

IRILLYTH

LOST PHOENIX LORD

OF THE SHADOW SPECTRES

IRILLYTH225 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Irillyth	7	7	4	4	3	7	4	10	2+

Composition:

- 1 (unique)

Aspect:

- Shadow Spectres

Unit Type:

- Jetpack Infantry

Wargear:

- Spear of Starlight
- Jetpack
- Spectre Holo-fields (5+ Invulnerable save, increasing to 4+ against attacks from 12" away)

Special Rules:

- Independent Character
- Fleet of Foot, Fearless
- Eternal Warrior
- Disciples (Shadow Spectres)
- Cynosure
- Withdraw
- Acute Senses
- Relentless
- Ghostlight

The Spear of Starlight: This is a unique, beautifully constructed Prism Blaster with an in-built power glaive (this counts as power weapon). It can be fired as part of the Ghostlight.

WEAPON	RANGE	STR	AP	TYPE
Spear of Starlight	24"	7	2	Heavy 3

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 packers 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.

Holosuit: Irillyth's armour includes a holofield generator which fragments his image, confusing enemy targeters and disguising his precise location behind an aura of ethereal light. He has a 5+ invulnerable save, increasing to 4+ against attacks from 12" away.

Relentless: Irillyth can advance whilst firing his weapon at full capacity. He can shoot with his heavy weapon counting as stationary, even if he moved. He may also assault in the same turn as he fired. Note, as an Independent Character Irillyth must abide by the assaulting limitations of any unit he has joined, if the unit itself is not relentless.

Exarch Powers:

Cynosure: Irillyth is adept at precision targeting using the Ghostlight. A Shadow Spectres squad he is leading may re-roll a failed rolled To Hit when using the Ghostlight.

Withdraw: Irillyth watches the tide of battle closely for the best moment to withdraw from a fight, ready to attack again when the fates are more in his favour. He and his unit have the *Hit and Run* special rule.

HQ: Phoenix Lord Irillyth is a HQ choice for a *Codex Eldar* army.

