

STRIKING SCORPIONS KILL TEAMS

The Striking Scorpions epitomize the deadly attributes of their namesake, for they are the stealthiest and most dangerous of all the close assault Aspects. Each warrior has learned to draw strength from the darkness and rage that once weighed heavy on their soul, and has made fear their closest ally. They are merciless killers without exception, reveling only in the hunt and the kill.

STRIKING SCORPIONS SPECIAL RULES

The following special rule applies to all members of a Striking Scorpions 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 STRIKING SCORPIONS KILL TEAM

A Striking Scorpions kill team follows all of the normal rules, with the following exceptions:

- Each time a Storm Guardian earns their third Mission Completed mark and is promoted to a Trooper, they must miss the next mission, but their mesh armor is replaced with heavy Aspect armor and they are equipped with mandiblasters.



	Kill Team Leader									Cost to recruit: 240 points
	M	WS	BS	S	T	W	I	A	Ld	
Striking Scorpion Exarch	5"	5	5	3	3	2	6	2	9	

Striking Scorpion Exarchs are expert infiltrators, stalking the shadows and hunting their prey across dark and dust-choked battlefields.

Wargear: A Striking Scorpion Exarch has a combat blade, mandiblasters, and heavy Aspect armor. In addition, a Striking Scorpion Exarch can be armed with items chosen from the Striking Scorpions Hand-to-Hand Weapons, Pistols, Grenades, and Miscellaneous Equipment lists.

Master of Stealth: During deployment, you can set up this fighter in the shadows. After all other fighters have been deployed, you may deploy this fighter anywhere on the table that is more than 9" away from any enemy fighters. This fighter can begin the mission in hiding, providing that they have been deployed in a position where they would normally be able to do so (i.e., so that they are in cover and not within an enemy model's Initiative range, etc.).

Sustained Attack: A fighter with this ability may make an additional close combat attack using the same weapon if they roll a hit roll of 6+. This extra attack cannot generate any additional attacks.

	Trooper									Cost to recruit: 100 points
	M	WS	BS	S	T	W	I	A	Ld	
Striking Scorpion	5"	4	4	3	3	1	5	1	9	

Striking Scorpions are the stealthiest and most dangerous of all the close assault Aspects.

Wargear: A Striking Scorpion has a combat blade, mandiblasters, and heavy Aspect armor. In addition, a Striking Scorpion can be armed with items chosen from the Striking Scorpions Hand-to-Hand Weapons, Pistols, Grenades, and Miscellaneous Equipment lists.

Master of Stealth: During deployment, you can set up this fighter in the shadows. After all other fighters have been deployed, you may deploy this fighter anywhere on the table that is more than 9" away from any enemy fighters. This fighter can begin the mission in hiding, providing that they have been deployed in a position where they would normally be able to do so (i.e., so that they are in cover and not within an enemy model's Initiative range, etc.).

	New Recruit									Cost to recruit: 80 points
	M	WS	BS	S	T	W	I	A	Ld	
Storm Guardian	5"	4	4	3	3	1	5	1	8	

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

Wargear: All Storm Guardians have a combat blade and mesh armor. In addition, a Storm Guardian can be armed with items chosen from the Striking Scorpions Hand-to-Hand Weapons, Pistols, Grenades, and Miscellaneous Equipment lists.

	Specialist									Cost to recruit: 90 points
	M	WS	BS	S	T	W	I	A	Ld	
Storm Guardian Gunner	5"	4	4	3	3	1	5	1	8	

Storm Guardians who show a particular aptitude for battle may be called upon to provide fire support with special weapons.

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

STRIKING SCORPIONS WEAPON AND EQUIPMENT LISTS**Grenades**

Plasma grenades.....25 points

Miscellaneous

Photo-visor.....15 points

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

Special Weapons

Flamer.....40 points

Fusion gun.....95 points

Hand-to-Hand Weapons

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

Aeldari blade.....20 points

Chainsword.....25 points

Scorpion Chainsword.....35 points

Power sword.....50 points

Biting blade*.....65 points

Scorpion's claw*.....120 points

* Striking Scorpion Exarch only

Pistols

Shuriken pistol.....35 points

WEAPONS AND EQUIPMENT

BASIC WEAPONS

HAWK'S TALON

An example of the Aeldari mastery of technology, the Hawk's Talon is used by the Exarchs of the Swooping Hawks Aspect shrine.

'Range'		'To Hit'		Save Ammo			
Short	Long	Short	Long	Str.	Dam.	Mod.	Roll
0-12"	12-24"	+1	-	5	1	-	6+

Sustained Fire: 1 die.

LASBLASTER

Lasblasters are rapid-firing weapons similar in function to the clumsy lasgun of the Imperium, but far more advanced and energy-efficient. This weapon is the ritual weapon of the Swooping Hawks Aspect Warriors of the craftworlds.

'Range'		'To Hit'		Save Ammo			
Short	Long	Short	Long	Str.	Dam.	Mod.	Roll
0-12"	12-24"	+1	-	3	1	-	5+

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.**BITING BLADE**

A fearsome two-handed chainsword, the biting blade is the ideal weapon for those Striking Scorpion Exarchs seeking to deliver a brutal deathblow.

Range	Strength	Damage	Save Mod.
Close Combat	6	D3	-3

Parry: Fighters with swords are able to parry.**Noisy:** This weapon emits a loud and distinctive sound, so must test to see if the alarm is raised when used during missions such as The Raid.**COMBAT BLADE**See Knife on pg. 55 in the *Shadow War: Armageddon Rulebook*.**POWER SWORD**See Power Sword on pg. 56 in the *Shadow War: Armageddon Rulebook*.

HEAVY WEAPONS

SCORPION CHAINWORD

First amongst the ritual weapons used by the Striking Scorpions Aspect, these distinctive chainswords bolster the offensive power of their users considerably.

Range	Strength	Damage	Save Mod.
Close Combat	5	1	-2

Parry: Fighters with swords are able to parry.

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

SCORPION'S CLAW

A gauntlet that contains a built-in shuriken weapon, this weapon is sheathed in a power field that enables its wielder to tear through even the thickest battle plate.

A fighter equipped with a Scorpion's claw counts as being equipped with a power klaw (see pg. 56 of the *Shadow War: Armageddon Rulebook*) and a shuriken pistol.

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.

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+.

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+

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.

SPECIALIZED EQUIPMENT

GRENADE PACK

Grenade packs enable Swooping Hawks to drop explosives onto their victims as they soar overhead or dive down to the earth.

Any time a fighter with a grenade pack and Swooping Hawk wings makes the additional move using the Swooping Hawk wings, the fighter may use the grenade pack. Nominate one enemy fighter within 12" of the path in which the Black Guardians fighter moved as the target of the attack.

Range		To Hit		Save		Ammo	
Short	Long	Short	Long	Str.	Dam.	Mod.	Roll
0-6"	6-12"	-	-	4	D3	-3	6+

Small Blast: The grenade pack fires an explosive barrage; it uses the small blast template, but does not affect the firing fighter.

Barrage: The grenade pack does not need line of sight and ignores Cover.

MANDIBLASTER

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, Striking Scorpions are agile and adept at stealth, 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
Striking Scorpions	Trooper	☞			☞			☞
	Specialist			☞	☞		☞	☞
	Leader	☞	☞	☞	☞	☞		☞



STRIKING SCORPIONS 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 more 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 the mission, the enemy kill team secures an additional promethium cache.

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.

SWOOPING HAWK EXARCH

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

Swooping Hawk Exarchs leap down from the sky upon shimmering multi-hued wings, their weapons raining brilliant beams of energy into the midst of their enemy.

Wargear: A Swooping Hawk Exarch has a lasblaster, plasma grenades, grenade pack, Swooping Hawk wings, and Aspect armor. He may also do any of the following:

Exchange his lasblaster for a Hawk's Talon.

Take a power sword.

Herald of Victory: You can add 1 to the Leadership of any friendly fighters within 3" of a model with this ability.

Skyleap: If a fighter with this ability starts the Black Guardian turn on the tabletop, at the beginning of your movement phase, if this fighter is not within 1" of an enemy fighter, they can leap into the skies. Remove this fighter from the battlefield. This fighter may return to the battlefield during any subsequent turn at the end of the movement phase, setting up anywhere on the battlefield that is more than 9" away from any enemy fighters. If the battle ends while this fighter is in the skies, they are considered to be Out of Action.