

# UPDATED RULES FOR IMPERIAL ARMOUR

## VOLUME ELEVEN – THE DOOM OF MYMEARA

Forge World is currently preparing updates to provide completely updated rules for all of the Imperial Armour books released prior to the arrival of the sixth edition of Warhammer 40,000. If you have any queries about Imperial Armour rules, army lists or units, please send an e-mail, including examples of how this query has come up in play, entitled 'Imperial Armour rules query' to [forgeworld@gwplc.com](mailto:forgeworld@gwplc.com). You can also call us on **0115 900 4995** within the UK, **011 44 115 900 4995** from the US and Canada or **00 44 115 900 4995** from much of Europe.

Thanks  
The Forge World Team

### IRILLYTH, THE SHADE OF TWILIGHT.....220 POINTS

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

#### Unit Type

- Jet Pack Infantry  
(Character)

#### Unit Composition

- 1 (Unique)

#### Wargear

- Spear of Starlight
- Spectre holo-field
- Shadow Spectre jet pack
- Haywire grenades

#### Special Rules

- Ancient Doom
- Battle Focus
- Fleet
- Fear
- Fearless
- Independent Character
- Eternal Warrior
- Split Fire
- Shadow of Death
- Hit & Run
- Night Vision
- Warlord
- Acute Senses\*

*\*Acute Senses is included as a legacy of the original incarnation of Irillyth, as printed in Imperial Armour Volume 11: The Doom of Mymeara, and so as not to invalidate any potential combination with army lists or unit entries currently in print or to be printed in the future.*

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

### Shadow of Death

All enemy units within 12" of a Shadow Spectre squad that includes a model with this special rule roll an extra D6 when making Leadership tests and Morale checks, using the two highest rolls to resolve the test. Models with the Fearless special rule are immune to this effect.

### Spectre Holo-field

On any turn in which a model with a Spectre holo-field moves in the Movement phase, they gain a 5+ cover save until their next Movement phase. If they also make a Thrust move in the Assault phase, this cover save increases to 4+. Note that cover saves granted by the Spectre holo-field do not stack with other cover saves or the Stealth or Shrouded special rules.

### Shadow Spectre Jet Pack

A model with a Shadow Spectre jet pack gains the Jet Pack unit type as described in the *Warhammer 40,000* rulebook, granting them the Bulky, Deep Strike and Relentless special rules when moving using the Jet Pack rules.

### Spear of Starlight

	Range	Str	AP	Type
Spear of Starlight (Ranged)	24"	7	2	Heavy 3, Lance, Ghostlight
(Close Combat)	-	User	3	Melee, Ghoststrike, Lance

**Ghoststrike:** On any turn in which Irillyth charges a unit that has received at least one hit from a weapon with the Ghostlight type, the Spear of Twilight gains +2 Strength and AP 2 in close combat until the end of that player turn.

**Ghostlight:** When Irillyth and any unit he has joined inflicts two or more hits with the Ghostlight special rule on an enemy unit or vehicle, they may either resolve the hits normally or inflict a single Ghostlight attack in place of all hits with the Ghostlight special rule. When resolving a Ghostlight attack, use the majority profile from among the weapons that inflicted the Ghostlight hits. If there are an equal number of hits inflicted by two different weapons, for example, one from a prism rifle and one from a prism blaster, use the profile with the lowest base Strength – and for each hit that was inflicted on the target unit or vehicle either increase the attack's Strength by +1 or reduce its AP by -1, to a maximum of Strength 10 and a minimum of AP 1. Note that each hit may be allocated to either Strength or AP as chosen by the controlling player until the maximum values are reached. If any hits remain after reaching the maximum AP and Strength limits then they are lost.

### Warlord

If Irillyth becomes the Warlord of an army, do not roll on the tables provided in either the *Warhammer 40,000* rulebook or *Codex: Eldar* to determine a Warlord Trait for him. Instead, Irillyth gains the Dawn of Twilight Warlord Trait as follows:

### Dawn of Twilight

An army which includes Irillyth may re-roll any attempt to bring the Night Fighting rules into play at the beginning or end of a mission that uses the Night Fighting rules, and during any game in which the Night Fighting rules are in effect from Turn 1, Irillyth and any friendly Shadow Spectres units gain the Scout special rule during deployment. In addition, during any turn in which the Night Fighting rules are in effect, Irillyth and any friendly units of Shadow Spectres gain the Preferred Enemy (Everything) special rule.