



# APOCRYPHA NECROMUNDA



## ELDRITCH HUNTERS



Adapted from the work of Charles Lister in Citadel Journal Issue 35.

Image attributions on the back cover.

2

- >>> Subject: Wandering Ancients...
- >>> Conduit Necro-vox GRX439.
- >>> Thought for the Day: Doubt is a xenos parasite.

Subjects of Lord Helmawr, heed now the voice of Necromundal

- ++ The Aeldari, a race whose dark history stretches for thousands of years before man's civilisation arose. A strange and enigmatic people who have been and are both allies and enemies of the Imperium of Man. Often the only contact between humans and Aeldari are lone traders and scouts, or if they are extremely unlucky, the Pirates and Raiders. The latter are quick tempered and unpredictable, equally likely to slaughter those they meet, yet may also show the greatest compassion to defeated enemies.
- ++ Aeldari sometimes visit human worlds, openly and clandestinely, depending upon their mission and the level of xenophobia on the planet. Their mastery of the Webway - a network of tunnels that extend through warp space - means that they can often appear on worlds without resorting to using spacecraft. On very rare occasions Rangers and less often, the feared Aeldari warriors, are seen in the depths of the Underhive, on missions undertaken on behalf of their Seers, who guide the Aeldari race.
- ++ Armed with superior weapons and equipment and possessing inhuman reflexes they are dangerous foes to those who seek to stop them performing their tasks. Yet the lure of these artifacts can sometimes be enough to provoke a Gang leader to take the risk. Spyrers find them formidable foes worthy of attention, whilst to the Redemption and House Cawdor, they are foul Aliens intent on spreading corruption in the Hive. Ratskins and Scavvies do not take kindly to any invading their territory, though the latter find that they have little meat on them.
- ++ The Imperium of Man, represented by House Helmawr do not want unknown aliens trespassing on their planet, especially since this can draw unwanted investigations from the Adeptus Arbites or worse the Inquisition. Agents for the Imperial and Noble Houses within and outside the Merchant's Guild keep a watch for such potential problems. Captured Aeldari often disappear uphive, as slaves, pawns in some larger game, bargaining chips for off-world contact, or simply to be handed over to the Arbites as examples of the efficiency of House Helmawr in apprehending infiltrators.





# ELDRITCH HUNTERS

In the following pages you will find rules to add Aeldari gangs to your games of Necromunda. You will need the Necromunda Core Rulebook to use these rules.

## SPECIAL RULES

### XENOS

Xenos are not tolerated on Necromunda, so Aeldari gangs are always Outlaws and can never become Law-abiding. In addition, treat all Aeldari fighters as Non-sanctioned Psykers for the purposes of claiming bounties. However, they cannot be sold immediately when captured without the opportunity for a Rescue Mission.

### CAPTURE

Aeldari gangs may take captives and be captured as normal, with the following exceptions.

| Roll | Effect                                                                                                                                                                                                                                                                  |
|------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1    | <b>Outlawed:</b> Harbours enemies of the Imperium is a vile crime. The authorities have discovered the gang's treachery and will hunt these traitors until the end of their days. The gang becomes an Outlaw gang, if the gang is already outlawed, there is no effect. |
| 2-4  | <b>Suspicion:</b> the gang is the subject of an investigation and cannot gain income from any source during this post-battle sequence.                                                                                                                                  |
| 5-6  | <b>Commendation:</b> The condition in which the xenos scum was held were suitably unpleasant. The authorities begrudgingly respect the gang's dedication to cruelty. There is no further effect.                                                                        |

When a gang holds an Aeldari captive, they must roll a D6 after each game. On a 1, the Imperial authorities discover the captive and confiscate them. In addition, Roll a D6 on the Harboursing Xenos Captives table.

### HARBOURING XENOS CAPTIVES

If an Aeldari fighter is captured by a Cawdor gang, they cannot be sold or traded for, instead they will be ritually burned as heretical xenos scum. If the Aeldari gang does not successfully rescue the captured fighter at the first opportunity, the captured fighter suffers a memorable death. Cawdor gangs must still roll on the Harboursing Xenos Captives table as normal.

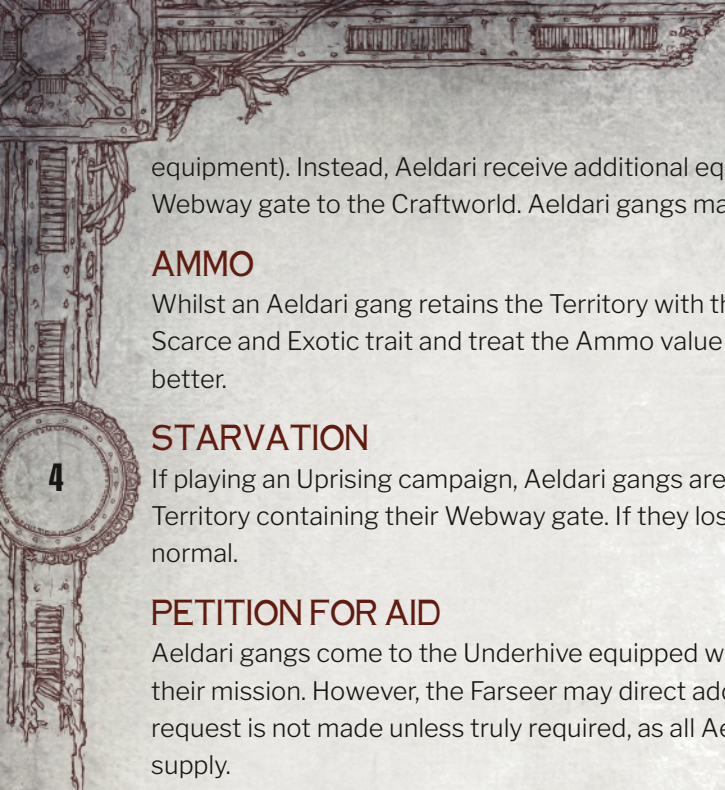
### TERRITORY

Aeldari gangs travel to and from the Underhive via a hidden Webway gate which is their only sure means of communication and aid from their Craftworld.

In campaigns, instead of starting play with a Settlement, Aeldari gangs start with one randomly determined Territory in which a Webway gate opens. The Webway gate is very important to the gang! If the Aeldari gang completes its Mission whilst holding this Territory, they immediately leave the Underhive via the gate and all their previously held Territories become unoccupied. If an Aeldari gang loses the Territory containing their Webway gate, they must recapture it to leave the Underhive once their Mission is complete.

Aeldari gangs capture Territories as normal but do not work them to collect income (as either credits or





equipment). Instead, Aeldari receive additional equipment and warriors only as long as they control the Webway gate to the Craftworld. Aeldari gangs may still receive credits as normal from other sources.

## AMMO

Whilst an Aeldari gang retains the Territory with their Webway gate, fighters in that gang ignore the Scarce and Exotic trait and treat the Ammo value of their weapons as 4+ unless it would normally be better.

## STARVATION

If playing an Uprising campaign, Aeldari gangs are not affected by Starvation whilst they control the Territory containing their Webway gate. If they lose this territory, they suffer the effects of Starvation as normal.

## PETITION FOR AID

Aeldari gangs come to the Underhive equipped with what the Farseers believe is required to complete their mission. However, the Farseer may direct additional equipment or warriors to be dispatched. This request is not made unless truly required, as all Aeldari resources, especially their people, are in short supply.

Whilst the Aeldari gang controls the Territory containing their Webway gate, the leader of the Aeldari gang can petition the Craftworld for aid as a Post-battle Action. Roll 2D6 on the Resources Table, applying the following modifiers.

- +2 if the victorious in the previous battle.
- +1 if any spirit stones were recovered in the previous battle.
- +4 if a follower of Slaanesh was killed or captured in previous battle.
- -1 the leader of the gang is an Exarch.
- -2 the leader of the gang is a Ranger, Guardian or Aspect Warrior.

If the Aeldari gang caused a Drukhari or Daemon of Slaanesh to go Out of Action in the previous battle, they may choose a result from the Resources Table instead of rolling.

## RESOURCES

| Roll | Effect                                                                                                                                                                                                                                                                             |
|------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 0-2  | A Guardian or Aspect Warrior can no longer follow the Path of Khaine and after consulting the Runes, the Seer bids them return to the Craftworld. The Aeldari player randomly determines an Guardian or Aspect Warrior who returns home and takes no further part in the campaign. |
| 3-7  | Nothing can be spared from the Craftworld.                                                                                                                                                                                                                                         |
| 8    | D6 × 10 worth of equipment may be chosen from Close Combat or Pistols table.                                                                                                                                                                                                       |
| 9    | A single weapon or Wargear item with a maximum value of 3D6 × 10 may be chosen from any Aeldari table.                                                                                                                                                                             |
| 10   | A Ranger joins the quest with D6 × 10 of equipment.                                                                                                                                                                                                                                |
| 11   | A Guardian joins the quest with D6 × 10 worth of equipment.                                                                                                                                                                                                                        |
| 12+  | An Aspect Warrior joins the quest with D6 × 10 worth of equipment.                                                                                                                                                                                                                 |



## GANG COMPOSITION

Aeldari gangs must always follow these rules:

- There must be one fighter with the Leader special rule.
- The total number of fighters with the Gang Fighter (X) special rule in the gang must always be equal to, or higher than, the total number of fighters without the Gang Fighter (X) special rule combined, not counting Hangers-on or Hired Guns.

Since Aeldari gangs cannot recruit new members like other gangs, they do not need to track gang composition once the gang has been founded.

## EXPERIENCE

The Aeldari are a long-lived race and do not gain experience in the same way as short-lived humans. Being able to live for a thousand years or more means that they are able to pass through many different lifestyles or Paths, each new role does not totally replace those that went before, but adds to the Aeldari's accumulated experience.

The Aeldari Path was conceived after the Fall as a way of allowing each Aeldari to live within their full emotional and intellectual capacity in a safely controlled and progressive manner. The way that the Aeldari move through life means that they are less likely to advance quickly in Necromundan terms. The 'new' experiences may have already happened to the Aeldari on a previous Path. In addition, the Aeldari are usually fully mature and less prone to sudden physical advances than young human gangers.

Aeldari generate experience normally. However, before rolling an advancement, roll 2D6 and apply the following modifiers:

- +1 If wounded in scenario.
- +2 If wounded/killed a follower of Slaanesh.
- +4 If wounded/killed Daemon of Slaanesh or a Drukhari.
- +1 If carrying a Spirit Stone at end of the Lost Souls scenario.

If the modified result is 7+, the fighter gains an advancement as normal, otherwise, the fighter does not gain an advancement and cannot advance until the next post-battle sequence.

If a Warlock rolls an unmodified 2 or 12, roll a further 2D6, if the result is below their Leadership score, they gain a Wyrd Power in addition to normal advancement. If the result is a further unmodified 2 or 12 the Warlock is assailed by Daemons from the and goes into Recovery and does not learn a new Wyrd Power.

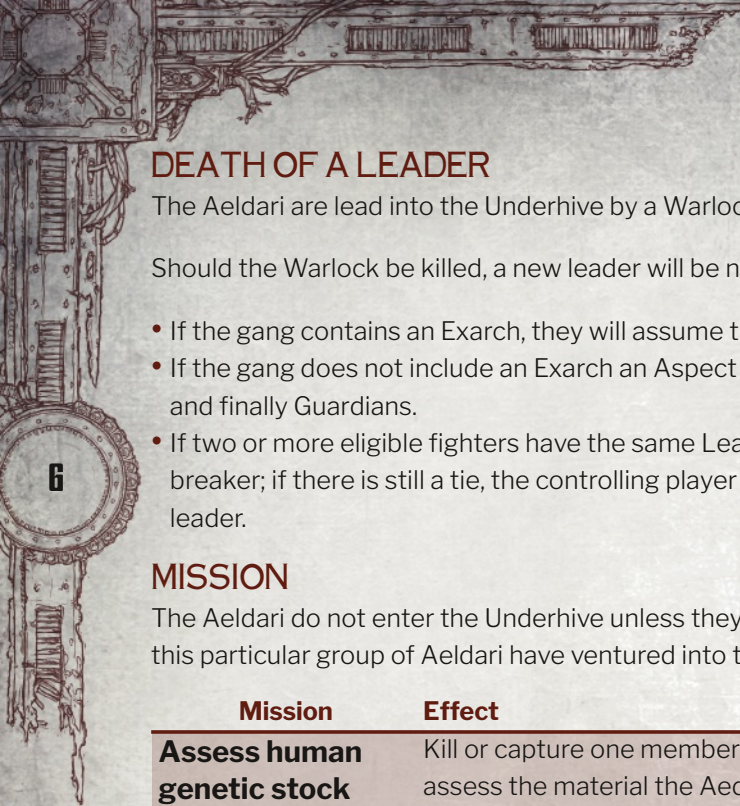
When gaining an advancement a Howling Banshee Aspect Warrior may choose to improve movement instead of determining randomly.

## DISDAINFUL

Aeldari hold Mon'keigh technology in haughty disdain and would never debase themselves by using it, since their own technology is superior, if often more fragile. Of course, Guilders and traders are forbidden from owning Alien artifacts, however certain unscrupulous individuals still trade them at a premium.

Any Wargear an Aeldari gang purchases must be suitable for use with their xenos physiology. Treat any items of Wargear purchased from the trading as Illegal 5 unless the Illegal rating would normally be higher, in which case, add 2 to the Illegal rating.





## DEATH OF A LEADER

The Aeldari are lead into the Underhive by a Warlock and guided in battle by their runic prophesies.

Should the Warlock be killed, a new leader will be nominated:

- If the gang contains an Exarch, they will assume the role.
- If the gang does not include an Exarch an Aspect Warrior will assume the role followed by Rangers and finally Guardians.
- If two or more eligible fighters have the same Leadership characteristic, use Advancements as a tie-breaker; if there is still a tie, the controlling player can decide which fighter will become the new gang leader.

## MISSION

The Aeldari do not enter the Underhive unless they have a reason to do so. You should choose why then this particular group of Aeldari have ventured into the depths of the Hive.

| Mission                           | Effect                                                                                                                                                                                                                                                                                                    |
|-----------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Assess human genetic stock</b> | Kill or capture one member from each gang participating in the campaign. To assess the material the Aedari must win the scenario in which this happens.                                                                                                                                                   |
| <b>Search for a lost artefact</b> | After winning a scenario, roll 2D6, plus an additional 2D6 for each Ranger in the gang. If the result of any 2D6 roll is 12, the Aeldari gang has identified that the defeated gang has unwittingly acquired the artefact. Once the Aeldari gang beats them again, they are able to recover the artefact. |
| <b>Training</b>                   | The Farseer of their Craftworld has foreseen the need for warriors experienced in fighting humans in the confines of a hive city. Each fighter (including reinforcements from the craftworld) must a gain at least two advancements and the gang must gain a cumulative total of 5D6 advancements.        |
| <b>Recovery of Lost Souls</b>     | D6+6 Spiritstones have been lost in the Underhive, their spirits cry out to be joined with the Craftworld's Infinity Circuit. The Aeldari gang must recover this many spirit stones via The Lost Souls scenario.                                                                                          |

Once the Aeldari have completed their mission, they leave the Hive, their purpose achieved.





# ELDRITCH HUNTERS GANG LIST

AELDARI WARLOCK (LEADER)..... 180 CREDITS

## SPECIAL RULES

| M  | WS | BS | S | T | W | I  | A | Ld | CI | Wil | Int |
|----|----|----|---|---|---|----|---|----|----|-----|-----|
| 5" | 3+ | 3+ | 3 | 4 | 2 | 2+ | 2 | 4+ | 5+ | 4+  | 5+  |

**Gang Hierarchy (Leader):** During a battle, once this fighter's gang has failed a Bottle test, during any End phase in which this fighter passes its Cool check and does not flee the battlefield, any friendly Aeldari fighters that are within 12" of this fighter will automatically pass their Cool check and will not flee the battlefield.

Additionally, during Campaign play this fighter may perform post-battle actions.

**Tools of the Trade:** This fighter enjoys access to a wide variety of weapons. A fighter with this special rule may take multiple equipment sets.

**Group Activation (2):** When a fighter with this special rule is activated, their controlling player can choose to activate a number of additional Ready friendly Aeldari fighters equal to the number shown in brackets that are within 3" of this fighter as part of a 'Group Activation':

- The controlling player must nominate all of the fighters who will be activated in this way before any of them is activated.
- Once all participants of the Group Activation have been nominated, the controlling player selects one and activates them as normal, fully resolving their activation before selecting and activating the next. Each fighter activates individually; groups do not activate simultaneously.

Additional fighters with this special rule activated in this way may not themselves use this special rule during this activation.

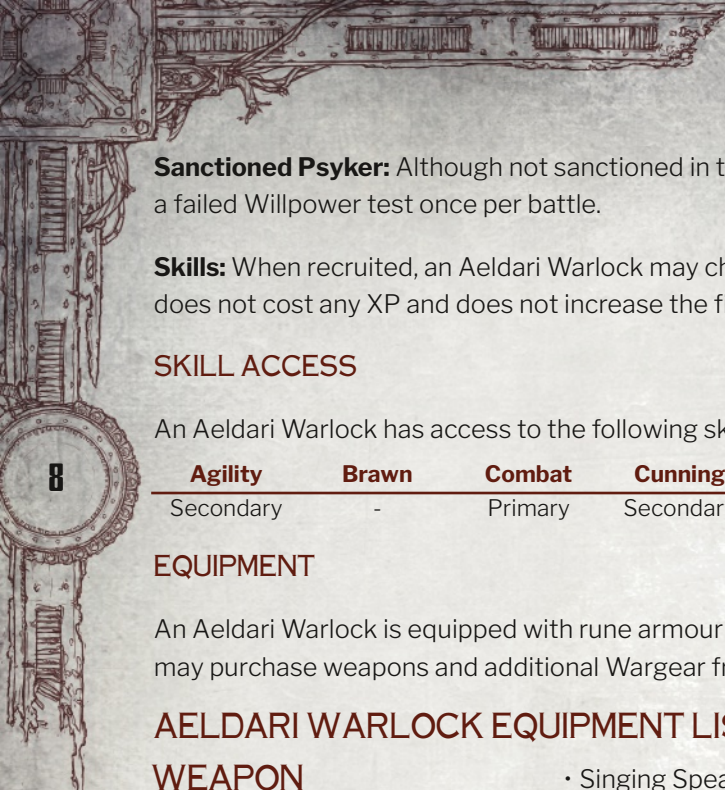
**Witch:** An Aeldari Warlock is an extremely powerful psyker and knows D3+1 Wyrd powers chosen from the Chronomancy, Divination, Telekinesis or Telepathy disciplines.



All Aeldari are, to a greater or lesser extent, psychic, but use only the most natural and inborn of their gifts – avoiding the possibility of contacting the Warp and the Great Enemy. Those who seek to explore further their psychic potential are drawn onto the Path of the Seer, on the Path they are taught the use of the Aeldari Runes, which provide a buffer between the Seer and the Warp.

Those Seers who have already trodden the Path of the Warrior are able to manipulate their powers in battle and are able to learn the runes of battle, bearing the potent force weapon known as a Witchblade. These psychic warriors are known to Aeldari and aliens alike as Warlocks.





**Sanctioned Psyker:** Although not sanctioned in the conventional sense, an Aeldari Warlock may re-roll a failed Willpower test once per battle.

**Skills:** When recruited, an Aeldari Warlock may choose one skill from their Primary skill sets. This skill does not cost any XP and does not increase the fighter's credits value.

## SKILL ACCESS

An Aeldari Warlock has access to the following skill sets:

| Agility   | Brawn | Combat  | Cunning   | Ferocity  | Leadership | Shooting | Savant |
|-----------|-------|---------|-----------|-----------|------------|----------|--------|
| Secondary | -     | Primary | Secondary | Secondary | Primary    | -        | -      |

## EQUIPMENT

An Aeldari Warlock is equipped with rune armour and seer runes (included in their starting cost) and may purchase weapons and additional Wargear from the Aeldari Warlock equipment list:

## AELDARI WARLOCK EQUIPMENT LIST

### WEAPON PISTOLS

- Laspistol.....10 credits
- Needle pistol.....30 credits
- Shuriken pistol.....10 credits
- Hand flamer.....75 credits

### CLOSE COMBAT WEAPONS

- Chainsword.....25 credits
- Power sword.....50 credits
- Sword.....20 credits
- Fighting knife.....15 credits
- Witchblade.....95 credits

- Singing Spear.....80 credits
- Witch Staff.....90 credits

### WARGEAR GRENADES

- Frag grenades.....30 credits
- Krak grenades.....45 credits
- Plasma grenades.....90 credits

### PERSONAL EQUIPMENT

- Bio-booster.....35 credits
- Drop rig.....10 credits
- Filter plugs.....10 credits
- Grav chute.....40 credits
- Medicae kit.....30 credits

- Photo-goggles.....35 credits
- Respirator.....15 credits
- Cameleoline cloak....35 credits
- Jetbike.....85 credits

### WEAPON ACCESSORIES

- Infra-sight<sup>†</sup> (Pistols only)  
.....40 credits
- Las-projector (Pistols only)  
.....35 credits

### STATUS ITEMS EXOTIC BEASTS

- Gyrinx cat.....120 credits





## O-1 AELDARI EXARCH (CHAMPION)..... 150 CREDITS

| M  | WS | BS | S | T | W | I  | A | Ld | Cl | Wil | Int |
|----|----|----|---|---|---|----|---|----|----|-----|-----|
| 5" | 3+ | 3+ | 3 | 4 | 2 | 2+ | 2 | 4+ | 5+ | 4+  | 5+  |

### SPECIAL RULES

**Gang Hierarchy (Champion):** During a battle, once this fighter's gang has failed a Bottle test, during any End phase in which this fighter passes its Cool check and does not flee the battlefield, any friendly Aeldari fighters that are within 6" of this fighter will automatically pass their Cool check and will not flee the battlefield.

Additionally, during Campaign play this fighter may perform post-battle actions.

**Tools of the Trade:** This fighter enjoys access to a wide variety of weapons. A fighter with this special rule may take multiple equipment sets.

**Group Activation (1):** When a fighter with this special rule is activated, their controlling player can choose to activate a number of additional Ready friendly Aeldari fighters equal to the number shown in brackets that are within 3" of this fighter as part of a 'Group Activation':

- The controlling player must nominate all of the fighters who will be activated in this way before any of them is activated.
- Once all participants of the Group Activation have been nominated, the controlling player selects one and activates them as normal, fully resolving their activation before selecting and activating the next. Each fighter activates individually; groups do not activate simultaneously.

Additional fighters with this special rule activated in this way may not themselves use this special rule during this activation.

**Aspect Mastery:** An Exarch can select one Aspect from the options below. Regardless of which aspect they select, their aspect armour confers a 3+ save.

**Howling Banshee Aspect:** Howling Banshee Exarchs improve Weapon Skill and Attacks by 1 and are equipped with a banshee mask.

**Dark Reaper Aspect:** Dark Reaper Exarchs improve Ballistic Skill and Toughness by 1 and are equipped with a targeter.

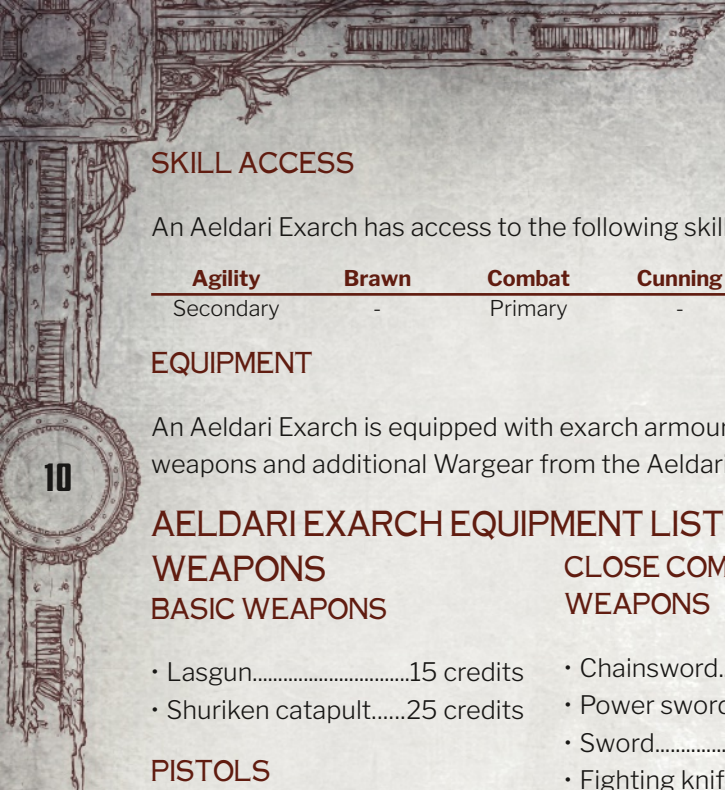
**Striking Scorpion Aspect:** Striking Scorpions improve Weapon Skill and Attacks by 1 and are equipped with a mandiblaster.

**Dire Avenger Aspect:** Dire Avengers improve their Ballistic Skill by 1..

**Skills:** When recruited, an Aeldari Exarch may choose one skill from their Primary skill sets. This skill does not cost any XP and does not increase the fighter's credits value.

The Exarch is an Aspect warrior who has spent too long on the Path of the Warrior and is now unable to leave it, they can no longer dissociate themselves from their warrior persona. The armour that they don when becoming an Exarch meshes with the very tissues of the Aeldari warrior, and when the warrior is finally slain, the suit is empty having consumed the warrior into itself. Each of these suits bears the Spirit stones of all that have ever worn it and with them the former owner's skills and powers in battle. Exarchs are priests and Guardians of their Aspects shrine, as well as armourers and instructors, who guide fellow Aeldari along the Path of the Warrior.





## SKILL ACCESS

An Aeldari Exarch has access to the following skill sets:

| Agility   | Brawn | Combat  | Cunning | Ferocity  | Leadership | Shooting | Savant |
|-----------|-------|---------|---------|-----------|------------|----------|--------|
| Secondary | -     | Primary | -       | Secondary | Primary    | -        | -      |

## EQUIPMENT

An Aeldari Exarch is equipped with exarch armour (included in their starting cost) and may purchase weapons and additional Wargear from the Aeldari Exarch equipment list:

### AELDARI EXARCH EQUIPMENT LIST

#### WEAPONS

##### BASIC WEAPONS

- Lasgun.....15 credits
- Shuriken catapult.....25 credits

##### PISTOLS

- Laspistol.....10 credits
- Needle pistol.....30 credits
- Shuriken pistol.....10 credits
- Hand flamer.....75 credits

##### SPECIAL WEAPONS

- Flamer.....140 credits
- Fusion gun.....135 credits

##### HEAVY WEAPONS

- Missile launcher with frag and krak missiles.....165 credits
- Shuriken cannon.....130 credits
- Reaper launcher (Dark Reaper Exarch only).....130 credits
- Tempest launcher (Dark Reaper Exarch only).....120 credits
- Lascannon (Dark Reaper Exarch only).....155 credits

##### CLOSE COMBAT WEAPONS

- Chainsword.....25 credits
- Power sword.....50 credits
- Sword.....20 credits
- Fighting knife.....15 credits
- Biting Blade (Striking Scorpion Exarch only) .....90 credits
- Chainsabres (Striking Scorpion Exarch only) .....95 credits
- Scorpion's Claw (Striking Scorpion Exarch only) .....100 credits
- Diresword (Dire Avenger Exarch only) .....60 credits
- Mirrorswords (Howling Banshee Exarch only) .....100 credits
- Triskele (Howling Banshee Exarch only) .....80 credits
- Executioner (Howling Banshee Exarch only) .....85 credits

##### WARGEAR GRENADES

- Frag grenades.....30 credits
- Krak grenades.....45 credits
- Plasma grenades.....90 credits

##### PERSONAL EQUIPMENT

- Bio-booster.....35 credits
- Drop rig.....10 credits
- Filter plugs.....10 credits
- Grav chute.....40 credits
- Medicae kit.....30 credits
- Photo-goggles.....35 credits
- Respirator.....15 credits
- Cameleoline cloak....35 credits
- Shimmershield (Dire Avenger Exarch only) .....100 credits
- Jetbike.....85 credits

##### WEAPON ACCESSORIES

- Mono-sight† (Basic, Special and Heavy Weapons).35 credits
- Infra-sight‡ (Pistols, Basic and Special Weapons only) .....40 credits
- Las-projector (Pistols, Basic and Special Weapons) .....35 credits
- Suspensor (Heavy Weapons only).....60 credits





## AELDARI ASPECT WARRIOR (CHAMPION)...70 CREDITS

| M  | WS | BS | S | T | W | I  | A | Ld | Cl | Wil | Int |
|----|----|----|---|---|---|----|---|----|----|-----|-----|
| 5" | 4+ | 4+ | 3 | 3 | 1 | 3+ | 1 | 7+ | 6+ | 6+  | 6+  |

### SPECIAL RULES

**Gang Hierarchy (Champion):** During a battle, once this fighter's gang has failed a Bottle test, during any End phase in which this fighter passes its Cool check and does not flee the battlefield, any friendly Aeldari fighters that are within 6" of this fighter will automatically pass their Cool check and will not flee the battlefield.

Additionally, during Campaign play this fighter may perform post-battle actions.

**Promotion (Aeldari Exarch):** If, during the Downtime phase of a campaign, this fighter has gained five or more Advancements, this fighter may be promoted to become an Aeldari Exarch.

When a fighter is promoted in this way, they will from now on count as a Aeldari Exarch for the purposes of determining which equipment and skill sets they can access. Their existing characteristics do not change and their Aspect temple remains the same, but they will lose the Gang Fighter (Champion), Promotion (Aeldari Exarch) special rules and gain all the special rules associated with an Aeldari Exarch.

**Tools of the Trade:** This fighter enjoys access to a wide variety of weapons. A fighter with this special rule may take multiple equipment sets.

**Aspect:** Each Aspect warrior is dedicated to an Aspect Shrine and must select one aspect from the following list.

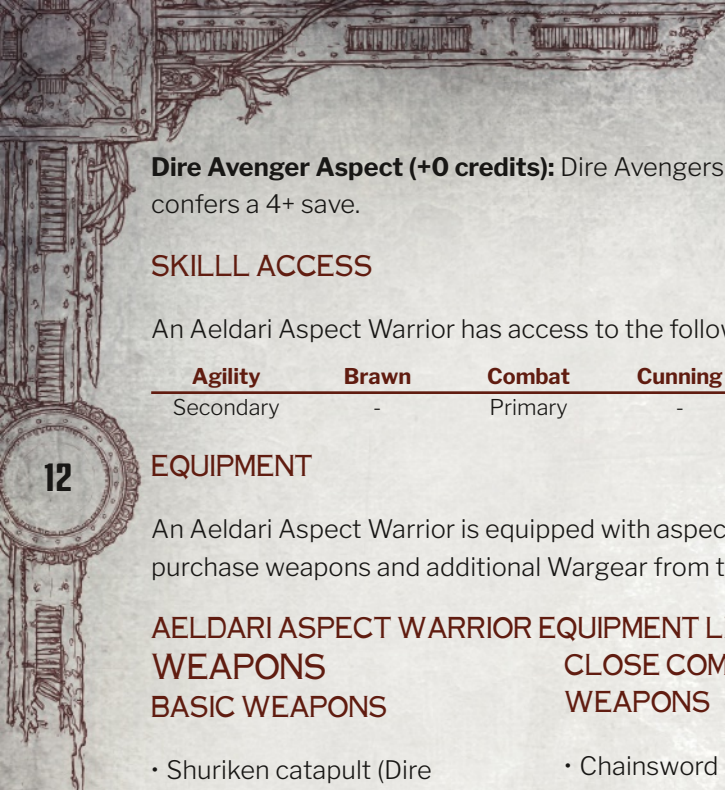
**Howling Banshee Aspect (+20 credits):** Howling Banshees improve Weapon Skill and Initiative by 1 and are equipped with a banshee mask. They gain agility as a primary skill. Their aspect armour confers a 4+ save.

**Dark Reaper Aspect (+10 credits):** Dark Reapers improve Ballistic Skill by 1 and worsen Movement by 1 and are equipped with a targeter. They gain Shooting as a primary skill. Their aspect armour confers a 3+ save.

**Striking Scorpion Aspect (+20 credits):** Striking Scorpions improve Weapon Skill and Initiative by 1 and are equipped with a mandiblaster. They gain ferocity as a primary skill. Their aspect armour provides a 3+ save.

Aeldari Rangers do not travel along the Aeldari Path and are Outcasts, though they remain loyal to their Craftworld's and will aid them and report upon any source of danger to their Craftworld, they can be found across the galaxy, investigating both ancient ruins and newer civilisations such as the Imperium of Man. Often they will accept missions from the Seers of their worlds so they can continue to serve their people in a useful fashion. They are usually clad in cloaks and armour of Cameleoline which serves to mask their appearance and cover their comings and goings on alien worlds.





**Dire Avenger Aspect (+0 credits):** Dire Avengers improve their Initiative by 1. Their aspect armour confers a 4+ save.

**SKILL ACCESS**

An Aeldari Aspect Warrior has access to the following skill sets:

| Agility   | Brawn | Combat  | Cunning | Ferocity  | Leadership | Shooting | Savant |
|-----------|-------|---------|---------|-----------|------------|----------|--------|
| Secondary | -     | Primary | -       | Secondary | Primary    | -        | -      |

**EQUIPMENT**

An Aeldari Aspect Warrior is equipped with aspect armour (included in their starting cost) and may purchase weapons and additional Wargear from the Aeldari Aspect Warrior equipment list:

**AELDARI ASPECT WARRIOR EQUIPMENT LIST**

**WEAPONS**

**BASIC WEAPONS**

- Shuriken catapult (Dire Avenger only).....25 credits

**PISTOLS**

- Laspistol.....10 credits
- Shuriken pistol.....10 credits

**HEAVY WEAPONS**

- Missile launcher with frag and krak missiles (Dark Reaper only).....165 credits
- Shuriken Cannon (Dark Reaper only).....130 credits
- Lascannon (Dark Reaper only).....155 credits

**CLOSE COMBAT**

**WEAPONS**

- Chainsword (Striking Scorpion only).....25 credits
- Power sword (Howling Banshee only).....50 credits
- Fighting knife.....15 credits

**WARGEAR**

**GRENADES**

- Frag Grenades.....30 credits
- Krak Grenades.....45 credits
- Plasma grenades.....90 credits

**PERSONAL EQUIPMENT**

- Bio-booster.....35 credits
- Drop rig.....10 credits

- Filter plugs.....10 credits
- Grav chute.....40 credits
- Medicae kit.....30 credits
- Jetbike.....85 credits

**WEAPON ACCESSORIES**

- Mono-sight† (Basic and Heavy Weapons).....35 credits
- Infra-sight† (Pistols and Basic Weapons only).....40 credits
- Las-projector (Pistols and Basic Weapons).....35 credits
- Suspensor (Heavy Weapons only).....60 credits





## AELDARI RANGER (GANGER).....60 CREDITS

### SPECIAL RULES

| M  | WS | BS | S | T | W | I  | A | Ld | Cl | Wil | Int |
|----|----|----|---|---|---|----|---|----|----|-----|-----|
| 5" | 4+ | 3+ | 3 | 3 | 1 | 3+ | 1 | 6+ | 6+ | 6+  | 6+  |

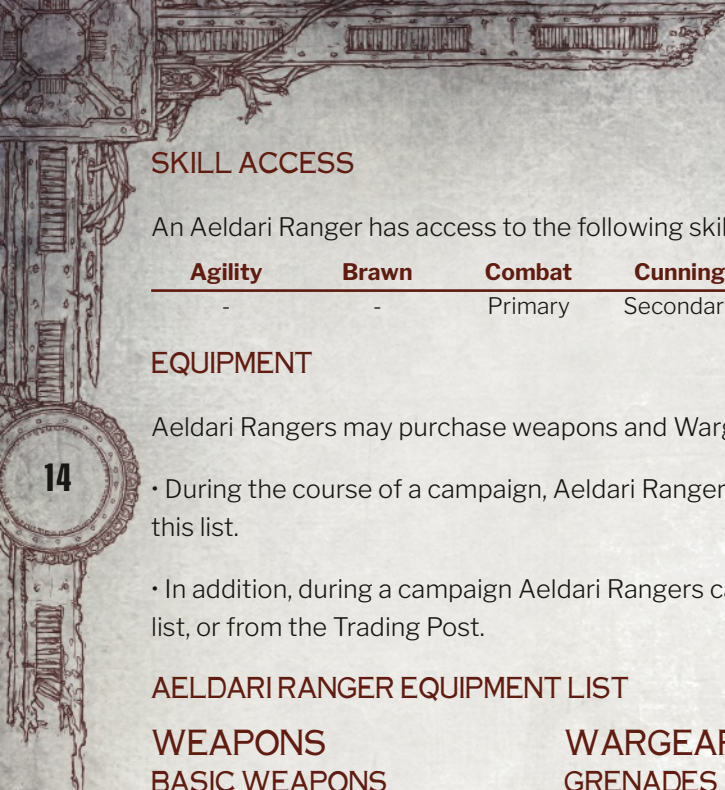
**Gang Fighter (Ganger):** Fighters with this special rule form the backbone of Aeldari gangs. The total number of fighters with the Gang Fighter (X) special rule in the gang must always be equal to, or higher than, the total number of fighters without the Gang Fighter (X) special rule combined, not counting Hangers-on or Hired Guns.

**Infiltrator:** Rangers have the Infiltrate skill.



All Aeldari are trained in case of need to fight to defend their Craftworld. Although they are primarily a defensive force, they may accompany Warlocks and others to alien worlds. Wearing mesh armour and armed with las weapons and shuriken catapults and lead by former Aspect Warriors Guardians can be formidable foes.





## SKILL ACCESS

An Aeldari Ranger has access to the following skill sets:

| Agility | Brawn | Combat  | Cunning   | Ferocity | Leadership | Shooting | Savant |
|---------|-------|---------|-----------|----------|------------|----------|--------|
| -       | -     | Primary | Secondary | -        | -          | Primary  | -      |

## EQUIPMENT

Aeldari Rangers may purchase weapons and Wargear from the Aeldari Ranger equipment list:

- During the course of a campaign, Aeldari Rangers may be given additional weapons purchased from this list.
- In addition, during a campaign Aeldari Rangers can be given additional Wargear purchased from this list, or from the Trading Post.

## AELDARI RANGER EQUIPMENT LIST

### WEAPONS

#### BASIC WEAPONS

- Lasgun.....15 credits
- Shuriken catapult.....25 credits

#### PISTOLS

- Laspistol.....10 credits
- Needle pistol.....30 credits
- Shuriken pistol.....10 credits

#### SPECIAL WEAPONS

- Ranger long rifle.....35 credits

#### CLOSE COMBAT WEAPONS

- Chainsword.....25 credits
- Sword.....20 credits
- Fighting knife.....15 credits

### WARGEAR

#### GRENADES

- Frag Grenades.....30 credits
- Krak Grenades.....45 credits

#### ARMOUR

- Mesh armour.....15 credits
- Ranger armour.....40 credits

#### PERSONAL EQUIPMENT

- Bio-booster.....35 credits
- Drop rig.....10 credits
- Filter plugs.....10 credits
- Grav chute.....40 credits
- Medicae kit.....30 credits
- Photo-goggles.....35 credits
- Respirator.....15 credits
- Gloom field.....50 credits

- Cameleoline cloak....35 credits
- Jetbike.....85 credits

### WEAPON ACCESSORIES

- Mono-sight† (Basic, Special and Heavy Weapons).35 credits
- Infra-sight† (Pistols, Basic and Special Weapons only)  
.....40 credits
- Las-projector (Pistols, Basic and Special Weapons)  
.....35 credits
- Gyrostatic arm (Ranger long rifle only)  
.....20 credits
- Gunshroud (Ranger long rifle only)  
.....10 credits





## AELDARI GUARDIAN (GANGER).....50 CREDITS

| M  | WS | BS | S | T | W | I  | A | Ld | Cl | Wil | Int |
|----|----|----|---|---|---|----|---|----|----|-----|-----|
| 5" | 4+ | 4+ | 3 | 3 | 1 | 3+ | 1 | 7+ | 6+ | 6+  | 6+  |

### SPECIAL RULES

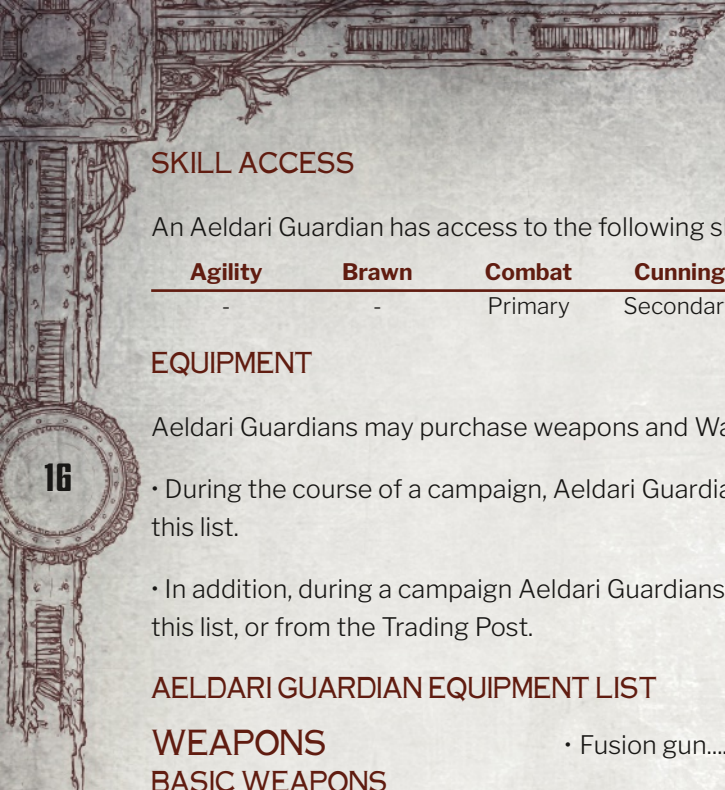
**Gang Fighter (Ganger):** Fighters with this special rule form the backbone of Aeldari gangs. The total number of fighters with the Gang Fighter (X) special rule in the gang must always be equal to, or higher than, the total number of fighters without the Gang Fighter (X) special rule combined, not counting Hangers-on or Hired Guns.



Most Eldar travel along the Path of the Warrior at some time in their long lives. The Path of the Warrior is unique in that there are many aspects, each representing a different facet of the God of War, Kaela Mensha Khaine. The warriors are trained in particular Aspects Shrine by the Exarchs who hone their bodies and minds ready for any call to war.

Howling Banshees are fast and mobile fighters who excel in close hand-to-hand combat. Dark Reapers are heavy long ranged support fighters. Striking Scorpions are heavily armoured close combat shock troops, Dire Avengers are tactically flexible warriors.





## SKILL ACCESS

An Aeldari Guardian has access to the following skill sets:

| Agility | Brawn | Combat  | Cunning   | Ferocity | Leadership | Shooting  | Savant |
|---------|-------|---------|-----------|----------|------------|-----------|--------|
| -       | -     | Primary | Secondary | -        | -          | Secondary | -      |

## EQUIPMENT

Aeldari Guardians may purchase weapons and Wargear from the Aeldari Guardian equipment list:

- During the course of a campaign, Aeldari Guardians may be given additional weapons purchased from this list.
- In addition, during a campaign Aeldari Guardians may be given additional Wargear purchased from this list, or from the Trading Post.

## AELDARI GUARDIAN EQUIPMENT LIST

### WEAPONS

#### BASIC WEAPONS

- Lasgun.....15 credits
- Shuriken catapult.....25 credits

#### PISTOLS

- Laspistol.....10 credits
- Needle pistol.....30 credits
- Shuriken pistol.....10 credits

#### SPECIAL WEAPONS

- Flamer.....140 credits

- Fusion gun.....135 credits

#### CLOSE COMBAT WEAPONS

- Sword.....20 credits
- Fighting knife.....15 credits

#### WARGEAR GRENADES

- Frag Grenades.....30 credits
- Krak Grenades.....45 credits
- Plasma grenades.....90 credits

### ARMOUR

- Mesh armour.....15 credits

#### PERSONAL EQUIPMENT

- Bio-booster.....35 credits
- Drop rig.....10 credits
- Filter plugs.....10 credits
- Grav chute.....40 credits
- Medicae kit.....30 credits
- Photo-goggles.....35 credits
- Respirator.....15 credits
- Jetbike.....85 credits





## AELDARI WINDRIDER (CREW).....30 CREDITS

| VEHICLE CHARACTERISTICS |       |      |      |    |     |    | CREW CHARACTERISTICS |    |    |     |     |
|-------------------------|-------|------|------|----|-----|----|----------------------|----|----|-----|-----|
| TOUGHNESS               |       |      |      |    |     |    |                      |    |    |     |     |
| M                       | Front | Side | Rear | HP | Hnd | Sv | BS                   | Ld | CI | Wil | Int |
| -                       | -     | -    | -    | -  | -   | -  | 4+                   | 7+ | 6+ | 6+  | 6+  |

### SPECIAL RULES

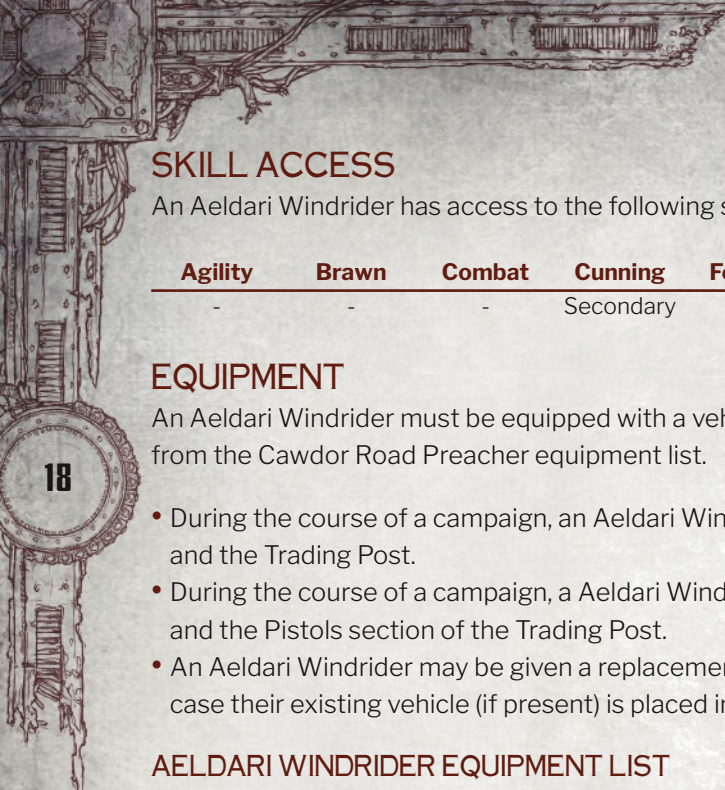
**Gang Fighter (Crew):** Models with this special rule form the backbone of Aeldari gangs. The total number of models with the Gang Fighter (X) special rule in the gang must always be equal to, or higher than, the total number of models without the Gang Fighter (X) special rule combined, not counting Hangers-on or Hired Guns.

**Vehicle Crew:** An Aeldari Windrider must always be equipped with a vehicle.



To an Aeldari, the mastery of the Jetbike is an exhilarating challenge. Even for an Aeldari it takes Terran years of practice to master a Jetbike's potential, but one who does so builds a rapport with their steed comparable to the horsemasters of Aeldari Mythology. Experiences Windriders often go on to pilot more advances Aeldari war machines like the Falcon grav tank. As necessity demands, most Windriders can also pilot craft of human construction.





## SKILL ACCESS

An Aeldari Windrider has access to the following skill sets:

| Agility | Brawn | Combat | Cunning   | Ferocity | Leadership | Shooting | Savant    | Driving |
|---------|-------|--------|-----------|----------|------------|----------|-----------|---------|
| -       | -     | -      | Secondary | -        | -          | Primary  | Secondary | Primary |

## EQUIPMENT

An Aeldari Windrider must be equipped with a vehicle and they may purchase Wargear and weapons from the Cawdor Road Preacher equipment list.

- During the course of a campaign, an Aeldari Windrider may be given additional Wargear from this list and the Trading Post.
- During the course of a campaign, a Aeldari Windrider may be given additional weapons from this list and the Pistols section of the Trading Post.
- An Aeldari Windrider may be given a replacement vehicle from either this list or Trading Post, in which case their existing vehicle (if present) is placed into the gang's Stash.

## AELDARI WINDRIDER EQUIPMENT LIST

### WEAPONS

#### PISTOLS

- Laspistol.....10 credits
- Needle pistol.....30 credits
- Shuriken pistol.....10 credits

### WARGEAR

#### PERSONAL EQUIPMENT

- Bio-booster.....35 credits
- Drop rig.....10 credits
- Filter plugs.....10 credits

- Photo-goggles.....35 credits
- Respirator.....15 credits





## DRUKHARI SUCCUBUS, THE BRIDE OF DEATH

Succubi, known as "ynnitach" or "brides of death" in the Aeldari Lexicon, are the ruling elite of the Drukhari Wych Cults. Extraordinarily beautiful and possessed of an elegant but deadly grace, they are born to the fury of battle and stride through its chaos surrounded by coteries of their lethal Wyches who seek out worthy alien opponents for their mistresses to kill. Every Succubus is famed across Commorragh for the precision and artistry of her kills. Their every motion is an entrancing sight, their serpentine grace almost hypnotising the viewer as they flow like a lethal work of art towards their victims. The Succubi are the true celebrities in the gladiatorial arenas of the Dark City, and when they are in the heat of combat they enjoy a jealous envy from their peers that is as close as the Drukhari can ever get to veneration or admiration of another being.

Since the Drukhari mastery of the Webway gives unfettered access to worlds across the galaxy, it is not unusual for Succubi to stalk the dark corners of hive cities across the Imperium looking for playthings to test their skills upon.

### DRUKHARI SUCCUBUS

240  
CREDITS

| M  | WS | BS | S | T | W | I  | A | LD | CL | WIL | INT |
|----|----|----|---|---|---|----|---|----|----|-----|-----|
| 6" | 2+ | 2+ | 3 | 4 | 3 | 2+ | 4 | 6+ | 4+ | 5+  | 6+  |

| Weapon          | Rng |     | Acc |   | Str | AP | D | Am | Traits                                    |
|-----------------|-----|-----|-----|---|-----|----|---|----|-------------------------------------------|
|                 | S   | L   | S   | L |     |    |   |    |                                           |
| Agoniser whip   | E   | 2"  | +1  | - | -   | -  | - | -  | Entangle, Exotic, Melee, Toxin, Versatile |
| Splinter pistol | 6"  | 12" | +2  | - | -   | -2 | - | -  | Exotic, Scarce, Sidearm, Silent, Toxin    |

**SKILLS:** Dodge, Infiltrate, Hit and Run  
**WARGEAR:** Chem-synth





## DRUHKARI SUCCUBUS SPECIAL RULES

**Contemptuous:** The Succubus loathes the presence of the repugnant Mon'keigh in her presence, especially those who consider her a friend or ally. Once her patience runs out and her contempt and boredom reach a breaking point, she attacks a gang member whilst they're alone. She will take their head as a trophy and leave the rest as a memento for her erstwhile companions.

At the end of the post-battle sequence, roll a D6 and add 1 to the result for each battle since the Drukhari Succubus joined the gang and add 4 if the gang lost the previous battle. On a 6+, randomly determine a fighter to be the Succubus' victim. Roll a D6, on a 1-5 the Succubus takes the fighter's head as a trophy and the fighter suffers a Memorable Death. On a 6, the fighter somehow manages to escape but with life-changing injuries. The fighter immediately resolves a Multiple Injuries lasting injury. After the Drukhari Succubus has attacked a fighter in this way, she leaves the gang.

**Uninvited Companion:** The Drukhari Succubus is not interested in what the cretinous Mon'keigh think of her presence. Once she joins the gang, she will not leave as a result of the "We'll Get Our Bit..." rule and will only leave the gang as a result of the Contemptuous or Kinstrife rules.

**Kinstrife:** A Drukhari Succubus may never be part of an Aeldari gang. In addition, if the Drukhari Succubus fights in a scenario against an Aeldari gang, she gains the Frenzy skill for that scenario. If the Aeldari leader goes Out of Action in that scenario, she leaves her current gang at the beginning of the post-battle sequence.

**Outlaw:** A Bounty Hunter hired by an Outlaw gang is automatically an Outlaw themselves. In addition to the equipment options listed opposite, Outlaw Bounty Hunters may purchase Common items and any item with a Rare or Illegal value of 10 or below from the Black Market.

**"You Get What You Pay For":** Unlike other fighters, Bounty Hunters are not counted during

the Choose Crew step of the pre-battle sequence. Instead, at the end of this step, any Bounty Hunters available to the gang may be added to the crew, regardless of the Crew Selection method in use. This may take the number of fighters in a starting crew above the number specified by the scenario.

**"We'll Get Our Bit...":** If a Bounty Hunter does not generate additional income during a campaign battle via the Dead, Not Alive or Claiming Bounties special rules, there is a strong chance they will stick around until they do, whether the gang wants them to or not:

- If, at the end of the Update Roster step of the post-battle sequence, only one of the Dead, Not Alive or Claiming Bounties special rules has been used, roll a D6. If the result is a 4 or higher, the Bounty Hunter is dissatisfied with their earnings and is available for the recruiting gang's next battle for free. If the result is a 1-3, they take their credits and leave.
- If neither the Dead, Not Alive or Claiming Bounties special rules are used, there is no need to roll and the Bounty Hunter is automatically available for the recruiting gang's next battle for free.
- If, however, both the Dead, Not Alive and Claiming Bounties special rules are used during the post-battle sequence, the Bounty Hunter, happy with their payment, automatically leaves.
- If a Bounty Hunter that is available for the next battle for free in this way is not used, they will automatically leave. In other words, they must be used in the next battle, or be lost.

If a Bounty Hunter is taken Out of Action during a Campaign battle, they are considered to have automatically rolled a result of 12-26 Out Cold on the Lasting Injuries table.



# THE LOST SOULS

21

The Aeldari may venture into the Hive to recover their fallen kin, or more specifically, Spiritstones, psycho-receptive crystals that contain the souls of the dead Aeldari preserving them from the Great Enemy, She Who Thirsts. These may survive for a considerable time, especially if they are in location where they will not be noticed by Hive denizens. To recover these lost souls is important to the Aeldari, both to safeguard the enclosed spirit from being consumed and to enhance the Craftworld's Infinity Circuit with their presence.

## ATTACKER AND DEFENDER

In this scenario, one gang is the attacker and the other is the defender. If this scenario is being played as part of a campaign and one gang is an Aeldari gang, they are the attacker. If neither gang is an Aeldari gang, then the gang that issued the challenge is the attacker; otherwise, roll off with the winner deciding whether they will attack or defend.

## BATTLE TYPE

This scenario is an Underhive battle; vehicles and wargear that grant the Mounted condition cannot be included in either gang's starting crew or Reinforcements.

## BATTLEFIELD

This scenario uses the standard rules for setting up a battlefield, as described in the Battlefield Set-up & Scenarios section on page 185 of the Core Rulebook except that the players take turns to place a total of D6 loot markers, starting with the attacker. Loot markers must be placed at least 8" from any board edge and at least 4" away from each other.

Once the loot markers are placed the Aeldari player secretly notes up to 3 loot makers which contain spirit stones.

## CREWS

This scenario uses the standard rules for choosing a crew, as described in the Battlefield Set-up & Scenarios section on page 190 of the Necromunda Rulebook. Both gangs use the Custom Selection (D3+7) method to determine their crew.

## DEPLOYMENT

This scenario uses the standard rules for deployment as described in the Battlefield Set-up & Scenarios section on page 191 of the Core Rulebook.

## GANG TACTICS

This scenario uses the standard rules for gang tactics as described in the Battlefield Set-up & Scenarios section on page 191 of the Core Rulebook.

## ENDING THE BATTLE

If either gang has no fighters left on the battlefield at the end of any round, the battle ends immediately. If all of the Loot markers are captured, and the fighters carrying them are within 4" of their own battlefield edge at the end of any round, then the game ends.

## VICTORY

Once the battle is over, the Aeldari player reveals which Loot markers contained spirit stones. The gang which recovered the most spirit stones is the winner.

## REWARDS CREDITS

For each captured loot marker that did not contain a spirit stone, the player adds  $D6 \times 5$  credits to their stash.

Non-Aeldari gangs who captured spirit stones can sell them for  $D6 \times 10$  credits. Alternatively they can keep the spirit stone (see Eldritch power).



## ELDRITCH POWER

Spirit stones make for alluring trinkets, but the link between the spirit stone and the Warp can sometimes have strange effects on the human mind.

A non-Aeldari fighter may keep a captured spirit stone as Wargear. When a fighter with a captured spirit stone is part of the crew, roll a D6 at the end of the crew selection step of the Pre-battle sequence.

| Roll | Effect                                                                                                                                                                                                                                   |
|------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1    | The spirit stone has driven the fighter mad. The fighter gains the Insane condition in every subsequent battle.                                                                                                                          |
| 2-5  | Nothing happens.                                                                                                                                                                                                                         |
| 6    | The gang member has been affected by the spirit stone and has become attuned to the Warp. The fighter gains the Non-Sanctioned Psyker rule and gains one random Wyrd power. If a fighter already knows a Wyrd power, there is no effect. |

Should the spirit stone be sold or lost, the fighter also loses any effects the spirit stone caused.

In subsequent battles, any Aeldari fighter who causes the bearer of a spirit stone to go Out of Action in melee retrieves the stone and gains an additional 2 XP.

## EXPERIENCE

The victorious gang leader gains D3 XP.

Any Aeldari fighters who recovered a soul stone gain 2 XP.

## REPUTATION

The victorious gang gains D3 Reputation.

## FLEEING THE BATTLEFIELD

If either gang voluntarily bottles out and flees the battlefield, their opponent automatically wins the scenario. Additionally, all Loot markers are considered to be captured by the opponent.

## WILL OF THE SEER

The Aeldari are fanatically devoted to the recovery of the spirit stones. In this battle, Aeldari gangs do not begin to take bottle checks until they have suffered 75% casualties and cannot voluntarily bottle.

## THE MONSTER ROLL

Each player can roll a D6 at the start of the opposing player's turn. On a 1-5, nothing happens. On a 6, some unknown mutant monstrosity has attacked a member of the rival gang. The fighter who is attacked is always the one furthest from any other models (friend or foe). If there are several fighters equally isolated, then the one closest to the battlefield edge is attacked. Roll another D6 to determine what happens to the fighter.

| Roll | Effect                                                                                                                                                                                                                                             |
|------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1    | The fighter manages to beat off the creature but is exhausted and sprayed off loads of ammo during the attack. The fighter does not gain a Ready marker this round. In addition, each ranged weapon the fighter is equipped with goes Out of Ammo. |
| 2-5  | The fighter manages to beat off the creature but is exhausted. The fighter does not gain a Ready Marker this round.                                                                                                                                |
| 6    | There is a gunshot, a shriek, silence, and the inky blackness swallows another victim. The fighter suffers a Memorable Death.                                                                                                                      |

Fighters with the Gang Hierarchy (X) rule may reroll on this table, but must accept the second result.

## PICKING UP LOOT

Loot counters are picked up by any fighter that passes within 1" during their movement. A fighter can carry any amount of loot. Fighters can transfer Loot markers to friendly fighters in base contact as a simple action.

Fighters who go Out of Action drop any carried Loot markers at their location. If a fighter takes an enemy Out of Action whilst in base contact, they automatically capture any Loot markers the rival fighter was carrying.



# KINSTRIFE

It is not only the Aeldari of the Craftworlds who have access to the Webway, their dark kin have an equal knowledge of the ancient transportation system that traverses the galaxy and how to use it. The Drukhari may take notice of the Aeldari incursion and despatch their own raiding force to cause havoc in the Underhive, fortunately however, this is quite rare.

Yet one Drukhari has seemingly made the Underhive her hunting ground, she moves amongst the Outlaws of the lower levels at will, killing many, staying in one place only for a short time before moving on. She often does not charge those she chooses to hunt with, at least not in credits. Eventually her scorn for the humans she hunts with gets the better of her and she leaves the gang with a last, usually fatal, demonstration of her skills. She has repeatedly emerged in the past when Aeldari enter the hive to take the opportunity to test her skills against her kin.

## BATTLEFIELD

This scenario uses the standard rules for setting up a battlefield, as described in the Battlefield Set-up & Scenarios section on page 185 of the Core Rulebook.

## CREWS

This scenario uses the standard rules for choosing a crew, as described in the Battlefield Set-up & Scenarios section on page 190 of the Core Rulebook. Both gangs use the Hybrid Selection (5+D3) method to determine their crew.

## DEPLOYMENT

This scenario uses the standard rules for deployment as described in the Battlefield Set-up & Scenarios section on page 191 of the Core Rulebook.

## GANG TACTICS

This scenario uses the standard rules for gang tactics as described in the Battlefield Set-up & Scenarios section on page 191 of the Core Rulebook.

## ENDING THE BATTLE

If either gang has no fighters left on the battlefield at the end of any round, the battle ends immediately.





## VICTORY

If one gang has any fighters on the battlefield – not including Prone and Seriously Injured fighters – at the end of the battle, they are victorious. Any other result is a draw.

## REWARDS

### CREDITS

The victorious adds  $D6 \times 10$  credits to their Stash. If the result is a draw, both gangs add  $D3 \times 10$  credits to their Stash. If an Aeldari gang caused the Drukhari Succubus to go out of action, they add  $D6 \times 10$  credits to their stash.

### EXPERIENCE

The victorious gang leader gains 1 XP (regardless of whether they took part in the battle or not).

Any fighter who caused the Drukhari Succubus Out of Action gains D6 XP.

## REPUTATION

The victorious gang gains D3 Reputation.

## FLEEING THE BATTLEFIELD

If either gang voluntarily bottles out and flees the battlefield, their opponent automatically wins the scenario.

## THE BRIDE OF DEATH

If one gang is an Aeldari gang, the other is joined by the Drukhari Succubus Bounty Hunter in addition to their starting crew. If neither gang is an Aeldari gang, the Succubus joins the Outlaw gang. If neither or both gangs are Outlaws, determine randomly. A gang joined by the Succubus in this way does not have to pay her credits cost and do not automatically become outlaws, but are considered to have hired her in all other respects.





# A TESTING TIME

25

One reason that the Aeldari enter the Underhive is to test the genetic potential of the human inhabitants, one way is to examine those captured in battle, another is to conduct a lightning raid on an outlying homestead or mine working. Often those used as hideouts by gangs and their families are chosen, as the genetic structure of these fighters can be more revealing.

## ATTACKER AND DEFENDER

In this scenario, one gang is the attacker and the other is the defender. If this scenario is being played as part of a campaign and one gang is an Aeldari gang, they are the attacker. If neither gang is an Aeldari gang, then the gang that issued the challenge is the attacker; otherwise, roll off with the winner deciding whether they will attack or defend.

## BATTLE TYPE

This scenario can be played as either an Underhive or Ash Wastes battle. If it played as an Underhive battle, vehicles and wargear that grant the Mounted condition cannot be included in either gang's starting crew or the defender's Reinforcements.

## BATTLEFIELD

This scenario uses the standard rules for setting up a battlefield, as described in the Battlefield Set-up & Scenarios section on page 185 of the Core Rulebook except that the players take turns to place a total of  $D3+3$  civilians, starting with the player who placed terrain first. Civilians must be placed at least 8" from any board edge and at least 4" away from each other, an appropriate model should be used. The battlefield should be set up to represent a settlement in one half of the table.

## CREWS

This scenario uses the standard rules for choosing a crew, as described in the Battlefield Set-up & Scenarios section on page 190 of the Core Rulebook. The attacker uses the Custom Selection (6) method. The defender uses the Hybrid Selection ( $2+D3$ ) method. The rest of the defending gang's Fighter and Vehicle cards are

shuffled together to form the Reinforcements decks.

## DEPLOYMENT

The defender sets up their crew anywhere in the half of the battlefield with the settlement in. The attacker then sets up their crew within 6" of the opposite battlefield edge.

## GANG TACTICS

This scenario uses the standard rules for gang tactics as described in the Battlefield Set-up & Scenarios section on page 191 of the Core Rulebook.

## ENDING THE BATTLE

If either gang has no models left on the battlefield at the end of any round, the battle ends immediately.

## VICTORY

If one gang has captured more Civilians or defending fighters than the other at the end of the battle, they are victorious. If both gangs have captured the same number of Civilians or defending fighters, the battle ends in a draw.

## REWARDS CREDITS

The winning gang adds  $D6 \times 10$  credits to their Stash.

The losing gang adds  $D3 \times 5$  credits to their Stash.

In the case of a draw, both gangs add  $D3 \times 10$  credits to their Stash.

## EXPERIENCE





The Leader of the victorious gang earns an additional 1 XP (regardless of whether they took part in the battle or not).

### REPUTATION

The victorious gang gains 2 Reputation.

### HOME TURF ADVANTAGE

The defender has the Home Turf Advantage as described in the Battlefield Set-up & Scenarios section on page 191 of the Core Rulebook.

### REINFORCEMENTS

Starting on the third round, at the start of each End phase, each player rolls a D3 and receives that many Reinforcements.

### FLEEING THE BATTLEFIELD

If either gang voluntarily bottles out and subsequently flees the battlefield, their opponent automatically wins the scenario. All specimens and remaining civilians on the battlefield are considered to be captured by the opposing gang.

### SPECIMEN HARVEST

When a Civilian or a defending fighter is taken Out of Action, do not remove them from the battlefield, instead place them as though they were Seriously Injured. They are now a specimen! A fighter within 1" of a specimen has captured them. When a specimen is captured, they captor can make a Drag (simple) action to move them up to 4". Specimens can be placed in the transport bed of vehicles as though they were friendly fighters.

At the end of the battle, for each defending fighter captured in this way, roll a D6. On a 6 they suffer the Captured Lasting Injury.



# WEAPON REFERENCE CHART

This reference section contains weapon profiles, Wargear rules for all of the weapons and Wargear available to Aeldari gangs and their allies.

## BASIC WEAPONS

| Weapon            | Rng |     | Acc |   | S | AP | D | Am | Traits                         |
|-------------------|-----|-----|-----|---|---|----|---|----|--------------------------------|
|                   | S   | L   | S   | L |   |    |   |    |                                |
| Lasgun            | 18" | 24" | +1  | - | 3 | -  | 1 | 2+ | Plentiful                      |
| Shuriken catapult | 18" | 24" | +1  | - | 4 | -2 | 1 | 5+ | Exotic, Rapid Fire (1), Scarce |

## PISTOLS

| Weapon          | Rng |     | Acc |   | S | AP | D | Am | Traits                         |
|-----------------|-----|-----|-----|---|---|----|---|----|--------------------------------|
|                 | S   | L   | S   | L |   |    |   |    |                                |
| Las pistol      | 8"  | 12" | +1  | - | 3 | -  | 1 | 2+ | Plentiful, Sidearm             |
| Needle pistol   | 4"  | 9"  | +2  | - | - | -1 | - | 6+ | Scarce, Sidearm, Silent, Toxin |
| Shuriken pistol | 6"  | 12" | +2  | - | 4 | -2 | 1 | 5+ | Exotic, Rapid Fire (1), Scarce |
| Hand flamer     | -   | T   | -   | - | 3 | -  | 1 | 5+ | Blaze, Template                |

## SPECIAL WEAPONS

| Weapon            | Rng |     | Acc |    | S | AP | D | Am | Traits                    |
|-------------------|-----|-----|-----|----|---|----|---|----|---------------------------|
|                   | S   | L   | S   | L  |   |    |   |    |                           |
| Flamer            | -   | T   | -   | -  | 4 | -  | 1 | 5+ | Blaze, Template           |
| Fusion gun        | 6"  | 12" | +1  | -  | 8 | -4 | 3 | 4+ | Exotic, Melta, Scarce     |
| Ranger long rifle | 24" | 48" | -   | +1 | 4 | -2 | 1 | 4+ | Exotic, Knockback, Scarce |

## HEAVY WEAPONS

| Weapon           | Rng |     | Acc |    | S  | AP | D | Am | Traits                           |
|------------------|-----|-----|-----|----|----|----|---|----|----------------------------------|
|                  | S   | L   | S   | L  |    |    |   |    |                                  |
| Missile launcher |     |     |     |    |    |    |   |    |                                  |
| - Frag missiles  | 24" | 48" | +1  | -  | 4  | -1 | 1 | 6+ | Blast (5"), Knockback, Unwieldy  |
| - Krak missiles  | 24" | 48" | +1  | -  | 6  | -2 | 3 | 6+ | Unwieldy                         |
| Reaper Launcher  |     |     |     |    |    |    |   |    |                                  |
| - Starshot       | 24" | 48" | -   | +1 | 7  | -3 | 2 | 6+ | Exotic, Unwieldy                 |
| - Starswarm      | 24" | 48" | -   | +1 | 5  | -1 | 1 | 6+ | Blast (3"), Exotic, Unwieldy     |
| Shuriken cannon  | 20" | 40" | -   | -  | 5  | -1 | 1 | 5+ | Exotic, Rapid Fire (2), Unwieldy |
| Lascannon        | 24" | 48" | -   | +1 | 10 | -3 | 3 | 4+ | Knockback, Unwieldy              |
| Tempest launcher | 24" | 48" | -   | +1 | 6  | -1 | 1 | 6+ | Exotic, Rapid Fire (2), Unwieldy |





## CLOSE-COMBAT WEAPONS

| Weapon          | Rng |    | Acc |    | S   | AP | D | Am | Traits                                 |
|-----------------|-----|----|-----|----|-----|----|---|----|----------------------------------------|
|                 | S   | L  | S   | L  |     |    |   |    |                                        |
| Chainsword      | -   | E  | -   | +1 | S   | -1 | 1 | -  | Melee, Parry, Rending                  |
| Power sword     | -   | E  | -   | -  | S+1 | -2 | 1 | -  | Melee, Parry, Power                    |
| Sword           | -   | E  | -   | +1 | S   | -1 | 1 | -  | Melee, Parry                           |
| Fighting knife  | -   | E  | -   | -  | S   | -1 | 1 | -  | Backstab, Melee                        |
| Witchblade      | -   | E  | -   | +1 | S+1 | -1 | 1 | -  | Exotic, Force, Melee, Parry            |
| Singing spear   | E   | 2" | -1  | -  | S   | -1 | 1 | -  | Exotic, Force, Melee, Versatile        |
| Witch staff     | E   | 2" | -   | -  | S   | -  | 1 | -  | Exotic, Force, Melee, Parry, Versatile |
| Biting Blade    | E   | 1" | -   | -  | S+1 | -1 | 1 | -  | Exotic, Melee, Sever, Shred, Versatile |
| Chainsabres     | -   | E  | -   | -  | S+1 | -2 | 1 | -  | Exotic, Melee, Paired, Parry, Power    |
| - ranged        | 6"  | -  | +1  | -  | 4   | -1 | 1 | 5+ | Exotic, Scarce                         |
| Scorpion's Claw | -   | E  | -   | -  | S+3 | -3 | 3 | -  | Exotic, Melee, Power, Pulverise        |
| Diresword       | -   | E  | -   | -  | S+1 | -2 | 1 | -  | Exotic, Melee, Power, Sever            |
| Mirrorswords    | -   | E  | -   | -  | S+1 | -2 | 1 | -  | Exotic, Melee, Paired, Parry, Power    |
| Triskele        | E   | 3" | -   | -2 | S+1 | -2 | 1 | -  | Exotic, Melee, Power, Versatile        |
| Executioner     | E   | 2" | -   | +1 | S+2 | -2 | 2 | -  | Exotic, Melee, Versatile               |

## GRENADES

| Weapon         | Rng |     | Acc |    | S | AP | D | Am | Traits                         |
|----------------|-----|-----|-----|----|---|----|---|----|--------------------------------|
|                | S   | L   | S   | L  |   |    |   |    |                                |
| Frag grenade   | -   | Sx3 | -   | -  | 3 | -  | 1 | 4+ | Blast (3"), Grenade, Knockback |
| Krak grenade   | -   | Sx3 | -   | -1 | 6 | -2 | 2 | 4+ | Demolitions, Grenade           |
| Plasma grenade | -   | Sx3 | -   | -  | 5 | -1 | 2 | 4+ | Blast (3"), Grenade, Unstable  |

# ARMOUR

A fighter may only be equipped with one type of armour at a time. This section covers armour that is unique to Aeldari gangs.

## RUNE ARMOUR

Warlocks wear specially constructed hermetically sealed armour spun from wraithbone which, in conjunction with the Warlock's powers, forms a psychic force field which can deflect even the ravaging energies of a lascannon. Rune Armour grants a 6+ save and includes an industrial respirator and photo visor. If the wearer is an Aeldari psyker, Rune Armour also grants 3+ field save and the wearer may choose not to become Prone and Pinned when hit by a ranged attack.

## EXARCH ARMOUR

The Exarch wears a suit of psycho-sensitive material which is meshed with the warrior's very being. The soulstones mounted on the armour lends the Exarch the combat prowess of their ancestors. Exarch armour grants a 3+ save and includes an industrial respirator and photo goggles. In addition, a fighter wearing exarch armour a fighter is immune to the Blaze and Rad-phage traits and can choose not to become Prone and Pinned when hit by a ranged attack.

## ASPECT ARMOUR

Aspect Armour is psycho-reactive and will interface with the psyche of the wearer and their Spirit Stone. It is constructed from a psycho-sensitive material which reacts instantly to movement by the wearer and moulds and reshapes itself to provide a tight fit, making it ideal for combat. The save



granted depends on the aspect of the warrior who wears it.

## RANGER ARMOUR

The armour worn by Rangers is a special cameleoline mesh suit with wraithbone carapace plates attached to it to provide enhanced protection, while still maximising ease of movement and the ability to move quietly and undetected. Ranger armour grants a 6+ save. Ranged attacks made against a fighter wearing ranger armour suffer a -1 penalty to hit if the wearer did not move in their previous activation.

# EQUIPMENT

This section covers equipment carried by Aeldari fighters to help them survive the rigours of battle and the harsh environment of the underhive that is newly introduced in this supplement.

## SEER RUNES

Warlocks are very aware of the dangers of using the energy from the Warp and use seer runes to help protect them. Once per battle, the first time a fighter with seer runes suffers Perils of the Warp, roll 2D6, if the result is something other than a 1 or a 12, do not roll on the Perils of the Warp table.

## BANSHEE MASK

The Banshee's distinctive howl is formed by a psycho sonic amplifier, enemies exposed to this suffer almost total paralysis. When a fighter with a Banshee Mask charges, no fighter may target them with Overwatch and must hold his ground, also he does not roll any attack dice in the first round of combat, acts as normal in the second and subsequent rounds – the mask has no effect if the Banshee is charged.

## TARGETER

Composed of a complex array of sensory and range-finding equipment incorporated into the helm of a Dark Reaper's Aspect Armour and tied directly into their weapon, Dark Reapers are able to target their enemies swiftly and accurately thanks to this equipment. While functionally similar to an Imperial Targeter, the Dark Reaper's version is much superior, allowing them, for example, to accurately hit a fast-moving target with ease or target a weak area. A fighter equipped with a targeter ignores penalties to hit for ranged attacks. If a fighter with a Targeter causes an unsaved injury with a ranged attack, they can reroll a single injury dice, but must accept the second result.

## MANDIBLASTER

Mandiblasters are neurally activated weapons which fire a hail of deadly metallic shards. These shards, while capable of cutting and lacerating flesh, are not particularly powerful alone; they act as a conductor to a follow-up intense laser burst. The laser flashes the slivers of metal into plasma, which can cause significant injury or death. When a fighter with a Mandiblaster charges, before making a fight (basic) action, resolve a S4, AP -1, D1 hit against all enemy fighters within 1". If this causes all enemy fighters within 1" to go Out of Action, and if this fighter did not move its full charge distance, it may continue to move up to this distance and can Engage other enemy fighters, however it may not use this ability more than once per charge.

## SHIMMERSHIELD

A Shimmershield is an advanced Aeldari Force field generator, that is strong enough to protect the wearer and those around them from melee attacks. A fighter equipped with a Shimmershield has a 4+ field save. In addition, any friendly fighters within 3" also have a 4+ field save as long as this fighter is Standing and Active or Standing and Engaged.





## GLOOM FIELD

Gloom Fields are Aeldari devices which generate a small pool of darkness allowing the bearer to hide in plain sight. Attacks made against a fighter equipped with a Gloom Field always use the Visibility (9") rule unless visibility would usually be less.

## JETBIKE

A fighter equipped with a jetbike increases their Movement characteristic to 10", ignores all terrain, may move freely between levels without restriction, can never fall, may move over enemy fighters ignoring the 1" rule and gains the Mounted condition. They may not, however, ignore impassable terrain and may not end their movement with their base overlapping an obstacle or within 1" of another fighter's base. This Wargear cannot be combined with any other Wargear that affects a fighter's movement.

In addition, they may be equipped with Twin-linked Shuriken Cannons, which do not take up weapon slot for the fighter and are considered to be fitted with suspensors:

- Twin-linked Shuriken Cannons.....+150 credits

# WEAPON ACCESSORIES

Weapon accessories marked with a dagger (†) may not be combined together on the same weapon. If one such accessory is purchased for a weapon, another may not be added. This section covers only weapon accessories that are newly introduced in this supplement.

## GYROSTATIC ARM

A weapon fitted with a Gyrostatic Arm feels almost weightless. Ranged attacks made with the weapon always gain the benefit of the Aim (Basic) action.





## IMAGE ATTRIBUTIONS

Images in this unofficial supplement were retrieved from the following sources:

Page 0 - Yuri Fomochkin ([artstation.com/sta3d](http://artstation.com/sta3d))

Page 7 & 17 - Unknown (retrieved from [wh40k.lexicanum.com/wiki/File:Ullamar.png](http://wh40k.lexicanum.com/wiki/File:Ullamar.png) and [wh40k.lexicanum.com/wiki/File:Ul-Khari\\_Jetbike.jpg](http://wh40k.lexicanum.com/wiki/File:Ul-Khari_Jetbike.jpg) respectively)

Page 11 - Sam Manley ([cara.app/sammanley](http://cara.app/sammanley))

Page 13 & 19 - Orniris Terensi ([orniris.com](http://orniris.com))

Page 15, 23 & 26 - Mikael Savier ([artstation.com/savier](http://artstation.com/savier))

