

FORGE WORLD UPDATE FOR SIXTH EDITION WARHAMMER 40,000

Presented here is a brief set of conversion guidelines intended to allow you to use Eldar Shadow Spectres units in games of sixth edition Warhammer 40,000.

Forge World is currently preparing FAQs to provide completely updated rules for all of the Imperial Armour and Imperial Armour Apocalypse 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. You can also call '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.

SHADOW SPECTRES 90 points

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

Unit Type

- Shadow Spectres: Jet Pack Infantry
- Shadow Spectre Exarch: Jet Pack Infantry (Character)

Unit Composition

- 3 Shadow Spectres

Wargear

- Prism rifle
- Spectre holo-field
- Shadow Spectre jet pack
- Aspect armour
- Heavy aspect armour (Exarch only)
- Haywire grenades

Special Rules

- Ancient Doom
- Battle Focus
- Fleet
- Fear

Options

- The unit may have:
 - Up to three additional Shadow Spectres .. +30 points each
- May upgrade one Shadow Spectre to a:
 - Shadow Spectre Exarch+10 points
- A Shadow Spectre Exarch may exchange his prism rifle for one of the following:
 - Prism blaster+15 points
 - Haywire launcher+10 points
- The Shadow Spectre Exarch may take up to two of the following Exarch powers:
 - Hit & Run+15 points
 - Night Vision+5 points
 - Monster Hunter+10 points
 - Shadow of Death+20 points

A unit of Shadow Spectres is a Fast Attack choice for a Codex: Eldar army.

Shadow of Death

All enemy units within 12" of a Shadow Spectres squad that includes an Exarch 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 Game turn in which a model with a Spectre Holo-field moves in the Movement phase, it gains a 5+ cover save. If it also makes 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.

Weapon	Range	Str	AP	Type
Prism rifle				
(Dispersed)	18"	4	4	Heavy 1, Blast
(Focussed)	18"	6	3	Heavy 1, Lance, Ghostlight ¹
Prism blaster	18"	7	2	Heavy 2, Lance, Ghostlight ¹
Haywire launcher	24"	3	4	Heavy 2, Haywire

¹**Ghostlight:** When a unit inflicts two or more hits with the Ghostlight special rule on an enemy unit or vehicle, it may choose to either resolve the hits normally, or to 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, 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.

Shadow Spectre Jetpack

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.

New Autarch Equipment

- An Autarch fielded in an army which includes at least one unit of Shadow Spectres may choose to take the following instead of one of his regular weapons options (as listed in *Codex: Eldar* p.94):
 - Prism rifle +10 points
- He may also choose to take the following item if he does not have either an Eldar Jetbike or Swooping Hawk Wings:
 - Shadow Spectre jet pack and Spectre holo-field + 20 points