

Dancing In the Ashes Preview  
Battlesuits and Vehicles

## CHAPTER V: BATTLESUITS & VEHICLES

Combined arms warfare is the norm in every system and segmentum of the galaxy. It has to be, how else would the great powers be able to mobilise their forces? From the moment a species learns the benefit of domesticating mounts and the benefits of the wheel, they understand they can wage far faster, able to kill with greater power and speed. From the lowliest cavalry to the greater of titans, all forms of swift death can be found in the battlefields of the far future.

DARK HERESY introduced rules for how vehicles operate and a limited number of Imperial vehicles to use. DANCING IN THE ASHES expands these rules not only to expand on the way the Eldar fly into war but also to refine the use of vehicles for other species, including Imperials. In doing so such rules may better expand on the possibilities for armoured combat.

In addition, this supplement creates rules for the use of battlesuits, typically bipedal walker vehicles that range from the ghost wraiths of the Craftworlds to the towers Phantom Titans and Exodite Knights. Such goliaths stride across the battlefield, avatars of destruction that inspire and terrify with the great weapons they can bring to bear. These rules expand upon ideas published in ROGUE TRADER'S TAU CHARACTER GUIDE, updating the rules for use in DARK HERESY, extrapolating the design philosophy for walkers of other kinds.

### VEHICLES IN PLAY

Many Paths that Corsairs may walk may grant them very powerful battlesuits or vehicles. Dancing in the Ashes allows for a wide range of firepower; a character beginning play with a Knight or Fire Prism may prove to have a lot more damaging capabilities than a character that keeps on their own two feet.

It is important that GMs build their missions and encounters with the capabilities of their players in mind for this reason: you will want to make sure the pilots gets their time to give close air support and the tanker to blast people apart with their cannons but be sure to plan for missions were the other Corsairs may do battle at their preferred scale also.

With the introduction of Origins-based specialisations for the Operate skill, characters that do not have a coinciding specialisation for their vehicle suffer a -20 penalty on all tests operating the vehicle.

### WHAT ABOUT MOUNTS?

Along with the typical vehicles with engines, wheels, and jet engines, Dark Heresy also included Living vehicles. For the sake of expending the use of familiars in DANCING IN THE ASHES, mounts have been moved into Chapter VI: Coteries and Familiars. See page XX for further information.

## VEHICLE TRAITS

*"THE SPIRITS ARE NOT REBELLING AGAINST YOU, CAPTAIN, THEY SIMPLY DO NOT WANT TO THROW THEIR AFTERLIVES AWAY ON A POORLY THOUGHT OUT PLAN."*

-Artificer Rhalaic, after communing with an aggrieved Wave Serpent's spirit stone array.

In addition to the rules found in DARK HERESY on the traits used by vehicles, the following rules are also used for the vehicles in the coming chapter. As battlesuits and typical vehicles operating differently, many traits will specify which particular form of vehicle they are relevant for, including updated traits from DARK HERESY.

### CERAMITE

Heat-resistant plating is woven into the armour of the vehicle, making it particularly durable against high-energy attacks. The vehicle or battlesuit is immune to the Melta quality and halves the Penetration of all Energy attacks (rounded down).

### CO-PILOT SPIRIT

The vehicle is designed to have a spirit of some form within its mechanisms to better support its operator, some even capable of operating the vehicle on its own. The vehicle is always considered to have an operator or co-pilot crew slot filled by a spirit stone or advanced AI, granting all tests made by members of its crew or characters using weapons mounted to the vehicle or battlesuit a +10 bonus. While no living character is operating the vehicle or battlesuit, it may act autonomously following the operator's directions to the best of their ability, treating all characteristics of the Co-Pilot Spirit as being 40 with all relevant skills and weapon training talents to make all vehicle skills tests and use its mounted weapons.

Additionally, a Spirit Stone hosting a soul or advanced AI character may be implanted in the vehicle, allowing that character's characteristics and skills to be used (i.e. a character with the Wraith trait could act as operator or co-pilot for the vehicle, treating the vehicle as their host body).

### COMBAT WALKER

The walker is particularly suited to the melee, its motive systems reinforced to not necessarily need melee weapons mounted upon it. The vehicle is always considered to be armed with a melee weapon with the following profile:

| COMBAT WALKER  |        |                   | CLASS: MELEE |       |
|--|--------|-------------------|--------------|-------|
| RNG -  | RoF -  | DMG †D10 + 10 (1) |              |       |
| PEN †  | CLIP - | RLD -             | WT -         | AVL - |
| SPECIAL: † = half of the vehicle's Size trait (rounded down) |        |                   |              |       |

## COMMAND AND CONTROL

Outfitted with encrypted communications devices and superior data-gathering arrays, the vehicle makes for a perfect platform to lead others from. While within the vehicle, characters always have access to a vox-caster, gain a +10 bonus to all skills that have either the Social or Leadership Aptitudes (such as Charm, Command, and Intimidate, and can effect characters within number of meters equal to additional 10 times their normal range (i.e. up to 1000m times their Fellowship Bonus if they also had Halo of Command).

### DYNAMIC ENTRY

Dropped from low orbit or teleported into the fight, the vehicle as able to arrive in combat with dizzying swiftness. Before a mission, the battlesuit or vehicle can be placed in preparation for swift arrival into the mission area. During the mission, either when Initiative is rolled or at any time during unstructured time, the vehicle's operator may have the vehicle deploy at a target area. At the start of the operator's turn, the vehicle arrives in combat, landing 1d10 minus the operator's Perception Bonus meters from the targeted area. If the operator is in the vehicle or the vehicle has either to Co-Pilot Spirit or Power of the Machine Spirit trait, the piloting character may make a single Ram! attack against a character under or adjacent to the vehicle which can be evaded as if it were a Blast weapon attack.

The turn the vehicle arrives, attacks against it have a -30 penalty and attacks made by the operator or any character inside of the vehicle suffer a -10 penalty. The GM has authority on if the area of arrival is available for the vehicle (i.e. a Knight might not be able to Dynamic Entry into an underground facility without teleportation or at all in a psychically warded chamber within.)

### PONDEROUS

The vehicle is particularly difficult to manoeuvre either due to its size or engine layout. Vehicles with this trait cannot take the Floor It! action and battlesuits cannot take the Run action.

### POWER OF THE MACHINE SPIRIT

The internal firing mechanism of the vehicle are overseen by a machine spirit, be is a literal ghostly essence within or an artificial intelligence. Once during the operator of the vehicle's turns, the operator can spend a Free action to attack with one of the vehicle's mounted weapons, the attack treated as being made by the vehicle itself with all relevant characteristics for the attack treated as being 50 (or the characteristics of an Co-Pilot Spirit if greater). Battlesuits may only use this trait's bonus attack on weapons mounted to their Systems, not held in an open hand.

## RELIABLE

The vehicle was built to last and to be easily repairable, the design venerable and very well known granting a +20 bonus to any skill test to craft or upgrade the vehicle.

## SPACE CRAFT

Operated within the confines of the void, the vehicle is capable of sustaining its crew and passengers in space. The vehicle can reach Orbital Altitude, is considered to have the Enclosed and Environmentally Sealed traits but loses Environmentally Sealed if they suffer five or more Critical Damage, requiring repairs before the sealing is fixed.

## SUPER-HEAVY

Massive and intensely powerful, the vehicle pushes away all obstacles in its path. The vehicle does not suffer from the effects of Difficult Terrain on Operate tests and halves the AP of all vehicles of its Size or lesser when taking the Ram! action or being rammed. Additionally, battlesuits and vehicles with the Walker trait may move through enemy characters and vehicles if they are two Size categories smaller than them.

## VTOL

With superior engines or tiltwings, the vehicle is capable of sustaining flight even while not moving. Flying battlesuits and vehicles with this trait do not need to keep moving in order to sustain flight and are able to move at Hovering altitude. While choosing to not move on their turn, the vehicle can rotate to any facing as a Half action.

### **A NOTE ON CRAFTSMANSHIP**

Like the armaments crafted for personal use by a Corsair, Vehicles can also be constructed at different levels of craftsmanship. If the desired, the GM may rule to use the following modifiers for battlesuits and vehicles of different levels of craftsmanship:

#### **Battlesuits**

Poor: -5 Strength, -1 Hard Points  
Good: +1 Hard points, +10 Integrity  
Best: +5 Strength, +2 Hard Points, +20 Integrity

#### **Vehicles**

Poor: -5 Manoeuvrability, -5 Integrity  
Good: +5 Manoeuvrability, +10 Integrity  
Best: +10 Manoeuvrability, +20 Integrity

## VEHICLE WEAPONS

*"AS I WATCHED THAT TITAN FALL, SHARDS OF MON-KEIGH ENGINEERING FALLING FROM THE SKY, I FINALLY UNDERSTOOD HOW ADDICTED ONE COULD BECOME TO DESTRUCTION, AND YEARNED FOR MORE."*

-Flearhin, Scorpion pilot reminiscing on a confirmed engine-kill

Some vehicles mount weapons of such destructive power that they cannot be man-portable, even by the most giant of characters. They require power generators, ammo banks, and more arcane equipment to operate, meaning they must be mounted into the hulls of battlesuits, vehicles, and weapon emplacements.

### VEHICLE WEAPON PERSONAL UPKEEP

Due to the integration into a battlesuit or vehicle's internal systems, Vehicle weapons are considered to be a part of the vehicle itself. Weapons mounted on vehicles are considered upgrades to the vehicle and thus halve their Personal Upkeep.

Some vehicles are designed around their core weapons, such as the mighty pulsar built into the Lynx. Such weapons have no Personal Upkeep whatsoever; to maintain the vehicle is to maintain its primary armament.

### VEHICLE WEAPON SIZE

As much as the orks might argue, there is a limit on how big the guns can be on a vehicle. The maximum Size quality a vehicle may use upon their mounts is listed on the vehicle's profile when discussing their mounted weapons.

When creating custom vehicles, consider the following design choices on what kind of weapon can be mounted on a particular kind of mount:

- Fixed weapons are often large enough to build entire vehicles around, allowing for weapons of the vehicle's Size +2 to be mounted upon them.
- Hull mounts need a greater internal area dedicated to their greater area of fire compared to Fixed mounts, allowing for weapons of the vehicle's Size +1 to be mounted upon them.
- Turrets require a large range of movement to operate but have the luxury of being placed on top of the hull, allowing for weapons of the vehicle's Size +1 to be mounted upon them
- Sponsons act like smaller, more fixed turrets, allowing for weapons of the vehicle's Size to be mounted upon them.
- Pintle mounts are used for more man-portable weapons, allowing for weapons of Size 5 or less to be mounted upon them.

Battlesuits are treated as characters of their particular Size and so use the normal Size rules for Vehicle weapons mounted on their hulls.

## **LARGE RANGED WEAPONS**

The following ranged weapons wielded by larger characters such as battlesuits and attached to vehicles that are available to Corsairs. Most stats are generic with larger variants found within the profiles of individual vehicles. For Imperial characters, increase the Availability of these weapons by one or two steps, representing the more exotic nature of the items.

### **Beam of Despair**

The dark twin to the Exodite Psi-Lance, the Beam of Despair draws on the dark corruption of its operator in the same manner as a Psi-Lance channels its user's psychic prowess. Those caught in the beam's blast are afflicted with the operator's malice and cruelty, amplified by the weapon, the trauma ripping their souls from their bodies as their bodies disintegrate into tainted dust.

Beams of Despair are mounted upon the heads of battlesuits and require a character with the Power From Pain trait to use.

### **Cluster Launcher**

Favoured by pilots and commanders that seek to saturate enemy positions in ordinance, cluster launchers load specialised micro-missiles that spread out their area of destruction.

Cluster Launchers may have any Species quality and all ammunition for this launcher increases its Availability by one step, a requirement for the greater amount of custom warhead required to operate.

### **D-Scythe**

Sister to the wraithcannon, the D-Scythe is a terror weapon designed to target psychic and synaptic impulses, leaving that which it strikes physically unharmed but spiritually deceased, a process the Aeldari call "cutting of the Crone's Cord", the process even more taboo than the use of the Wraiths that carry them. Though put into use in the hands of Wraiths to use against the Tyranid hive mind, their capability to disrupt Necron engrams suggests a far earlier design against far more ancient foes.

### **Dark Scythe**

A larger variant of the Drukhari's darklight weaponry, Dark Scythes are most often found mounted upon fighter and bomber craft, used to reap the lives of enemy pilots and ground forces alike.

### **Deathshroud Cannon**

Found mounted most often upon the haunting goliaths of the Skatchach Wraithknights, Deathshroud Cannons are monofilament weapons with particularly powerful mag-generators, making their projected wire fields denser than most, able to spray over great areas.

When fired in a Semi-Auto or Full-Auto attack, every successful hit allows the user to place an additional blast area with one of its sides touching the last Blast location. All missed hits from the attack do not scatter, instead granting +2 damage to the existing areas.

### **Disintegrator & Pulse Disintegrator**

Plasma weapons fuelled by the fusion reactions of stolen stars, Disintegrators use the intense heat of super-heated particles to over-energise anything they come into contact with. The largest of these found on anything smaller than a void ship are Pulse Disintegrators, able to unload an extreme volley of atomic disassembling fire.

### **Haywire Cannon**

Like most Haywire weapons, the Haywire Cannon uses blasts of electromagnetic energy to scramble the systems of even the most advanced systems. Unlike smaller blasters, these cannons are able to disable vehicles without harming those within, though most uses of the weapon see its victims crash to their death.

Attacks made by Haywire Cannons only deal damage to vehicles, characters with the Machine trait, or characters implanted with cybernetics. In addition, Exotic Weapons Training (Haywire Launcher) may be treated as the prerequisite Weapons Training talent to use a Haywire Cannon.

### **Inferno Lance**

Weapons so cruel that few but the mighty Wraithknights would wield them, Inferno Lances are melta weapons that impregnate the beams of molten death with high-band radiation, scouring all life from what it strikes.

If an attack made with an Inferno Lance hits a vehicle and either destroys it or fully penetrates the vehicles AP, all crew and passengers within the vehicle must take a Toughness test against the Inferno Lance's Irradiated quality.

### **Maelstrom Laser**

Used only by the oldest of Exodite Knight clans, Maelstrom Lasers can cut through even the densest of armour. The pinpoint strikes individually deal little damage but the torrent of beams that give the weapon its name can cause great devastation to even mighty titans.

### **Missile Array**

More than simple launchers, Missile Arrays allow for greater coordination of fire, their guidance system making them perfect for aerial service.

Missile Arrays may have any Species quality and Semi-Auto and Full-Auto attacks made with this weapon may assign additional hits to the target to any character within 20m of the target instead of 2m.

**TABLE 5-1: LARGE RANGED WEAPONS**

| NAME  | CLAS<br>S | RANGE      | ROF                     | DAM                          | PEN | CLIP  | RLD  | SPECIAL | WT             | AVAILABILITY |
|---|-----------|------------|-------------------------|------------------------------|-----|-------|--|---------|----------------|--------------|
| <b>Las Weapons</b>                          |           |            |                         |                              |     |       |  |         |                |              |
| Dark Scythe                                 | Vehicle   | 500m       | S / 2 / -               | 3d10+16 E 16                 | 80  | 2Full | Drukhari, Felling (3), Proven (4), Size (6)                      | -       | Near Unique    |              |
| Maelstrom Laser                             | Vehicle   | 250m       | - / - / 10              | 1d10+5E 30                   | -   | -     | Asuryani, Felling (10), Size (9)                                 | -       | Near Unique    |              |
| Prism Cannon (Focused)<br>(Dispersed)       | Vehicle   | 1000m      | S / - / -               | 3d10+11 E 20<br>2d10+11 E 10 | -   | -     | Asuryani, Recharge, Size (7)<br>Asuryani, Blast (4) Size (7)     | -       | Near Unique    |              |
| Pulsar                                      | Vehicle   | 500m       | S / 2 / -               | 3d10+10 E 4                  | -   | -     | Asuryani, Accurate, Lance,<br>Proven (4), Size (7)               | -       | Extremely Rare |              |
| Pulse Laser                                 | Vehicle   | 400m       | S / 3 / 6               | 3d10+10 E 5                  | 60  | 2Full | Asuryani, Proven (3), Size (6)                                   | -       | Very Rare      |              |
| <b>Launcher Weapons</b>                     |           |            |                         |                              |     |       |  |         |                |              |
| Cluster Launcher                            | Vehicle   | 500m       | S / - / - -             | -                            | 40  | 2Full | Blast (+5), Size (6)   | -       | Extremely Rare |              |
| Missile Array                               | Vehicle   | 1000m      | S / 2 / 4 -             | -                            | 80  | 2Full | Gyro-Stabilised, Size (6)  | -       | Very Rare      |              |
| <b>Melta Weapons</b>                        |           |            |                         |                              |     |       |  |         |                |              |
| Inferno Lance                               | Vehicle   | 100m       | S / - / 6               | 2d10+20 E 16                 | 300 | -     | Asuryani, Melta, Irradiated (2),<br>Reliable, Size (9)           | -       | Extremely Rare |              |
| <b>Monofilament Weapons</b>                 |           |            |                         |                              |     |       |  |         |                |              |
| Deathshroud Cannon (Focused)<br>(Dispersed) | Vehicle   | 40m<br>60m | S / - / 6<br>- / 3 / 12 | 3d10+8 R 5<br>2d10+8 R       | 360 | -     | Asuryani, Blast (3), Razor Sharp,<br>Size (9), Tearing           | -       | Near Unique    |              |
| Shadow Weaver                               | Heavy     | 40m        | S / - / -               | 2d10+5 R 8                   | 12  | Full  | Asuryani, Blast (4), Deadly<br>Snare (2), Indirect (1), Size (5) | 3kg     | Very Rare      |              |
| <b>Plasma Weapons</b>                       |           |            |                         |                              |     |       |  |         |                |              |
| Disintegrator                               | Heavy     | 200m       | S / - / 10              | 2d10+6 E 12                  | 200 | 2Full | Drukhari, Melta, Reliable, Size (5)                              | 30kg    | Extremely Rare |              |
| Pulse Disintegrator                         | Vehicle   | 300m       | - / - / 10              | 2d10+11 E 12                 | 500 | -     | Drukhari, Melta, Reliable, Size (6),<br>Storm                    | -       | Extremely Rare |              |
| Suncannon                                   | Vehicle   | 600m       | S / - / -               | 4d10+10 E 10                 | 30  | -     | Asuryani, Accurate, Blast (6),<br>Maximal, Size (9)              | -       | Extremely Rare |              |

### Prism Cannon

Devastating and flexible in its use, Prism Cannons are favoured tools of the Asuryani and Exodites, making use of carefully shaped focusing crystals to let loose great bouts of devastating las-blasts. Its great accuracy, range, and versatile use allow it's operator to act as an artillery battery, an anti-air battery, and as an anti-infantry platform.

### Psi-Lance

Mounted upon the helmets of Exodite Knights, Psi-Lances draw upon the psychic abilities of their pilot, letting them project the operator's will onto their foes and befuddle their senses.

Only characters with the Psyker aptitude or Psyker trait may use this weapon.

### Pulsars

Potent anti-armour weapons mounted upon the heaviest of Aeldari war machines, Pulsars take the principles used in the Bright Lance and magnify all of the weapon's capabilities thanks to their larger frames and generators. The long barrel of the pulsar is rightly feared by those who survive them, the weapon quick to strike down any foe that would see its platform felled.

### Pulse Lasers

The middle child between the Bright Lance and the Pulsar, Pulse Lasers trades off penetrative power for a higher rate of fire, making it a favoured choice for mounting on Falcons, supporting the troops they transport.

### Shadow Weaver

While most monofilament weapons propel their killing wire through accelerated magnetic fields, Shadow Weavers instead act as a mortar, able to arch the razor clouds over their targets in a rain of blades. The weapon is most often fielded upon Support Weapon Platforms, yet large scaled variants can be found mounted on tank and transport turrets, a bloody alternative to the Pulse Laser.

### Sonic Lance

Using the same technologies found within the Vibro Cannon, Sonic Lances project a beam of resonant sonic waves to shake those caught in the blast apart, scouring everything between its platform to its target.

Exotic Weapons Training (Vibro Cannon) may be treated as the prerequisite Weapons Training talent to use a Sonic Lance.

**TABLE 5-1: LARGE RANGED WEAPONS (CONTINUED)**

| NAME                            | CLASS   | RANGE | RoF        | DAM       | PEN | CLIP | RLD   | SPECIAL   | WT   | AVAILABILITY   |
|---------------------------------|---------|-------|------------|-----------|-----|------|-------|---|------|----------------|
| <b>Solid Projectile Weapons</b> |         |       |            |           |     |      |       |   |      |                |
| Splinterstorm Cannon            | Vehicle | 200m  | - / - / 10 | 1d10+8 R  | 4   | 600  | 2Full | Drukhari, Gyro-Stabilised, Size (6), Storm, Tearing, Toxic (3)        | -    | Very Rare      |
| <b>Exotic Ranged Weapons</b>    |         |       |            |           |     |      |       |   |      |                |
| Beam of Despair                 | Vehicle | 250m  | S / - / -  | 3d10+10 E | 0   | -    | -     | Beam, Size (9), Tainted, Warp Weapon                                  | -    | Near Unique    |
| D-Scythe                        | Heavy   | 25m   | S / - / -  | 3d10 E    | 0   | -    | -     | Bane (Necrons, Psykers, Tyranids 8), Blast (3), Size (5), Warp Weapon | 35kg | Near Unique    |
| Psi-Lance                       | Vehicle | 250m  | S / - / -  | 3d10+10 E | 0   | -    | -     | Hallucinogenic (†), Size (9), Warp Weapon                             | -    | Extremely Rare |
| Haywire Cannon                  | Vehicle | 300m  | S / - / -  | 2d10+9 X  | 5   | 45   | Full  | Bane (Machines & Vehicles 6), Haywire (3), Size (5)                   | 40kg | Extremely Rare |
| Sonic Lance                     | Vehicle | 100m  | S / - / -  | 3d10+9 I  | 14  | -    | -     | Beam, Blast (5), Concussive (5), Scatter, Size (7)                    | -    | Near Unique    |
| Spirit Syphon                   | Heavy   | 20m   | S / - / -  | 2d10+4 E  | 7   | -    | -     | Shocking, Size (6), Spray   | -    | Extremely Rare |
| Spirit Vortex                   | Vehicle | 40m   | S / - / -  | 2d10+9 E  | 7   | -    | -     | Blast (2), Shocking, Size (6)   | -    | Extremely Rare |
| Void Lance                      | Vehicle | 500m  | S / - / -  | 2d10+6 E  | 0   | -    | -     | Beam, Recharge, Size (6), Warp Weapon                                 | -    | Unique         |

† This weapons Hallucinogenic quality is equal to the operator's Psy Rating.

### Spirit Syphon & Spirit Vortex

Formed into strange bucklers covered in glowing glyphs not unlike those used by the Mandrakes, Spirit weapons are a masterwork of Haemonculi spiritual vampirism most often mounted upon Pain Engines. When revealed from their housing, the dark weapons draw in the spiritual essence of those poor souls caught in its awful glare, the weakest of victims having their spiritual matter totally ripped apart to be fed to nearby Dark Kin.

Characters without souls cannot be harmed by these weapon. When a character is killed by these weapons, the wielder gains 1d5 Pain Tokens which they may grant to any other character with the Power Through Pain trait within 20m.

### Splinterstorm Cannon

The largest mass product Splinter weapon in active production, Splinterstorm Cannons fire massive variants of Splinter crystals at their targets, shattering on impact and bathing those within in the most virulent of toxins. So perfectly designed for the culling of mass numbers of infantry, the weapon is despised by all but their operators, seeing the weapon as waste whole harvests of suffering for the benefit of one gunman.

### Suncannon

With blinding flashes of plasma fire, Suncannons light the battlefield with incandescent infernos, each bolt summoning a small sun to annihilate the enemies of the Eldar. Such is the majesty of destruction wrought by the Suncannon that few outside the Wraithknights are trusted to use them in fear the operator may be lost in the glory of wielding Vul's fire and become addicted to the destructive capabilities at their fingertips.

On a hit or miss with this weapon, all characters within double the weapon's Blast quality meters are treated as having been hit by a photon flash grenade, suffering a -20 penalty to the test to resist the blinding effects.

### Void Lance

With eldritch energy stolen from forbidden reaches of the Webway, the Void Lance unleashes a pulse of destruction that rips all matter in its wake asunder. Each Void Lance is priceless, making the loss of any Voidraven mounting one a major loss for any Kabal, their recoveries always a highest priority objective before it can be looted by a rival.

## LARGE MELEE WEAPONS

The following melee weapons are wielded by larger characters such as battlesuits that are available to Corsairs. Unlike large ranged weapons, these melee weapons are rarely directly integrated into battlesuits as systems, instead carried in their gargantuan hands. For Imperial characters, increase the Availability of these weapons by one or two steps, representing the more exotic nature of the items.

Most large melee weapons are typical melee weapons (see TABLE 4-4: MELEE WEAPONS) with the Maximised or Titanic upgrades, many battlesuits including up-scaled weapons in their profiles as examples.

### Balefire Maw

Crafted from glimmersteel and attached to the mandibles of certain Mandrakes and Pain Engines, Balefire Maws use dark glyphs to set their artificial fangs alight with pale green flames. Only those touched by the dark forces of the Aelindrach can truly make use of such weapons with many monarchs of the Midnight Dimension known to wear them as inverted crowns.

Attacks with a Balefire Maw made by characters without the Balefire trait lose the Flame quality and characters with the Balefire trait increase the damage done by Baleblast by +1d10.

### Chain-Flails

Most often found mounted upon Pain Engines designed to capture prime candidates for their creators, alive or dead, Chain-Flails can bind just as well as slay.

## Ghost Weapons

Unlike typical Power weapons, Ghost weapons embed spirit stones of honoured warriors into their hilts and blades, whispering to the wielder and guiding them to strike where the blows would wreck the most damage. They are most often seen in the hands of Wraiths, their undead nature making their communion with the dead souls all the easier.

All Ghost Weapons may gain the Witch-Edge quality while wielded by a character with both the Psyker and Wraith traits.

## Macro-Scalpel

Curved blades wielded by the abominations of the Haemonculi Covens, Macro-Scalpels allow Wracks and Pain Engines alike to carve their way into heavy armoured enemies and vehicles, especially when used with a stable and dexterous hand.

When making an attack with a Macro-Scalpel that benefits from the Aim action, the weapon's Penetration is tripled instead of doubled by the Razor Sharp quality.

## Spirit Probe & Spirit-Leech Tentacle

More direct forms of esoteric Spirit weapons such as the Syphon and Vortex, the Spirit Probe and Spirit-Leech Tentacle allow for the draining of the soul-essence of those struck by them. The probe takes the form of a proboscis, often mounted on the head or arm, while the tentacle's form can wrap and drain a foe in its crushing embrace.

When a character with a soul is killed by these weapons, the wielder gains 1d5 Pain Tokens which they may distribute to any other character with the Power Through Pain trait within 20m.

TABLE 5-2: LARGE MELEE WEAPONS

| NAME                    | CLASS | RANGE | DAM      | PEN | SPECIAL   | WT    | AVAILABILITY   |
|-------------------------|-------|-------|----------|-----|---|-------|----------------|
| <b>Low-Tech Weapons</b> |       |       |          |     |   |       |                |
| Chain-Flails            | Melee | 2m    | 1d10+6 R | 4   | Tearing, Size (5), Snare (1)                      | 12kg  | Rare           |
| Macro-Scalpel           | Melee | 2m    | 2d10+5 R | 5   | Drukhari, Razor Sharp, Size (5)                   | 10kg  | Rare           |
| <b>Power Weapons</b>    |       |       |          |     |   |       |                |
| Ghostaxe                | Melee | 2m    | 2d10+2 R | 5   | Asuryani, Power Field, Size (5), Vengeful (7)     | 8kg   | Extremely Rare |
| Ghostglaive             | Melee | 5m    | 2d10+7 R | 10  | Asuryani, Power Field, Size (6), Vengeful (9)     | 150kg | Near Unique    |
| Ghostsword              | Melee | 2m    | 2d10+2 R | 7   | Asuryani, Power Field, Size (5), Vengeful (8)     | 7kg   | Extremely Rare |
| Ghostspear              | Melee | 4m    | 2d10+4 R | 6   | Asuryani, Power Field, Size (5), Vengeful (8)     | 10kg  | Near Unique    |
| <b>Shock Weapons</b>    |       |       |          |     |   |       |                |
| Spirit-Leech Tentacle   | Melee | 8m    | 2d10+3 I | 2   | Drukhari, Shocking, Flexible, Size (6), Snare (2) | 80kg  | Very Rare      |
| <b>Exotic Weapons</b>   |       |       |          |     |   |       |                |
| Balefire Maw            | Melee | –     | 2d10+5 R | 5   | Flame, Razor Sharp, Size (6), Tainted             | 10kg  | Extremely Rare |
| Spirit Probe            | Melee | 3m    | 2d10+6 E | 3   | Razor Sharp, Shocking, Size (6)                   | 60kg  | Extremely Rare |

## VEHICLE UPGRADES

The following vehicle upgrades are common amongst the Aeldari, though many have alternatives in the many civilisations throughout the Great Wheel. These upgrades may be found within more common forms of vehicle, such as tanks or skimmers, while others may also serve as battlesuit systems.

Upgrades that grant a Melee weapon profile treat the weapon as having a Size trait equal to the vehicle's own minus 1 (i.e. A Size (Enormous) Vyper with a Grav-Talon treats the weapon as Size (Hulking)).

### ADDITIONAL ARMOUR PLATING

Aeldari vehicles tend to be comparatively under-armoured compared to those used by the other species, a trade off for the swiftness the Eldar are known and feared for. Vehicles with Additional Armour Plating gain +5 AP in all locations but reduce the Tactical Speed of vehicles by 2 and base movement rate of battlesuits by 1.

This upgrade may be taken a number of times equal to half of the vehicle's Size trait (rounded up).

Used With: Any

### AGGRESSIVE SECURITY SYSTEM

Upon the twisting streets of Commorragh or within more unsavoury freeports, having a security system that can abjure would-be looters or boarders is highly beneficial. Aggressive Security Systems cause any melee attack, Ram! attack, or attempted boarding action targeting the vehicle to force the attacker to succeed on a -20 Agility test or suffer 1d10 Damage, ignoring AP.

Used With: Any

### ANTI-AIR TARGETTERS

The cogitators and machine-spirits within the vehicle are trained to deal with fast-moving and aerial targets, a boon for any land trawling or skimmer weapons platforms. All weapons mounted upon the vehicle ignore the standard penalties to attacking flying characters and vehicles, the penalties to making ranged attacks against characters taking the Run action, and allows them to make attacks against characters in High Altitude.

Used With: Any

### ARTISAN HULL

Few vehicles can match the level of artistry placed into the construction of this vehicle, forged by the greatest craftspeople it's origin species has to offer. The vehicle gains the Reinforced Armour trait, a +10 bonus on Jink tests, and the vehicle never suffers damage when its operator uses it to take the Ram! action. Battlesuits with this Upgrade gain +2 HP.

This upgrade cannot be acquired on its own through a Requisition test, only able to be gained through requisitioning a vehicle with this upgrade already installed or by crafting a vehicle with this upgrade integrated into its chassis.

Used With: Any

TABLE 5-3: VEHICLE UPGRADES

| NAME                           | AVAILABILITY   |
|--------------------------------|----------------|
| Additional Armour Plating      | Rare           |
| Aggressive Security System     | Rare           |
| Anti-Air Targetters            | Very Rare      |
| Artisan Hull                   | Near Unique    |
| Bladevanes                     | Scarce         |
| Capture Cell                   | Scarce         |
| Chameleoline Paintwork         | Rare           |
| Child of Dromlach              | Unique         |
| Command and Control Array      | Very Rare      |
| Convertible Roof               | Average        |
| Crystal Targeting Matrix       | Extremely Rare |
| Decoy Launchers                | Scarce         |
| Distributed Armour Storage     | Rare           |
| Enhanced Auspex Array          | Rare           |
| Enlightened Cogitation         | Extremely Rare |
| Escape Pods                    | Scarce         |
| Euphoric Sustainers            | Very Rare      |
| Expanded Passenger Compartment | Average        |
| Ghostwalk Matrix               | Extremely Rare |
| Grav-Impellers                 | Scarce         |
| Grav-Talon                     | Rare           |
| Hermetic Sealing               | Scarce         |
| Layered Shield Generator       | Extremely Rare |
| Lifter Arms                    | Common         |
| Mobile Armoury                 | Common         |
| Motivity Refinement            | Rare           |
| Pintle Mount                   | Average        |
| Powered Armour Plating         | Extremely Rare |
| Rapid Assault Ports            | Scarce         |
| Regenerative Hull              | Near Unique    |
| Retrothrusters                 | Very Rare      |
| Screaming Jets                 | Very Rare      |
| Shock Prow                     | Extremely Rare |
| Sidecar                        | Scarce         |
| Spirit Stone Integration       | Very Rare      |
| Star Engines                   | Extremely Rare |
| Stelthene Plating              | Extremely Rare |
| Superior Aethersails           | Very Rare      |
| Sustainer Bay                  | Rare           |
| Undercarriage Mount            | Rare           |
| Omnidirectional Boosters       | Extremely Rare |

## BLADEVANES

A catchall term for all manner of cruel snares and hooks used to pluck their foes from the battlefield, bladevanes are both a tool to capture slaves and to use the corpses of those ensnared by them to strike fear into all that bare witness to their cruel hoisting. Characters killed by the vehicle taking the Ram! Action may instead be rendered Unconscious instead and be grappled by the vehicle, who is treated as having a Strength characteristic of 10 times their Size trait. A number of characters can be ensnared this way equal to half of the vehicle's Size trait (rounded down).

Used With: Size (>4)

## CAPTURE CELL

Used by slave haulers and bounty hunters, capture cells are specialised holds built into vehicles used to keep unwilling occupants from escaping their captors. The vehicle may reduce their carrying capacity to gain a number of Capture Cells equal to the reduction. Characters within the Capture Cells are treated as being grappled by the vehicle, who is treated as having a Strength characteristic of 10 times their Size trait. Characters restrained in a Capture Cell suffer a -40 penalty to Slip Free tests.

Used With: Carrying Capacity (>0)

## CHAMELEOLINE PAINTWORK

Just as a person might don a cloak treated with Chameleoline, so to might a vehicle be painted with the vision distorting chemical. Chameleoline Paintwork grants the vehicle the effects of a Chameleoline Cloak.

Used With: Any

## CHILD OF DROMLACH

A vehicle to rival those used by the heroes of myth, a Child of Dromlach earns its distinction by being compared to such spawn of the Cosmic Serpent such as the dragons or Weaver Serpents. The vehicle gains +10 Manoeuvrability, +10 Integrity, and is never destroyed by Critical damage, instead being simply made nonoperational until repaired. Battlesuits with this upgrade also gain +2 HP. In addition, they gain the Artifact quality and an Artifact trait from an appropriate Origin. This may lead to peculiar vehicles, such as experimental Drukhari Hornets or Xenos species' equivalent of a wraithguard.

This modification cannot be acquired through a Requisition test, only able to be gained through an item looted on a mission.

Used With: Any

## COMMAND AND CONTROL ARRAY

Found in the personal transports of Felarchs, Princes, and the equivalent ranking souls of the younger species, these arrays turn the vehicle into a mobile forward command centre, relaying and issuing orders throughout raiding forces. The operator or commander of the vehicle gain a +10 bonus to Command tests, may always make Command tests through electronic communications such as a vox-caster, and may effect ten times the number of characters when using the Inspire special action of their Command skill. This effect combines with Talents with the Fellowship or Leadership aptitudes..

Used With: Any

## CONVERTIBLE

Once considered a sign of a leisure craft, convertible vehicles see more use as troop transports in the grim dark future, able to protect raiders as they travel through dangerous terrain only to open when the bloodshed begins. The operator of the vehicle may spend a Full Action to gain or remove the Enclosed trait from the vehicle. Good and Best craftsmanship vehicles also grant the vehicle the Environmentally Sealed trait while it is Enclosed.

Used With: Any but battlesuits

## CRYSTAL TARGETING MATRIX

Often attached to the shoulders of a battlesuit and into the weapons of more typical vehicles, these targeting arrays guide the operator's attacks, compensating for mortal error. Called Shot attacks made by weapons mounted to the vehicle do not suffer a penalty to the attack roll and the operator gains the Unnatural Ballistic Skill (+2) trait.

This upgrade's effects stack when used as a battlesuit system when multiple Advanced Targeting Arrays are equipped to multiple Hard Points, up to a maximum of four times.

Used With: Any but Engines of Pain

## DECOY LAUNCHERS

Ranging from smoke generators to prismatic holo-emitters, decoy launchers make targeting of the vehicle far more difficult to achieve. The operator or co-pilot of the vehicle may use a Free action on their turn or a Reaction when made the target of a ranged attack to activate the Decoy Launchers, causing all attacks against them and any characters within 10m of them to suffer a -30 penalty for the next 1d5 rounds and not allowing attacks against them to benefit from Aim actions. The operator of the vehicle may also treat the Decoy Launcher as a Grenade Launcher loaded with decoys, fired as a ranged weapon to create Blast (5) areas within range.

Decoy Launchers may be used a number of times equal to half of their Size trait (rounded up) per Mission.

Used With: Any

### DISTRIBUTED AMMO STORAGE

Complex loader systems and batteries are spread throughout the vehicle's structure, making any piercing blow that would otherwise cause catastrophic ammunition cascade to be reduced in efficacy. When the vehicle suffers Critical damage that would cause the crew and passengers to also suffer damage, they reduce the damage taken by 5 and gain a +20 bonus on any test forced on them by vehicle Critical damage results.

Used With: Size (>5)

### ENHANCED AUSPEX ARRAYS

All manner of sensory upgrades are installed into the vehicle, rendering the operator near-incapable of being rendered blind to their surroundings. The crew of the vehicle suffer no penalties caused by darkness, weather, or the Smoke quality. In addition, the crew of the vehicle gain a +20 bonus on all Awareness tests and when using an Auspex.

Used With: Any

### ENLIGHTENED COGITATION

More than simply a greater amount of computation hardware installed into a vehicle, this upgrade allows for co-pilot spirits to better interact with their host chassis' systems through superior tech-ecosystem integration. The vehicle gains the Power of the Machine Spirit trait and grants any Co-Pilot Spirit or Ghost Warrior installed into the vehicle to have a +10 bonus on all tests made with the vehicle.

Used With: Any with Good or Best Craftsmanship

### ESCAPE PODS

To escape from combat is a non-option for slaves to the God-Emperor, yet many species see the benefits of living to fight another day. When the vehicle is destroyed or become Out of Control, any member of the crew may eject from the vehicle before they take any damage, floating to the ground as if using a Best Craftsmanship Grav Chute or safe for pick-up in Zero-g Gravity

Used With: Size (>5)

### EUPHORIC SUSTAINERS

Spiking the environmental controls of a vehicle with a low-dosage cocktail allows those within to relax and focus, though many choose to add some social enhancements into the passenger compartments. Characters within the vehicle gain a +20 bonus to Fear tests. In addition, Charm and Command tests also gain a +20 bonus to characters also within the vehicle

Used With: Any with Environmentally Sealed trait

### EXPANDED PASSENGER COMPARTMENT

Troop transports are necessary for any space-faring peoples, some choosing to build upon smaller hull to fit in more warriors. Battlesuits typically only have room in their cockpit for their pilot, though some more luxurious examples may allow for a whole entourage to reside within the war machine. Vehicles increase their Carrying Capacity equal to half of their current capacity (rounded up). Battlesuits gain a Carrying Capacity like a regular vehicle depending on its Size trait:

- Size (6): 3 Passengers
- Size (7): 6 Passengers
- Size (8): 10 Passengers
- Size (9): 15 Passengers
- Size (10): 20 Passengers

Used With: Size (>5)

### GHOSTWALK MATRIX

Through the guidance of those entities half way between real space and the Immaterium, this generator allows the user to slip into those liminal places, seeming to blink in and out of existence as they move. The vehicle always ignores the effects of difficult terrain and gains the use of a Best-Craftsmanship Warp Blink Pack except its Willpower test is made with Agility as an alternate characteristic and it can teleport up to the vehicle's Tactical Speed. The Corruption gained from a failed test using this upgrade is also given to all crew and any passengers the vehicle carries.

Used With: Any with Spirit Stone Integration

### GRAV-IMPELLERS

Just as Aeldari vehicles manipulate gravity to propel themselves forward, so too may some battlesuits, typically installed on those platforms that need the added mobility to travel through the broken paths of the Webway. Vehicles equipped with this upgrade may spend a Full action to gain or lose the Skimmer trait and the Hoverer trait equal to their Size trait.

Used With: Tracked, Walker, and Wheeled vehicles

## GRAV-TALON

Mounted upon the sides and undersides of jetbikes and skimmers, Grav-Talons are wicked blades used to slice apart flesh and armour alike. When the operator of the vehicle takes the Hit and Run or Ram! actions, they may make the attack at any point during their movement and may use the following weapon profile:

| GRAV-TALON  |        |       |                          | CLASS: <i>MELEE</i> |  |
|---|--------|-------|--------------------------|---------------------|--|
| RNG -   | RoF -  |       | DMG $2d10 + \dagger (R)$ |                     |  |
| PEN 5   | CLIP - | RLD - | WT -                     | AVL -               |  |
| SPECIAL: <i>RAZOR SHARP</i><br>$\dagger$ = Side AP of the vehicle |        |       |                          |                     |  |

The Grav-Talon gets a bonus to its Damage and Penetration equal to half of its Tactical Movement rate (rounded up). If the Grav-Talon is used as a part of a Ram! action against a vehicle whose struck AP is less than the Grav-Talon's Penetration of the attack, the equipped vehicle does not take damage as they would normally.

Battlesuits may treat the above profile as an integrated melee weapon, grant their Combat Walker and unarmed attacks the Razor Sharp trait, and change their damage type to Rendng.

Used With: Vehicles with Flyer or Skimmer trait or battlesuits

## HERMETIC SEALING

A common upgrade for vehicles, especially jetbikes, used in atmospheric conditions that are actively dangerous to exposed people. The vehicle gains the Enclosed and Environmentally Sealed trait.

Used With: Any

## LAYERED SHIELD GENERATOR

The operation of multiple shield generators over a small space often cause all to malfunction, the use of large, specialised layered generators necessary to achieve such overwhelming defence. While the vehicle or battlesuit has a force field equipped, if the force field would overload it instead shuts down this system, requiring a Full action to reactivate.

Used With: Size (>6)

## LIFTER ARMS

Called looter-arms by the the more crass Corsairs, lifter arms are any means used by vehicles to grab freight or other, smaller vehicles, be that by literally cargo arms, grappling tendrils, or grav-manipulators. The vehicle may pick up other vehicles or equivalent sized items of the same Size or less, and may carry triple the number of vehicles for every Size smaller (e.g. Immense may carry 1 Immense, 3 Massive, or 9 Enormous). If the vehicle has the Dynamic Entry trait, all vehicles it carries also gain it, landing beside the upgraded vehicle

Used With: Any

## MOBILE ARMOURY

Whether simply an ammo crate or a full arms-locker, the vehicle allows all members of the owner's coterie to stock the necessities in the art of killing. If the vehicle is Size (Massive) or less, all Corsairs gain an additional standard reload to their Pistol, Basic, and Heavy weapons and an additional grenade if they have any. If the vehicle is Size (Immense) or greater, all Corsairs may regain all of their standard reloads, grenades, and equipment with per mission maximums between Objectives.

Used With: Any but bikes

## MOTIVITY REFINEMENT

The Eldar have had millions of years to perfect their designs for their vehicles yet the definition of perfection ever changes within the Bonesinger Design Schools, compromising by leaving space for individuals to change what kind of celeritous perfection they desire. This vehicle gains the Enhanced Motive Systems trait. If the vehicle also has the Ponderous trait, the two traits cancel out and the vehicle uses the normal rules for movement.

Used With: Any but battlesuits

## PINTLE MOUNT

An additional hatch and ring-mount is attached to the hull of the vehicle, allowing for a new point of entrance and the ability for another gunner to add their killing prowess to the vehicle's use. The vehicle gains an additional Pintle mounting compatible with Basic or Heavy weapons and an additional Gunner crew position.

This upgrade may be taken a number of times equal to half the vehicle's Size trait (rounded down).

Used With: Any non-battlesuit of Size (>5)

## POWERED ARMOUR PLATING

The requirements to add disruption field across an entire hull of a vehicle is untenable to most, requiring a powerful internal generator capable of sustaining its shape. Vehicles with such additions can protect their crew to a higher degree but the risk of the generator being hit puts many off the idea. The vehicle gains +10 AP on all locations and when the operator of the vehicle takes the Hit and Run or Ram! actions, they may use the following weapon profile:

| POWERED HULL  |        |       |                          | CLASS: <i>MELEE</i> |  |
|---|--------|-------|--------------------------|---------------------|--|
| RNG -   | RoF -  |       | DMG $2d10 + \dagger (I)$ |                     |  |
| PEN 15  | CLIP - | RLD - | WT -                     | AVL -               |  |
| SPECIAL: <i>POWER FIELD</i><br>$\dagger$ = Side AP of the vehicle |        |       |                          |                     |  |

Any Critical damage taken by the vehicle is increased by +2 and any Critical effect that would damage its passengers increases its damage by an additional 1d10.

Battlesuits may treat the above profile as an integrated melee weapon, grant their Combat Walker and unarmed attacks +12 Penetration and the Power Field trait.

Used With: Any

## RAPID ASSAULT PORTS

When striking at a foe, be they prepared or surprised, every moment matters. Some vehicles use specialised entrances to swiftly deposit any warriors waiting within, sometimes in such crude ways as pneumatic ejection plating or spring-catapults. Passengers within the vehicle may disembark from the vehicle as a Free action and increase their base movement rate by 2 until the start of their next turn. In addition, they gain a +20 bonus to any test to escape the vehicle caused by Critical damage.

Used With: Any but battlesuit

## REGENERATIVE HULL

Wraithbone is naturally regenerative but some forms of biomanancy-enriched psychoplastics can re-knit themselves even swifter, an ability that even some vehicles of humanity's Golden Age did not replicate. The vehicle gains the Regeneration trait equal to the vehicle's Size. Vehicle with this upgrade can remove Hull Critical Hit Effects, taking a number of rounds equal to the effect's Critical damage rating, but cannot repair being destroyed.

Used With: Any

## RETROTHRUSTERS

Positioned in key points around the vehicle's hull, multiple small but powerful thrusters allow flying vehicle to make rapid turns in ways otherwise impossible. The vehicle may make their turn at the start, in the middle, and at the end of their movement. Vehicles with this upgrade may treat their firing arcs of their mounts as being 360° and battlesuits with this upgrade do not need to move in a straight line when taking the Charge or Run action while flying.

Used With: Any with the Flyer trait

## SCREAMING JETS

Terror wails down upon those beneath these jets, utilising the psychosonic amplifiers used within the masks of the Howling Banshees to sow fear into the operator's foes. When taking the Floor It! or Tactical Manoeuvring actions, the vehicle gains the Fear (+1) trait and inflicts a -20 penalty to Willpower tests to resist Fear to characters within 50m of the vehicles position on every lower altitude.

Used With: Vehicles with the Flyer trait

## SHOCK PROW

Found mounted upon the front of Drukhari raiding transports as a means to satiate the operator's need to inflict suffering, these wicked spikes crackle with energy, arcs of cruel lightning sparking into even those that are not immediately ran over. When the operator of the vehicle takes the Hit and Run or Ram! actions, they may make the attack at any point during their movement and may use the following weapon profile:

| SHOCK PROW                         |        |       | CLASS: MELEE     |       |
|------------------------------------|--------|-------|------------------|-------|
| RNG -                              | RoF -  |       | DMG 2D10 + † (E) |       |
| PEN 10                             | CLIP - | RLD - | WT -             | AVL - |
| SPECIAL: DEVASTATING (4), SHOCKING |        |       |                  |       |
| † = Front AP of the vehicle        |        |       |                  |       |

If the Shock Prow is used as a part of a Ram! action against another vehicle, the planted plating of the prow treats the target's AP as being halved (rounded up) to determine damage inflicted back to the upgrades vehicle.

Battlesuits may treat the above profile as an integrated melee weapon, grant their Combat Walker and unarmed attacks the Devastating (4) and Shocking traits, and change their damage type to Energy.

Used With: Any

## SIDECAR

More commonly seen as a cupola mounted behind the driver of an Aeldari jetbike instead of to their sides to avoid drag, sidecars make for excellent weapon mounts as well as a seat for an additional passenger. The vehicle gains a Pintle mounting compatible with a Basic weapon and an additional Gunner crew position.

This upgrade can be taken twice.

Used With: Bikes

## SPIRIT STONE INTEGRATION

Much like constructing a wraith shell for a spirit to inhabit, these wraithbone constructs link all primary mechanics and systems within a vehicle with a spirit stone interface, allowing for the dead to pilot the chariots of the living. This process is key to most Asuryani vehicle operations, allowing for skilled souls to continue to protect their people even beyond the mortal coil. The vehicle either gains the Co-Pilot Spirit trait.

Used With: Any

### STAR ENGINES

The best of the best when it comes to Aeldari engineering, star engines are additional sub-thrusters and grav-impellers mounted around a vehicle's existing motive systems, increasing the vehicle's profile in exchange for greater speed. The vehicle increases its Tactical Movement by half of its current movement rate (rounded up) and triples its Cruising Speed but increases any Critical damage done to its Motive systems by 2.

**Used With:** Any non-battlesuit with the Flyer or Hoverer trait

### STELTHENE PLATING

A unique form of wraithbone, stelthene has a paradoxical effect of being harder to detect through auspstral and psyniscient means as it increases in mass, making it a poor substitute for Chameleoline on an infantry scale but perfect for designing stealth frames for vehicles and wraith constructs. Vehicles with this upgrade are completely invisible to technological scanning equipment and inflict a -30 penalty to all Awareness and Psyniscience tests to perceive them.

**Used With:** Size (>5) or any Ghost Warrior battlesuit

### SUPERIOR AETHERSAILS

Aethersails are, as the name suggests, the sail-like panels commonly used by the Drukhari in their raiding vessels use the unique background energies of the Webway to empower their engines in a similar manner to the Solar Sails of the Craftworlds' fleet. Superior sails manage to gather and retain this energy for longer, allowing for a greater output of energy. While in the Webway or within a day of being inside the Webway, the vehicle increases its Tactical movement by half its current movement rate (rounded up) and triples its Cruising Speed.

**Used With:** Vehicles with the Flyer or Skimmer trait

### SUSTAINER BAY

Those following the Ishan teachings rarely follow the Khainites to battle yet those that do serve to pick up the fallen or injured and swiftly bring them to a place of safety. Vehicle with this upgrade can reduce their Carrying Capacity to gain Sustainer Bay crew positions, trading 3 capacity for every bay. Characters within a Sustainer Bay cannot die, ignore the effects of their Critical damage, and grant a +30 bonus to Medicae tests to render them aid.

**Used With:** Carrying Capacity (>2)

### UNDERCARRIAGE MOUNT

Integrated into the drive-systems of a vehicle, this form of weapon mounting does not allow for the greatest arc of fire but does allow for high powered weapons to be brought to bare against the enemies directly before or behind the operator. The vehicle gains a Fixed mounting compatible with Basic, Heavy, or Vehicle weapons of the vehicle's Size trait or smaller which can be fixed to point directly forward or behind the vehicle.

**Used With:** Any non-battlesuit of Size (>4)

### OMNIDIRECTIONAL BOOSTERS

Unlike retrothrusters, omnidirectional boosters are full-scale expansions of a flying or skimmer vehicle's motive systems, boosters planted in key locations to let them sustain flight without needing to maintain acceleration or velocity. The vehicle gains the VTOL trait.

**Used With:** Any with the Flyer trait

## ANHRATHE VEHICLES

*"YOU FLY LIKE YOU WANT TO LIVE FOREVER!"*

-Common saying amongst Anhrathe pilots

The following vehicles are the few examples of vehicles used primarily by the Corsair fleets, requiring the Operate (Aeldari) skill at least Trained in order to use effectively. For characters of non-Aeldari Origins, increase the Availability of these weapons by one or two steps, representing the more exotic nature of the vehicles.

### STARFANG

A variant of the Vyper common amongst the Anhrathe, the Starfang melds the technology of the Asuryani and Drukhari, a perfect symbol of the Corsair technological creole. The Starfang melds Craftworld swiftness with the murderous prowess of the Dark Kin, the wraithbone systems interacting with non-psyhic mechanics to allow for psychically repressed members of the coterie.

| STARFANG   |                | SKIMMER             |  |
|--|----------------|---------------------|--|
| FRONT: 18  | SIDE: 18       | Rear: 12            |  |
| CRUISING SPEED: 250KPH   |                | TACTICAL SPEED: 40M |  |
| MANOEUVRABILITY: +20   | SIZE: ENORMOUS | INTEGRITY: 20       |  |
| CARRYING CAPACITY: 0   |                | AVAILABILITY: RARE  |  |
| CREW: OPERATOR, GUNNER   |                |                     |  |
| VEHICLE TRAITS: BIKE, DECOY LAUNCHER, ENHANCED MOTIVE SYSTEMS, SPACE CRAFT |                |                     |  |

### Weapons

A Starfang has one each of the following turret-mounted weapons:

| DISINTEGRATOR CANNON                   |            |           |                  | CLASS: VEHICLE |  |
|--|------------|-----------|------------------|----------------|--|
| RNG 200m                               | RoF S/-/10 |           | DMG 2d10 + 6 (E) |                |  |
| PEN 12                                 | CLIP 200   | RLD 2Full | WT -             | AVL ER         |  |
| SPECIAL: MELTA, RELIABLE, SIZE (5)     |            |           |                  |                |  |
| HALLUCINOGENIC GRENADE LAUNCHER        |            |           |                  | CLASS: BASIC   |  |
| RNG 60m                                | RoF S/-/-  |           | DMG -            |                |  |
| PEN -                                  | CLIP 12    | RLD Full  | WT -             | AVL Scarce     |  |
| SPECIAL: SMOKE (5), HALLUCINOGENIC (2) |            |           |                  |                |  |

**Aeldari Aerial Superiority:** When the operator of a Starfang successfully uses the Jink action, they may immediately move the vehicle up to 10m in any direction.

**Hallucinogen Decoys:** Whenever the Starfang uses its Decoy Launcher upgrade, characters without a rebreather or environmentally sealed armour within 10m of the vehicle must resist the effects of the Hallucinogenic (2) quality. This test is repeated if characters end their turn within the Decoy Launcher effect, they must resist the Hallucinogenic effects again.

## VOID DRAGON

Named after the coterie that first spawned this form of Phoenix, some Asuryani decry the Void Dragon as being a primary cause for other species not being able to tell the difference between Craftworld and Commorran forces as they fly to the aid of any Aeldari. The coterie that make use of such vehicles do not care to comment about the minds of the mon'keigh. Very similar to its base frame, the Void Dragon differentiates itself by its hull-fixed starcannons and their typically elaborate paint jobs, building their own legacies of destruction.

| VOID DRAGON  |               | FLYER                   |  |
|--|---------------|-------------------------|--|
| FRONT: 32  | SIDE: 32      | Rear: 27                |  |
| CRUISING SPEED: 3,100KPH   |               | TACTICAL SPEED: 35M     |  |
| MANOEUVRABILITY: +20   | SIZE: IMMENSE | INTEGRITY: 55           |  |
| CARRYING CAPACITY: 0   |               | AVAILABILITY: VERY RARE |  |
| CREW: OPERATOR, CO-PILOT   |               |                         |  |
| VEHICLE TRAITS: CRYSTAL TARGETING MATRIX, ENHANCED MOTIVE SYSTEMS, HOLO-FIELD, SPACE CRAFT |               |                         |  |

### Weapons

A Void Dragon has one Twin-linked turret-mounted weapon with the following weapon as default:

| TWIN-LINKED STARCANNONS        |           |       |                   | CLASS: VEHICLE |  |
|--------------------------------|-----------|-------|-------------------|----------------|--|
| RNG 400m                       | RoF S/-/4 |       | DMG 3d10 + 10 (E) |                |  |
| PEN 8                          | CLIP -    | RLD - | WT -              | AVL VR         |  |
| SPECIAL: ACCURATE, TWIN-LINKED |           |       |                   |                |  |

A Void Dragon has two hull-mounted weapons that can only be fired by the Co-Pilot:

| PHOENIX MISSILE ARRAY  |            |       |                   | CLASS: VEHICLE |  |
|--|------------|-------|-------------------|----------------|--|
| RNG 500m   | RoF -/2/4  |       | DMG 2d10 + 16 (X) |                |  |
| PEN 10   | CLIP 4     | RLD - | WT -              | AVL VR         |  |
| SPECIAL: BLAST (8)   |            |       |                   |                |  |
| TWIN-LINKED SHURIKEN CANNONS                                 |            |       |                   | CLASS: VEHICLE |  |
| RNG 120m   | RoF S/3/10 |       | DMG 1d10 + 6 (R)  |                |  |
| PEN 4  | CLIP -     | RLD - | WT -              | AVL R          |  |
| SPECIAL: GYRO-STABILISED, RAZOR SHARP, RELIABLE, TWIN-LINKED |            |       |                   |                |  |

**Mercenary Reputation:** Operators of Void Dragons are known for their moral relativism, granting them a +10 bonus to Fellowship tests against other Eldar when negotiating work contracts or objectives.

## WASP

While a typical War Walker might stride forth from a Webway gate, Wasps descend from the sky with a viciousness even the Drukhari admire. Equipped with jump jets that allow them to pounce around the battlefield, Wasps are operated by Corsairs who want to wield multiple heavy weapons at once without needing to operate a tank.

| WASP  |                    | WALKER              |  |
|---|--------------------|---------------------|--|
| FRONT: 10   | SIDE: 8            | Rear: 10            |  |
| CRUISING SPEED: 150KPH  |                    | TACTICAL SPEED: 20M |  |
| MANOEUVRABILITY: +30  | SIZE: ENORMOUS     | INTEGRITY: 20       |  |
| CARRYING CAPACITY: 0  | AVAILABILITY: RARE |                     |  |
| CREW: OPERATOR  |                    |                     |  |
| VEHICLE TRAITS: COMBAT WALKER, DYNAMIC ENTRY, ENCLOSED, ENVIRONMENTALLY SEALED, ENHANCED MOTIVE SYSTEMS, MISTSHIELD |                    |                     |  |

## Weapons

A Wasp has two turret-mounted weapons (choose two of the following):

| AELDARI MISSILE LAUNCHER                        |            |           |                   |        | CLASS: VEHICLE |
|---|------------|-----------|-------------------|--------|----------------|
| RNG 500m  | RoF -/2/4  |           | DMG 2D10 + 16 (X) |        |                |
| PEN 10  | CLIP 12    | RLD 2Full | WT -              | AVL VR |                |
| SPECIAL: BLAST (8)                              |            |           |                   |        |                |
| BRIGHT LANCE                                    |            |           |                   |        | CLASS: VEHICLE |
| RNG 200m  | RoF S/-/-  |           | DMG 3D10 + 10 (E) |        |                |
| PEN 4   | CLIP -     | RLD -     | WT -              | AVL VR |                |
| SPECIAL: BEAM, LANCE, PROVEN (3)                |            |           |                   |        |                |
| SCATTER LASER                                   |            |           |                   |        | CLASS: VEHICLE |
| RNG 100m  | RoF -/3/6  |           | DMG 1D10 + 6 (E)  |        |                |
| PEN 4   | CLIP -     | RLD -     | WT -              | AVL S  |                |
| SPECIAL: SCATTER, STORM                         |            |           |                   |        |                |
| SHURIKEN CANNON                                 |            |           |                   |        | CLASS: VEHICLE |
| RNG 120m  | RoF S/3/10 |           | DMG 1D10 + 6 (R)  |        |                |
| PEN 4   | CLIP 400   | RLD 2Full | WT -              | AVL S  |                |
| SPECIAL: GYRO-STABILISED, RAZOR SHARP, RELIABLE |            |           |                   |        |                |
| STARCANNON                                      |            |           |                   |        | CLASS: VEHICLE |
| RNG 400m  | RoF S/-/4  |           | DMG 3D10 + 10 (E) |        |                |
| PEN 8   | CLIP -     | RLD -     | WT -              | AVL VR |                |
| SPECIAL: ACCURATE                               |            |           |                   |        |                |

**Wasp Jets:** The vehicle gains the Flyer vehicle trait in Low- or Zero-Gravity and may move as if flying when taking a Movement Subtype action.

## ASURYANI VEHICLES

"DO YOU EVER FEEL LIKE A SPIRITSEER, COMMUNING WITH THE SOULS TO KEEP THIS VESSEL IN MOTION?"

-Yillir, Guardian of Craftworld Ulthwé

The following vehicles are examples of vehicles used primarily by the Craftworld Eldar, requiring the Operate (Aeldari) skill at least Trained in order to use effectively. In addition, characters without the Psyker Aptitude of Trait also suffer a -10 penalty to operate these vehicles. For characters of non-Anhrathe or non-Asuryani Origins, increase the Availability of these weapons by one or two steps, representing the more exotic nature of the vehicles.

### COBRA

Named for the bellicose and wrathful brother of the Cosmic Serpent, the super-heavy Cobra is a weapons platform earning the name by mounting one of the most devastating dimensional weapons: the D-Impailer. Shorter in range than most of these dreaded weapons, the Cobra makes use of its swift platform to hunt greater foes like knights or titans as they strike like the mythological assassin with its poisoned bite.

| COBRA   |               | SKIMMER                   |  |
|---|---------------|---------------------------|--|
| FRONT: 20   | SIDE: 20      | Rear: 18                  |  |
| CRUISING SPEED: 280KPH  |               | TACTICAL SPEED: 30M       |  |
| MANOEUVRABILITY: +25  | SIZE: IMMENSE | INTEGRITY: 34             |  |
| CARRYING CAPACITY: 0  |               | AVAILABILITY: NEAR UNIQUE |  |
| CREW: OPERATOR, GUNNER  |               |                           |  |
| VEHICLE TRAITS: DYNAMIC ENTRY, ENCLOSED, ENHANCED MOTIVE SYSTEMS, ENCLOSED, ENVIRONMENTALLY SEALED, SUPER-HEAVY |               |                           |  |

### Weapons

A Cobra mounts a D-Impailer on a fixed-mounting that can only be fired by the Gunner:

| D-IMPAILER   |           |       | CLASS: VEHICLE |        |  |
|--|-----------|-------|----------------|--------|--|
| RNG 30m  | RoF S/-/- |       | DMG 5D10 (E)   |        |  |
| PEN -  | CLIP -    | RLD - | WT -           | AVL NU |  |
| SPECIAL: BEAM, DIMENSIONAL WEAPON, RECHARGE, SIZE (IMMENSE), WARP WEAPON |           |       |                |        |  |

A Cobra has a hull-mounted weapon that can only be fired by the Operator or Co-Pilot spirit (choose one of the following):

| AELDARI MISSILE LAUNCHER                        |            |           |                   | CLASS: VEHICLE |  |
|---|------------|-----------|-------------------|----------------|--|
| RNG 500m  | RoF -/2/4  |           | DMG 2D10 + 16 (X) |                |  |
| PEN 10  | CLIP 12    | RLD 2Full | WT -              | AVL VR         |  |
| SPECIAL: BLAST (8)                              |            |           |                   |                |  |
| BRIGHT LANCE                                    |            |           |                   | CLASS: VEHICLE |  |
| RNG 200m  | RoF S/-/-  |           | DMG 3D10 + 10 (E) |                |  |
| PEN 4   | CLIP -     | RLD -     | WT -              | AVL VR         |  |
| SPECIAL: BEAM, LANCE, PROVEN (3)                |            |           |                   |                |  |
| SCATTER LASER                                   |            |           |                   | CLASS: VEHICLE |  |
| RNG 100m  | RoF -/3/6  |           | DMG 1d10 + 6 (E)  |                |  |
| PEN 4   | CLIP -     | RLD -     | WT -              | AVL S          |  |
| SPECIAL: SCATTER, STORM                         |            |           |                   |                |  |
| SHURIKEN CANNON                                 |            |           |                   | CLASS: VEHICLE |  |
| RNG 120m  | RoF S/3/10 |           | DMG 1d10 + 6 (R)  |                |  |
| PEN 4   | CLIP 400   | RLD 2Full | WT -              | AVL S          |  |
| SPECIAL: GYRO-STABILISED, RAZOR SHARP, RELIABLE |            |           |                   |                |  |
| STARCANNON                                      |            |           |                   | CLASS: VEHICLE |  |
| RNG 400m  | RoF S/-/4  |           | DMG 3D10 + 10 (E) |                |  |
| PEN 8   | CLIP -     | RLD -     | WT -              | AVL VR         |  |
| SPECIAL: ACCURATE                               |            |           |                   |                |  |

**Brother to Serpent:** Every Cobra is constructed with respect for the mythological creature it is named for, only the most flawless of them allowed to enter into use. This vehicle is always Best-craftsmanship with such changes already reflected into its profile.

**Titan-Grade Holo-Field:** This vehicle is protected by a holo-field usually reserved for titans, granting it a Best-craftsmanship Holo-Field and the Layered Shield Generator upgrade.

## DARKSTAR

One of the most common fighter craft in use by the Craftworlds not claimed by the Aspect Shrines, the Darkstar is often overlooked when deployed along with the Crimson Hunters. This comparison can be to their benefit; underestimating the presence of a Darkstar welcomes the destruction of enemy pilots as the Asuryani craft dances through the void with typical Aeldari grace.

| DARKSTAR   |                | FLYER                   |  |
|--|----------------|-------------------------|--|
| FRONT: 24  | SIDE: 24       | Rear: 16                |  |
| CRUISING SPEED: 2,750KPH   |                | TACTICAL SPEED: 40M     |  |
| MANOEUVRABILITY: +25   | SIZE: ENORMOUS | INTEGRITY: 25           |  |
| CARRYING CAPACITY: 0   |                | AVAILABILITY: VERY RARE |  |
| CREW: OPERATOR, GUNNER   |                |                         |  |
| VEHICLE TRAITS: CRYSTAL TARGETING MATRIX, REINFORCED ARMOUR, SPACE CRAFT |                |                         |  |

### Weapons

A Darkstar has two Twin-linked hull-mounted weapons which may be used by either its Operator or Gunner:

| TWIN-LINKED BRIGHT LANCE                      |           |       |                   |        | CLASS: VEHICLE |
|---|-----------|-------|-------------------|--------|----------------|
| RNG 200m                                      | RoF S/-/- |       | DMG 3d10 + 10 (E) |        |                |
| PEN 4   | CLIP -    | RLD - | WT -              | AVL ER |                |
| SPECIAL: BEAM, LANCE, PROVEN (3), TWIN-LINKED |           |       |                   |        |                |
| TWIN-LINKED STARCANNON                        |           |       |                   |        | CLASS: VEHICLE |
| RNG 400m                                      | RoF S/-/4 |       | DMG 3d10 + 10 (E) |        |                |
| PEN 8   | CLIP -    | RLD - | WT -              | AVL ER |                |
| SPECIAL: ACCURATE, TWIN-LINKED                |           |       |                   |        |                |

**Linked Weapons:** While the Operator may fire their weapons, the Gunner make use of a linked targeting system, allowing them to, after making an attack with a hull-mounted weapon, make a second Attack action on their turn as a Free action to fire their second hull-mounted weapon.

**Supremely Manoeuvrable:** Darkstars have highly-advanced engine systems, even for an Aeldari vehicle. When turning, the vehicle can turn up to 180° instead of 90°. In addition, when the operator of a Darkstar successfully uses the Jink action, they may immediately move the vehicle up to 10m in any direction

**Weak Holo-Field:** A trade-off for their superior engines, the Darkstar can only mount a smaller holo-field, granting them a Poor-craftsmanship Holo-Field which cannot be upgraded.

## EAGLE

Built upon an upscaled frame of the Darkstar, the Eagle bomber is slower but brings powerful sonic munitions to bare against the enemies of the Craftworld. Such devastation inspired such blood thirst in some pilots that they were named *Amon Harakht*, a name associating 'Eagle Pilots' with an aspect of Khaine, thus spawning a rare Aspect Shrine of the same name.

| EAGLE   |               | FLYER                   |  |
|---|---------------|-------------------------|--|
| FRONT: 26   | SIDE: 26      | Rear: 20                |  |
| CRUISING SPEED: 2,000KPH  |               | TACTICAL SPEED: 30M     |  |
| MANOEUVRABILITY: +20  | SIZE: MASSIVE | INTEGRITY: 25           |  |
| CARRYING CAPACITY: 0  |               | AVAILABILITY: VERY RARE |  |
| CREW: OPERATOR, GUNNER, ENGINEER                                  |               |                         |  |
| VEHICLE TRAITS: CRYSTAL TARGETING MATRIX, HOLO-FIELD, SPACE CRAFT |               |                         |  |

### Weapons

An Eagle has a turret-mounted weapon with the following weapon installed by default:

| STARCANNON CLUSTER                              |           |       |                   |        | CLASS: VEHICLE |
|---|-----------|-------|-------------------|--------|----------------|
| RNG 400m  | RoF S/-/6 |       | DMG 3d10 + 10 (E) |        |                |
| PEN 8   | CLIP -    | RLD - | WT -              | AVL ER |                |
| SPECIAL: ACCURATE, SIZE (ENORMOUS), TWIN-LINKED |           |       |                   |        |                |

**Aeldari Aerial Superiority:** When the operator of an Eagle successfully uses the Jink action, they may immediately move the vehicle up to 10m in any direction.

**Starcannon Clustershot:** When taking the Aim action, the Gunner gains the benefit of the Aim action against all characters within standard range of the Starcannon Cluster and when taking a Full-Auto attack with the weapon may distribute the number of hits amongst the same amount of targets within range.

**Sonic Charge Run:** After the Operator takes the Tactical Manoeuvring action with a Full Action, the Engineer may make an Attack against a single target that had been directly beneath their elevation at any point during their movement with the following weapon:

| EAGLE SONIC CHARGE                                  |           |       |                  |        | CLASS: VEHICLE |
|---|-----------|-------|------------------|--------|----------------|
| RNG -   | RoF S/-/- |       | DMG 3d10 + 7 (E) |        |                |
| PEN 25  | CLIP 30   | RLD - | WT -             | AVL ER |                |
| SPECIAL: BLAST (3), CONCUSSIVE (3), DEVASTATING (3) |           |       |                  |        |                |

## FALCON

Both used as a mainline battle tank and small-scale troop transport, the *Faolchu* is one of the most common vehicles in use amongst the forces of the Craftworlds. Named for the figure of the War in Heaven that gathered the sword Anaris from Vault to aid the hero Eldanesh, the Falcon grav-tank mounts powerful weapons to aid the living warriors of the Aeldari people.

| FALCON  |               | SKIMMER              |  |
|---|---------------|----------------------|--|
| FRONT: 22   | SIDE: 22      | Rear: 20             |  |
| CRUISING SPEED: 800KPH  |               | TACTICAL SPEED: 30M  |  |
| MANOEUVRABILITY: +25  | SIZE: MASSIVE | INTEGRITY: 24        |  |
| CARRYING CAPACITY: 6  |               | AVAILABILITY: SCARCE |  |
| CREW: OPERATOR  |               |                      |  |
| VEHICLE TRAITS: DYNAMIC ENTRY, ENCLOSED, ENVIRONMENTALLY SEALED |               |                      |  |

### Weapons

A Falcon has two turret-mounted weapons with the following weapons as default:

| PULSE LASER                          |           |       |                   |        | CLASS: VEHICLE |
|--------------------------------------|-----------|-------|-------------------|--------|----------------|
| RNG 400m                             | RoF S/3/6 |       | DMG 3d10 + 10 (E) |        |                |
| PEN 5                                | CLIP -    | RLD - | WT -              | AVL VR |                |
| SPECIAL: PROVEN (3), SIZE (ENORMOUS) |           |       |                   |        |                |
| SCATTER LASER                        |           |       |                   |        | CLASS: VEHICLE |
| RNG 100m                             | RoF -/3/6 |       | DMG 1d10 + 6 (E)  |        |                |
| PEN 4                                | CLIP -    | RLD - | WT -              | AVL S  |                |
| SPECIAL: SCATTER, STORM              |           |       |                   |        |                |

A Falcon has a Twin-linked hull-mounted weapon with the following weapon as default:

| TWIN-LINKED SHURIKEN CATAPULT               |            |       |                  |       | CLASS: VEHICLE |
|---|------------|-------|------------------|-------|----------------|
| RNG 80m                                     | RoF S/3/10 |       | DMG 1d10 + 4 (R) |       |                |
| PEN 3                                       | CLIP -     | RLD - | WT -             | AVL S |                |
| SPECIAL: RAZOR SHARP, RELIABLE, TWIN-LINKED |            |       |                  |       |                |

**Aeldari Aerial Superiority:** When the operator of a Falcon successfully uses the Jink action, they may immediately move the vehicle up to 10m in any direction.

## FIRE PRISM

The first of the two great weapons platforms mounted developed from the Falcon chassis, the *Illum Zar*, Fire Prism, sacrifices all of its carrying capacity to mount the powerful anti-armour weapon known as the Prism Cannon. Against enemies such as the Imperium who rely upon thick armour, the warp-energies unleashed by the Prism Cannon is core to Asuryani war doctrine.

| FIRE PRISM                                       |               | SKIMMER             |  |
|--|---------------|---------------------|--|
| FRONT: 22  | SIDE: 22      | Rear: 20            |  |
| CRUISING SPEED: 800KPH                           |               | TACTICAL SPEED: 30M |  |
| MANOEUVRABILITY: +20                             | SIZE: MASSIVE | INTEGRITY: 24       |  |
| CARRYING CAPACITY: 0                             |               | AVAILABILITY: RARE  |  |
| CREW: OPERATOR                                   |               |                     |  |
| VEHICLE TRAITS: ENCLOSED, ENVIRONMENTALLY SEALED |               |                     |  |

### Weapons

A Fire Prism mounts a Prism Cannon on a turret-mounting:

| PRISM CANNON (FOCUSED)             |           |       |                   |        | CLASS: VEHICLE |
|------------------------------------|-----------|-------|-------------------|--------|----------------|
| RNG 1000m                          | RoF S/-/- |       | DMG 3d10 + 11 (E) |        |                |
| PEN 20                             | CLIP -    | RLD - | WT -              | AVL NU |                |
| SPECIAL: RECHARGE, SIZE (MASSIVE)  |           |       |                   |        |                |
| PRISM CANNON (DISPERSED)           |           |       |                   |        | CLASS: VEHICLE |
| RNG 1000m                          | RoF S/-/- |       | DMG 2d10 + 11 (E) |        |                |
| PEN 10                             | CLIP -    | RLD - | WT -              | AVL NU |                |
| SPECIAL: BLAST (4), SIZE (MASSIVE) |           |       |                   |        |                |

A Fire Prism has a Twin-linked hull-mounted weapon with the following weapon as default:

| TWIN-LINKED SHURIKEN CATAPULT               |            |       |                  |       | CLASS: VEHICLE |
|---|------------|-------|------------------|-------|----------------|
| RNG 80m                                     | RoF S/3/10 |       | DMG 1d10 + 4 (R) |       |                |
| PEN 3                                       | CLIP -     | RLD - | WT -             | AVL S |                |
| SPECIAL: RAZOR SHARP, RELIABLE, TWIN-LINKED |            |       |                  |       |                |

## FIRESTORM

The second of the Falcon-based weapons platforms, the Firestorm is less commonly seen while it is used as often as the Fire Prism. Firestorms serve primarily as mobile anti-aircraft batteries, their Firestorm Scatter Lasers able to turn the sky into a blaze of burning light. Since the arrival of the Great Devourer, Firestorms have turned their lasers to the ground, used to mulch chitinous hordes.

| FIRESTORM   |               | SKIMMER             |  |
|---|---------------|---------------------|--|
| FRONT: 22   | SIDE: 22      | Rear: 20            |  |
| CRUISING SPEED: 800KPH  |               | TACTICAL SPEED: 30M |  |
| MANOEUVRABILITY: +20  | SIZE: MASSIVE | INTEGRITY: 24       |  |
| CARRYING CAPACITY: 0  |               | AVAILABILITY: RARE  |  |
| CREW: OPERATOR, GUNNER  |               |                     |  |
| VEHICLE TRAITS: ANTI-AIR TARGETTERS, ENCLOSED, ENVIRONMENTALLY SEALED |               |                     |  |

### Weapons

A Firestorm mounts a Gunner operated Firestorm Scatter Laser on a turret-mounting:

| FIRESTORM SCATTER LASER                 |           |       |                  |        | CLASS: VEHICLE |
|---|-----------|-------|------------------|--------|----------------|
| RNG 500m                                | RoF -/6/9 |       | DMG 2d10 + 6 (E) |        |                |
| PEN 9                                   | CLIP -    | RLD - | WT -             | AVL ER |                |
| SPECIAL: SCATTER, SIZE (MASSIVE), STORM |           |       |                  |        |                |

A Fire Prism has a Twin-linked weapon on a hull-mounting using the following weapon as default:

| TWIN-LINKED SHURIKEN CATAPULT               |            |       |                  |       | CLASS: VEHICLE |
|---|------------|-------|------------------|-------|----------------|
| RNG 80m                                     | RoF S/3/10 |       | DMG 1d10 + 4 (R) |       |                |
| PEN 3                                       | CLIP -     | RLD - | WT -             | AVL S |                |
| SPECIAL: RAZOR SHARP, RELIABLE, TWIN-LINKED |            |       |                  |       |                |

## HEMLOCK WRAITHFIGHTER

Seen as a fundamentally immoral weapon, its use even against the forces of the mon'keigh seen as controversial, the Hemlock is a terror weapon as well as a fighter craft. Piloted by many wraiths and a psyker — though the later is not necessary — the arcane mechanics of the Hemlock uses the hatred of the dead as a weapon, a taboo that is often overlooked when used by the Anhrathe.

| HEMLOCK WRAITHFIGHTER  |               | FLYER                     |  |
|--|---------------|---------------------------|--|
| FRONT: 26  | SIDE: 26      | Rear: 23                  |  |
| CRUISING SPEED: 3,300KPH   |               | TACTICAL SPEED: 40M       |  |
| MANOEUVRABILITY: +30   | SIZE: MASSIVE | INTEGRITY: 30             |  |
| CARRYING CAPACITY: 0   |               | AVAILABILITY: NEAR UNIQUE |  |
| CREW: OPERATOR, CO-PILOT SPIRIT  |               |                           |  |
| VEHICLE TRAITS: REINFORCED ARMOUR, SPACE CRAFT, SPIRIT STONE INTEGRATION |               |                           |  |

### Weapons

A Hemlock Wraithfighter mounts Twin-linked Heavy D-Scythes on a hull-mounting:

| TWIN-LINKED HEAVY D-SCYTHES  |           |       |                  |       | CLASS: VEHICLE |
|--|-----------|-------|------------------|-------|----------------|
| RNG 300m   | RoF S/-/- |       | DMG 3d10 + 5 (E) |       |                |
| PEN -  | CLIP -    | RLD - | WT -             | AVL X |                |
| SPECIAL: BANE (PSYKERS, TYRANIDS, NECRONS 8), BLAST (6), SIZE (ENORMOUS), TWIN-LINKED, WARP WEAPON |           |       |                  |       |                |

**Aeldari Aerial Superiority:** When the operator of a Hemlock successfully uses the Jink action, they may immediately move the vehicle up to 10m in any direction.

**Chorus of the Dead:** While a member of a coterie owns a Hemlock Wraithfighter, their ship gains an Infinity Node Facility (see page XX) but the pilot suffers a -20 penalty to Interaction tests with Aeldari characters as the voices of the angry dead echo around them.

**Mindshock Pod:** As a Half action, the Operator or Co-Pilot Spirit unleash the mind-rending hatred of the contained wraiths, forcing all characters within 50m to make a Fear (3) test. Friendly characters are not immune to this effect but test against Fear (0) instead.

## HORNET

Seen as the tip of an Asuryani assault, if they are seen at all, the Hornet is a reconnaissance-in-force platform that operate beside Wildrider and Vyper forces. Few pilots have the skills required to operate a Hornet, their light frames and gravitic steering plates are particularly difficult to wrangle, especially when used in high atmosphere were turbulence is greater.

| HORNET  |                | SKIMMER                 |  |
|---|----------------|-------------------------|--|
| FRONT: 17   | SIDE: 17       | Rear: 15                |  |
| CRUISING SPEED: 600KPH  |                | TACTICAL SPEED: 50M     |  |
| MANOEUVRABILITY: +25  | SIZE: ENORMOUS | INTEGRITY: 20           |  |
| CARRYING CAPACITY: 0  |                | AVAILABILITY: VERY RARE |  |
| CREW: OPERATOR  |                |                         |  |
| VEHICLE TRAITS: ENCLOSED, ENHANCED MOTIVE SYSTEMS, ENVIRONMENTALLY SEALED, STAR ENGINES |                |                         |  |

### Weapons

A Hornet mounts a Twin-linked weapon on a hull-mounting using the following weapon as default:

| TWIN-LINKED HORNET PULSE LASERS                   |            |       |                   |        | CLASS: VEHICLE |
|---|------------|-------|-------------------|--------|----------------|
| RNG 300m  | RoF -/5/10 |       | DMG 2D10 + 10 (E) |        |                |
| PEN 8   | CLIP -     | RLD - | WT -              | AVL VR |                |
| SPECIAL: PROVEN (3), SIZE (ENORMOUS), TWIN-LINKED |            |       |                   |        |                |

**Aeldari Aerial Superiority:** When the operator of a Hornet successfully uses the Jink action, they may immediately move the vehicle up to 10m in any direction

**High Flyer:** A Hornet's improved engines allow it to move into High Altitude as if it were a Flyer.

**Lightning Assault:** If a Hornet has moved at least up to their Tactical Speed on their turn, all attacks against the vehicle suffer a -20 penalty.

## JETBIKE

Known as *ceifulgaithann* in the Aeldari lexicon, jetbikes are commonly used throughout Asuryani society, be they in civilian or military use. Coming in many shapes and forms, what unifies all Aeldari jetbikes are their incredible anti-gravtic speed and graceful manoeuvrability, making them perfect in the role of fast-attack harassers and reconnaissance vehicles.

| JETBIKE                                       |               | SKIMMER              |  |
|---|---------------|----------------------|--|
| FRONT: 12                                     | SIDE: 12      | Rear: 8              |  |
| CRUISING SPEED: 250KPH                        |               | TACTICAL SPEED: 45M  |  |
| MANOEUVRABILITY: +25                          | SIZE: HULKING | INTEGRITY: 15        |  |
| CARRYING CAPACITY: 1                          |               | AVAILABILITY: COMMON |  |
| CREW: OPERATOR                                |               |                      |  |
| VEHICLE TRAITS: BIKE, ENHANCED MOTIVE SYSTEMS |               |                      |  |

### Weapons

A Jetbike has a hull-mounting using the following weapon as default:

| TWIN-LINKED SHURIKEN CATAPULT               |            |       |                  |       | CLASS: VEHICLE |
|---|------------|-------|------------------|-------|----------------|
| RNG 80m                                     | RoF S/3/10 |       | DMG 1D10 + 4 (R) |       |                |
| PEN 3                                       | CLIP -     | RLD - | WT -             | AVL S |                |
| SPECIAL: RAZOR SHARP, RELIABLE, TWIN-LINKED |            |       |                  |       |                |

**Aeldari Aerial Superiority:** When the operator of a Jetbike successfully uses the Jink action, they may immediately move the vehicle up to 10m in any direction.

## KHAINÉ'S LANCE

A superior version of the *ceifulgaithann*, the Khaine's Lance is a Jetbike frame designed for the Exarchs of the Shining Spear Aspect Shrine. Each Lance is a relic, their hulls resilient thanks to wraithbone summoned by Bone Seers and a high-powered energy field protecting itself and its Exarchic operator. Each is a work of deadly art, representing the individual temples that host them.

| KHAINÉ'S LANCE  |                           | SKIMMER             |
|---|---------------------------|---------------------|
| FRONT: 22   | SIDE: 22                  | Rear: 18            |
| CRUISING SPEED: 300KPH  |                           | TACTICAL SPEED: 50M |
| MANOEUVRABILITY: +40  | SIZE: HULKING             | INTEGRITY: 25       |
| CARRYING CAPACITY: 0  | AVAILABILITY: NEAR UNIQUE |                     |
| CREW: OPERATOR  |                           |                     |
| VEHICLE TRAITS: ARTIFACT, ARTISAN HULL, BIKE, ENHANCED MOTIVE SYSTEMS, POWERED ARMOUR PLATING |                           |                     |

### Weapons

A Jetbike has a hull-mounting using the following weapon as default:

| TWIN-LINKED SHURIKEN CATAPULT               |            |       |                  |       | CLASS: VEHICLE |
|---|------------|-------|------------------|-------|----------------|
| RNG 80m                                     | RoF S/3/10 |       | DMG 1d10 + 4 (R) |       |                |
| PEN 3                                       | CLIP -     | RLD - | WT -             | AVL S |                |
| SPECIAL: RAZOR SHARP, RELIABLE, TWIN-LINKED |            |       |                  |       |                |

**Aeldari Aerial Superiority:** When the operator of a Jetbike successfully uses the Jink action, they may immediately move the vehicle up to 10m in any direction.

**Exarch's Steed:** This vehicle is always Best-craftsmanship with such changes already reflected into its profile. In addition, every Khaine's Lance gains an Artifact Trait from TABLE 4-30: ASURYANI ARTWORK TRAITS, rolling 1d10 when first acquired to determine the Trait.

## LYNX

Though smaller than a true Engine of Vault, the Lynx is regardless listed alongside such respected vehicles in its role as a heavy weapons platform. Unlike its sibling platform, the Cobra, the Lynx wields less controversial weapons as its primary armament, either using a high-powered pulsar to melt heavy armour or a world-shaking Tremor Cannon to shake apart swarms of troops.

| LYNX   |                              | SKIMMER             |
|--|------------------------------|---------------------|
| FRONT: 20  | SIDE: 20                     | Rear: 18            |
| CRUISING SPEED: 600KPH   |                              | TACTICAL SPEED: 40M |
| MANOEUVRABILITY: +25   | SIZE: IMMENSE                | INTEGRITY: 35       |
| CARRYING CAPACITY: 0   | AVAILABILITY: EXTREMELY RARE |                     |
| CREW: OPERATOR   |                              |                     |
| VEHICLE TRAITS: ENCLOSED, ENHANCED MOTIVE SYSTEMS, ENVIRONMENTALLY SEALED, SUPER-HEAVY |                              |                     |

### Weapons

A Lynx mounts either a Lynx Pulsar or Tremor Cannon on a fixed-mounting:

| LYNX PULSAR   |           |       |                   |        | CLASS: VEHICLE |
|---|-----------|-------|-------------------|--------|----------------|
| RNG 600m  | RoF S/-/- |       | DMG 3d10 + 10 (E) |        |                |
| PEN 4   | CLIP -    | RLD - | WT -              | AVL NU |                |
| SPECIAL: ACCURATE, LANCE, PROVEN (5), RECHARGE, SIZE (IMMENSE)    |           |       |                   |        |                |
| TREMOR CANNON   |           |       |                   |        | CLASS: VEHICLE |
| RNG 150m  | RoF S/-/- |       | DMG 4d10 + 9 (I)  |        |                |
| PEN 14  | CLIP -    | RLD - | WT -              | AVL NU |                |
| SPECIAL: BEAM, BLAST (5), CONCUSSIVE (5), SCATTER, SIZE (IMMENSE) |           |       |                   |        |                |

A Lynx has a Twin-linked hull-mounting using the following weapon as default:

| TWIN-LINKED SHURIKEN CANNON                                  |            |           |                  |       | CLASS: VEHICLE |
|--|------------|-----------|------------------|-------|----------------|
| RNG 120m   | RoF S/3/10 |           | DMG 1d10 + 6 (R) |       |                |
| PEN 4  | CLIP 400   | RLD 2Full | WT -             | AVL S |                |
| SPECIAL: GYRO-STABILISED, RAZOR SHARP, RELIABLE, TWIN-LINKED |            |           |                  |       |                |

**Aeldari Aerial Superiority:** When the operator of a Lynx successfully uses the Jink action, they may immediately move the vehicle up to 10m in any direction.

**High Flyer:** A Lynx's improved engines allow it to move into High Altitude as if it were a Flyer.

**Savage Lynx:** Every Lynx is constructed with respect for the mythological creature it is named for, only the most flawless of them allowed to enter into use. This vehicle is always Best-craftsmanship with such changes already reflected into its profile.

**Titan-Grade Holo-Field:** This vehicle is protected by a holo-field usually reserved for titans, granting it a Best-craftsmanship Holo-Field and the Layered Shield Generator upgrade.

## NIGHT SPINNER

A rare modification of the Falcon chassis, the Night Spinner, sometimes called the Doomweaver after its major armament, uses a pair of massive monofilament cannons to rain shredding death upon the enemies of the Eldar. The Chains of Vault, as the Asuryani call these clouds of death, fall like a scintillating cloud from above, almost beautiful to those they would turn to red mist.

| NIGHT SPINNER                                    |                         | SKIMMER             |
|--|-------------------------|---------------------|
| FRONT: 22  | SIDE: 22                | Rear: 20            |
| CRUISING SPEED: 800KPH                           |                         | TACTICAL SPEED: 30M |
| MANOEUVRABILITY: +20                             | SIZE: MASSIVE           | INTEGRITY: 24       |
| CARRYING CAPACITY: 0                             | AVAILABILITY: VERY RARE |                     |
| CREW: OPERATOR, GUNNER                           |                         |                     |
| VEHICLE TRAITS: ENCLOSED, ENVIRONMENTALLY SEALED |                         |                     |

### Weapons

A Night Spinner mounts a Doomweaver on a turret-mounting which may use either of the following profiles when making an attack, sharing a clip:

| DOOMWEAVER (FOCUSED)   |            |           |                  |        | CLASS: VEHICLE |
|--|------------|-----------|------------------|--------|----------------|
| RNG 80m  | RoF S/-/6  |           | DMG 2d10 + 8 (R) |        |                |
| PEN 5  | CLIP 180   | RLD 2Full | WT -             | AVL NU |                |
| SPECIAL: BLAST (2), INDIRECT, RAZOR SHARP, SIZE (MASSIVE), TEARING |            |           |                  |        |                |
| DOOMWEAVER (DISPERSED)   |            |           |                  |        | CLASS: VEHICLE |
| RNG 120m   | RoF -/3/12 |           | DMG 1d10 + 8 (R) |        |                |
| PEN 5  | CLIP 180   | RLD 2Full | WT -             | AVL NU |                |
| SPECIAL: BLAST (2), INDIRECT, RAZOR SHARP, SIZE (MASSIVE), TEARING |            |           |                  |        |                |

A Night Spinner has a hull-mounting using the following weapon as default:

| TWIN-LINKED SHURIKEN CATAPULT               |            |       |                  |       | CLASS: VEHICLE |
|---|------------|-------|------------------|-------|----------------|
| RNG 80m                                     | RoF S/3/10 |       | DMG 1d10 + 4 (R) |       |                |
| PEN 3                                       | CLIP -     | RLD - | WT -             | AVL S |                |
| SPECIAL: RAZOR SHARP, RELIABLE, TWIN-LINKED |            |       |                  |       |                |

**Aeldari Aerial Superiority:** When the operator of a Night Spinner successfully uses the Jink action, they may immediately move the vehicle up to 10m in any direction.

## NIGHTSHADE

Seen as the greatest example of Aeldari fighter craft, the Nightshade is the favoured intercessor used by the most populous of vehicle-operating Aspect Warriors: the Crimson Hunters. Wherever Nightshades fly, the skies are dominated by them, few pilots in all the Great Wheel being able to keep up with the pinnacle of Asuryani piloting with Khaine's wrath in the cockpit.

| NIGHTSHADE  |                              | FLYER               |
|---|------------------------------|---------------------|
| FRONT: 28   | SIDE: 28                     | Rear: 25            |
| CRUISING SPEED: 3,300KPH  |                              | TACTICAL SPEED: 40M |
| MANOEUVRABILITY: +30  | SIZE: MASSIVE                | INTEGRITY: 30       |
| CARRYING CAPACITY: 0  | AVAILABILITY: EXTREMELY RARE |                     |
| CREW: OPERATOR  |                              |                     |
| VEHICLE TRAITS: CRYSTAL TARGETING MATRIX, ENHANCED MOTIVE SYSTEMS, REINFORCED ARMOUR, SPACE CRAFT |                              |                     |

### Weapons

A Nightshade has two Twin-linked hull-mountings using the following weapons as default:

| TWIN-LINKED SHURIKEN CANNON                                  |            |           |                   |        | CLASS: VEHICLE |
|--|------------|-----------|-------------------|--------|----------------|
| RNG 120m   | RoF S/3/10 |           | DMG 1d10 + 6 (R)  |        |                |
| PEN 4  | CLIP 400   | RLD 2Full | WT -              | AVL S  |                |
| SPECIAL: GYRO-STABILISED, RAZOR SHARP, RELIABLE, TWIN-LINKED |            |           |                   |        |                |
| TWIN-LINKED STARCANNON                                       |            |           |                   |        | CLASS: VEHICLE |
| RNG 400m   | RoF S/-/4  |           | DMG 3d10 + 10 (E) |        |                |
| PEN 8  | CLIP -     | RLD -     | WT -              | AVL ER |                |
| SPECIAL: ACCURATE, TWIN-LINKED                               |            |           |                   |        |                |

**Aeldari Aerial Superiority:** When the operator of a Nightshade successfully uses the Jink action, they may immediately move the vehicle up to 10m in any direction.

**Skyhunter:** The operator of a Nightshade gains a +20 bonus on attacks made with the Nightshade's mounted weapons against characters or vehicles with the Flyer or Skimmer traits.

## NIGHTWING

While the Darkstar and Eagle hold their place as the mainstays of their particular aerial roles, the Nightwing is the most common form of dog-fighter used by both the Anhrathe and Asuryani. Best known for their unique silhouette, Nightwings are often the first form of fighter craft a Craftworlder will be instructed with, its larger hull and holo-field making it a safer option to learn with.

| NIGHTWING   |                    | FLYER               |  |
|---|--------------------|---------------------|--|
| FRONT: 30   | SIDE: 30           | Rear: 25            |  |
| CRUISING SPEED: 3,500KPH  |                    | TACTICAL SPEED: 45M |  |
| MANOEUVRABILITY: +25  | SIZE: IMMENSE      | INTEGRITY: 50       |  |
| CARRYING CAPACITY: 0  | AVAILABILITY: RARE |                     |  |
| CREW: OPERATOR  |                    |                     |  |
| VEHICLE TRAITS: CRYSTAL TARGETING MATRIX, HOLO-FIELD, SPACE CRAFT |                    |                     |  |

### Weapons

A Nightwing has two Twin-linked hull-mountings using the following weapons as default:

| TWIN-LINKED BRIGHT LANCE                                     |            |           |                   |        | CLASS: VEHICLE |
|--|------------|-----------|-------------------|--------|----------------|
| RNG 200m   | RoF S/-/-  |           | DMG 3d10 + 10 (E) |        |                |
| PEN 4  | CLIP -     | RLD -     | WT -              | AVL ER |                |
| SPECIAL: BEAM, LANCE, PROVEN (3), TWIN-LINKED                |            |           |                   |        |                |
| TWIN-LINKED SHURIKEN CANNON                                  |            |           |                   |        | CLASS: VEHICLE |
| RNG 120m   | RoF S/3/10 |           | DMG 1d10 + 6 (R)  |        |                |
| PEN 4  | CLIP 400   | RLD 2Full | WT -              | AVL S  |                |
| SPECIAL: GYRO-STABILISED, RAZOR SHARP, RELIABLE, TWIN-LINKED |            |           |                   |        |                |

**Aeldari Aerial Superiority:** When the operator of a Nightwing successfully uses the Jink action, they may immediately move the vehicle up to 10m in any direction.

**Agile Interceptor:** The Nightshade's holo-field is particularly powerful, granting it a Protection Rating equal to triple its Manoeuvrability instead of its base PR.

**Extend Wings:** As a Half action, the Operator of the Nightwing may extend the vehicle's wings, reducing its cruising speed to 2,300kph and its Tactical Speed to 30m but granting it the Retrothrusters upgrade and a +10 bonus to all Attacks made with its mounted weapons. While its wings are extended, it loses the Agile Interceptor trait.

## PHOENIX

The Phoenix is a ground attack fighter, often found with an escort of its similarly designed cousin, the Nightwing. Heavily armed and capable of defending itself in a dogfight, the Phoenix makes use of a dual cockpit chassis where one operator pilots the craft while the other manages its weapons systems, their minds linked by the Phoenix for greater synergy of action.

| PHOENIX   |                    | FLYER               |  |
|---|--------------------|---------------------|--|
| FRONT: 32   | SIDE: 32           | Rear: 27            |  |
| CRUISING SPEED: 3,100KPH  |                    | TACTICAL SPEED: 35M |  |
| MANOEUVRABILITY: +20  | SIZE: IMMENSE      | INTEGRITY: 60       |  |
| CARRYING CAPACITY: 0  | AVAILABILITY: RARE |                     |  |
| CREW: OPERATOR, CO-PILOT  |                    |                     |  |
| VEHICLE TRAITS: CRYSTAL TARGETING MATRIX, HOLO-FIELD, SPACE CRAFT |                    |                     |  |

### Weapons

A Phoenix has one Twin-linked turret-mounted weapon using the following weapon as default:

| PHOENIX PULSE LASER                 |            |       |                   |        | CLASS: VEHICLE |
|-------------------------------------|------------|-------|-------------------|--------|----------------|
| RNG 400m                            | RoF -/5/10 |       | DMG 3d10 + 10 (E) |        |                |
| PEN 5                               | CLIP -     | RLD - | WT -              | AVL VR |                |
| SPECIAL: PROVEN (4), SIZE (MASSIVE) |            |       |                   |        |                |

A Phoenix has two hull-mounted weapons that can only be fired by the Co-Pilot:

| PHOENIX MISSILE ARRAY  |            |       |                   |        | CLASS: VEHICLE |
|--|------------|-------|-------------------|--------|----------------|
| RNG 500m   | RoF -/2/4  |       | DMG 2d10 + 16 (X) |        |                |
| PEN 10   | CLIP 4     | RLD - | WT -              | AVL VR |                |
| SPECIAL: BLAST (8)   |            |       |                   |        |                |
| TWIN-LINKED SHURIKEN CANNONS                                 |            |       |                   |        | CLASS: VEHICLE |
| RNG 120m   | RoF S/3/10 |       | DMG 1d10 + 6 (R)  |        |                |
| PEN 4  | CLIP -     | RLD - | WT -              | AVL R  |                |
| SPECIAL: GYRO-STABILISED, RAZOR SHARP, RELIABLE, TWIN-LINKED |            |       |                   |        |                |

## SCORPION

Named for the deceptive aspect of Khaine, *Murekh*, the Scorpion is an Engine of Vault whose sting can even make titans fall to their knees of agony. Imperial forces that have had to contend with a Scorpion have been known to call it the Grave-Maker, its twined pulsars able to carve up the lands they fire upon and leave their victim's ashes smouldering in the craters.

| SCORPION  |                              | SKIMMER             |  |
|---|------------------------------|---------------------|--|
| FRONT: 23   | SIDE: 23                     | Rear: 20            |  |
| CRUISING SPEED: 280KPH  |                              | TACTICAL SPEED: 35M |  |
| MANOEUVRABILITY: +25  | SIZE: IMMENSE                | INTEGRITY: 40       |  |
| CARRYING CAPACITY: 0  | AVAILABILITY: EXTREMELY RARE |                     |  |
| CREW: OPERATOR, GUNNER  |                              |                     |  |
| VEHICLE TRAITS: CRYSTAL TARGETING MATRIX, ENCLOSED, ENVIRONMENTALLY SEALED, SUPER-HEAVY |                              |                     |  |

### Weapons

A Scorpion has a Tempest Laser Cannon on a turret-mounting that can only be fired by the Gunner:

| TEMPEST LASER CANNON  |           |       |                   | CLASS: VEHICLE |  |
|---|-----------|-------|-------------------|----------------|--|
| RNG 600m  | RoF S/-/- |       | DMG 4D10 + 10 (E) |                |  |
| PEN 7   | CLIP -    | RLD - | WT -              | AVL NU         |  |
| SPECIAL: ACCURATE, LANCE, PROVEN (6), SIZE (IMMENSE), TWIN-LINKED |           |       |                   |                |  |

A Scorpion has a hull-mounted weapon (choose one of the following):

| AELDARI MISSILE LAUNCHER                        |            |           |                   | CLASS: VEHICLE |  |
|---|------------|-----------|-------------------|----------------|--|
| RNG 500m  | RoF -/2/4  |           | DMG 2D10 + 16 (X) |                |  |
| PEN 10  | CLIP 12    | RLD 2Full | WT -              | AVL VR         |  |
| SPECIAL: BLAST (8)                              |            |           |                   |                |  |
| BRIGHT LANCE                                    |            |           |                   | CLASS: VEHICLE |  |
| RNG 200m  | RoF S/-/-  |           | DMG 3D10 + 10 (E) |                |  |
| PEN 4   | CLIP -     | RLD -     | WT -              | AVL VR         |  |
| SPECIAL: BEAM, LANCE, PROVEN (3)                |            |           |                   |                |  |
| SCATTER LASER                                   |            |           |                   | CLASS: VEHICLE |  |
| RNG 100m  | RoF -/3/6  |           | DMG 1D10 + 6 (E)  |                |  |
| PEN 4   | CLIP -     | RLD -     | WT -              | AVL S          |  |
| SPECIAL: SCATTER, STORM                         |            |           |                   |                |  |
| SHURIKEN CANNON                                 |            |           |                   | CLASS: VEHICLE |  |
| RNG 120m  | RoF S/3/10 |           | DMG 1D10 + 6 (R)  |                |  |
| PEN 4   | CLIP 400   | RLD 2Full | WT -              | AVL S          |  |
| SPECIAL: GYRO-STABILISED, RAZOR SHARP, RELIABLE |            |           |                   |                |  |
| STARCANNON                                      |            |           |                   | CLASS: VEHICLE |  |
| RNG 400m  | RoF S/-/4  |           | DMG 3D10 + 10 (E) |                |  |
| PEN 8   | CLIP -     | RLD -     | WT -              | AVL VR         |  |
| SPECIAL: ACCURATE                               |            |           |                   |                |  |

**Sting of Khaine:** Every Scorpion is constructed with respect for the mythological creature it is named for, only the most flawless of them allowed to enter into use. This vehicle is always Best-craftsmanship with such changes already reflected into its profile.

**Titan-Grade Holo-Field:** This vehicle is protected by a holo-field usually reserved for titans, granting it a Best-craftsmanship Holo-Field and the Layered Shield Generator upgrade.

## SHOOTING STAR

One of the rarest forms of dropship to be seen amongst the Craftworld fleet, the Shooting Star, or *Rillisliddian*, are craft known best for being the preferred transports of the Swooping Hawks, each a relic of their particular Shrines. That said, the Shooting Stars have been known to be in use by the Anhrathe and Harlequins too, the venerable craft used only by the most storied of heroes.

| SHOOTING STAR   |                  | FLYER                     |  |
|---|------------------|---------------------------|--|
| FRONT: 24   | SIDE: 24         | Rear: 22                  |  |
| CRUISING SPEED: 5,000KPH  |                  | TACTICAL SPEED: 50M       |  |
| MANOEUVRABILITY: +30  | SIZE: MONUMENTAL | INTEGRITY: 40             |  |
| CARRYING CAPACITY: 10   |                  | AVAILABILITY: NEAR UNIQUE |  |
| CREW: OPERATOR  |                  |                           |  |
| VEHICLE TRAITS: ARTISAN HULL, ENHANCED MOTIVE SYSTEMS, HOLO-FIELD, RAPID ASSAULT PORTS, SPACE CRAFT |                  |                           |  |

### Weapons

A Shooting Star has a Bombardment Starcannon on a turret-mounting:

| BOMBARDMENT STARCANNON                                 |          |       | CLASS: VEHICLE   |        |
|--|----------|-------|------------------|--------|
| RNG 1000m  | RoF S/-- |       | DMG 4D10 + 5 (E) |        |
| PEN 8  | CLIP -   | RLD - | WT -             | AVL NU |
| SPECIAL: ACCURATE, BLAST (6), RECHARGE, SIZE (IMMENSE) |          |       |                  |        |

**Aeldari Aerial Superiority:** When the operator of a Shooting Star successfully uses the Jink action, they may immediately move the vehicle up to 10m in any direction

**Bombardment Starcannon:** Mounted on the bottom of the Shooting Star, the Bombardment Starcannon can be fired from Orbital Altitude but may only attack targets at a lower Altitude than itself. In addition, it requires a character with a hand-held targeter to mark a target to attack or receive a -50 penalty to any Attack when fired from Orbital Altitude.

**Starfall:** The Shooting Star may choose to gain the Dynamic Entry trait when combat begins. If it chooses to do so, it must appear in Orbital Altitude but may immediately deploy all of their passengers to High or Low Altitude.

## STORM SERPENT

Perhaps the rarest Engine of Vault found in the Craftworlds, the Storm Serpents are not designed to be battle tanks but instead the ultimate troop transport. Most of the interior of the vehicle is taken up by a Wraithgate generator, allowing for rapid entry and exit of the Webway for any person or vehicle no larger than a Vyper, spawning whole armies from seemingly nowhere.

| STORM SERPENT  |                  | SKIMMER                   |  |
|--|------------------|---------------------------|--|
| FRONT: 28  | SIDE: 28         | Rear: 26                  |  |
| CRUISING SPEED: 280KPH   |                  | TACTICAL SPEED: 35M       |  |
| MANOEUVRABILITY: +25   | SIZE: MONUMENTAL | INTEGRITY: 50             |  |
| CARRYING CAPACITY: 12  |                  | AVAILABILITY: NEAR UNIQUE |  |
| CREW: OPERATOR   |                  |                           |  |
| VEHICLE TRAITS: ENCLOSED, ENVIRONMENTALLY SEALED, RAPID ASSAULT PORTS, SUPER-HEAVY |                  |                           |  |

## Weapons

A Storm Serpent has a two turret-mounted weapons (choose two of the following):

| AELDARI MISSILE LAUNCHER                        |            |           |                   |        | CLASS: VEHICLE |
|---|------------|-----------|-------------------|--------|----------------|
| RNG 500m  | RoF -/2/4  |           | DMG 2D10 + 16 (X) |        |                |
| PEN 10  | CLIP 12    | RLD 2Full | WT -              | AVL VR |                |
| SPECIAL: BLAST (8)                              |            |           |                   |        |                |
| BRIGHT LANCE                                    |            |           |                   |        | CLASS: VEHICLE |
| RNG 200m  | RoF S/-/-  |           | DMG 3D10 + 10 (E) |        |                |
| PEN 4   | CLIP -     | RLD -     | WT -              | AVL VR |                |
| SPECIAL: BEAM, LANCE, PROVEN (3)                |            |           |                   |        |                |
| SCATTER LASER                                   |            |           |                   |        | CLASS: VEHICLE |
| RNG 100m  | RoF -/3/6  |           | DMG 1d10 + 6 (E)  |        |                |
| PEN 4   | CLIP -     | RLD -     | WT -              | AVL S  |                |
| SPECIAL: SCATTER, STORM                         |            |           |                   |        |                |
| SHURIKEN CANNON                                 |            |           |                   |        | CLASS: VEHICLE |
| RNG 120m  | RoF S/3/10 |           | DMG 1d10 + 6 (R)  |        |                |
| PEN 4   | CLIP 400   | RLD 2Full | WT -              | AVL S  |                |
| SPECIAL: GYRO-STABILISED, RAZOR SHARP, RELIABLE |            |           |                   |        |                |
| STARCANNON                                      |            |           |                   |        | CLASS: VEHICLE |
| RNG 400m  | RoF S/-/4  |           | DMG 3D10 + 10 (E) |        |                |
| PEN 8   | CLIP -     | RLD -     | WT -              | AVL VR |                |
| SPECIAL: ACCURATE                               |            |           |                   |        |                |

**Titan-Grade Holo-Field:** This vehicle is protected by a holo-field usually reserved for titans, granting it a Best-craftsmanship Holo-Field and the Layered Shield Generator upgrade.

**Trusted Serpent:** Every Storm Serpent is constructed with respect for the mythological creature it is named for, only the most flawless of them allowed to enter into use. This vehicle is always Best-craftsmanship with such changes already reflected into its profile.

**Wraithgate Generator:** While a member of a coterie owns a Storm Serpent, their ship gains a Teleportarium Facility (see page XX), treating the Storm Serpent as a Webway gate, and the Storm Serpent effectively has an infinite carrying capacity, though is only able to carry characters and vehicles of Size (Enormous) or less. Due to the size of the Wraithgate, only ten characters or vehicles can deploy from this infinite storage per round of combat (vehicles with passengers only count as one character for the purposes of this rule).

## VAMPIRE RAIDER

Considered the primary transport vehicle of the Anhrathe and Asuryani when Webway deployment is unavailable, the Vampire is one of the most customised aircraft in the Aeldari navies. The most popular variants are the Raider and the Hunter, the earlier seen as the standard while the latter trades out carrying capacity for additional firepower, though many other forms of Vampire exist beyond these.

| VAMPIRE RAIDER   |                         | FLYER               |
|--|-------------------------|---------------------|
| FRONT: 35  | SIDE: 40                | Rear: 40            |
| CRUISING SPEED: 3,200 KPH  |                         | TACTICAL SPEED: 25M |
| MANOEUVRABILITY: +20   | SIZE: MONUMENTAL        | INTEGRITY: 80       |
| CARRYING CAPACITY: 30  | AVAILABILITY: VERY RARE |                     |
| CREW: OPERATOR, CO-PILOT   |                         |                     |
| VEHICLE TRAITS: CRYSTAL TARGETING MATRIX, SPACE CRAFT, SPIRIT STONE INTEGRATION, SUPER-HEAVY, VTOL |                         |                     |

### Weapons

A Vampire Raider has one hull-mounted weapon using the following weapon as default:

| VAMPIRE PULSE LASER                 |            |       |                   |        | CLASS: VEHICLE |
|-------------------------------------|------------|-------|-------------------|--------|----------------|
| RNG 500m                            | RoF -/5/10 |       | DMG 3d10 + 10 (E) |        |                |
| PEN 8                               | CLIP -     | RLD - | WT -              | AVL VR |                |
| SPECIAL: PROVEN (3), SIZE (MASSIVE) |            |       |                   |        |                |

A Vampire Raider has a fixed-mounted weapon using the following weapon as default:

| SCATTER LASER           |           |       |                  |       | CLASS: VEHICLE |
|-------------------------|-----------|-------|------------------|-------|----------------|
| RNG 100m                | RoF -/3/6 |       | DMG 1d10 + 6 (E) |       |                |
| PEN 4                   | CLIP -    | RLD - | WT -             | AVL S |                |
| SPECIAL: SCATTER, STORM |           |       |                  |       |                |

**Aeldari Aerial Superiority:** When the operator of a Vampire successfully uses the Jink action, they may immediately move the vehicle up to 10m in any direction.

**Titan-Grade Holo-Field:** This vehicle is protected by a holo-field usually reserved for titans, granting it a Best-craftsmanship Holo-Field and the Layered Shield Generator upgrade.

**Hunter:** Characters may requisition a Vampire Hunter instead of a Raider, losing all Carrying Capacity but gaining an additional hull-mounting equipped with a Vampire Pulsar:

| TWIN-LINKED VAMPIRE PULSAR  |           |       |                   |        | CLASS: VEHICLE |
|---|-----------|-------|-------------------|--------|----------------|
| RNG 800m  | RoF S/-/- |       | DMG 4d10 + 10 (E) |        |                |
| PEN 5   | CLIP -    | RLD - | WT -              | AVL NU |                |
| SPECIAL: ACCURATE, LANCE, RECHARGE, PROVEN (4), SIZE (IMMENSE), TWIN-LINKED |           |       |                   |        |                |

## VYPER

Used when a Support Weapon platform would not be mobile enough to lend fire support, the Vyper is a versatile form of jetbike with an expanded rear to mount a turret. Craftworld Saim-Hann was the first to develop the Vyper, the design was quickly adopted by the other Craftworlds and Anhrathe, usually having siblings operate them them to maximise telepathic cooperation.

| VYPER   |                      | SKIMMER             |
|---|----------------------|---------------------|
| FRONT: 18                                     | SIDE: 18             | Rear: 12            |
| CRUISING SPEED: 250 KPH                       |                      | TACTICAL SPEED: 40M |
| MANOEUVRABILITY: +20                          | SIZE: ENORMOUS       | INTEGRITY: 20       |
| CARRYING CAPACITY: 0                          | AVAILABILITY: SCARCE |                     |
| CREW: OPERATOR, GUNNER                        |                      |                     |
| VEHICLE TRAITS: BIKE, ENHANCED MOTIVE SYSTEMS |                      |                     |

### Weapons

A Vyper has one turret-mounted weapon using the following weapon as default:

| SHURIKEN CANNON                                 |            |           |                  |       | CLASS: VEHICLE |
|---|------------|-----------|------------------|-------|----------------|
| RNG 120m  | RoF S/3/10 |           | DMG 1d10 + 6 (R) |       |                |
| PEN 4   | CLIP 400   | RLD 2Full | WT -             | AVL S |                |
| SPECIAL: GYRO-STABILISED, RAZOR SHARP, RELIABLE |            |           |                  |       |                |

A Vyper has a fixed-mounted weapon using the following weapon as default:

| TWIN-LINKED SHURIKEN CATAPULT               |            |       |                  |       | CLASS: VEHICLE |
|---|------------|-------|------------------|-------|----------------|
| RNG 80m                                     | RoF S/3/10 |       | DMG 1d10 + 4 (R) |       |                |
| PEN 3                                       | CLIP -     | RLD - | WT -             | AVL S |                |
| SPECIAL: RAZOR SHARP, RELIABLE, TWIN-LINKED |            |       |                  |       |                |

**Aeldari Aerial Superiority:** When the operator of a Vyper successfully uses the Jink action, they may immediately move the vehicle up to 10m in any direction.

**Protective Hood:** The Operator of a Vyper treats the vehicle as having the Enclosed trait.

## WARP HUNTER

Swift and devastating, the Warp Hunter is the rarest modification of the Falcon chassis, archaic in its design philosophy and feared for its wrath. Built around the unique D-Flail, a form of D-cannon that can control its distortion rift size and used as a mortar, the Warp Hunter's arrival is heralded by their foes disappearing into the Warp, never seeing their doom's approach.

| WARP HUNTER   |               | SKIMMER                   |  |
|---|---------------|---------------------------|--|
| FRONT: 22   | SIDE: 22      | Rear: 20                  |  |
| CRUISING SPEED: 800KPH  |               | TACTICAL SPEED: 30M       |  |
| MANOEUVRABILITY: +20  | SIZE: MASSIVE | INTEGRITY: 34             |  |
| CARRYING CAPACITY: 0  |               | AVAILABILITY: NAER UNIQUE |  |
| CREW: OPERATOR, GUNNER  |               |                           |  |
| VEHICLE TRAITS: DYNAMIC ENTRY, ENCLOSED, ENVIRONMENTALLY SEALED |               |                           |  |

### Weapons

A Warp Hunter has a D-Flail on a fixed-mounting which may use either of the following profiles when making an attack, sharing a clip:

| D-FLAIL (BLAST)   |           |       |              |        | CLASS: VEHICLE |
|---|-----------|-------|--------------|--------|----------------|
| RNG 100m  | RoF S/-/- |       | DMG 3d10 (E) |        |                |
| PEN -   | CLIP -    | RLD - | WT -         | AVL NU |                |
| SPECIAL: BLAST (4), DIRECTIONAL WEAPON, INDIRECT (1), SIZE (MASSIVE), WARP WEAPON |           |       |              |        |                |
| D-FLAIL (RIFT)  |           |       |              |        | CLASS: VEHICLE |
| RNG 100m  | RoF S/-/- |       | DMG 4d10 (E) |        |                |
| PEN -   | CLIP -    | RLD - | WT -         | AVL NU |                |
| SPECIAL: BLAST (2), DIRECTIONAL WEAPON, INDIRECT (1), SIZE (MASSIVE), WARP WEAPON |           |       |              |        |                |

A Warp Hunter has one hull-mounted weapon using the following weapon as default:

| TWIN-LINKED SHURIKEN CATAPULT               |            |       |                  |       | CLASS: VEHICLE |
|---|------------|-------|------------------|-------|----------------|
| RNG 80m                                     | RoF S/3/10 |       | DMG 1d10 + 4 (R) |       |                |
| PEN 3                                       | CLIP -     | RLD - | WT -             | AVL S |                |
| SPECIAL: RAZOR SHARP, RELIABLE, TWIN-LINKED |            |       |                  |       |                |

**Aeldari Aerial Superiority:** When the operator of a Warp Hunter successfully uses the Jink action, they may immediately move the vehicle up to 10m in any direction.

**Lost Knowledge:** The knowledge of the construction of this vehicle is lost to its creators. This chassis cannot be created by Crafting, and inflicts a -20 penalty to tests to modify or repair the chassis.

## WAVE SERPENT

The main troop transport of the Asuryani, used by Aspect Warrior and Guardian alike, the Wave Serpent sacrifices the space for a battle cannon to allow more troops to be carried within. To protect their charges, Wave Serpents are equipped with powerful serpent shield generators, capable of generated great blasts of energy to keep those foes that can keep up with it away.

| WAVE SERPENT  |               | SKIMMER              |  |
|---|---------------|----------------------|--|
| FRONT: 22   | SIDE: 22      | Rear: 20             |  |
| CRUISING SPEED: 800KPH  |               | TACTICAL SPEED: 40M  |  |
| MANOEUVRABILITY: +20  | SIZE: MASSIVE | INTEGRITY: 22        |  |
| CARRYING CAPACITY: 12   |               | AVAILABILITY: SCARCE |  |
| CREW: OPERATOR  |               |                      |  |
| VEHICLE TRAITS: DYNAMIC ENTRY, ENCLOSED, ENVIRONMENTALLY SEALED, SERPENT SHIELD |               |                      |  |

### Weapons

A Wave Serpent has one turret-mounted weapon using the following weapon as default:

| SHURIKEN CANNON                                 |            |           |                  |       | CLASS: VEHICLE |
|---|------------|-----------|------------------|-------|----------------|
| RNG 120m  | RoF S/3/10 |           | DMG 1d10 + 6 (R) |       |                |
| PEN 4   | CLIP 400   | RLD 2Full | WT -             | AVL S |                |
| SPECIAL: GYRO-STABILISED, RAZOR SHARP, RELIABLE |            |           |                  |       |                |

A Wave Serpent has one hull-mounted weapon using the following weapon as default:

| TWIN-LINKED SHURIKEN CATAPULT               |            |       |                  |       | CLASS: VEHICLE |
|---|------------|-------|------------------|-------|----------------|
| RNG 80m                                     | RoF S/3/10 |       | DMG 1d10 + 4 (R) |       |                |
| PEN 3                                       | CLIP -     | RLD - | WT -             | AVL S |                |
| SPECIAL: RAZOR SHARP, RELIABLE, TWIN-LINKED |            |       |                  |       |                |

**Aeldari Aerial Superiority:** When the operator of a Wave Serpent successfully uses the Jink action, they may immediately move the vehicle up to 10m in any direction.

**High Flyer:** A Wave Serpent's improved engines allow it to move into High Altitude as if it were a Flyer.

**Wave Serpent Field:** The Serpent Shield equipped to a Wave Serpent is particularly robust, never Overloading unless through a Haywire field or similar effect.

## WAR WALKER

The Striding Warriors, *Offifascurath*, are relatively small walkers entrusted to the Guardians of the Craftworlds, used in place of more ungainly vehicles to traverse terrain otherwise difficult to travel. Many a titan steersman first found their desire to join the titan clans after piloting a War Walker, slowly exchanging the heavy weapons of these reconnaissance vehicles for titanic weapons of Vault.

| WAR WALKER  |                | WALKER               |
|---|----------------|----------------------|
| FRONT: 10   | SIDE: 8        | Rear: 10             |
| CRUISING SPEED: 120KPH  |                | TACTICAL SPEED: 18M  |
| MANOEUVRABILITY: +30  | SIZE: ENORMOUS | INTEGRITY: 20        |
| CARRYING CAPACITY: 0  |                | AVAILABILITY: SCARCE |
| CREW: OPERATOR  |                |                      |
| VEHICLE TRAITS: COMBAT WALKER, ENHANCED MOTIVE SYSTEMS, MISTSHIELD, OPEN-TOPPED |                |                      |

### Weapons

A War Walker has two turret-mounted weapons (choose two of the following):

| AELDARI MISSILE LAUNCHER                        |            |           |                   |        | CLASS: VEHICLE |
|---|------------|-----------|-------------------|--------|----------------|
| RNG 500m  | RoF -/2/4  |           | DMG 2d10 + 16 (X) |        |                |
| PEN 10  | CLIP 12    | RLD 2Full | WT -              | AVL VR |                |
| SPECIAL: BLAST (8)                              |            |           |                   |        |                |
| BRIGHT LANCE                                    |            |           |                   |        | CLASS: VEHICLE |
| RNG 200m  | RoF S/-/-  |           | DMG 3d10 + 10 (E) |        |                |
| PEN 4   | CLIP -     | RLD -     | WT -              | AVL VR |                |
| SPECIAL: BEAM, LANCE, PROVEN (3)                |            |           |                   |        |                |
| SCATTER LASER                                   |            |           |                   |        | CLASS: VEHICLE |
| RNG 100m  | RoF -/3/6  |           | DMG 1d10 + 6 (E)  |        |                |
| PEN 4   | CLIP -     | RLD -     | WT -              | AVL S  |                |
| SPECIAL: SCATTER, STORM                         |            |           |                   |        |                |
| SHURIKEN CANNON                                 |            |           |                   |        | CLASS: VEHICLE |
| RNG 120m  | RoF S/3/10 |           | DMG 1d10 + 6 (R)  |        |                |
| PEN 4   | CLIP 400   | RLD 2Full | WT -              | AVL S  |                |
| SPECIAL: GYRO-STABILISED, RAZOR SHARP, RELIABLE |            |           |                   |        |                |
| STARCANNON                                      |            |           |                   |        | CLASS: VEHICLE |
| RNG 400m  | RoF S/-/4  |           | DMG 3d10 + 10 (E) |        |                |
| PEN 8   | CLIP -     | RLD -     | WT -              | AVL VR |                |
| SPECIAL: ACCURATE                               |            |           |                   |        |                |

## DRUKHARI VEHICLES

"HOW DO YOU FIND MY NEW HOOD ORNAMENTS? I FIND ORKS MAKE FOR SUPERIOR HERALDS, JUST LISTEN TO HOW LOUD THEY SCREAM!"

-Kabalite Shriel, Raider operator

The following vehicles are examples of vehicles used primarily by the Dark Eldar, requiring the Operate (Aeldari) skill at least Trained in order to use effectively. For characters of non-Anhrathe or non-Drukhari Origins, increase the Availability of these weapons by one or two steps, representing the more exotic nature of the vehicles.

### RAIDER

The aethersails flown atop the Raider transports of the Drukhari are often the first sign of the eternity of pain to come. Open topped, as if the wicked vessel was a pleasure barge, the passengers of the Raider are able to pounce from the deck or simply pepper the souls below with shard-fire at their leisure. Many a tormented existence truly began from being forcibly brought aboard a Raider.

| RAIDER  |                | SKIMMER              |
|---|----------------|----------------------|
| FRONT: 24   | SIDE: 20       | Rear: 24             |
| CRUISING SPEED: 320KPH  |                | TACTICAL SPEED: 22M  |
| MANOEUVRABILITY: +20  | SIZE: ENORMOUS | INTEGRITY: 35        |
| CARRYING CAPACITY: 10   |                | AVAILABILITY: SCARCE |
| CREW: OPERATOR, GUNNER  |                |                      |
| VEHICLE TRAITS: ENHANCED MOTIVE SYSTEMS, OPEN-TOPPED, RAPID ASSAULT PORTS, SHADOW FIELD |                |                      |

### Weapons

A Raider has one pintle-mounted weapon using the following weapon as default:

| DARK LANCE                              |           |           |                   |        | CLASS: HEAVY |
|---|-----------|-----------|-------------------|--------|--------------|
| RNG 140m                                | RoF S/-/- |           | DMG 2d10 + 16 (E) |        |              |
| PEN 6                                   | CLIP 36   | RLD 2Full | WT -              | AVL VR |              |
| SPECIAL: FELLING (2), LANCE, PROVEN (4) |           |           |                   |        |              |

**Aeldari Aerial Superiority:** When the operator of a Raider successfully uses the Jink action, they may immediately move the vehicle up to 10m in any direction.

**High Flyer:** A Lynx's improved engines allow it to move into High Altitude as if it were a Flyer.

## RAVAGER

Adapted from the Raider's chassis, the Ravager is a gunship manned by the rarer breed of Kabalite that actively prefers to kill from a distance instead of drinking a foe suffering up close. Or as a punishment to deny them such ecstasy. The Ravager is a gunship, mounting three heavy weapons to support ongoing raids and to gun down enemies of the Kabal in the Dark City's streets.

| RAVAGER  |                | SKIMMER             |  |
|--|----------------|---------------------|--|
| FRONT: 24  | SIDE: 20       | Rear: 24            |  |
| CRUISING SPEED: 320KPH   |                | TACTICAL SPEED: 22M |  |
| MANOEUVRABILITY: +20   | SIZE: ENORMOUS | INTEGRITY: 40       |  |
| CARRYING CAPACITY: 0   |                | AVAILABILITY: RARE  |  |
| CREW: OPERATOR, 3 GUNNERS  |                |                     |  |
| VEHICLE TRAITS: ENHANCED MOTIVE SYSTEMS, OPEN-TOPPED, SHADOW FIELD |                |                     |  |

### Weapons

A Ravager has one pintle-mounted weapon using the following weapon as default:

| DARK LANCE                              |           |           |                   | CLASS: HEAVY |  |
|---|-----------|-----------|-------------------|--------------|--|
| RNG 140m                                | RoF S/-/- |           | DMG 2D10 + 16 (E) |              |  |
| PEN 6                                   | CLIP 36   | RLD 2Full | WT -              | AVL VR       |  |
| SPECIAL: FELLING (2), LANCE, PROVEN (4) |           |           |                   |              |  |

A Ravager has two sponson-mounted weapons with either two Dark Lances (see above) or two of the following as default:

| DISINTEGRATOR                            |            |           |                  | CLASS: HEAVY |  |
|--|------------|-----------|------------------|--------------|--|
| RNG 200m                                 | RoF S/-/10 |           | DMG 2D10 + 6 (E) |              |  |
| PEN 12                                   | CLIP 200   | RLD 2Full | WT -             | AVL ER       |  |
| SPECIAL: MELTA, RELIABLE, SIZE (HULKING) |            |           |                  |              |  |

**Aeldari Aerial Superiority:** When the operator of a Ravager successfully uses the Jink action, they may immediately move the vehicle up to 10m in any direction.

**High Flyer:** A Lynx's improved engines allow it to move into High Altitude as if it were a Flyer.

## RAVEN

Looked down upon by Drukhari pilots that can afford newer designs of fighter craft, the Raven is the oldest war machine in active use by the Dark Eldar. Their thicker bulks and archaic construction creates a vulgar impression in the minds of the Kabals, leading to only the most reckless and bloodthirsty Reavers to pilot them, using their reinforced wings as cruel scythes.

| RAVEN   |                | FLYER               |  |
|---|----------------|---------------------|--|
| FRONT: 22   | SIDE: 24       | Rear: 20            |  |
| CRUISING SPEED: 2,500KPH                              |                | TACTICAL SPEED: 35M |  |
| MANOEUVRABILITY: +20                                  | SIZE: ENORMOUS | INTEGRITY: 25       |  |
| CARRYING CAPACITY: 0                                  |                | AVAILABILITY: RARE  |  |
| CREW: OPERATOR  |                |                     |  |
| VEHICLE TRAITS: GRAV-TALON, SPACE CRAFT, SHADOW FIELD |                |                     |  |

### Weapons

A Raven has a turret-mounted weapon using the following weapon as default:

| LONG-BARRELLED SPLINTER CANNON      |            |           |                  | CLASS: VEHICLE |  |
|-------------------------------------|------------|-----------|------------------|----------------|--|
| RNG 450m                            | RoF -/-/10 |           | DMG 2D10 + 6 (R) |                |  |
| PEN 4                               | CLIP 200   | RLD 2Full | WT -             | AVL VR         |  |
| SPECIAL: GYRO-STABILISED, TOXIC (2) |            |           |                  |                |  |

A Raven has a Twin-linked hull-mounted weapon using the following weapon as default:

| TWIN-LINKED DARK LANCE                               |           |           |                   | CLASS: VEHICLE |  |
|--|-----------|-----------|-------------------|----------------|--|
| RNG 140m   | RoF S/-/- |           | DMG 2D10 + 16 (E) |                |  |
| PEN 6  | CLIP 36   | RLD 2Full | WT -              | AVL VR         |  |
| SPECIAL: FELLING (2), LANCE, PROVEN (4), TWIN-LINKED |           |           |                   |                |  |

**Aeldari Aerial Superiority:** When the operator of a Raven successfully uses the Jink action, they may immediately move the vehicle up to 10m in any direction.

**Vulgar and Brutal:** The owner of a Raven suffers a -10 penalty to all Interaction tests with Drukhari pilots but gains a +20 bonus to Ram! Vehicles with the Flyer or Skimmer traits, ignoring up to 10 damage taken when doing so.

## RAZORWING

The most popular form of aerial fighter used by the Drukhari, the Razorwing is a supersonic jetfighter whose use is permitted only to those Reavers who have shown their skill in the Wych-hosted death races. Used as anti-armour support, both clearing the skies above and squashing tanks below, Razorwing pilots find a rare position of safety in realspace raids as they keep on high.

| RAZORWING  |                | FLYER                        |  |
|--|----------------|------------------------------|--|
| FRONT: 20  | SIDE: 20       | Rear: 25                     |  |
| CRUISING SPEED: 2,750KPH                                   |                | TACTICAL SPEED: 40M          |  |
| MANOEUVRABILITY: +30                                       | SIZE: ENORMOUS | INTEGRITY: 25                |  |
| CARRYING CAPACITY: 0                                       |                | AVAILABILITY: EXTREMELY RARE |  |
| CREW: OPERATOR   |                |                              |  |
| VEHICLE TRAITS: ENHANCED MOTIVE SYSTEMS, SPACE CRAFT, VTOL |                |                              |  |

### Weapons

A Razorwing has a Razorwing Missile Launcher on a turret-mounting:

| RAZORWING MISSILE LAUNCHER |           |       |                  | CLASS: VEHICLE |  |
|----------------------------|-----------|-------|------------------|----------------|--|
| RNG 250m                   | RoF S/-/- |       | DMG D10 + 16 (X) |                |  |
| PEN 20                     | CLIP 30   | RLD - | WT -             | AVL NU         |  |
| SPECIAL: BLAST (8)         |           |       |                  |                |  |

A Razorwing has two hull-mounted weapons using the following weapon as default:

| TWIN-LINKED DARK LANCE                               |           |           |                   | CLASS: VEHICLE |  |
|--|-----------|-----------|-------------------|----------------|--|
| RNG 140m   | RoF S/-/- |           | DMG 2D10 + 16 (E) |                |  |
| PEN 6  | CLIP 36   | RLD 2Full | WT -              | AVL VR         |  |
| SPECIAL: FELLING (2), LANCE, PROVEN (4), TWIN-LINKED |           |           |                   |                |  |
| TWIN-LINKED SPLINTER RIFLE                           |           |           |                   | CLASS: VEHICLE |  |
| RNG 80m  | RoF S/3/5 |           | DMG 1D10 + 3 (R)  |                |  |
| PEN 3  | CLIP 180  | RLD Full  | WT -              | AVL R          |  |
| SPECIAL: TOXIC (2), TWIN-LINKED                      |           |           |                   |                |  |

**Aeldari Aerial Superiority:** When the operator of a Razorwing successfully uses the Jink action, they may immediately move the vehicle up to 10m in any direction.

**Cutting-Edge:** Characters without Operate (Aeroanutica) +20 and Tech-Use treat the vehicle's Manoeuvrability as -20 instead.

**Deadly Munitions:** Owners of this vehicle treat Monocythe Missiles, Necrotoxin Missiles, and Shatterfield Missiles as being Scarce for the purposes of Acquisition tests and Personal Upkeep when used for the Razorwing Missile Launcher.

## REAVER

A jetbike so ubiquitous in Drukhari society that to be a pilot is to be a Reaver, the skies of Commorragh are never clear of their silhouettes. Every pilot starts their career as a Reaver rider, earning their right to fly greater vehicles, yet some decide to never leave their jetbikes seats, instead building a reputation as being the best at the basics and becoming famous in the Wych Cult races.

| REAVER  |               | SKIMMER              |  |
|---|---------------|----------------------|--|
| FRONT: 14   | SIDE: 14      | Rear: 10             |  |
| CRUISING SPEED: 330KPH                                    |               | TACTICAL SPEED: 45M  |  |
| MANOEUVRABILITY: +20                                      | SIZE: HULKING | INTEGRITY: 15        |  |
| CARRYING CAPACITY: 0                                      |               | AVAILABILITY: SCARCE |  |
| CREW: OPERATOR  |               |                      |  |
| VEHICLE TRAITS: BIKE, ENHANCED MOTIVE SYSTEMS, GRAV-TALON |               |                      |  |

### Weapons

A Reaver has a hull-mounting using the following weapon as default:

| SPLINTER RIFLE     |           |          |                  | CLASS: VEHICLE |  |
|--------------------|-----------|----------|------------------|----------------|--|
| RNG 80m            | RoF S/3/5 |          | DMG 1D10 + 3 (R) |                |  |
| PEN 3              | CLIP 180  | RLD Full | WT -             | AVL S          |  |
| SPECIAL: TOXIC (2) |           |          |                  |                |  |

**Aeldari Aerial Superiority:** When the operator of a Reaver successfully uses the Jink action, they may immediately move the vehicle up to 10m in any direction.

**High Flyer:** A Lynx's improved engines allow it to move into High Altitude as if it were a Flyer.

**Screaming Death:** The Operator of the vehicle can choose to suffer 1 to 5 wounds (ignoring their Toughness Bonus and armour) to automatically succeed on an Operate test when using this jetbike, with a number of degrees of success on the test equal to the number of wounds they chose to suffer.

## SKYBOARD

A symbol of independence and rebellion, the skyboard is used primarily by the Hellion gangs, yet their ironic use by the Wych Cults and some trueborn has been noted. Skyboards come in many designs and most will be modified constantly as they change hands; most skyboards have had dozens of owners, a legacy of death found in the patchwork of personal runes etched into their surface.

| SKYBOARD   |                      | Skimmer                      |  |
|--|----------------------|------------------------------|--|
| FRONT: 8   | SIDE: 8              | Rear: 8                      |  |
| CRUISING SPEED: 70KPH  |                      | TACTICAL SPEED: 18M          |  |
| MANOEUVRABILITY: +25   | SIZE: <i>HULKING</i> | INTEGRITY: 10                |  |
| CARRYING CAPACITY: 0   |                      | AVAILABILITY: <i>AVERAGE</i> |  |
| CREW: <i>OPERATOR</i>  |                      |                              |  |
| VEHICLE TRAITS: <i>BIKE, ENHANCED MOTIVE SYSTEMS, GRAV-TALON</i> |                      |                              |  |

### Weapons

A Skyboard has a fixed-mounting using the following weapon as default:

| TWIN-LINKED SPLINTER POD                                       |           |           |                  | CLASS: <i>VEHICLE</i> |  |
|--|-----------|-----------|------------------|-----------------------|--|
| RNG 50m  | RoF S/3/5 |           | DMG 1d10 + 3 (R) |                       |  |
| PEN 3  | CLIP 200  | RLD 2Full | WT -             | AVL R                 |  |
| SPECIAL: <i>CYRO-STABILISED, STORM, TOXIC (1), TWIN-LINKED</i> |           |           |                  |                       |  |

**Aeldari Aerial Superiority:** When the operator of a Skyboard successfully uses the Jink action, they may immediately move the vehicle up to 10m in any direction.

**Anarch's Perch:** The Operator of a skyboard gains a +10 bonus to Hit & Run and Melee attacks..

## TANTALUS

Once a unique specimen used as the throne-chariot of Archon Surasis Grief, the Tantalus proved to be so appreciated that its design was stolen and spread throughout the Kabals. With its twin-hulled design, superior aethersails, and wicked armaments, the arrival of a Tantalus tells all that see it that a personage of note has arrived and they bring death with them.

| TANTALUS  |                         | SKIMMER                 |  |
|---|-------------------------|-------------------------|--|
| FRONT: 30   | SIDE: 25                | Rear: 30                |  |
| CRUISING SPEED: 350KPH  |                         | TACTICAL SPEED: 25M     |  |
| MANOEUVRABILITY: +15  | SIZE: <i>MONUMENTAL</i> | INTEGRITY: 60           |  |
| CARRYING CAPACITY: 16   |                         | AVAILABILITY: <i>NU</i> |  |
| CREW: <i>OPERATOR</i>   |                         |                         |  |
| VEHICLE TRAITS: <i>DYNAMIC ENTRY, ENHANCED MOTIVE SYSTEMS, GRAV-TALON, OPEN-TOPPED, RAPID ASSAULT PORTS, SHADOW FIELD. SUPERIOR AETHERSAILS</i> |                         |                         |  |

### Weapons

A Tantalus has two sponson-mountings using the following weapon as default:

| PULSE DISINTEGRATOR                                     |            |           |                   | CLASS: <i>HEAVY</i> |  |
|---|------------|-----------|-------------------|---------------------|--|
| RNG 300m  | RoF -/-/10 |           | DMG 2d10 + 11 (E) |                     |  |
| PEN 12  | CLIP 500   | RLD 2Full | WT -              | AVL ER              |  |
| SPECIAL: <i>MELTA, RELIABLE, SIZE (ENORMOUS), STORM</i> |            |           |                   |                     |  |

**Aeldari Aerial Superiority:** When the operator of a Tantalus successfully uses the Jink action, they may immediately move the vehicle up to 10m in any direction.

**High Flyer:** A Lynx's improved engines allow it to move into High Altitude as if it were a Flyer.

**Scythevanes:** The Tantalus makes use of great, curved blades mounted to its sides, granting its Grav-Talons upgrade +1d10 Damage, +4 Penetration, and the Power Field upgrade.

## VENOM

While the Raider is the transport of choice for Kabalite leadership to send their warriors into battle upon, the Venom is the preferred chariot of most Drukhari warriors. After all, with a smaller carrying capacity, it means there are less chances of being attacked by rivals. The Venom is so popular that it is also used by the Anhrathe and Rillietann, finding it perfect to ferry elite troops to battle.

| VENOM  |                | SKIMMER              |  |
|--|----------------|----------------------|--|
| FRONT: 18  | SIDE: 16       | Rear: 12             |  |
| CRUISING SPEED: 380KPH   |                | TACTICAL SPEED: 40M  |  |
| MANOEUVRABILITY: +30   | SIZE: ENORMOUS | INTEGRITY: 28        |  |
| CARRYING CAPACITY: 5   |                | AVAILABILITY: SCARCE |  |
| CREW: OPERATOR   |                |                      |  |
| VEHICLE TRAITS: BIKE, ENHANCED MOTIVE SYSTEMS, GRAV-TALON, SHADOWFIELD |                |                      |  |

### Weapons

A Venom has one hull-mounting using the following weapon as default:

| TWIN-LINKED SPLINTER RIFLE      |           |          |                  | CLASS: VEHICLE |  |
|---------------------------------|-----------|----------|------------------|----------------|--|
| RNG 80m                         | RoF S/3/5 |          | DMG 1d10 + 3 (R) |                |  |
| PEN 3                           | CLIP 180  | RLD Full | WT -             | AVL R          |  |
| SPECIAL: TOXIC (2), TWIN-LINKED |           |          |                  |                |  |

**Aeldari Aerial Superiority:** When the operator of a Tantalus successfully uses the Jink action, they may immediately move the vehicle up to 10m in any direction.

**High Flyer:** A Lynx's improved engines allow it to move into High Altitude as if it were a Flyer.

**Protective Hood:** The Operator of a Venom treats the vehicle as having the Enclosed trait.

## VOIDRAVEN

Much like the Razorwing, the Voidraven is an aircraft trusted only to the greatest of pilots but has the additional requirement of the pilot to be trustworthy also. As a bomber craft loaded with dreaded Void Lances and Mines, operators of a Voidraven must be able to be trusted to handle, and not 'misplace' such devastating ordnance, leading to few being seen in the air.

| VOIDRAVEN  |                | FLYER                        |  |
|--|----------------|------------------------------|--|
| FRONT: 20  | SIDE: 20       | Rear: 25                     |  |
| CRUISING SPEED: 2,750KPH                           |                | TACTICAL SPEED: 40M          |  |
| MANOEUVRABILITY: +25                               | SIZE: ENORMOUS | INTEGRITY: 30                |  |
| CARRYING CAPACITY: 0                               |                | AVAILABILITY: EXTREMELY RARE |  |
| CREW: OPERATOR                                     |                |                              |  |
| VEHICLE TRAITS: REINFORCED HULL, SPACE CRAFT, VTOL |                |                              |  |

### Weapons

A Voidraven has a Razorwing Missile Launcher on a turret-mounting:

| RAZORWING MISSILE LAUNCHER |           |       |                  | CLASS: VEHICLE |  |
|----------------------------|-----------|-------|------------------|----------------|--|
| RNG 250m                   | RoF S/-/- |       | DMG d10 + 16 (X) |                |  |
| PEN 20                     | CLIP 30   | RLD - | WT -             | AVL NU         |  |
| SPECIAL: BLAST (8)         |           |       |                  |                |  |

A Voidraven has one hull-mounted weapon using one of the two following weapons as default:

| TWIN-LINKED DARK SCYTHE   |           |       |                   | CLASS: VEHICLE |  |
|---|-----------|-------|-------------------|----------------|--|
| RNG 500m  | RoF S/2/- |       | DMG 3d10 + 16 (E) |                |  |
| PEN 5   | CLIP -    | RLD - | WT -              | AVL ER         |  |
| SPECIAL: FELLING (3), LANCE, PROVEN (4), SIZE (ENORMOUS), TWIN-LINKED |           |       |                   |                |  |
| VOID LANCE  |           |       |                   | CLASS: VEHICLE |  |
| RNG 500m  | RoF S/-/- |       | DMG 2d10 + 6 (E)  |                |  |
| PEN -   | CLIP -    | RLD - | WT -              | AVL U          |  |
| SPECIAL: BEAM, RECHARGE, SIZE (ENORMOUS), WARP WEAPON                 |           |       |                   |                |  |

**Aeldari Aerial Superiority:** When the operator of a Voidraven successfully uses the Jink action, they may immediately move the vehicle up to 10m in any direction.

**Deadly Munitions:** Owners of this vehicle treat Monocyste Missiles, Necrotoxin Missiles, and Shatterfield Missiles as being Scarce for the purposes of Acquisition tests and Personal Upkeep when used for the Razorwing Missile Launcher.

**Void Mine:** Three times per Mission after the Operator takes the Tactical Manoeuvring action with a Full Action, they may make an Attack against a single target that had been directly beneath their elevation at any point during their movement with the following weapon:

| VOID MINE                                 |           |                  | CLASS: VEHICLE |       |
|---|-----------|------------------|----------------|-------|
| RNG -                                     | RoF S/-/- | DMG 4d10 + 8 (X) |                |       |
| PEN -                                     | CLIP -    | RLD -            | WT -           | AVL U |
| SPECIAL: BLAST (6), GRAVITON, WARP WEAPON |           |                  |                |       |

## RILLIETANN VEHICLES

*"ONE CAN WANDER THE WEBWAY ON FOOT. IT IS A SCENIC JAUNT BUT I WOULD NOT RECOMMEND IT."*

-The Three-Eyed Fool, Webway Guide

The following vehicles are examples of vehicles used primarily by the Harlequins, requiring the Operate (Aeldari) skill at least Trained in order to use effectively. For characters who have not completed a Rillietann Path, increase the Availability of these weapons by one or two steps, representing the more exotic nature of the vehicles

## SKYWEAVER

Just as the Craftworlders and the Dark Kin have their own form of Jetbike, the Skyweaver, melding the technologies of the Raptor and the Reaver. The Skyweaver was a close ally of the Laughing God, a sower of false stories to confuse his enemies and bite them in their befuddled state. Thus the Skyweaver is built around a Prismatic Cannon, used to cripple their foes before descending upon them.

| SKYWEAVER   |               | SKIMMER                 |  |
|---|---------------|-------------------------|--|
| FRONT: 14   |               | SIDE: 14                |  |
|   |               | Rear: 8                 |  |
| CRUISING SPEED: 350KPH                                    |               | TACTICAL SPEED: 45M     |  |
| MANOEUVRABILITY: +35                                      | SIZE: HULKING | INTEGRITY: 15           |  |
| CARRYING CAPACITY: 1                                      |               | AVAILABILITY: VERY RARE |  |
| CREW: OPERATOR  |               |                         |  |
| VEHICLE TRAITS: BIKE, ENHANCED MOTIVE SYSTEMS, HOLO-FIELD |               |                         |  |

### Weapons

A Skyweaver has a Prismatic Cannon on a hull-mounting:

| PRISMATIC CANNON                                       |           |                  | CLASS: VEHICLE |        |
|--|-----------|------------------|----------------|--------|
| RNG 200m   | RoF S/-/- | DMG 2d10 + 4 (E) |                |        |
| PEN 6  | CLIP -    | RLD -            | WT -           | AVL ER |
| SPECIAL: BANE (MACHINES, VEHICLES 7), BLAST (3), LANCE |           |                  |                |        |

**Aeldari Aerial Superiority:** When the operator of a Skyweaver successfully uses the Jink action, they may immediately move the vehicle up to 10m in any direction.

**High Flyer:** A Lynx's improved engines allow it to move into High Altitude as if it were a Flyer.

**Dance Platform:** All characters mounted on a Skyweaver gain a +20 to Hit & Run and Melee attack actions.

## STARWEAVER

Built upon a modified Venom chassis, the Starweaver is named for the Cosmic Serpent's firstborn child, courageous and mighty and existing in both realspace as the Sea of Souls at once. A favoured transport of the Rillietann, the Starweaver is heavily armed to provide support to their dancing kin below them as they do their part for the performance in the air.

| STARWEAVER   |                | SKIMMER                 |  |
|--|----------------|-------------------------|--|
| FRONT: 18  | SIDE: 16       | Rear: 12                |  |
| CRUISING SPEED: 500KPH   |                | TACTICAL SPEED: 50M     |  |
| MANOEUVRABILITY: +30   | SIZE: ENORMOUS | INTEGRITY: 28           |  |
| CARRYING CAPACITY: 5   |                | AVAILABILITY: VERY RARE |  |
| CREW: OPERATOR, GUNNER   |                |                         |  |
| VEHICLE TRAITS: BIKE, DECOY LAUNCHER, ENHANCED MOTIVE SYSTEMS, HOLO-FIELD, RAPID ASSAULT PORTS |                |                         |  |

### Weapons

A Starweaver has one turret-mounting using the following weapon as default:

| SHURIKEN CANNON                                 |            |           |                  |       | CLASS: VEHICLE |
|---|------------|-----------|------------------|-------|----------------|
| RNG 120m  | RoF S/3/10 |           | DMG 1d10 + 6 (R) |       |                |
| PEN 4   | CLIP 400   | RLD 2Full | WT -             | AVL S |                |
| SPECIAL: GYRO-STABILISED, RAZOR SHARP, RELIABLE |            |           |                  |       |                |

A Starweaver has one hull-mounted weapon using the following weapon as default:

| SHURIKEN CANNON                                 |            |           |                  |       | CLASS: VEHICLE |
|---|------------|-----------|------------------|-------|----------------|
| RNG 120m  | RoF S/3/10 |           | DMG 1d10 + 6 (R) |       |                |
| PEN 4   | CLIP 400   | RLD 2Full | WT -             | AVL S |                |
| SPECIAL: GYRO-STABILISED, RAZOR SHARP, RELIABLE |            |           |                  |       |                |

**Aeldari Aerial Superiority:** When the operator of a Tantalus successfully uses the Jink action, they may immediately move the vehicle up to 10m in any direction.

**Hallucinogen Decoys:** Whenever the Starweaver uses is Decoy Launcher upgrade, characters without a rebreather or environmentally sealed armour within 10m of the vehicle must resist the effects of the Hallucinogenic (2) quality. This test is repeated if characters end their turn within the Decoy Launcher effect, they must resist the Hallucinogenic effects again.

**High Flyer:** A Lynx's improved engines allow it to move into High Altitude as if it were a Flyer.

**Protective Hood:** The Operator of a Venom treats the vehicle as having the Enclosed trait.

## VOIDWEAVER

Voidweaver was the secondborn of the Cosmic Serpent, ever jealous of its brother the Starweaver to the point it grew a second head to snap at those not expecting it and to never be surprised. The Voidweaver takes the moral of the story and expresses it through a rear-facing weapon on this vehicle, allowing them to trick others into chasing them only to be shredded by unexpected fire.

| VOIDWEAVER   |                | SKIMMER                 |  |
|--|----------------|-------------------------|--|
| FRONT: 18  | SIDE: 16       | Rear: 18                |  |
| CRUISING SPEED: 500KPH   |                | TACTICAL SPEED: 50M     |  |
| MANOEUVRABILITY: +30   | SIZE: ENORMOUS | INTEGRITY: 28           |  |
| CARRYING CAPACITY: 3   |                | AVAILABILITY: VERY RARE |  |
| CREW: OPERATOR, GUNNER   |                |                         |  |
| VEHICLE TRAITS: BIKE, ENHANCED MOTIVE SYSTEMS, HOLO-FIELD, RAPID ASSAULT PORTS |                |                         |  |

### Weapons

A Voidweaver has one turret-mounting using the following weapon as default:

| PRISMATIC CANNON                                       |           |       |                  |        | CLASS: VEHICLE |
|--|-----------|-------|------------------|--------|----------------|
| RNG 200m   | RoF S/-/- |       | DMG 2d10 + 4 (E) |        |                |
| PEN 6  | CLIP -    | RLD - | WT -             | AVL ER |                |
| SPECIAL: BANE (MACHINES, VEHICLES 7), BLAST (3), LANCE |           |       |                  |        |                |

A Voidweaver has two hull-mounted weapon using the following weapon as default, one facing directly in front of the vehicle while the other facing directly behind it:

| SHURIKEN CANNON                                 |            |           |                  |       | CLASS: VEHICLE |
|---|------------|-----------|------------------|-------|----------------|
| RNG 120m  | RoF S/3/10 |           | DMG 1d10 + 6 (R) |       |                |
| PEN 4   | CLIP 400   | RLD 2Full | WT -             | AVL S |                |
| SPECIAL: GYRO-STABILISED, RAZOR SHARP, RELIABLE |            |           |                  |       |                |

**Aeldari Aerial Superiority:** When the operator of a Tantalus successfully uses the Jink action, they may immediately move the vehicle up to 10m in any direction.

**Backbiter:** When the Operator makes an attack with a hull-mounted weapon, they may make a second Attack action as a Free action using the other hull-mounted weapon.

**High Flyer:** A Lynx's improved engines allow it to move into High Altitude as if it were a Flyer.

**Protective Hood:** The Operator of a Venom treats the vehicle as having the Enclosed trait.

## BATTLESUITS

*"SOMETIMES FATE NEEDS A SUBTLE NUDGE BY A LONG RIFLE'S BITE. SOMETIMES IT NEED'S KNIGHT'S TALONS TO WRANGLE IT INTO PLACE."*

-Queen Whreth, Matriarch of  
Clan Raven-Eye

**T**owering above tanks and infantry alike, battlesuits are not a rare sight amongst the battlefields of the Great Wheel. From the smallest of t'au stealth suits to the much revered titans and Knights, these lords of war do more than simply platform mighty weapons. They are meant to inspire their comrades, act as icons of their people and gods, their thunderous footsteps and bright livery drawing all eyes their way to show who truly rules and rises above the tides of combat.

The following section describes how Battlesuits work in **DANCING IN THE ASHES** including the most common frames found within the Great Wheel. GMs can use the following profiles and rules to building their own variants for their uses, if they so desire, and may make use of them in other, non-Aeldari campaigns.

## TYPES

These are the following types of battlesuit in **DANCING IN THE ASHES**:

- **Battlesuits:** The most basic and ubiquitous form of walking platform. These range from particularly large sets of power armour to the striding Knights. All other types of battlesuit derive their rules from this basic type, seen as the archetypal example of what battlesuits are.
- **Engines of Pain:** Each a unique work of gruesome art, if following similar design principles, Engines of Pain are sown together, melding flesh and metal following a Haemonculus' specific desires. This chapter describes a rarer variant of such constructs: Pain Suits, mindless until another soul enters their flesh and becomes one with their arcane nervous systems. Few choose to pilot such constructs, the sensation of being a whole new beast disquieting.
- **Lords of War:** When titans walk, the world beneath them trembles. These are the largest class of battlesuit, their stature and proportions setting them apart from the smaller walkers, able to mount the most devastating of weapons.
- **Wraiths:** Taboo by their nature as necromantic golem, Wraiths are by their nature battlesuits piloted by a spirit of the dead. Few exist outside of the vaults of the Infinity Circuits, risen from their tombs only in times of great need, yet some walk often in service of the living.

## OPERATING A BATTLESUIT

When a Corsair sits in the cockpit of a battlesuit, it is immediately obvious that the skills required to pilot a more typical vehicle are not wholly transferable. Putting aside any neural interfaces or nerve-integration technology, battlesuits require a certain mixture of finesse and balance to operate, the first steps of a new pilot reminiscent of an infant stumbling as they figure out how to coordinate all parts of their body together. Those that pilot a battlesuit often say they feel like the walker's chassis becomes an extension of themselves, that its balance becomes their own, moving as if it were truly their own body writ large.

Unlike operating a vehicle, battlesuits are instead treated as suits of armour that the Corsair is wearing, using combat rules typical for normal characters instead of a vehicle profile, except for the following changes:

- They changes their Size trait to that of their battlesuit.
- They treat their Strength characteristic as being that of their battlesuit.
- They gains the AP listed for the battlesuit in all locations.
- They use the Integrity of the battlesuit in place of their Wounds when taking damage and suffer Critical damage based on the type of battlesuit.
- Their unarmed attacks are considered to have the Maximised or Titanic upgrades (see **TABLE 4-5: WEAPON MODIFICATIONS**) to match the Size of the battlesuit.
- They gain all of the benefits and drawbacks gained from the traits the battlesuit possesses.
- They gain the use of all Primary or Additional Systems attached to the battlesuit.
- When a battlesuit would be knocked prone, it uses the rules for Falling Over (see page 257 of **DARK HERESY**)
- They cannot use any gear or weapon not designed for use by a character of their Size trait or usable from within the cockpit of the battlesuit.

### IS A SENTINEL A BATTLESUIT?

What separates a battlesuit from a vehicle with the Walker trait can be hazy from an outside perspective. In general, a battlesuit is a vehicle with a humanoid or bestial form, typically including their arms, piloted by a single primary operator. "Behold", you might say, motioning to an Ironstrider, "a Knight!" You might be right to do so. The separation is for ease of use for a popular form of vehicle, their profiles simple enough to alter to become more typical Walker vehicles.

That said, if you as a GM or player wishes to treat vehicles such as Sentinels or War Walkers as battlesuits, you should consider trying to make you own battlesuit profile yourself. It is, ultimately, up to how your table wishes to use these rules.

## BATTLESUIT TRAITS

As a mechanical chimera between being a regular character and a vehicle, battlesuits often have a mixture of traits from both styles of profile. The following are a collection of traits specific to battlesuits, typically focused on their type, along with some vehicle traits that are altered when applied to a battlesuit.

### BATTLESUIT

The battlesuit follows the basic rules of being a battlesuit, and unless modified by other traits, systems, or upgrades, gains the following traits: Auto-Stabilised, Enclosed, Environmentally Sealed, Undying, and Walker. The Undying trait does not benefit the operator should they be directly afflicted by a disease, poison, or toxin while operating the battlesuit or suffer from a similar malady before entering into the cockpit.

Battlesuits roll on **TABLE 5-3: BATTLESUIT CRITICAL EFFECTS** when they take Critical damage but halve their current Critical damage to determine the effects they suffer (rounded up)

### ENGINE OF PAIN

More akin to massive bio-mechanical chimera than a walking vehicle, Engines of Pain act as if they had the Battlesuit trait but with the following changes:

- The operator of an Engine of Pain adds the integrity of their battlesuit to their wounds and takes damage as normal. The battlesuit takes Critical damage like a normal character and is destroyed only when it would take Critical damage that would kill its operator.
- The battlesuit may be repaired with Medicae instead of Tech-Use.
- If a character pilots an Engine of Pain during a Mission, they receive 1d5-1 Insanity (to a minimum of 1) when the Mission is concluded.

## ENHANCED MOTIVE SYSTEMS

Instead of the usual rules for vehicles, the Enhanced Motive Systems trait instead doubles the base movement rate of the battlesuit while in operation. In addition, the battlesuit removes the penalty to their movement rate caused by the Ghost Warrior and Lord of War traits.

### GHOST WARRIOR

The battlesuit is operated by a wraith, unable to be operated by characters without the Wraith trait. Ghost Warriors act as if they had the Battlesuit trait with the following changes:

- The battlesuit is always considered to have the Spirit Stone Integration upgrade and is operated by the implanted Spirit Stone.
- The battlesuit reduces the wearer's base movement rate by 3 (to a minimum of 1).
- The battlesuit naturally repairs itself if given time without use, regaining all Integrity lost during Downtime and granting a +10 bonus to any test to repair Critical damage.
- The battlesuit and its operator can never suffer from Blood Loss or Fatigue and is unaffected by the Haywire quality.

### LORD OF WAR

The battlesuit towers above all others, a titan that looks below on the battlefield from on high as a Lord of War. Lords of War act as if they had the Battlesuit trait with the following changes:

- The battlesuit cannot be damaged by any weapon with the Size (<5) quality unless it also has the Force or Warp Weapon quality.
- The battlesuit is considered to have the Super-Heavy trait.
- The battlesuit reduces the wearer's base movement rate by 3 (to a minimum of 1).

**TABLE 5-5: BATTLESUIT CRITICAL EFFECTS**

| CRITICAL DAMAGE | CRITICAL EFFECT  |
|-----------------|--|
| 1-4             | The attack strips off some of the structural plating of the battlesuit, making it easier to damage further. All sources of Critical damage against the battlesuit increase by +1 until the battlesuit is repaired. This effect stacks.   |
| 5-6             | A chunk of armour is stripped from the battlesuit, leaving open weak spots for opportunists to strike against. The battlesuit immediately loses 2d5 AP in all locations. If this reduces the battlesuit's AP to 0, it is rendered inoperable until repaired.   |
| 7-8             | The attack strikes into a supplementary system of the battlesuit, damaging it to the point of being inoperable. The operator of the battlesuit chooses a system or weapon mounted to one of their Hard Points; the battlesuit loses the use of that system or weapon until they are repaired. If there are no systems or weapons left on the Hard Points, a Primary System is damaged instead.   |
| 9               | The power generator of the battlesuit vents energy as it suffers under the strain of the attack, lashing against its operator. The operator and any passengers in the battlesuit immediately suffer 1d10 Energy damage, ignoring Armour and Toughness. If the battlesuit is a Ghost Warrior, a damage roll of 9-10 breaks their Spirit Stone, granting the character their final death.  |
| 10              | The attack strikes a crippling blow against the battlesuit. As above, but the attack also disables 1d5 systems or weapons mounted to one of the battlesuit's Hard Points. If there are no systems or weapons left on the Hard Points, a Primary System is damaged instead, and if there are no Primary Systems left, the battlesuit is destroyed.  |
| 11              | A devastating blow sends chunks of the battlesuit flying from its superstructure. If the attack hit an Arm or Leg, the battlesuit loses that limb and any system attached to it. If the attack hits the Body, the operator must succeed on a -20 Agility or suffer from Falling Over (see DARK HERESY page XX) and be Stunned for 1d5 rounds. If the attack hits the Head, the operator must succeed on a +0 Toughness test or die as the battlesuit's cockpit is shattered in the attack. |
| 12+             | The attack breaks through the battlesuit in a soul-wrenching display of destruction. The battlesuit is destroyed. The operator and any passengers within the battlesuit must succeed on a -20 Agility test to rapidly disembark the battlesuit or be killed in the carnage.  |

## BATTLESUIT SYSTEMS

The following are a collection of Systems available to be installed into battlesuits in a similar manner as a vehicle may install upgrades. These Systems are those common amongst all battlesuits and specifically for Aeldari platforms; further Systems may be introduced in later supplements for other species.

All systems may be equipped to the Hard Points of battlesuits, equipped to 1 Hard Point unless stated otherwise in its profile.

In addition, any armour upgrade (see TABLE 4-10: ARMOUR MODIFICATIONS), vehicle upgrade, or vehicle grade force field may be installed on a Battlesuit as if it were a suit of Power armour, taking up 1 Hard Point as if it were a System.

### ADVANCED STABILISERS

Through grav-generators or more mundane weight distribution, these stabilisers make it far harder for battlesuits to be thrown to the ground. The battlesuit gains the Sturdy trait and may ignore the effects of Low or High gravity.

Used With: Any

### AUGUR-OPTICS SUITE

Akin to a voidship's Auspex tower, the battlesuit features a superior bank of scanning equipment. The battlesuit gains the use of a Best-Craftsmanship Auspex with a range equal to 10km times the battlesuit's Size trait and gains the Unnatural Perception (+2) trait.

This system's effects stack with multiple Augur-optics Suites equipped to multiple Hard Points, up to a maximum of four times.

Used With: Any

### COCKPIT ISOLATION-SEALS

Favoured by operators of more temperamental or cursed platforms, these isolation-seals protect the operator of the battlesuit from catastrophic failure. The operator of a battlesuit with this system is never dealt damage by Critical damage effects dealt to the battlesuit, including the destruction of the battlesuit itself, the contents of the cockpit secured from harm

Used With: Any but Engines of Pain

TABLE 5-6: BATTLESUIT SYSTEMS

| NAME                         | AVAILABILITY   |
|------------------------------|----------------|
| Advanced Stabilisers         | Scarce         |
| Augur-Optics Suite           | Rare           |
| Cockpit Isolation-Seals      | Average        |
| Enhanced Flight Suite        | Very Rare      |
| Homing Beacon                | Very Rare      |
| Horrific Experiment          | Rare           |
| Jet-Boosters                 | Scarce         |
| Kinetic Optimisations        | Rare           |
| Limb Actuator                | Rare           |
| Maglock Clamps               | Scarce         |
| Psy-Infrastructure           | Extremely Rare |
| Realspace Visualiser         | Extremely Rare |
| Reinforced Superstructure    | Rare           |
| Stimulant Banks              | Scarce         |
| Superior Motive Calibrations | Rare           |
| Tool Interface               | Scarce         |
| Wraithshield                 | Very Rare      |

### ENHANCED FLIGHT SUITE

Micro-jets puncture the hull of the battlesuit in key locations, allowing for a levels of sustained flight otherwise impossible, allowing for rapid insertion into even the most out of the way battlefields. The battlesuit may maintain flight without having to take a Movement action or land during their turn, gain a bonus to their Flyer trait equal to half of their current Flyer trait (rounded up), and gain the Dynamic Entry trait if it did not already have it.

Used With: Any with Flyer trait

### HOMING BEACON

An arcane system keyed to lesser teleportation or webway traversal equipment, a homing beacon allows the battlesuit to act akin to a webway gate, allowing their allies to make sudden and startling appearances around their towering ally. Friendly characters that can teleport when moving or have an ability allows them to deploy on a battlefield through similar means (i.e. the Dynamic Entry trait) always succeed on any test made to appear within 20m of the battlesuit without scattering from their target location.

Used With: Any

## HORRIFIC EXPERIMENTATION

Every Engine of Pain is a bespoke creation, tinkered with by their fell engineers to become the perfected version of whatever twisted vision the Coven desires of them. Every time this system is requisitioned, choose one of the following to add to the battlesuit's Primary Systems & Traits:

- Anti-Grav Impeller upgrade
- Augur-Optics Suite upgrade
- Flyer trait equal to double the operator's Agility Bonus
- Kinetic Optimisations upgrade
- Multiple Arms (+2) trait
- Regeneration trait equal to the operator's Toughness Bonus
- Reinforced Superstructure upgrade
- Superior Motive Calibrations upgrade
- Toxic (+1) trait

This system's effects stack with multiple Horrific Experimentations equipped to multiple Hard Points, up to a maximum of half of their Size trait (rounded up) and cannot be destroyed by Critical damage that does not outright destroy the battlesuit.

Used With: Engines of Pain

## JET-BOOSTERS

While not necessarily using jet-propulsion, these boosters allow the battlesuit to take to the skies for limited periods, Aeldari boosters proving silent and swift while more primitive variants roar with effort. The battlesuit gains the Flyer trait equal to double their Size trait but must land at the end of their movement when using this system.

Used With: Any

## KINETIC OPTIMISATIONS

Denser exterior plating, overclocked internal motivity systems, and reinforced joints allow for the battlesuit to lift heavy masses and output greater kinetic force with their strikes. The battlesuit gains the Brutal Charge (+1) and Unnatural Strength (+2) traits.

This system's effects stack with multiple Kinetic Optimisations equipped to multiple Hard Points, up to a maximum of four times.

Used With: Any

## LIMB ACTUATORS

While some pilots struggle to manage the basic four limbs, others find the benefits of additional arms or legs to their battlesuits to be to their particular desires, either for speed, stability, or to match the operator's own altered form. The battlesuit gains the Multiple Arms (+2), Quadruped, or Sturdy trait.

This system can be taken a number of times equal to half of a battlesuit's Size trait (rounded down).

## MAGLOCK CLAMPS

Specialised claws and clamps are attached to the battlesuit's legs, allowing them to climb up surfaces with greater ease. The battlesuit may spend a Half action to gain the use of Best-Craftsmanship Magboots and Spider Pads, requiring another Half action to disengage. Battlesuits of Size (8) or greater require a Full action to use this system.

Used With: Any

## PSY-INFRASTRUCTURE

Psychically attuned crystals, like those found in force weapon foci, line the cockpit of the battlesuit, woven deep into the controls of the platform to allow a psychic operator to use it as a giant psy-focus. The battlesuit gains the use of a Best-Craftsmanship Psy Focus and triples the range of any psychic power cast by either its operator or a co-pilot.

Used With: Any

## REALSPACE VISUALISER

Without a psychic to help focus their attention, most wraiths are stymied by their wraithsight. Realspace visualisers are a rare workaround for such a bane though many spiritseers reject their use, telling stories of wraiths that could not return to the Infinity Circuit as they grew too attached to the waking world. The battlesuit gains the Unnatural Senses (20) trait, able to see 20m around them even if they would suffer the downside of their Wraithsight trait.

Used With: Wraiths

## REINFORCED SUPERSTRUCTURE

More than simply making the armour of the platform thicker, this system involves any way to protect its interior from catastrophic failure, from joint-braces to advanced bioplating. The battlesuit gains +10 Integrity and the Unnatural Toughness (+2) trait.

This system's effects stack with multiple Reinforced Superstructure upgrades equipped to multiple Hard Points, up to a maximum of four times.

Used With: Any

## **STIMULANT BANKS**

Great vats of combat drugs are stored within the structure of the battlesuit, either linked to injector ports in the command throne or directly into a Pain Engine's biological elements to chemically enhance their operators. The battlesuit gains the use of an Injector that can hold a number of doses of any drug equal to five times the battlesuit's Size trait. Drugs loaded into this system may be siphoned into handheld injectors while within the cockpit of the battlesuit.

**Used With:** Any but Wraiths

## **SUPERIOR MOTIVE CALIBRATIONS**

Artisan myomer and nano-perfected actuators grant a battlesuit a level of sleek motion that not even natural born beings can attain, much to the appreciation to similarly swift Aeldari. The battlesuit gains the Enhanced Motive Systems and Unnatural Agility (+2) traits.

This system's effects stack with multiple Superior Motive Calibrations upgrades equipped to multiple Hard Points, up to a maximum of four times.

**Used With:** Any

## **TOOL INTERFACE**

Not only used for warfare, many walker frames were constructed for industrial use; famously the Knights of the Imperium were often farming equipment before being retrofitted for war. Tool interfaces make up a good many pieces of equipment for any such non-combat purpose. The battlesuit gains the use of a best craftsmanship Combi-Tool and choose one Trade skill specialisation. The battlesuit grants a +10 bonus on Trade tests for that specialisation.

**Used With:** Any

## **WRAITHSHIELD**

Variants of the shimmer shields used by Exarchs and Autarchs, Wraithshields are large blades built into the arms of particularly important wraith constructs, most notably the wraithseers, encrusted with spirit stones that ward off even psychic threats. These shields act as Best-Craftsmanship Shimmer shields which may also be used to protect against all non-friendly psychic powers targeting the battlesuit, requiring even mental effects to beat the system's protection rating in order to be of effect.

**Used With:** Wraiths *or* Any with Spirit Stone Integration

## BATTLESUIT PROFILES

Unlike vehicles, battlesuits act more like a series of empowering upgrades to the operator, granting them new traits, systems to employ, and enhancing their capabilities. Each battlesuit profile includes a number of specifications and inbuilt systems, presented as follows:

**Type:** Whether the platform is a standard Battlesuit, an Engine of Pain, a Ghost Warrior, or a Lord of War.

**Primary Systems & Traits:** The integrated systems within the battlesuit used to keep the platform functioning. These systems do not fill Hard Points, instead being fully integrated into the battlesuit.

**Strength:** The Strength Characteristic of the Battlesuit, replacing the operator's own while in use.

**Integrity:** How much damage the battlesuit may take before it is rendered inoperable.

**Armour Points:** How much AP the battlesuit provides to itself and its operator, functioning exactly as normal Armour Points work for infantry scale armour.

**Hard Points (HP):** The number of Hard Points available to the battlesuit, allowing for additional Battlesuit Systems and weapons with the Vehicle Integration upgrade to be added to its frame.

**Basic Loadout:** The most common weapons used by the battlesuit. When acquiring a battlesuit, these weapons are also acquired for free without additional requisition tests. Ranged weapons within a Basic Loadout gain the Vehicle Integration upgrade.

**Special Rules:** All special rules unique to the battlesuit, typically from special systems only available to the battlesuit itself.

**Variants:** Some battlesuits have common alterations that, while not creating a unique battlesuit, alter the base profile enough to get their own unique rules and Basic Loadouts.

All profiles are listed by their species of origin and by their size, starting from the smallest of battlesuits to the lumbering titans seen under their war banners..

## ASURYANI BATTLESUITS

*"I WALK AGAIN, A GOD AMONG MERE MORTALS."*

-The Avatar of Khaine

Though the Exodites are most well known for their use of Knights, the Asuryani makes use of the most diverse collection of bipedal walkers. An omnipresent feature of Craftworld battlesuits are the integration of spirit stones into their use, either as the primary pilot of a wraith or as copilot to manage the complex subsystems within a titan, the will of the dead enacted with every lumbered step.

### ASPECT SHELL

While the death of any Aeldari is a tragedy, the death of an Aspect Warrior is a unique loss; a soul that dedicated itself to the protection of the Craftworlds snuffed out in the line of duty. In the case of the Exarchs, their souls are absorbed into their armour to continue their work honing the next soul that dons the armour. In some shadowy shrines, often those housed within Craftworlds with less scruples on the use of wraiths, even non-Exarch Aspect armour can be modified to become a wraith shell, allowing a warrior's spirit to continue their training even in death.

The construction of such shells is taboo, fuelled by the tale of Craftworld Lu'Nasad whose widespread use of wraiths and Aspect Shells in the Rift of Hecaton led to their chassis being possessed by daemons instead of honoured heroes. This is a risk for all wraith constructs, the possibility of the tools of necromancy to be co-opted by malefic forces but the hidden danger of an otherwise normal looking Aspect Warrior is terrifying to consider.

**Type:** Ghost Warrior

**Primary Systems & Traits:** Ghost Warrior, Size (Average)

**Strength:** 45

**Integrity:** 20

**Armour Points:** See Warrior Eternal below.

**Hard Points (HP):** See Warrior Eternal below.

**Basic Loadout:** See Warrior Eternal below.

**Warrior Eternal:** The Aspect Shell is a set of Aspect Armour (see page XX), gaining the AP and integrated upgrades for that suit of armour. The battlesuit does not use Hard Points, instead being upgraded like a normal suit of armour, and has a Basic Loadout of the weapons gained by the elite advance for that Aspect shrine.

In addition, if a character pilots the Aspect Shell without having the associated Aspect Warrior elite advance, the user suffers a -10 penalty to all tests as the Khainite essence afflicts the spirit's mind with thoughts of bloodshed and slaughter.

### WRAITHDRONE

The smallest form of commonly recognisable wraiths, the Wraithdrones were the first chassis to be labelled as Ghost Warriors before the term was expanded to mean all wraith constructs, named for the battlefield use as tools of subterfuge. The presence in war is rare — Wraithdrones come in hundreds of subtypes, the 'battle drone' variants making up but a few examples — as Wraithdrones are more commonly used to house the souls of departed eldar whose wisdom and direct action could be useful to their living kindred still. Every Wraithdrone is equipped with a realspace visualiser, their tasks often requiring independence and the ability to go where spiritseers may be unable to tread.

Few Craftworlds make use of Wraithdrones. Even with the typical bias against the stirring of souls from the Infinity Circuits, Asuryani are wary of any construct that may make walking their Paths easier, remembering how reliance of automated drones allowed the decadence of the Fall to occur. The dead have no need to walk the Paths, some say, and should be left to their gentle repose.

**Type:** Ghost Warrior

**Primary Systems & Traits:** Ghost Warrior, Kinetic Optimisations (1), Realspace Visualiser, Reinforced Superstructure (1), Size (Average)

**Strength:** 50

**Integrity:** 25

**Armour Points:** 5

**Hard Points (HP):** 4

**Basic Loadout:** See Built for Purpose below.

**Built for Purpose:** Wraithdrones are constructed for certain tasks, sometimes even commissioned by the soul that would inhabit it while they are still alive. A Wraithdrone has a Basic Loadout dependant on its intended purpose gains one additional Primary System.

The following are some examples of what class a Wraithdrone might take:

- **Artisan:** Gains a Tool Interface as a Primary System and a Basic Loadout of Advanced Stabilisers and Maglock Clamps.
- **Assassin:** Gains a Ghostwalk Generator as a Primary System and a Basic Loadout of a Shuriken Catapult, Cameleoline Coating upgrade, and Powered Gauntlets upgrade.
- **Executioner:** Gains an Aeldari Chainsword as a Primary System and a Basic Loadout of an Aeldari Flamer, Kinetic Optimisations (+1), and Cameleoline Coating upgrade.

## WRAITHGUARD

The most recognisable of the ghost warriors, Wraithguard are the archetypal wraith. With featureless helmets, statuesque frames, and feared weapons in hand, the Wraithguard march in defence of the living who look upon them with fear. The spirits within are trusted with the most arcane and deadly of weapons, their spirit stones protecting them from spiritual corruption of such arms just as their wraithbone chassis protects the soul within.

Corsair fleets rarely make use of Wraithguard, their lack of Infinity Circuits making for the storage of souls and bodies to house them impossible. Some ships, though, chose to integrate crystalline nodes and tombs to house Ghost Warriors, the Anhrathe cavalier spirit making the use of such necromancy far less feared. On these ships, Wraithguard tend to walk more freely, customised beyond the identical shells used by the Craftworlders, a practice their Path-walking kin find grotesque.

**Type:** Ghost Warrior

**Primary Systems & Traits:** Advanced Stabilisers, Combat Walker, Ghost Warrior, Kinetic Optimisations (1), Reinforced Superstructure (2), Size (Hulking)

**Strength:** 55

**Integrity:** 30

**Armour Points:** 10

**Hard Points (HP):** 4

**Basic Loadout:** D-Scythe *or* Wraithcannon

**Wraithblade (Variant):** Some spirits are so fuelled by raw anger and vengeance that to wage war at a distance is not good enough for them. These *klaivaulch*, Wraithblades, are separated from their fellow Wraithguard, lest their Khaine-touched nature spreads to others, and armed with brutal melee weapon to carve into their hated foes. Wraithblades gain the following changes:

- Availability becomes Very Rare.
- Strength becomes 60.
- Basic Loadout becomes Ghostsword (with Paired upgrade) & Kinetic Optimisations (+1) *or* Ghostaxe & Wraithshield.

## WRAITH LANCER

A miniaturisation of the Revenant Titan turned into a wraith construct, the Lancer is a slow but particularly durable platform. Though few have even been produced, the Lancer is designed to be a hunter, set loose to strike against invaders of wraith tombs, Craftworlds, and sites of importance to the Asuryani. This position as the bane of kill-teams and its namesake laser lance armament makes these chassis a more synergistic home for the Kurnathi, those still dedicated to the Hunter god.

All wraiths and slow but purposeful, the Lancer being no exception. The hulls of the Lancer are specially constructed of biomancy-enriched wraithbone, the natural regenerative properties of the material allowing them to heal damage at a far faster rate. This makes for a terrifying sight for fleeing enemies; their pursuer returning even after seemingly crippling injuries, repaired and still ready to take their lives.

**Type:** Ghost Warrior

**Primary Systems & Traits:** Advanced Stabilisers, Grav-Impellers, Auto-Repair Hull, Ghost Warrior, Kinetic Optimisations (2), Ponderous, Reinforced Superstructure (3), Size (Enormous)

**Strength:** 55

**Integrity:** 40

**Armour Points:** 15

**Hard Points (HP):** 4

**Basic Loadout:** Augur-Optics Suite, Laser Lance (with Maximise (2) upgrade)

**Single Manipulator:** The battlesuit is designed with one of its primary weapons built into an arm in place of a hand or manipulator. It cannot wield two-handed weapons other than those installed into its Hard Points unless upgraded with Limb Actuators.

## WRAITHSEER

Perhaps the rarest form of wraith, the Wraithseer is a unique chassis designed to be operated by significantly powerful seers such as warlocks or fallen spiritseers. Able to operate as spiritseers themselves, even without the specialised training, Wraithseers are most often seen leading their fellow Ghost Warriors into battle, their mighty frames able to carry powerful weapons as they channel psychic devastation upon their foes.

The Asuryani lament the dwindling numbers of Wraithseers amongst their numbers. It was the earliest spiritseers that constructed the first of these chassis, inevitably interred into them, leading to their knowledge being lost to the physical loss of the seers or the mental loss natural to a soul losing form in the Infinity Circuit. Some hold hope that this knowledge might be rediscovered, either in a text by an old master or in the mind of an errant Wraithseer.

**Type:** Ghost Warrior

**Primary Systems & Traits:** Advanced Stabilisers, Combat Walker, Ghost Warrior, Kinetic Optimisations (3), Psy-Infrastructure, Reinforced Superstructure (2), Size (Massive)

**Strength:** 65

**Integrity:** 55

**Armour Points:** 15

**Hard Points (HP):** 5

**Basic Loadout:** D-Cannon, Wraithseer Ghostspear & Wraithshield

**Perfect Sight:** Integrated into all Wraithseer cores is a perfected realspace visualiser woven into the psy-infrastructure of their chassis, allowing them to see both realms of living and dead. The operator of the battlesuit requires the Psyker trait to operate it and ignores their Wraithsight trait while piloting this battlesuit

**Lost Knowledge:** The knowledge of the construction of this vehicle is lost to its creators. This chassis cannot be created by Crafting and inflicts a -20 penalty to tests to modify or repair the chassis.

| D-CANNON  |           |       |              |        | CLASS: VEHICLE |
|---|-----------|-------|--------------|--------|----------------|
| RNG 50M   | RoF S/3/- |       | DMG 3d10 E   |        |                |
| PEN -   | CLIP -    | RLD - | WT -         | AVL ER |                |
| SPECIAL: DIMENSIONAL WEAPON, INDIRECT (1), SIZE (6)<br>WARP WEAPON    |           |       |              |        |                |
| WRAITHSEER GHOSTSPEAR   |           |       |              |        | CLASS: MELEE   |
| RNG 5m  | RoF -     |       | DMG 2d10+9 E |        |                |
| PEN 6   | CLIP -    | RLD - | WT 40KG      | AVL NU |                |
| SPECIAL: ASURYANI, POWER FIELD, SIZE (6), VENGEFUL (8),<br>WITCH-EDGE |           |       |              |        |                |

## WRAITHLORD

Inhabited by the greatest warriors that a Craftworld's Infinity Circuit has to offer, Wraithlords are the largest wraith constructs able to house a spirit that does not need a living co-pilot to operate effectively. Sometimes called Spirit Warriors, the Wraithlord were some of the first wraiths to be encountered by the Imperium who mistook the cranial plate of the chassis to be a dreadnoughtesque cockpit. They were half correct; the spirit stone that pilots the construct is built into the head of the chassis.

Able to carry many armaments upon their shoulders and forearms, the Wraithlord is a weapons platform that can bring impressive firepower without being the size of a knight or titan. Many variants have been produced by the Asuryani to better suit their honour warriors, some worlds even custom-fitting Aspectral weaponry to fit the hands of the Wraithlords, be they gigantic Scorpion chainswords or Prism Rifle.

**Type:** Ghost Warrior

**Primary Systems & Traits:** Advanced Stabilisers, Combat Walker, Ghost Warrior, Kinetic Optimisations (3), Reinforced Superstructure (3), Size (Massive)

**Strength:** 70

**Integrity:** 60

**Armour Points:** 15

**Hard Points (HP):** 5

**Basic Loadout:** Shuriken Catapult (with Paired upgrade) or Aeldari Flamer & Shuriken Catapult; Bright Lance or Ghostglave

**Rillietann Wraithlord (Variant):** Wearing the grinning visage of the Laughing God over their otherwise smooth headpieces, these wraiths are one of the few forms of construct used amongst the Harlequin Masques. As the Rillietann are not known to use soul stones, the process of how these Wraithlords are piloted is known but to the few artisans of the Black Library. Rillietann Wraithlords gain the following changes:

- Availability becomes Unique.
- Gains a Banshee Mask (with Maximise 3 upgrade) that counts as a Best craftsmanship Distinctive Mask and a Holo-Field (Vehicle) as Primary Systems.
- Basic Loadout becomes Aeldari Flamer or Shuriken Catapult; Rillietann Psycannon
- **No Last Laughs:** This battlesuit cannot be operated with a spirit stone. Instead, it may only be operated by a character that had completed the Path of the Player and purchased the Ghost Warrior elite advance before they died; such characters may choose to automatically gain a Rillietann Wraithlord.

| RILLIETANN PSYCANNON                           |           |       |            |        | CLASS: VEHICLE |
|--|-----------|-------|------------|--------|----------------|
| RNG 80M  | RoF S/-/- |       | DMG 2d10+4 |        |                |
| PEN -  | CLIP -    | RLD - | WT -       | AVL NU |                |
| SPECIAL: BEAM, RECHARGE, SIZE (6), WARP WEAPON |           |       |            |        |                |

## REVENANT TITAN

Smallest of the Asuryani titans, a middle point between the Wraithknight and Warlock, Revenants are known for their rapid manoeuvrability and use in reconnaissance in force. The most common designed produced by the Bonesinger Schools have Revenants standing like proud Guardians, humanoid in shape, while more 'archaic' frames preferred a shape more akin to a War Walker with a heavily reinforced core and digitigrade legs. Both philosophies have proven to work on the battlefield, much to the pain of the Imperium.

Titan Clans rarely join Corsair fleets; the holds of Anhrathe vessels are rarely designed to carry such warmachines in their holds. Those that do tend to field greater numbers of Revenants, the spirits that co-pilot the great machines more likely to having a preference for the fast-paced methods of warfare common amongst the Anhrathe.

**Type:** Battlesuit

**Primary Systems & Traits:** Advanced Stabilisers, Grav-Impellers, Combat Walker, Enhanced Flight Suite, Holo-Field (Vehicle), Jet-Boosters, Kinetic Optimisations (2), Lord of War, Reinforced Superstructure (2), Spirit Stone Integration

**Strength:** 75

**Integrity:** 70

**Armour Points:** 25

**Hard Points (HP):** 5

**Basic Loadout:** Revenant Pulsar (with Paired upgrade), Missile Array

**No Manipulators:** The battlesuit is designed with its primary weapons built into its arms in place of hands or manipulators. It cannot wield weapons other than those installed into its Hard Points unless upgraded with Limb Actuators.

## WRAITHKNIGHT

Empowered by a bond that persisted after death, the great Wraithknights are the most colossal of the ghost warriors, piloted by a pair of twins, one living and one dead. This twin-bond is necessary for the operation of the Wraithknight, its impressive agility born from the nature of their two pilots, their direct familial bond allowing for a telepathic connection great than any other, perfect for synchronising actions while piloting the chassis. The sorrow born from loss is channelled into killing intent, the pilots emboldened by the presence of their other half.

Disconnected from the greater Titan Clans, the pilots of Wraithknights are more likely to be seen travelling with the Anhrathe. The size of the constructs aid in transporting the walkers, as does the greater freedom of the paired twins; if either twin, living or dead, wishes to walk the Path of the Outcast, the other will follow suit, to the chagrin of their Craftworld losing a great defender.

**Type:** Battlesuit

**Primary Systems & Traits:** Advanced Stabilisers, Combat Walker, Enhanced Motive Systems, Kinetic Optimisations (3), Lord of War, Reinforced Superstructure (3), Size (Monumental), Spirit Stone Integration

**Strength:** 75

**Integrity:** 65

**Armour Points:** 20

**Hard Points (HP):** 5

**Basic Loadout:** Heavy Wraithcannon *or* Ghostglaive (with Titanic (2) upgrade); Heavy Wraithcannon *or* Wraithshield; Superior Motive Calibrations

| HEAVY WRAITHCANNON  |           |       |            | CLASS: VEHICLE |  |
|---|-----------|-------|------------|----------------|--|
| RNG 100M  | ROF S/3/- |       | DMG 4D10 E |                |  |
| PEN -   | CLIP -    | RLD - | WT -       | AVL ER         |  |
| SPECIAL: BLAST (5), DIMENSIONAL WEAPON, SIZE (9), WARP WEAPON |           |       |            |                |  |

**Skatchach (Variant):** The most common form of Wraithknight encountered by the Anhrathe are ironically the most rare; the Skatchach are Wraithknights whose living twin has been slain, the wraith within lamenting and taking on a new partner to walk the Webway. These Wraithknights use more destructive weaponry in their defence of the living such as monofilament cannons or inferno lances. Skatchach gain the following changes:

- Availability becomes Unique.
- Gains a Ghostwalk Generator as a Primary System.
- Basic Loadout becomes Inferno Lance *or* Deathshroud Cannon; Inferno Lance *or* Wraithshield; Superior Motive Calibrations
- **Webway Rupture:** The battlesuit gains the Dynamic Entry trait and may disappear into the Webway as an Extended Action over a minute, able to be redeployed via Webway Rupture again in future encounters.

## **PHANTOM TITAN**

The greatest of the Titan Clan's god-machines, the Phantom Titan is often seen as the pinnacle of Wraithbone engineering. Protected by holo-fields that confound enemy auspices and scanners, tales of the towering war engines appearing seemingly from nowhere, silent and shimmering in appearance, to destroy their foes utterly are spun throughout Aeldari space. Such versatile platforms, each Phantom is capable of wielding a vast number of weapons, though their titanic pulsars are their signature as their beams leave nothing but ghosts behind in their use.

The greatest limitation of the Phantom is its piloting requirements; a trio of perfectly in sync souls are required to maintain its operations, making triplets the common steersmen contingent, though only one needs not be a wraith. Ultimately, all three minds merge as the Phantom walks, becoming one greater avatar of destruction.

**Type:** Lord of War

**Primary Systems & Traits:** Advanced Stabilisers, Combat Walker, Holo-Field (Vehicle), Kinetic Optimisations (3), Lord of War, Reinforced Superstructure (3), Size (Titanic), Spirit Stone Integration

**Strength:** 80

**Integrity:** 85

**Armour Points:** 25

**Hard Points (HP):** 6

**Basic Loadout:** Phantom Pulsar *or* D-Bombard; Phantom Pulsar *or* Starcannon (with Twined Construction upgrade) & Ghostglaive (with Titanic (3) upgrade); Missile Array

**Warlock Titan (Variant):** Seen upon but a handful of warfronts, the Warlock Titan is a Phantom that has been altered to be the ultimate psychic platform, its crystalline core housing the souls of the greatest of seers. Warlocks walk when corporeal munitions will not end a mighty foe, only the raw power of Sha'iel capable of ending such nightmares. Warlock Titans gain the following changes:

- Availability becomes Unique.
- Gains Hexagrammatic Wards and Psy-Infrastructure as Primary Systems.
- Basic Loadout becomes Psi-Lance; Powered Gauntlet; Missile Array

## DRUKHARI BATTLESUITS

*"PAIN IS THE ONLY UNIVERSAL CONSTANT. PAIN IS ALL. IT IS THE KEY TO CREATION AND DESTRUCTION BOTH. THUS DOES HE WHO MASTERS PAIN BECOME A GOD."*

-Urien Rakarth, Master Haemonculus

In dark oubliettes and abattoirs are the war-engines of the Drukhari spawned, forged by cruel minds who would see the utmost suffering be inflicted by their art. Each Pain Engine is a bespoke piece of artwork, woven into existence by cruel hands so that their cruel work might be done. Few could ever be trusted by the Tyrant Vect or any Kabal's Archon to pilot something so grand as a titan, yet few does not mean none, and the privileged never without greater costs.

### CASTIGATOR

Not even the resting dead are beyond the machinations of the Tyrant of Commorragh. When a Craftworld or its holdings are attacked by raiding forces, any captured wraithguard are quickly taken by the Kabal of the Black Heart and twisted into Castigators, implanted with tortured souls only awoken to cleanse the Dark City of traitors and invaders. Rarely unleashed, the blackened wraithbone covered in wicked blades is a sign of cursed times, of Dysjunctions and social instability.

The last known activation of the Castigators was during the Dysjunction of El'uriaq, leading to some to ponder why they were not unleashed during Vect's temporary demise at the Dysjunction of Ynnead. Some whisper that the Castigator Vaults were plundered during this time, some stolen by the early Ynnari forces or by other means. That they reached Anhrathe hands should not be a surprise.

**Type:** Ghost Warrior

**Primary Systems & Traits:** Advanced Stabilisers, Combat Walker, Ghost Warrior, Grav-Talon, Kinetic Optimisations (2), Reinforced Superstructure (2), Size (Hulking)

**Strength:** 55

**Integrity:** 35

**Armour Points:** 15

**Hard Points (HP):** 4

**Basic Loadout:** Dark Lance or Wraithcannon; Chain-flails or Macro Scalpel

**Castigate:** Madness warps the thoughts of even sane souls integrated into a Castigator. At the beginning of combat, the operator of the battlesuit must succeed on a -20 Willpower test or enter into a Frenzied state. They may choose to automatically fail this test. While in this Frenzied state, whenever the operator gains a Pain Token, they gain an additional Pain Token.

## GROTESQUE PAIN SUIT

Standing tall around the wracks that usher them, Grotesques were once prisoners of the Haemonculi Coven they now serve, their bodies and minds altered through foul surgeries to become loyal servants of their old captors. Clad in black masks that seal their faces forever, these lobotomised and drug-fuelled hulks serve as meat shields, shock troops, and pets for their creators, unable to disobey the orders given to them, mindless in their devotion.

No soul becomes a Grotesque willingly, yet some Covens have found an amusing alternative. The Pain Suit is a fleshy battlesuit, designed to link directly with the user's nervous system, acting like a Haemonculi's own war-form. The Grotesque Pain Suit was first amongst these new abominations, used in the assassination of a renowned flesh-shaper and popularised amongst wracks that desired greater physical strength.

**Type:** Engine of Pain

**Primary Systems & Traits:** Deadly Natural Weapons, Kinetic Optimisations (1), Reinforced Superstructure (1), Size (Hulking), Stimulant Banks

**Strength:** 60

**Integrity:** 30

**Armour Points:** 5

**Hard Points (HP):** 2

**Basic Loadout:** Flesh Gauntlet; Great Weapon (with Maximise (1) and Mono upgrades)

**Unique Specimen:** Pain Suits are all personally tailored for some use or another. The battlesuit gains a number of Horrific Experimentation upgrades depending on the suit's Craftsmanship: 1 for Poor, 2 for standard, and 3 for Good/Best.

**Aberration (Variant):** Larger than a typical Grotesque, Aberrations mount heavier, deadlier weapons than their smaller kindred. Aberration Pain Suits are harder to come by, disfavoured by wracks as their greater stature makes practising the pain-arts unnecessarily difficult. Aberrations gain the following changes:

- Availability becomes Very Rare.
- Gains the Brutal Charge (+3), Sturdy, and Size (Enormous) traits.

## CRONOS PARASITE SUIT

Weaponising the Thirst of the Drukhari, the Cronos Parasite is the greatest example of the Dark Kin's malice and selfishness. These floating monsters utilise the soul-rending Spirit weaponry the Engines of Pain are most feared for, sucking out the essence of a living being to vampirically feed the Dark Eldar around them. The victims of such assaults are left as dust upon the ground, their soul disassembled and redistributed in the Cronos' hull, annihilating them completely.

The first Cronos Parasite Suit was a marvel to behold and a treasure hotly fought over. To become one with the spirit-torture apparatus, to the Drukhari, is to experience a level of spiritual empowerment that even some psykers never attain. So many wracks turned their scalpels on one another for the honour of wearing one that the Haemonculi actively reduce their production out of pragmatic disdain for so much wasted talent.

**Type:** Engine of Pain

**Primary Systems & Traits:** Grav-Impellers, Kinetic Optimisations (2), Machine (3), Reinforced Superstructure (2), Size (Enormous), Spirit Syphon

**Strength:** 55

**Integrity:** 40

**Armour Points:** 5

**Hard Points (HP):** 3

**Basic Loadout:** Spirit-Leech Tentacle (with Paired upgrade)

**Unique Specimen:** Pain Suits are all personally tailored for some use or another. The battlesuit gains a number of Horrific Experimentation upgrades as Primary Systems depending on the suit's Craftsmanship: 1 for Poor, 2 for standard, and 3 for Good/Best.

**Dark Font:** Whenever the operator regains Wounds when attacking with a Spirit weapon, all friendly living characters within 10m regain half as many wounds as the operator (rounded down) and characters with the Power From Pain trait gain 1 Pain Token.

## **PAIN SUITS, NOT PAIN ENGINES?**

Pain Engines are not piloted vehicles, nor are Grotesques. Pain Suits allow for these iconic abominations to be used by player characters without having their entire biological structure rearranged on the whims of a hyper-intelligent megalomaniac.

If the GM feels this takes away from the horror of these beings, they may wish to make it so that integration into a Pain Suit is a permanent change to the character and cannot be unequipped. Talk with your players about this change if desired; you would be surprised how many would like to play a doomed character like that.

## TALOS PAIN SUIT

Every Pain Engine is unique but many follow similar design philosophies, usually directed by the Coven that is creating them. Thus the Talos, being the most recognisable of all Pain Engines, makes for the exception that proves the rule. Most Covens make use of the basic Talos frame, its floating mass and silhouette recognisable throughout Commorragh, with simple aesthetic flares typically differentiating ownership, a difference rarely appreciated by their kidnapped or slaughtered victims.

The advanced scanning equipment within a Talos is designed to hunt for specific targets on behalf of their Haemonculi, tasked to retrieve their genetic information — or soul — for the pain-artist's ministrations. A favoured tactic of the Talos is to kill their target, retrieve a significant gene-sample, and bring it back to their master for resurrection. They are capable of capturing living targets but even their cold logic is tinged with Drukhari sadism.

**Type:** Engine of Pain

**Primary Systems & Traits:** Grav-Impellers, Augur-Optics Suite, Deadly Natural Weapons, Kinetic Optimisations (2), Machine (4), Reinforced Superstructure (2), Size (Enormous)

**Strength:** 60

**Integrity:** 40

**Armour Points:** 5

**Hard Points (HP):** 4

**Basic Loadout:** Macro-Scalpel (with Paired upgrade); Splinter Cannon

**Unique Specimen:** Pain Suits are all personally tailored for some use or another. The battlesuit gains a number of Horrific Experimentation upgrades as Primary Systems depending on the suit's Craftsmanship: 1 for Poor, 2 for standard, and 3 for Good/Best.

**Target Specimen:** The target of the Talos' hunt cannot hide from their sight. Before a mission, the operator may choose a specimen to hunt. This specimen must either be a specific character or characters with a niche trait (i.e. members of a noble bloodline, suffers of a rare genetic condition, or characters with the Cursed Fleshmetal mutation). The operator gains a +30 bonus on all Awareness, Psyniscience, Survival, and Tech-Use tests made to track the specimen.

## MENTHEUS PAIN SUIT

Upon blackened wings do the Mentheus fly, a form of Pain Engine sculpted by the Shaderavens Coven with their eldritch insight into Mandrake cryptobiology. The process of growing, cultivating, and stitching Mandrake flesh into more corporeal machinery is a mystery to even most Haemonculi, making the production of these suits limited and the supplies beyond the Shaderavens Coven almost unheard of. That is outside of Aelindrach; the skies of that cursed realm where the Mentheus is seen more widely.

Designed to be a source of fear in those that fall into its shadow, the Mentheus are shaped like horrific hybrids of great apes and birds of prey. The use of Mandrake flesh in its biological components is kept alive through an arcane generator, a Balefire Furnace, burning with pseudo-psychic power that energises its mechanics also. Antagonists to the Shaderavens use its existence as proof they must be expunged.

**Type:** Engine of Pain

**Primary Systems & Traits:** Grav-Impellers, Balefire Maw, Deadly Natural Weapons, Engine of Pain, Enhanced Flight Suite, Jet-Boosters, Kinetic Optimisations (2), Reinforced Superstructure (1), Size (Massive), Shadowfield (Vehicle)

**Strength:** 50

**Integrity:** 55

**Armour Points:** 10

**Hard Points (HP):** 3

**Basic Loadout:** Spirit-Syphon

**Unique Specimen:** Pain Suits are all personally tailored for some use or another. The battlesuit gains a number of Horrific Experimentation upgrades as Primary Systems depending on the suit's Craftsmanship: 1 for Poor, 2 for standard, and 3 for Good/Best.

**Balefire Furnace:** The heart of the Mantheus is fuelled by the fel-matter of the Realm of Shadows. The operator is treated as having the Balefire trait for the purposes of its Balefire Maw weapon. In addition, characters with the Nightstrider trait and any Shadeweaver traits or elite advances may grant those benefits to the battlesuit.

**No Manipulators:** The battlesuit is designed with its primary weapons built into its arms in place of hands or manipulators. It cannot wield weapons other than those installed into its Hard Points unless upgraded with Limb Actuators.

## SHADOW STALKER TITAN

The progenitor to the Phantom Titan, or so the Drukhari say, the Shadow Stalker is a departure from the Dark Kin's rapid assault doctrine. Seen more as a dalliance, a toy used by Archons and their direct court to enact dreadful devastation upon the weak victims of their play, swiftly cutting through those that cannot stand defend themselves against such overwhelming might. They are walking thrones wreathed in shadow and cruel bladevanes, icons of the Archon they serve.

While Asuryani and Exodite war walkers make use of the spirits of the dead to co-pilot them, the Drukhari would no sooner trust the dead than the living. Instead, the control systems of the titan make use of enslaved AI technology of the Old Empire, lobotomised further and made into extensions of the operator's will. This domination is pleasing to the masters of such dark craft, even if their simulated pain is not nourishing to the Thirst.

**Type:** Lord of War

**Primary Systems & Traits:** Advanced Stabilisers, Co-Pilot Spirit, Combat Walker, Enhanced Motive Systems, Garv-Talon, Kinetic Optimisations (3), Lord of War, Reinforced Superstructure (3), Size (Titanic), Shadowfield (Vehicle)

**Strength:** 80

**Integrity:** 95

**Armour Points:** 25

**Hard Points (HP):** 6

**Basic Loadout:** Aeldari Power Sword (with Titanic (3) upgrade) *or* Dark Lance (with Titanic (3) upgrade); Aeldari Power Sword (with Titanic (3) upgrade) *or* Splinterstorm Cannon (with Titanic (2) upgrade); Beam of Despair; Missile Array

**Living Muse:** Merely piloting the Shadow Stalker in battle can fill its operator with intense glee. Whenever the operator of the battlesuit makes an attack with the battlesuit, they gain 1 Pain Token.

**Soul Stealer (Variant):** Never stored in Commorragh's primary realms in the Webway, the Soul Stealers are stolen Warlock Titans taken for the use of the secretive Cronos of the Webway satellite realms, some even enslaving psykers to pilot them. Soul Stealers gain the following changes:

- Availability becomes Unique.
- Gains Hexagrammatic Wards and Psy-Infrastructure as Primary Systems.
- Basic Loadout becomes Beam of Despair; Ghostspear (with Titanic (2) upgrade); Powered Gauntlet; Missile Array

PREVIEW

## EXODITE BATTLESUITS

*"I FEEL YOUR HUNGER, MY LOVE, BUT IN STILLNESS WE MUST REMAIN FOR NOW. YOUR DRAGON-SOUL WILL BURN BRIGHT SOON, I PROMISE YOU."*

-Common oath given to Bright Stallion knights

Rivals to the Imperial Knights since the younger species started arming their farming equipment with weapons, the Exodite Knights operate similarly to the Titan Clans, organised into Knight Hosts whose heraldry becomes known and feared wherever they walk. Few errant Knights can be found amongst the Coteries of the Anhrathe, though some Hosts may deal with their flighty kin to secure transport to worthy war fronts or out of obligations to debts old and new.

### FIRE KNIGHT

The smallest and most common chassis used by the Exodites, the Fire Knight is prized for its high degree of customisation by the Knight Hosts. Every Fire Knight has a history of conflict, both with other Knights and the foes of their home worlds, seen not only in their heraldry but also their armaments, such as the titan-killing frames of the Gales, the bloodlust of the Reapers with their close combat arms, and the hail of overwhelming fire brought about by the Storms.

Fire Knights travel with Corsairs often, typically on their raids into the Crone Worlds to gather spirit stones. This role of venturing in the heart of darkness refines the operator of the Knights, witnessing the decadence of the Aeldari Dominion and the horrors that were summoned directly. It is not uncommon for such pilots to abandon their world after such an outing, shaken by the experience and choosing to travel with their ferrymen instead.

**Type:** Lord of War

**Primary Systems & Traits:** Advanced Stabilisers, Crystal Targetting Matrix, Combat Walker, Holo-Field (Vehicle), Kinetic Optimisations (3), Reinforced Superstructure (3), Size (Monumental), Spirit Stone Integration.

**Strength:** 85

**Integrity:** 90

**Armour Points:** 25

**Hard Points (HP):** 7

**Basic Loadout:** Cluster Launcher *or* Maelstrom Laser *or* Powered Gauntlets; Psi-Lance; Scatter Laser (with Titanic (2) upgrade) *or* Shuriken Cannon (with Titanic (1) and Twinned Construction upgrades) *or* Suncannon.

**Single Manipulator:** The battlesuit is designed with one of its primary weapons built into an arm in place of a hand or manipulator. It cannot wield two-handed weapons other than those installed into its Hard Points unless upgraded with Limb Actuators.

### BRIGHT KNIGHT

Taking on the form of the animals of the plains and the half-beasts of Kurnothi legend, the Bright Knights are quadruped battlesuits that only the most coordinated of operators can handle. These frames are used to guide the herds of swifter megafauna upon their worlds, their trampling hooves able to keep up gallop swiftly and destroy their enemies both. The spirits that co-pilot such frames yearn to spread their wraithbone legs, requiring their pilots to coax them to stillness often.

Like the jousting Aspect Warriors, the Shining Spears, the Bright Knights near-always have a lance-like Maelstrom Laser attached to their hull. While this allows them to take on prey their own size, a secondary armament is typically used to denote their role in war; the Bright Stallions bare a great Scatter Laser to wipe out whole armies under their spread fire while Bright Stalkers mount mighty Suncannons against armoured foes.

**Type:** Lord of War

**Primary Systems & Traits:** Advanced Stabilisers, Combat Walker, Enhanced Motive Systems, Holo-Field (Vehicle), Kinetic Optimisations (2), Quadruped, Reinforced Superstructure (3), Size (Titanic), Spirit Stone Integration.

**Strength:** 80

**Integrity:** 100

**Armour Points:** 30

**Hard Points (HP):** 4

**Basic Loadout:** Maelstrom Laser; Psi-Lance; Scatter Laser (with Titanic (2) upgrade) *or* Suncannon

**No Manipulators:** The battlesuit is designed with its primary weapons built into its arms in place of hands or manipulators. It cannot wield weapons other than those installed into its Hard Points unless upgraded with Limb Actuators.

## TOWERING KNIGHT

Standing just shy of the size of true Titans, the Towering Knights are the largest and rarest of the Exodite's mighty defenders. Recognised for their massive bulk and four arms, when they stride into war no fortification can deny them nor Titan ignore their fury. Few pilots can hope to operate a Towering Knight, their combat engrams and raging spirits housed within them requiring steersmen of only the greatest mental fortitude, lest their minds break under the weight of the spirits' wrath.

Such is the devastation wrought by these god-machines that their names reflect their raw power. The Towering Destroyer strikes fear into lesser combatants, their mighty glaives and lasers set upon infantry and vehicle alike. For equal foes, the Fury sets upon them with great enthusiasm, seeking to melt armour and send fellow god-machines falling to the ground, burning under the fires of superheated plasma.

**Type:** Lord of War

**Primary Systems & Traits:** Advanced Stabilisers, Crystal Targeting Matrix, Combat Walker, Holo-Field (Vehicle), Kinetic Optimisations (3), Multiple Arms (4), Reinforced Superstructure (4), Size (Titanic), Spirit Stone Integration.

**Strength:** 90

**Integrity:** 110

**Armour Points:** 30

**Hard Points (HP):** 4

**Basic Loadout:** Aeldari Power Sword (with Titanic (3) upgrade) *or* Powered Gauntlet; Maelstrom Laser *or* Scatter Laser (with Titanic (3) upgrade) *or* Suncannon; Maelstrom Laser *or* Scatter Laser (with Titanic (3) upgrade) *or* Suncannon; Psi-Lance

**Immortal Rage:** Any without the mental fortitude to withstand the Knights thirst for destruction are doomed to feed it themselves. Characters without the Strong Minded talent cannot operate the battlesuit. Any attempt to do so causes the would-be operate 2d10 Willpower Damage and renders them Unconscious for a number of rounds equal tot he damage taken.