 Anti-grav Shuriken platforms	3	3	1	125
Anti-grav Lascannon	5 Anti-grav Lascannon platforms	3	3	2	175
Transport Saurian Host	5 Transport Saurians	6	2	3	300

Summary of Unit Statistics

Troop Type	Move	Save	CAF	Weapons	Range	Attack Dice	To-Hit Roll	TSM	Notes
Infantry									
Avenger	10 cm	-	+1	Pistols & Swords	25 cm	1	5+	0	
Beastmaster	15 cm	-	+4	Lasgun	50 cm	1	4+	0	HQ, Special
Defender	10 cm	-	0	Shuriken	50 cm	1	5+	0	
Great Wolf	15 cm	-	+3	-	-	-	-	-	Hit & Run
Guardian	10 cm	-	+0	Shuriken	50 cm	1	5+	0	
Pathfinder	10 cm	6+f	+1	Lasgun	50 cm	1	4+	0	Infiltration, Sniper, Stealth
Spirit Dancer	10 cm	-	+6	Shuriken Pistol	25 cm	1	5+	0	Elite, Special
Spirit Priest	10 cm	-	+3	-	-	-	-	-	HQ, Medic, Psyker, 3+ Psychic Save
Wraithguard	10 cm	5+	+2	Wraithcannon	50 cm	1	5+	-2	Special
Cavalry									
Jetbike	35 cm	-	+3	Shuriken Catapult	15 cm	1	5+	0	Skimmer
Walkers									
Cave Bear	10 cm	6+	+5	-	-	-	-	-	
Dragon Warrior	10 cm	4+	+3	Thermal Cannon	50 cm	1	5+	-2	Waystone Spirit
Mounted Pathfinder	20 cm	5+	+4	Lasgun	50 cm	1	4+	0	Infiltration, Sniper, Stealth
Tigerbeast	20 cm	4+	+4	Sonic Lance	20 cm	3	5+	0	+d6 CAF against infantry or cavalry
War Walker	25 cm	6+	+1	Lascannon Scatter Laser	75 cm 25 cm	1 3	5+ 5+	-2 0	
Vehicles									
Falcon	25 cm	3+	+1	Lascannon	75 cm	1	4+	-2	Skimmer, Transport 2
Transport Saurian	20 cm	4+	+1	Shuriken	25 cm	3	5+	0	Transport 2
Dragon Banner Bearer	As the appropriate Dragon								plus HQ & Inspirational
Flame Dragon	20 cm	1+	+10	Fire Breath	Template	Template	4+	-1	Fear, 3+ Psychic Save, Skimmer, Special
Mineral Dragon	10 cm	1+	+12	Tremor Attack	50 cm	Template	4+	-1	Fear, 3+ Psychic Save, Special
Night Dragon	20 cm	1+	+8	Lightning Bolts	35 cm	2	3+	-2	Fear, 3+ Psychic Save, Skimmer, Special
Plains Dragon	20 cm	3+	+6	Thermal Lance	20 cm	1	3+	-3	Terror, Lance, Always completes charge, Moves as Walker-class
Sky Dragon	50 cm	5+	+3	Shuriken	25 cm	2	5+	0	Flier, Special
Stone Dragon	15 cm	2+	+2	Thermal Cannon Shuriken	50 cm 25 cm	1 3	4+ 5+	-2 0	Special
Swamp Dragon	20 cm	5+	+3	Laser Lance	20 cm	2	4+	-1	Charge triple, Lance, Moves as Infantry-class
Wood Dragon	20 cm	1+	+8	Gas Attack	25 cm	Template	4+	-1	Fear, 3+ Psychic Save, Skimmer, Special
Light Artillery									
Anti-grav Lascannon	10 cm	-	-3	Lascannon	75 cm	1	4+	-2	
Anti-grav Shuriken	10 cm	-	-3	Heavy Shuriken Cannon	50 cm	3	5+	0	
Knights									
Fire Gale	20 cm	3+	+2	Maelstrom Laser Scatter Laser	75 25	2 3	4+ 5+	-2 0	Holo-field, Psychic Lance
Fire Storm	20 cm	3+	+2	Missiles Shurikens	100 25	4 BP 2	5+ 6+	-2 0	Holo-field, Psychic Lance
Bright Stallion	25 cm	4+	+3	Maelstrom Laser Scatter Laser	75 25	2 3	4+ 5+	-2 0	Holo-field, Psychic Lance
Towering Destroyer	25 cm	2+	+5	Maelstrom Laser Scatter Laser	75 25	2 3	4+ 5+	-2 0	Holo-field, Psychic Lance
Superheavies									
Tempest	25 cm	1+	+4	Tempest Laser * Shuriken Cannon	100 cm 25 cm	2 2	4+ 5+	-3 -1	* Turret Skimmer, PD(1)
Fliers									
Nightwing	100 cm	3+	+4	Lascannon Shuriken Missiles	75 cm 25 cm 50 cm	1 4 4 BP	4+ 5+ 5+	-2 0 0	Flier
Pteraraptor	30 cm	None	+1	-	-	-	-	-	Flyer, Hard to Hit
Vampyre	100 cm	4+	0	Shuriken Missiles	25 cm 25 cm	6 4 BP	5+ 5+	-1 -1	Flier, Transport 6