

# THE TEMPUS FUGITIVES

# EXODITES



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Great Crusade Edition

**WARHAMMER**  
40,000

# INTRODUCTION

**IMPORTANT: THIS IS NOT AN OFFICIAL CODEX. IT IS A SUPPLEMENTARY ARMY LIST FOR USE WITH TEMPUS FUGITIVE EVENTS AND SHOULD NOT BE CONSIDERED IN ANY WAY OFFICIAL OUTSIDE OF THOSE EVENTS. THAT SAID THE UNITS AND RULES WITHIN HAVE BEEN PLAYTESTED AND DEVELOPED WITH BALANCE AND FAIRNESS IN MIND AND PLAYERS ARE WELCOME TO USE THESE RULES IN THEIR OWN GAMES OF WARHAMMER 40,000.**

The Tempus Fugitives have designed this army list to be (we hope) as enjoyable and fun to use as possible. It is our hope that we can repay some small part of the kindness that the gaming community has shown us over the years and organise a top notch event that everyone can enjoy.

Any similarity between this document and previous attempts to represent the Exodites in a full armylist is more likely due to a common point of inspiration rather than any deliberate duplication on our part. That said, the work of Agis Neugebauer and Philip Bowles was invaluable in the creation of this document. Several ideas found here may have in fact originated in the community rather than from the original source material and I apologise in advance if anything appears here that has not been properly credited.

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# INHERITORS OF ASURYN

The destruction of the Eldar over ten millennia ago was not complete, for many Eldar resisted the temptations of the darker aspects of the hearts. Some fringe groups began to openly criticise the decadence of their race and warn against the insidiousness of the cults of pleasure that had begun to infect their culture. These critics were mostly ignored or else treated as narrow minded self-righteous fools. However, the rapid collapse of the Eldar society convinced even the most resolute amongst them that there would be no end to the spiral of depravity and self-destruction. Before the Craftworlds had even begun their famed escape from the collapse of the Eldar homeworlds, those who would come to be known as Exodites made their own voyage to settle new planets free of the creeping corruption.

These Exodites were uniquely farsighted. Amongst a race naturally indulgent and hedonistic they were reviled as dour self righteous fanatics obsessed with misery and self-denial. The Exodites are genuine survivalists who bravely chose exile over gradual degradation and destruction. The Exodus was not without its own perils however and many of the rag-tag fleet of craft which left the Eldar Homeworlds reached new worlds only to be slain by marauding Orks or natural predators. Some did survive however and most of the Exodites came to settle in the far galactic east, in a region that humanity would later call the Eastern Fringe.

Upon these fringes of the galaxy the Exodites made new homes. The worlds they settled were savage and life was often hard for a people unused to physical work. When the final cataclysm erupted, most of the Exodite worlds were far from the psychic epicentre and survived. The resultant psychic implosion wiped out the rest of the Eldar race and left a gaping hole in the fabric of space, known to later generations as the Eye of Terror. But out on the fringes of the galaxy the Exodites were relatively safe.

This safety soon became isolation as it was quickly clear that very few of their race had survived the Fall. Those other groups that had survived included the savage and cruel Dark Eldar, who the Exodites soon began to hate almost as much as they despised the Orks and humans. The other notable group of survivors were the Craftworld Eldar, who escaped the Fall on their gigantic world-ships. These Craftworld-dwellers retained much of the arrogance of their ancestors and regarded the Exodites as rustic and rather simple folk. But some of the Craftworlds, like those of Biel-Tan, saw in the Exodites a vigorous and wild people in a way that is quite unlike their own introverted societies. Where the Craftworlds cling to the past and preserve all they can of their fallen civilisation, the Exodites have turned their backs upon ancient traditions in favour of a simpler and harder way of life. Their minds are tougher and more straightforward but not so subtle than their Craftworld Eldar cousins.

The Seers of Biel-Tan see the greatest strength of the Exodites is that, despite all adversity, they have survived. This independence from the comforts of the Craftworlds and their hardy natures means that of all the Eldar they seem most likely to continue to survive long after the Craftworlds and the savage Dark Eldar have succumbed to the inevitable.

## EXODITE

Exodites are Eldar who fled their empire before the *Fall of the Eldar*, settling on primitive worlds and rejecting much of their advanced technology. Craftworlds such as Biel-tan are strong supporters of Exodites, seeing them as the key to rebuilding the Eldar Empire. The following special rules apply to any model with the Exodite special rule:

**Fleet:** Graceful and agile, the Exodites all have the *Fleet* universal rule and as such may assault after running in the shooting phase.

**Move through Cover:** Familiar with the terrain of their worlds, Exodites move through dense bramble and marshland with equal ease. The Exodites have the *Move through Cover* universal rule.

**Stealth:** Able to take advantage of the terrain around them, Exodites have the *Stealth* universal special rule.

**Stubborn:** Dour and taciturn, the Exodites have known hardship their whole lives. Exodites have the *Stubborn* universal special rule.

## 1 EXODITE BARON

70 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Exodite Baron	6	5	3	3	3	6	3	9	4+

*Leader of an Exodite community, the Baron has an obligation to lead the defence of his or her people against their enemies.*

**Unit Composition**

- 1 Exodite Baron

The Baron is a compulsory HQ choice for an Exodite army and must always be taken unless the mission specifies otherwise.

**Unit Type**

Infantry

**Special Rules**

- Independent Character
- Exodite

**Wargear**

- Las Pistol
- Forceshield (4+ Invulnerable Save)
- Power weapon
- Haywire and Plasma Grenades

**Options**

- The Baron may replace its Las pistol with a fusion pistol for +15.
- The Baron may replace his Power Weapon with a Power Glaive at +20 points
- The Baron may take an Avrosaur for + 20 points or a Velosaur for +15 points.
- If he is mounted on an Avrosaur or Velosaur the Baron may replace its power weapon with a Star Lance for +20 points
- The Baron may take a Scale Shield which provides him a 3+ Invulnerable save against Template weapons including Incinerators for +10 points.

**Power Glaive:** Long bladed power weapon that provides +3 strength but because of the unique fighting style it requires its wielder may only strike with their base number of attacks (which in a Baron's case is three).

## DRAKE LORD

185 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Drake Lord	6	5	6	6	4	6	4	9	4+

*Drake Lords are Exodite Barons who have tamed one of the titanic drakes that live out in the wilds beyond the community. This bond between such a powerful beast and the Eldar means that the Drake Lord can never truly return to their people and so lives apart, only revealing themselves in time of great need.*

**Unit Composition**

- 1 Drake Lord

**Special Rules**

Exodite  
 Forceshield (4+ Invulnerable Save)  
 Scaled Hide (always gains 3+ Invulnerable save against Template weapons including Incinerators)

**Unit Type**

Monstrous Creature

**Options**

- The Drake Lord may replace its Las pistol with a fusion pistol for +15 points.
- The Drake Lord may replace its Power Weapon with a Power Glaive at +30 points
- The Drake Lord may be given wings (moves like Jump Infantry) for +20 points
- The Drake Lord may exchange its Scatter Laser for a Bright Lance or Star Cannon for +20 points.

**Wargear**

- Head mounted Searing Flame
- Las Pistol
- Scatter Laser
- Power Weapon
- Haywire and Plasma Grenades

## CULT OF THE MAIDEN

90 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Maiden Guardian	5	4	3	3	1	5	1	8	5+
Upholder of the Promise	5	4	3	3	1	5	2	8	5+

*The Cult of the Maiden are, as with many elite formations in service to the Exodites, an all female kinship. The Cult of the Maiden are the protectors of the Exodite Barons and Visionaries and ensure that they fulfil the promise of Asuryan to lead their people and inherit the Maiden Worlds seeded across the galaxy.*

**Unit Composition**

- 1 Upholder of the Promise and 4 Maiden Guard

You may take a Maiden Guard Kinship for each Baron or Visionary in your army. They do not count towards your HQ choice limit.

**Unit Type**

- Infantry

**Special Rules**

- Exodite
- Preferred Enemy

**Wargear**

- Power Glaives
- Plasma Grenades

**Options**

- The squad may include up to an additional seven Maiden Guard for +16 points each.
- The Upholder may take a Shimmer Shield for +20 points.

# TROOPS

## 1+ HUNTER KINSHIP

60 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Hunter	4	4	3	3	1	4	1	8	5+
Heavy Weapon Velosaur	4	4	3	4	1	4	1	8	5+

Hunters are the mainstay of any Exodite force. Kinships of Hunters patrol the wilds around the Exodite communities and prevent predators or marauders from damaging crops, livestock or their people.

### Unit Composition

- 5 Hunters

### Unit Type

- Infantry

### Wargear

- Lasblaster
- Close combat weapon
- Plasma Grenades

### Special Rules

- Exodite
- Scout

### Options

- The squad may include up to an additional seven Hunters for +12 points each.
- The Hunters may be joined by a Heavy Weapon Velosaur. The Heavy weapon must be one of the following: Scatter Laser +20 points, Bright lance +30 points, Star Cannon +35 points. Heavy Weapon Velosaurs are Relentless. The unit may not Scout if joined by a Heavy Weapon Velosaur.
- The Hunter Kinship may take Scaled Cloaks which provides them with a 3+ Invulnerable save against Template weapons including Incinerators for +50 points.

## OUTCAST KINSHIP

120 POINTS

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

Some Eldar from the Craftworlds undertake permanent exile, adopting a nomadic lifestyle to escape the strictures of their old life. These outcasts often take temporary refuge on Exodite worlds and are honour-bound to repay the kindness shown to them by assisting their cousins defend their homeworlds.

### Unit Composition

- 5 Outcasts

### Unit Type

- Infantry

### Wargear

- Ranger Long Rifle
- Shuriken Pistol

### Special Rules

- Exodite
- Infiltrate
- Craftworld Exiles

### Options

- The squad may include up to an additional seven Outcasts for +24 points each.

### Craftworld Exiles

Once part of Craftworld society, Outcasts do not benefit from the Stubborn universal special rule. They receive an additional +1 bonus to their cover saves (for a total bonus of +2).

## SHADOW KINSHIP

55 POINTS

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

Shadows are skilled trackers who mirror their enemy's movements until they are within striking range and then dispatch them with graceful, yet cold, efficiency.

### Unit Composition

- 5 Shadows

### Unit Type

- Infantry

### Wargear

- Las Pistol
- Close combat weapon
- Plasma Grenades

### Special Rules

- Exodite
- Counter Attack
- Scout

### Options

- The squad may include up to an additional seven Shadows for +11 points each.
- Two Shadows may replace their Las Pistols with Fusion Pistols for +10 points each.
- The Hunter Kinship may take Scaled Cloaks which provides them with a 3+ Invulnerable save against Template weapons including Incinerators for +50 points.

# ELITES

## DRAGOON KINSHIP

160 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Dragoon	5	4	3	3(4)	1	5	1	8	4+
Dragoon Master	5	4	3	3(4)	1	5	2	8	4+

*Dragoons are the elite Velosaur riders. Called to battle, there are a fast, hard hitting kinship armed with deadly laser-lances and able to feint an attack on the enemy to then strike them at their most vulnerable.*

### Unit Composition

- 1 Dragoon Master and 4 Dragoons

### Unit Type

- Cavalry

### Wargear

- Lasblaster
- Laser Lance

### Special Rules

- Exodite
- Skilled Rider
- Hit and Run
- Scaled Hide (always gains 3+ Invulnerable save against Template weapons including Incinerators)

### Options

- The squad may include up to an additional five Dragoons for +30 points each.
- The Dragoon Master may replace their Laser Lance with a Star Lance for +15 points.

## HARLEQUIN TROUPE

### SEE CODEX ELДАР FOR OPTIONS



*For the warrior dancers of the Harlequins, there is no distinction between art and war. Followers of the cunning deity known as the Laughing God, they are the strangest and most inscrutable of all the Eldar. Their mastery of the physical arts twinned with their incredible speed makes the Harlequins the deadliest fighters of their race. Every moment is a performance, and they perform their legendary masques with puissant skill, flair and passion - their hallmark upon the field of battle. Times of need on an Exodite World are normally heralded by the arrival of one or more troupes of Harlequins who inform them of the impending struggle by way of a fantastical performance. This leaves the Exodite community both moved by the dance and ready for war.*

## SIDHE KINSHIP

115 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Sidhe	5	4	3	3	1	5	2	8	5+
Sidhe Crone	5	4	3	3	1	5	3	8	5+

*In death the Exodites are watched over by the Sidhe, a kinship of warrior women who worship Morai-Heg, goddess of the worlds beyond the veil. On the battlefield these Eldar stalk the living and speed their passage to the blessed state of death.*

### Unit Composition

- 1 Sidhe Crone and 4 Sidhe

### Unit Type

- Infantry

### Wargear

- Barrow Sword (Poisoned 2+)
- Las Pistol
- Plasma Grenades

### Special Rules

- Exodite
- Fearless
- Furious Charge
- Mark of Death

### Options

- The squad may include up to an additional seven Sidhe for +20 points each.
- The Crone may take a Power Glaive for +20 points.

### Mark of Death

The Sidhe are said to know exactly when you are to die. Scanning the threads of fate they draw upon those which spell the end of their enemies and bring it to reality. At the start of the Shooting phase each turn nominate a single non-vehicle enemy unit within 18" of the Sidhe Crone. All hits caused upon that enemy unit gain a re-roll to wound until the start of the next Shooting Phase when the Sidhe may nominate a new unit.

## VISIONARY

75 POINTS

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

*The Visionaries are an ancient line of Exodites who foresaw the Fall and guided their followers to settle on the fringes of the galaxy. Since the Fall they continue to advise the Barons and guide the Exodites as the Inheritors of Asuryan.*

### Unit Composition

- 1 Visionary

### Unit Type

Infantry

### Wargear

- Las Pistol
- Power weapon
- Exodus Amulet (5+ Invulnerable Save)
- Haywire and Plasma Grenades

### Special Rules

- Independent Character
- Visionary
- Exodite

### Options

- The Visionary may take a Shrine of Asuryan for +100 points, an Avrosaur for + 20 points a Velosaur for +15 points.

### Visionary

With the gift of premonition strong, while a Visionary is on the table the Exodites may re-roll reserve rolls (passed or failed) and may re-roll attempts to seize the Initiative.

## SHRINE OF ASURYAN

100 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Maiden Guardian	5	4	3	3	1	5	1	8	5+

*The Shrines of Asuryan is a potent reminder of the mantle of responsibility that now rests on the shoulders of the Exodite people. The true inheritors of Asuryan's legacy the must prove themselves against all that the fates throw at them.*

### Unit Composition

- 1 Shrine of Asuryan and 3 Maiden Guardians.

### Unit Type

- Artillery

### Wargear (Maiden Guardians)

- Power Glaives
- Plasma Grenades

**You may take a Shrine of Asuryan for a single Visionary in your army. They do not use up any Force Organisation Chart selections and are otherwise considered a separate Elites choice.**

### Special Rules

- Exodite (Maiden Guardians)
- Slow and Purposeful
- Fearless
- Inspiration of Destiny
- Exodus Amulet (5+ Invulnerable Save applies to Shrine itself, the Maiden Guards and any independent characters joining them)

### Inspiration of Destiny

Any units within 12" of the Shrine are Leadership 10. Furthermore each turn the Exodite player may nominate a friendly unit within 18" at the start of the Movement phase. That unit gains Preferred Enemy and counts as scoring an additional wound for the purposes of combat resolution for that turn.

# FAST ATTACK

## CLOUD RUNNER KINSHIP

135 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Cloud Runner	5	4	3	3	1	4	1	8	5+
Cloud Dancer	5	4	3	3	1	4	2	8	5+

Soaring far above the battlefield on the backs of Avrosaurs, Cloud Runners care little for their fellow Kinships. However a threat against the community is something that even these aloof warriors cannot ignore.

**Unit Composition**

- 1 Cloud Dancer and 4 Cloud Runners

**Special Rules**

- Exodite
- Hit and Run
- Scout

**Unit Type**

- Jump Infantry

**Options**

- The squad may include up to an additional five Cloud Runners for +25 points each.

**Wargear**

- Power Sword
- Haywire Grenades
- Plasma Grenades

**Above Petty Concerns**

Cloud Runners are aloof, even for Eldar. They may never be joined or join another unit or character.

**Avrosaur:** The Cloud Runners soar across the battlefield riding on the backs of feathered reptiles known as Avrosaurs. Cloud Runners move as Jump Infantry. The Avrosaur allows the squad to enter play from Reserves using the Deep Strike special rules.

## VELOSAUR RIDERS

110 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Velosaur Rider	4	4	3	3(4)	1	4	1	8	5+
Heavy Weapon Velosaur	4	4	3	3(4)	1	4	1	8	5+

Lizard-like bipeds, Velosaurs are ideal mounts for the Exodites. Operating in fast moving kinships far from the Exodite communities. Flanking their enemy they bring them down with a fusillade of las bolts or for larger prey, a well placed bright lance shot or two.

**Unit Composition**

- 5 Velosaur Riders

**Special Rules**

- Exodite
- Skilled Rider
- Scout
- Counter Attack
- Scaled Hide (always gains 3+ Invulnerable save against Template weapons including Incinerators)

**Unit Type**

- Cavalry

**Options**

- The squad may include up to an additional seven Velosaur Riders for +22 points each.
- The Velosaur Riders may be joined by a Heavy Weapon Velosaur. The Heavy weapon must be one of the following: Scatter Laser +25 points, Bright Lance +35 points, Star Cannon +40 points. Heavy Weapon Velosaurs are Relentless. May not scout if a Heavy Weapon taken.

**Wargear**

- Lasblaster
- Close combat weapon
- Las Pistol

**Velosaur:** These long limbed reptiles make excellent mounts for skilled riders or for a weapons platform. Models equipped with Velosaurs become Toughness 3(4) and gain the Cavalry and Relentless special rules.

## WIND RIDER CHARIOT SQUADRON

100 POINTS

	WS	BS	S	I	A	FRONT	SIDE	REAR
Wind Rider Chariot	4	4	3	4	3	10	10	10

Wind Rider Chariots are a form of light skimming vehicle, heavier in design than the Jetbikes used by their Craftworld kin. Seated one behind the other, the two crew use the dense terrain below them to make lethal assaults from cover.

**Unit Composition**

- 1 Wind Rider Chariot

**Wargear**

Twin linked Las Blasters  
Hull mounted Pulse Lance

**Vehicle Type**

- Open Topped Fast Skimmer

**Options**

- An additional two Wind Rider Chariots may be added to the squadron for +100 points each.
- Any Chariot may be upgraded to carry a Power Glaive for +20 points.

**Special Rules**

Stealth



# HEAVY SUPPORT

## SCOUT WALKER SQUADRON

50 POINTS

	WS	BS	S	I	A	FRONT	SIDE	REAR
Scout Walker	4	4	5	4	2	10	10	10

*Exodites are not a backwards people, they retain technology which compliments their lifestyle and discard that which they feel is extravagant. The Scout Walker is well suited to the life with the Kinships. Providing fast moving heavy firepower and enabling Exodites to herd packs of Velosaur.*

**Unit Composition**

- 1 Scout Walker

**Wargear**

- A Scatter Laser

**Vehicle Type**

- Walker

**Options**

- Up to five additional Scout Walkers may be added to the Squadron at +50 pts each.

**Special Rules**

- Scout
- Move Through Cover
- Fleet

- Each Scout Walker in the Squadron may exchange its Scatter Laser for a Bright Lance or Star Cannon for +20 points.
- Each Scout Walker in the squadron may be armed with an additional heavy weapon from the following list: Scatter Laser +20 points, Bright lance +30 points, Star Cannon +35 points.

## THUNDERSAUR

135 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Thundersaur	3	2	9	6	4	2	D6+1	5	4+

*Thundersaur are normally quite docile .When required the spirit of the animal can be enraged and unleashed on their enemies. Flipping over tanks and trampling warriors underfoot, a stampeding Thundersaur is a terrifying sight.*

**Unit Composition**

- 1 Thundersaur

**Special Rules**

- Fearless
- Furious Charge
- Bestial Intellect
- Feel No Pain
- Scaled Hide (always gains 3+ Invulnerable save against Template weapons including Incinerators)

**Unit Type**

- Monstrous Creature

**Wargear**

- Tusks, horns and teeth.
- Head mounted Searing Flame

**Weapon Platform:** Thundersaur may have a weapons platform mounted on its back. The Heavy weapon must be one of the following: Scatter Laser +20 points, Bright lance +30 points, Star Cannon +35 points. The Thundersaur heavy weapon is fired at BS 4 unlike the Head weapon.

**Head weapon:** The Thundersaur’s Searing Flame may be upgraded to a Lightning Fork for +15 points.

**Bestial Intellect**

Thundersaur are prone to get startled and confused by the battlefield. At the start of any turn in which the Thundersaur is not in close combat roll a D6. On a roll of a 1 the Thundersaur has been spooked for the turn and the opposing player may move the beast any direction they wish and make a Head weapon attack on a unit in range (friend or foe). A spooked Thundersaur may not assault.

## THE VOID DRAGONS

Outcast corsairs, the Void Dragons prey on Imperial and alien shipping with equal disdain. Operating near Maiden Worlds as well as in support of Craftworld actions, the Void Dragons often make use of the kinship of Exodite Communities to replenish their supplies before resuming their raids. Should an Exodite world face an enemy attack, the Void Dragons are swift to respond and deadly in their counter-strike.

### VOID DRAGON NIGHTWING

285 POINTS

SEE THE NIGHTWING ENTRY IN THE APOCALYPSE RULEBOOK FOR OPTIONS

### VOID DRAGON PHOENIX

360 POINTS

SEE THE IMPERIAL ARMOUR APOCALYPSE RULEBOOK FOR OPTIONS

# APOCALYPSE

## BRIGHT STALLION KNIGHT

500 POINTS

	WS	BS	S	I	A	FRONT	SIDE	REAR
Bright Stallion Knight	4	4	7	4	2	12	12	10

*The Bright Stallion is a four legged warmachine used by the Exodites as much in time of peace for the herding of Thundersaurs, as it is used in times of war to defend their homes. Using the skill of its single pilot, and protected behind a veil of Eldar holofields, a Bright Stallion will attempt to use its speed to outflank an opponent, peppering them from afar with its laser weapons.*

**Unit Composition**

- 1 Bright Stallion Knight

**Wargear**

- Pulse Lance
- Two Scatter Lasers
- Knight Lance
- Eldar Titan Holo Field

**Vehicle Type**

- Super-Heavy Agile Walker

**Structure Points: 2**

**Options**

The Bright Stallion may exchange either of its Scatter Lasers for a Bright Lance or Star Cannon for +20 points.

**Special Rules**

- Fleet
- Move Through Cover
- Scout

**Wild Stallion Charge:** The Bright Stallion may Assault 12" rather than the normal 6". Drive damage reduces this to 6".

## FIRE GALE KNIGHT

500 POINTS

	WS	BS	S	I	A	FRONT	SIDE	REAR
Fire Gale Knight	4	4	7	4	2	12	12	10

*The Fire Gale is a bipedal warmachine used for construction and defence by the Exodite communities. On occasion an additional set of arms are added to give the Knight greater punch when dealing with enemy warmachines.*

**Unit Composition**

- 1 Bright Stallion Knight

**Wargear**

- Pulsar
- Two Scatter Lasers
- Knight Lance
- Eldar Titan Holo Field

**Vehicle Type**

- Super-Heavy Walker

**Structure Points: 2**

**Options**

The Fire Gale may exchange either of its Scatter Lasers for a Bright Lance or Star Cannon for +20 points.

**Special Rules**

- Towering Destroyer

**Towering Destroyer**

The Fire Gale Knight can be upgraded to a Towering Destroyer for +50 points. It gains an additional pair of arms equipped with a Titan Close Combat weapon (increasing its attacks by 3).

**Knight Lance:** Though there are many different designs of Knight, a common feature to all Exodite Knight suits is the Knight Lance. The lance is a short ranged area weapon developed from devices used for protection against rampaging Thundersaurs. To affect the dull nervous systems of Thundersaurs, lances needed to be very powerful. The war lances used by Knights in battle discharge all their tremendous power in a single cataclysmic blast, making them a weapon much feared by their opponents. The lance is always mounted in the Knights' visor, a practice that has given Knights a reputation of being able to kill with a single glance.

In game terms the Knight lance works as follows: Once per battle on a turn in which they initiate an assault, Knights armed with laser lances count as having Strength D attacks. In addition they may be used once per battle as a ranged weapon with the following profile: **Range: 6"**    **S: D**    **AP: 1**

# EXODITES SUMMARY

## TROOP TYPES

	WS	BS	S	T	W	I	A	Ld	Sv
<i>Cloud Dancer</i>	5	4	3	3	1	4	2	8	5+
<i>Cloud Runner</i>	5	4	3	3	1	4	1	8	5+
<i>Dragoon</i>	5	4	3	4	1	5	1	8	4+
<i>Dragoon Master</i>	5	4	3	4	1	5	2	8	4+
<i>Drake Lord</i>	6	5	6	6	4	6	4	9	4+
<i>Exodite Baron</i>	6	5	3	3	3	6	3	9	4+
<i>Hunter</i>	4	4	3	3	1	4	1	8	5+
<i>Maiden Guardian</i>	5	4	3	3	1	5	1	8	5+
<i>Maiden Upholder</i>	5	4	3	3	1	5	2	8	5+
<i>Outcast</i>	3	4	3	3	1	4	1	8	5+
<i>Shadow</i>	4	4	3	3	1	4	1	8	5+
<i>Sidhe</i>	5	4	3	3	1	5	2	8	5+
<i>Sidhe Crone</i>	5	4	3	3	1	5	3	8	5+
<i>Thundersaur</i>	3	0	9	6	4	2	D6+1	5	4+
<i>Velosaur</i>	4	4	3	4	1	4	1	8	5+
<i>Visionary</i>	4	4	3	3	2	5	1	9	5+

## RANGED WEAPONS

	Rng	STR	AP	Type
<i>Bright Lance</i>	36"	8	2	Heavy 1 Lance
<i>Fusion Pistol</i>	6"	8	1	Pistol, Melta
<i>Knight Lance</i>	6"	D	1	Heavy 1
<i>Las Blaster</i>	24"	3	5	Assault 2
<i>Las Pistol</i>	12"	3	5	Pistol
<i>Laser Lance</i>	6"	6	4	Assault 1 Lance
<i>Lightning Fork</i>	6"	5	3	Heavy D6, Pinning
<i>Pulsar</i>	60"	D	2	Heavy 2, Large Blast
<i>Pulse Lance</i>	48"	8	2	Heavy 2, Lance
<i>Ranger Long Rifle</i>	36"	1	6	Heavy 1, Sniper
<i>Scatter Laser</i>	36"	6	6	Heavy 4
<i>Searing Flame</i>	Template	5	4	Assault 1
<i>Shuriken Pistol</i>	12"	4	5	Pistol
<i>Star Cannon</i>	36"	6	2	Heavy 2
<i>Star Lance</i>	6"	8	4	Assault 1 Lance

## VEHICLE TYPES

	WS	BS	S	I	A	FRONT	SIDE	REAR
<i>Bright Stallion Knight</i>	4	4	7	4	2	12	12	10
<i>Fire Gale Knight</i>	4	4	7	4	2	12	12	10
<i>Scout Walker</i>	4	4	5	4	2	10	10	10
<i>Wind Chariot</i>	4	4	3	4	2	10	10	10