

SHADOW SPECTRES 35 points per model

	WS	BS	S	T	W	I	A	Ld	Sv
Shadow Spectre	4	4	3	3	1	5	1	9	4+
Exarch	5	5	3	3	1	6	2	9	3+

Composition:

3-5 Shadow Spectres

Unit Type:

Jetpack Infantry

Wargear:

- Prism Rifle
- Jetpack
- HoloField (5+ Invulnerable save)

Options:

One model in the squad may be upgraded to an Exarch for +12 pts. The Exarch may replace his Prism Rifle with a Prism Lance for +10 pts or with a Haywire Launcher for +10 pts.

The Exarch may be given the following Exarch Warrior Powers:

- Cynosure +15 pts
- Withdraw +15 pts

Special Rules:

- Deep Strike
- Relentless
- Acute Senses
- Ghostlight

Heavy Support: A Shadow Spectres squad are a Heavy Support choice for an Eldar army.

Ghostlight: Each member of the squad's Prism rifle is connected to a sophisticated targeting matrix known as the Ghostlight. This combines each individual shot into a single searing blast of energy. Instead of firing their prism rifles (or prism lance) individually the squad may take a single Ghostlight shot, as follows.

Nominate one model in the squad as the focus. Line of sight and range are measured from this model.

The Ghostlight's maximum range is equal to 12" +12" per additional model firing. So a full sized squad of 5 Shadow Spectres can fire up to 60", for example.

Roll to hit as normal using the squad's majority BS of 4. The Ghostlight's strength is equal to the firing model's weapon +1 per additional model firing, up to a maximum of 10.

All the squad must fire into the Ghostlight or none. An Exarch may elect to fire separately or join the squad's shot.

WEAPON	RANGE	STR	AP	TYPE
Prism Rifle	12"	6	2	Heavy 1
Prism Lance	12"	7	2	Heavy 1
Ghostlight	*	**	2	Heavy 1, Lance

* the range of the Ghostlight is equal 12" +12" per additional squad member firing.

** the Str of the Ghostlight is equal to the firing model's weapon's strength +1 per additional member of the squad firing. The maximum strength is 10.

Jetpack: A model wearing a jetpack gains the following benefits: In the Movement phase the model moves 6" when using the pack, but they are always allowed to move 6" in the Assault phase, even if they don't assault. When jet pack equipped troops move in the Assault phase and do not assault, they treat difficult terrain just as other jump infantry do in the Movement phase.

Models with jetpacks have the 'Relentless' special rule.

Cynosure: The Exarch is adept at precision targeting using the Ghostlight. The squad may re-roll a failed rolled to hit when using the Ghostlight.

Withdraw: Like ghosts vanishing into the ether, the Exarch can judge the best moment for his squad to withdraw and find a new firing position. The squad gains the Hit and Run special rule.

Haywire Launcher: The Haywire Launcher fires a potent anti-tank warhead. This denotes with a small explosion that unleashes a powerful electro-magnetic pulse. This pulse overloads cogitator systems and blinds auto senses, disabling them.

	Range	Str	AP	Type
Haywire Launcher	36"	3	3	Heavy 1, Haywire

Against vehicles do not roll for armour penetration. Instead roll on the Haywire table below.

D6	Result
1	No Effect
2-4	Glancing Hit
5-6	Penetrating Hit

