

# HOWLING BANSHEES KILL TEAMS

Howling Banshees are swift and athletic troops who are famously deadly in hand-to-hand fighting, and are renowned for their ability to strike down the foe before they can so much as raise a weapon to defend themselves. Key to this rapid strike is the banshee mask, a ritual weapon containing psychosonic amplifiers that magnify the wearer's keening battle screams into a mind-destroying shockwave.

## HOWLING BANSHEES SPECIAL RULES

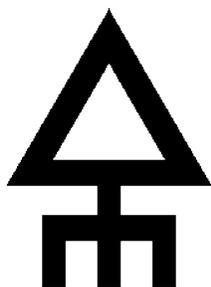
The following special rule applies to all members of a Howling Banshees kill team.

**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 HOWLING BANSHEES KILL TEAM

A Howling Banshees 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 Aspect armor and they are equipped with a Banshee mask.



<b>HOWLING BANSHEE EXARCH</b>	Kill Team Leader						Cost to recruit: 240 points			
	<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>	
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 combat blade, Banshee mask, and Aspect armor. In addition, a Howling Banshee Exarch can be armed with items chosen from the Howling Banshees Hand-to-Hand Weapons, Pistols, Grenades, and Miscellaneous Equipment lists.

**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.

<b>HOWLING BANSHEE</b>	Trooper						Cost to recruit: 100 points			
	<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>	
Howling Banshee	5"	4	4	3	3	1	5	1	9	

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

**Wargear:** A Howling Banshee has a combat blade, Banshee mask, and Aspect armor. In addition, a Howling Banshee can be armed with items chosen from the Howling Banshees Hand-to-Hand Weapons, Pistols, Grenades, and Miscellaneous Equipment lists.

**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.

<b>STORM GUARDIAN</b>	New Recruit						Cost to recruit: 80 points			
	<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>	
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 Howling Banshees Hand-to-Hand Weapons, Pistols, Grenades, and Miscellaneous Equipment lists.

<b>STORM GUARDIAN GUNNER</b>	Specialist						Cost to recruit: 90 points			
	<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>	
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 Howling Banshees Pistols, Special Weapons, Grenades, and Miscellaneous Equipment lists.

## HOWLING BANSHEES 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

Triskele\*.....65 points

Fusion Gun.....95 points

\* Howling Banshee Exarch only

### Pistols

Shuriken pistol.....35 points

### Hand-to-Hand Weapons

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

Aeldari blade.....20 points

Chainsword.....25 points

Power sword.....50 points

Executioner\*.....50 points

Mirrorswords\*.....105 points

\* Howling Banshee Exarch only

# 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.

## 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*.

## 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 WEAPONS

### 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.

## 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+.

## SPECIAL WEAPONS

### FUSION GUN

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

## 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.

### 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, Howling Banshees are ferocious and agile, while Tau Pathfinders are experts at setting up ambushes.

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 dice 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
Howling Banshees	Trooper	☹	☹		☹			
	Specialist		☹	☹	☹			☹
	Leader	☹	☹	☹	☹		☹	☹



# HOWLING BANSHEES 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.