

BLACK GUARDIANS KILL TEAMS

Craftworld Ulthwé has few Aspect Warriors, instead relying heavily upon a standing army of citizen troops known as the Black Guardians.

BLACK GUARDIANS SPECIAL RULES

The following special rule applies to all members of a Black Guardians kill team.

Battle Focus: If a fighter with this rule does not move in the movement phase, they may choose to make a normal move immediately after firing in the shooting phase. This may not be a run or charge move.

USING A BLACK GUARDIANS KILL TEAM

A Black Guardians kill team follows all of the normal rules, with the following exceptions:

- A Black Guardians kill team consists of 3-12 models.
- To represent their training as either Defender or Storm squads, each time you recruit a Black Guardian, you can apply a +1 bonus to that fighter's Weapon Skill or to their Ballistic Skill. This bonus is permanent, and cannot be changed at a later time. Furthermore, each time a Guardian earns their third Mission Completed mark and is promoted to a Trooper, you can choose to apply either a +1 Weapon Skill or +1 Ballistic Skill characteristic bonus to their profile.

- You may include one Heavy Weapon Platform for each Guardian Gunner that is not equipped with a special weapon, and each Heavy Weapon Platform must be allocated to a different Guardian Gunner that doesn't have a special weapon at the start of each mission. If the Gunner moves in any way, place the platform anywhere within 2" of the Gunner at the end of the move. The Gunner may fire the weapon instead of any other weapons they carry, drawing a line of sight from the platform itself. The platform does not count as a fighter for any rules purposes, and may not otherwise be interacted with in any way, though it does block line of sight. If the platform would get in the way of any other models (e.g., charging fighters), simply move it out of the way. If the Gunner is taken out of action, or otherwise removed from play, the Heavy Weapon Platform is also removed, but is not permanently removed from your kill team if that Gunner subsequently dies.

WARLOCK

Kill Team Leader

Cost to recruit: 190 points

	M	WS	BS	S	T	W	I	A	Ld
Warlock	5"	4	4	3	3	1	5	2	8

Every Black Guardian kill team is led by Warlock, a potent battle psyker.

Wargear: A Warlock has a shuriken pistol and rune armor. In addition, a Warlock can be armed with items chosen from the Black Guardians Hand-to-Hand Weapons, Pistols, Basic Weapons, Grenades, and Miscellaneous Equipment lists.

Psyker: All Warlocks have the following three psychic powers, and may choose which one they use each turn, if any.

Destructor: The Warlock sends waves of psychic energy forth to destroy his enemies. The Warlock may use this power in the Shooting phase instead of shooting another weapon.

"Range"		"To Hit"		Save		Ammo	
Short	Long	Short	Long	Str.	Dam.	Mod.	Roll
0-9"	9-18"	+1	-	5	1	-3	6+

Enhance: One friendly fighter within 18" may add +1 to their to hit rolls in the Hand-to-Hand phase, unless the Warlock goes out of action before that time.

Empower: One friendly fighter with 18" may add +1 to their to wound rolls in the Hand-to-Hand phase, unless the Warlock goes out of action before that time.

BLACK GUARDIAN

Trooper

Cost to recruit: 90 points

	M	WS	BS	S	T	W	I	A	Ld
Black Guardian	5"	4	4	3	3	1	5	1	8

The Black Guardians of Ulthwé are a standing army, with battle experience far beyond their counterparts in other craftworlds.

Wargear: A Black Guardian has a combat blade and mesh armor. In addition, a Black Guardian can be armed with items chosen from the Black Guardians Hand-to-Hand Weapons, Pistols, Basic Weapons, Grenades, and Miscellaneous Equipment lists.

GUARDIAN

New Recruit

Cost to recruit: 80 points

	M	WS	BS	S	T	W	I	A	Ld
Guardian	5"	4	4	3	3	1	5	1	8

Guardians are taken from the citizenry of Craftworld Ulthwé, and though a militia force, they are a match for the dedicated soldiers of other races.

Wargear: A Guardian has a combat blade and mesh armor. In addition, a Guardian can be armed with items chosen from the Black Guardians Hand-to-Hand Weapons, Pistols, Basic Weapons, Grenades, and Miscellaneous Equipment lists.

GUARDIAN GUNNER

Specialist

Cost to recruit: 90 points

	M	WS	BS	S	T	W	I	A	Ld
Guardian Gunner	5"	4	4	3	3	1	5	1	8

Guardian Gunners who show a particular aptitude for battle may be called upon to provide fire support with anti-grav heavy weapon platforms or special weapons.

Wargear: A Guardian Gunner has a combat blade and mesh armor. In addition, a Guardian Gunner can be armed with items chosen from the Black Guardians Basic Weapons, Pistols, Special Weapons, Grenades, and Miscellaneous Equipment lists.

BLACK GUARDIANS WEAPON AND EQUIPMENT LISTS**Grenades**

Plasma grenades.....25 points

Miscellaneous

Photo-visor.....15 points

Weapon reload.....Half cost of weapon in points

Hand-to-Hand Weapons

Combat blade (knife).....5 points

Aeldari blade.....20 points

Chainsword.....25 points

Witchblade*.....50 points

Singing Spear*.....50 points

* Warlock only

Pistols

Shuriken pistol.....35 points

Basic Weapons

Shuriken catapult.....40 points

Heavy Weapon Platform Weapons

Heavy Weapon Platform:

...with scatter laser.....160 points

...with shuriken cannon.....180 points

...with Aeldari missile launcher with plasma missiles and starshot missiles.....200 points

...with starcannon.....200 points

...with bright lance.....250 points

Special Weapons

Flamer.....40 points

Fusion gun.....95 points

WEAPONS AND EQUIPMENT

BASIC WEAPONS

SHURIKEN CATAPULT

The long-barreled shuriken catapult fires its razor-edged ammunition at a greater distance than the shuriken pistol.

Range		To Hit		Str.	Dam.	Mod.	Save Ammo Roll
Short	Long	Short	Long				
0-8"	8-16"	+1	-	4	1	-1	4+

Sustained Fire: 1 die.

GRENADES

PLASMA GRENADES

The Aeldari have perfected the generation of plasma energy, and can unleash it on their foes with ease.

Strength	Damage	Save Mod.
4	1	-2

Blast: Plasma grenades release focused, but potent, energies; they use the small blast template.

SPECIAL WEAPONS

FUSION GUNSee Meltagun on pg. 63 in the *Shadow War: Armageddon Rulebook*.

HAND-TO-HAND WEAPONS

AELDARI BLADE

The swords of the Aeldari are crafted from wraithbone, shaped by the Bonesingers to lethal elegance that surpasses the swords of the lesser races.

Range	Strength	Damage	Save Mod.
Close Combat	As user	1	-

Lethal: You can re-roll failed hit rolls for this weapon.**Parry:** Fighters with swords are able to parry.**COMBAT BLADE**See Knife on pg. 55 in the *Shadow War: Armageddon Rulebook*.**EXECUTIONER**

Executioners are polearms with energy-wreathed blades.

Range	Strength	Damage	Save Mod.
Close Combat	as user +2	1	-3

MIRRORSWORDS

Used in an ambidextrous sword-form by some Howling Banshee Exarchs, mirrorswords create a swirling web of steel.

Range	Strength	Damage	Save Mod.
Close Combat	as user	1	-2

Parry: A fighter with a pair of mirrorswords may parry twice.**Paired:** A fighter using a pair of mirrorswords may re-roll failed To Wound rolls in hand-to-hand combat.

POWER SWORD

See Power Sword on pg. 56 in the *Shadow War: Armageddon Rulebook*.

WITCHBLADE

Witchblades are arcane Aeldari weapons that augment the wielder's physical might with that of his mind. They are the favored weapons of those that walk the Witch Path.

Range		Strength	Damage	Save Mod.
Close Combat	as user	D3	-	

Rule: Fighters with witchblades are able to parry.

Fleshbane: Attacks with this weapon always Wound on a 2+ in close combat.

PISTOLS

FUSION PISTOL

Using beams of concentrated energy, a fusion pistol causes the molecules of its target to hyper-vibrate and combust.

Range		To Hit		Save Ammo			
Short	Long	Short	Long	Str.	Dam.	Mod.	Roll
0-4"	4-8"	+1	-	8	D6	-5	5+

SHURIKEN PISTOL

These elegant sidearms fire barrages of monomolecular-edged discs that slice through their targets.

Range		To Hit		Save Ammo			
Short	Long	Short	Long	Str.	Dam.	Mod.	Roll
0-6"	6-12"	+2	-	4	1	-1	4+

Sustained Fire: 1 die.

HEAVY WEAPON PLATFORM WEAPONS AND HEAVY WEAPONS

BRIGHT LANCE

A bright lance uses las energy that is refined and amplified by psychically grown crystals.

Range		To Hit		Save Ammo			
Short	Long	Short	Long	Str.	Dam.	Mod.	Roll
0-18"	18-36"	-	-	8	D3	-5	5+

AELDARI MISSILE LAUNCHER

Aeldari missile launchers are exquisitely crafted and can be loaded with different types of explosive pods.

Missile Ammunition: An Aeldari missile launcher can be supplied with multiple ammunition types. The missile launcher can only use the types of missile that have been purchased for it. If an Ammo roll is failed, then the missile launcher and any ammunition it has cannot be used for the rest of the mission.

Plasma Missile

When a plasma missile detonates, it creates a super-heated vortex of vaporizing energy.

Range		To Hit		Save Ammo			
Short	Long	Short	Long	Str.	Dam.	Mod.	Roll
0-24"	24-48"	-	-	4	1	-2	5+

Blast: Plasma missiles release focused, but potent, energies; they use the small blast template.

Starshot Missile

Starshot missiles release a channeled blast upon impact to bore a burning hole through the target.

Range		To Hit		Save Ammo			
Short	Long	Short	Long	Str.	Dam.	Mod.	Roll
0-24"	24-48"	-	-	8	1	-4	5+

REAPER MISSILE LAUNCHER

Used to deadly effect by Dark Reaper Aspect Warriors, reaper launchers fire a fusillade of starswarm missiles or the more powerful starshot missiles.

Missile Ammunition: A reaper missile launcher can be supplied with multiple ammunition types. The missile launcher can only use the types of missile that have been purchased for it. If an Ammo roll is failed, then the missile launcher and any ammunition it has cannot be used for the rest of the mission.

Starshot Missile

Starshot missiles release a channeled blast upon impact to bore a burning hole through the target.

`Range`		`To Hit`		Save Ammo			
Short	Long	Short	Long	Str.	Dam.	Mod.	Roll
0-24"	24-48"	-	-	8	3	-3	5+

Starswarm Missile

Starshot missiles release a channeled blast upon impact to bore a burning hole through the target.

`Range`		`To Hit`		Save Ammo			
Short	Long	Short	Long	Str.	Dam.	Mod.	Roll
0-24"	24-48"	-	-	5	2	-3	5+

SCATTER LASER

Through fractal resonance, a scatter laser is able to emit blistering salvos of las-bursts.

`Range`		`To Hit`		Save Ammo			
Short	Long	Short	Long	Str.	Dam.	Mod.	Roll
0-18"	18-36"	+1	-	6	1	-	5+

Sustained Fire: 2 dice.

SHURIKEN CANNON

Shuriken cannons are the largest of the Aeldari shuriken weapons, and propel their blades with tremendous force.

`Range`		`To Hit`		Save Ammo			
Short	Long	Short	Long	Str.	Dam.	Mod.	Roll
0-12"	12-24"	+1	-	6	1	-2	4+

Sustained Fire: 2 dice.

STARCANNON

The plasm core of a star cannon produces beams of light that deliver the heat of a raging star.

`Range`		`To Hit`		Save Ammo			
Short	Long	Short	Long	Str.	Dam.	Mod.	Roll
0-18"	18-36"	+1	-	6	1	-3	6+

Sustained Fire: 1 die.

TEMPEST LAUNCHER

Dark Reaper Exarchs sometimes employ tempest launchers that hurl explosives high into the air and then land amongst the foe, allowing these merciless Aeldari to obliterate several targets at once.

`Range`		`To Hit`		Save Ammo			
Short	Long	Short	Long	Str.	Dam.	Mod.	Roll
0-18"	18-36"	-	-	4	1	-2	5+

Blast: Tempest launchers send a barrage of explosives; they use the large blast template.

MISCELLANEOUS

SINGING SPEAR

When hurled by an Aeldari psyker, a singing spear can sunder both armor and flesh, and will always return to its wielder.

`Range`		`To Hit`		Save Ammo			
Short	Long	Short	Long	Str.	Dam.	Mod.	Roll
0-6"	6-12"	-	-	9	D3	-	6+

Range	Strength	Damage	Save Mod.
Close Combat	as user	D3	-

Fleshbane: Attacks with this weapon always Wound on a 2+ in close combat.

ARMOR

ASPECT ARMOR

Aspect armor is made of psycho-reactive material that reacts to its wearer's movements.

Armor Save: A fighter wearing Aspect armor has a basic armor save of 4+.

HEAVY ASPECT ARMOR

Heavy Aspect armor is similar to Aspect armor, but incorporates thick armored plates.

Armor Save: A fighter wearing heavy Aspect armor has a basic armor save of 3+.

MESH ARMOR

Mesh armor is comprised of thousands of thermoplas pieces that harden upon impact.

Armor Save: A fighter wearing mesh armor has a basic armor save of 5+.

RUNE ARMOR

Aeldari psykers fashion themselves elegant armor decorated with runes that offer protection against attacks both spiritual and physical in nature.

Invulnerable Save: A fighter wearing rune armor has an invulnerable save of 4+.

SPECIALIZED EQUIPMENT

BANSHEE MASK

This mask amplifies the Aeldari's battle cry, inflicting psychic paralysis.

A fighter equipped with a Banshee mask may use it during the movement phase. Enemy fighters cannot fire Overwatch at a fighter using a Banshee mask.

Noisy: This item emits a loud and distinctive sound, so must test to see if the alarm is raised when used during missions such as The Raid.

MANDIBLASTERS

Mandiblasters use laser blasts to spit needle shards at close range into an enemy.

At the start of the hand-to-hand phase, you may inflict a single Strength 3 hit on a fighter in base-to-base contact. This attack inflicts 1 damage and armor saves may be taken as normal.

SWOOPING HAWK WINGS

Jet propulsion motors and anti-grav lifters hidden within the metal feathers of these wings allow the wearer to fly.

A fighter may use its Swooping Hawk wings in the movement phase instead of moving normally. The fighter may move up to 12" in any direction, ignoring the normal restrictions for terrain, however you may not end this move in impassable ground. The fighter may use this move to charge an enemy fighter, but does not double its movement distance when doing so.

SKILLS

The skill tables are used to determine what skills your fighters gain as they advance. Your fighters are restricted to specific tables depending upon their sub-faction and whether they are a trooper, specialist, or kill team leader.

The different characters of the sub-factions mean that they each have contrasting areas of strength and weakness. For example, Aeldari Black Guardians are highly adept at agility and shooting, while Orks are ferocious and physically imposing.

Similarly, a fighter's role counts a great deal in terms of what skills they are able to learn. Kill team leaders and specialists have access to

different skills that reflect their different roles to those of troopers in a kill team. New recruits, meanwhile, are still too green to pick up anything but the basics they need to fight alongside the other members of their kill team. New recruits cannot gain skills.

When a fighter gains a skill, pick a skill type that is available to them, roll two dice and consult the relevant table. You can choose one of the skills that correspond to the numbers rolled – your fighter gains that skill. If you roll the same number, re-roll one die until you get another number. A fighter cannot gain the same skill twice – if the only skills you roll are skills they already have, re-roll the dice.

Skill Types available								
SUB-FACTION	ROLE	Combat	Ferocity	Guerilla	Agility	Muscle	Shooting	Stealth
Black Guardians	Trooper				△		△	△
	Specialist			△	△		△	△
	Leader	△	△	△	△		△	△



BLACK GUARDIANS SPECIAL OPERATIVES

AUTARCH

	M	WS	BS	S	T	W	I	A	Ld
Autarch	5"	6	6	3	3	3	6	3	10

Autarchs are peerless commanders and have a consummate understanding of the art of war. Though deadly in combat, they are most dangerous when implementing stratagems to ensnare their foes.

Wargear: An Autarch has a power sword, fusion pistol, mandiblasters, swooping hawk wings, and heavy Aspect armor.

Superb Strategy: At the start of the game, when rolling to determine who gets the first turn, you may choose to re-roll. In scenarios which specify which side goes first you may roll a die. On a 4+ you may choose who goes first for this game.

Bounty: If an Autarch is down or out of action at the end of a mission, the enemy kill team secures an additional promethium cache.

HOWLING BANSHEE EXARCH

	M	WS	BS	S	T	W	I	A	Ld
Howling Banshee Exarch	5"	5	5	3	3	2	6	2	9

Howling Banshee Exarchs use speed, agility, and a terrifying presence to stun and confound their foes as they charge in to close combat.

Wargear: A Howling Banshee Exarch has a power sword, shuriken pistol, Banshee mask, and Aspect armor. She may also do any of the following:
Exchange her power sword for an executioner.
Exchange her shuriken pistol and power sword for mirrorswords.

Acrobatic: A fighter with this ability may charge after making a normal or Run move. You can declare a charge move for this fighter if there are any enemy fighters within 5" of it.

War Shout: Enemy fighters subtract 1 from hit rolls in the Fight phase for attacks that target this fighter. This war shout is a loud and distinctive sound, so must test to see if the alarm is raised when used during missions such as The Raid.

DARK REAPER EXARCH

	M	WS	BS	S	T	W	I	A	Ld
Dark Reaper Exarch	5"	5	5	3	3	2	6	2	9

Dark Reaper Exarchs are masters of slaughtering the foe from afar.

Wargear: A Dark Reaper Exarch has a reaper launcher with starswarm and starshot missiles, and heavy Aspect armor. He may also do any of the following:
Exchange his reaper launcher with starswarm missiles for a shuriken cannon, Aeldari missile launcher, or tempest launcher.

Ancient Doom: A fighter with this rule has the Hatred for Daemons of Slaanesh or fighters with the Mark of Slaanesh. Furthermore, when making Fear tests, a fighter with this special rule suffers a -1 penalty to its Leadership if it is engaged in combat with at least one enemy fighter with the Mark of Slaanesh or a Daemon of Slaanesh.

Crack Shot: A fighter with this ability may re-roll to hit rolls of 1 when shooting ranged weapons.

Inescapable Accuracy: A fighter with this ability always hits on a 3+ when firing a ranged weapon in the Shooting phase, regardless of any modifiers.

NOTE: While this kill team list is based upon the Black Guardians of Craftworld Ulthwé, it can be used to represent a team of elite Guardians from any of the Aeldari craftworlds.

