

CODEX: EXODITES

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Introduction

Welcome to Codex: Exodites, a book entirely dedicated to collecting, painting and gaming with an army of the deadly Exodite warriors of the Eldar.

Overview Of The Exodites

During the Fall the degeneration of the Eldar was not complete, for many Eldar resisted the temptations of hedonism. Some, the more far-sighted, began to openly criticise the decadence of their fellow citizens, and to warn against the insidiousness of the pleasure cults. These people were mostly ignored or else treated as narrow-minded self-righteous fools and fanatics. Soon the general collapse of society convinced even the most resolute amongst them that there would be no end to the reign of death and depravity. Some decided to leave the Eldar worlds, and settle new planets free of the creeping corruption.

These Eldar are known as the Exodites. Of the entire Eldar race they were uniquely far-sighted. Amongst a race naturally indulgent and hedonistic they were reviled as dour self-righteous fanatics obsessed with misery and self-denial. There were some whose dire premonitions were perhaps yet another form of insanity, simply one more conceit taken to inhuman extremes. Others were genuine survivalists who chose exile over degradation and destruction. In an assortment of spacecraft the Exodites abandoned their homes. Some reached new worlds only to be slain by marauding Orks or natural predators. Many more survived. For the most part they headed eastwards as far away from the main concentration of Eldar worlds as they could reach.

Upon the fringes of the galaxy the Exodites made new homes. The worlds they settled were savage and life was often hard for a people unused to physical work and self-denial. When the final cataclysm erupted, most of the Exodite worlds were far from the psychic epicentre and survived. The resultant psychic implosion wiped out the rest of the Eldar race and left a gaping hole in the fabric of space, but out on the fringes of the galaxy the Exodites were safe.

The Craftworld Eldar regard the Exodites as rustic and rather simple folk, vigorous and wild in a way that is quite unlike their own introverted societies. The Eldar path determines the way of life for all Craftworlders but not for the Exodites. Because of this they seem wild and individualistic compared to other Eldar, more independently minded and adventurous by far than their cousins. They can survive in this fashion because they are distant from the Eye of Terror, the hole in the fabric of space which still acts as a psychic focus for the destructive influence of Slaanesh. This alone is not enough to protect them, but it is a significant

factor. More importantly, the Exodite societies are more rigorous and physical than those of the Craftworlds. Where the Craftworlds cling to the past and preserve all they can of their fallen civilisation, the Exodites have turned their backs upon ancient traditions in favour of a simpler and harder way of life. Their minds are tougher and more straightforward but not so subtle and ultimately less powerful than the Craftworld Eldar. However, they have survived, and of all the Eldar they seem most likely to continue to do so.

Why Collect An Exodite Army

Like other Eldar armies, the Exodites are for the connoisseur gamer. They have many special rules to remember; complex wargear, abilities and psychic powers which must be used to best advantage for victory. They require subtle tactics on the battlefield - gamers who prefer a straight stand-up-and-fight army would do better with Space Marines or Imperial Guard! Painting a Exodites army also requires a reasonable degree of skill. However, Exodite armies are relatively small in terms of the number of models needed, so painting an army is not so much of an endeavour as it would first appear.

All of these things mean that the Exodites are a great second force to collect, after you have collected a more 'mainstream' army such as Space Marines, Tyranids or Chaos. They are quite unlike any other army in the Warhammer 40,000 game and as such make an interesting choice for those of you looking for a new gaming challenge to overcome. Most tempting of all is the fact that there is probably no sight more spectacular than a well-painted Exodite army riding across the battlefield, tearing apart its enemies with ruthless efficiency!

What's In This Book?

This Codex breaks down into the three main sections listed below, written to help you collect and field a Exodite force on the war-torn battlefields of Warhammer 40,000:

The Army List. Tells you about the different characters, troops, weapons and vehicles available to a Exodite army, and how to select an army for use in a Warhammer 40,000 game.

The Painting and Conversion Guide. Describes details of assembling, converting and painting models and vehicles. This section also shows examples of a host of Exodite colour schemes and markings, gives advice on choosing your own schemes and tips on modelling.

The Exodites. A section dedicated to background details and extra information about the mysterious and savage Exodites.

-- Lieutenant Braun looked up as the sunlight pouring through the gap in the forest canopy dimmed. A large triangular shadow passed overhead, changing shape as the massive wings flapped slowly. He gripped his weapon in silence and motioned for his squad to do the same, a surreptitious gesture to avoid attention. The Catachans were well-trained; they stood motionless in defiance of their instinct to find somewhere to hide, as the slightest movement could give them away. The light brightened as the creature was hidden by the trees once again, but the squad remained still. That had been a large one; large enough to carry one of the aliens. He hadn't seen any sign of a rider, but these Eldar were adept at concealing their presence. Any of the flying beasts could carry a scout, but killing every one just in case was not an option. If the animal didn't scream as it died, the sound of gunfire or the flash of infrared on the alien scanners would tell their enemy exactly where the Catachans were.

Braun moved on, trusting his squad to follow – even turning his head would be an unnecessary risk. As he did so, he thought furiously. He remembered the beast that had taken Grice, a fanged biped taller than the trooper's Sentinel. Then as well, Braun had had to choose – risk detection by shooting the animal, or abandon the struggling soldier to his fate as he was lifted from his walker's cockpit. Leaving him hadn't been easy

But that had been a monster, designed for life as a jungle predator. Each member of the squad had grown up in an environment every bit as dangerous, fought on countless worlds with similar terrors. Braun remembered the stalker on Methuselahn, before the survivors were evacuated. It had picked off his fellows one at a time, hunting them. He'd never seen it and never knew what it was. It was probably still there, preying on the traitors who'd taken the world. You never saw the stalker until it was too late, you didn't survive its attack when it came. You only heard rumours, and wondered, and waited for the death which came to everyone who didn't reach the transports, but you knew it was out there and you knew it was coming.

Here it was different. Here you didn't even know if you were being stalked, whether your movements were being tracked, you simply had to assume the worst. The monsters weren't the enemy. Creatures adapted to be perfect hunters lived on instinct, they were predictable. Here, the enemy wasn't a beast, but an alien which relied on tactics and cunning, which had learned to make use of its environment, and that frightened him more than all the stalkers he could imagine.

His train of thought was interrupted by a sudden motion in the undergrowth to his left. Alien scouts, or frightened beasts? *Beasts*, he thought bitterly, *only they let you know where they are*. He'd heard rumours, from some of the survivors. Rumours of stampeding beasts, driven to flight by the Eldar. The alien beastriders would be among them, and in the confusion as you dived to avoid flailing claws you wouldn't know which animals carried Eldar until they attacked. They didn't do it all the time; too predictable. Sometimes, when the herds were spooked, it was something else entirely. Like the fliers, you'd only know the aliens were there when they were ready for you to.

Keller had been right, he thought, remembering the Commissar's words. *All Eldar*, he had lectured upon their arrival, *are masters of the battlefield. You can prepare, you can know every inch of your world, and still the well-planned Eldar attack will use your own planet against you. Know that the Eldar are able to fight you on your world and win, and never forget that this is their world*. All the Catachans had thought he was exaggerating, that he didn't understand just how well-equipped the jungle fighters were to fight on this sort of world, that he had underestimated them. Only now did Braun understand that this was an Eldar planet in more than name, or lines on a map. The Catachans fought for their world, keeping the jungle denizens at bay and fortifying their settlements, or abandoning them and moving on. But the aliens didn't fight against their planet; they owned the very soul of this world, they used the world, and when they needed to they would use it as a weapon. He knew that if he looked into the eyes of any soldier following him, he would see the same understanding there. Braun knew that every one would fight to the last for the Emperor, but he also knew the truth had sunk in. The aliens wouldn't attack until they needed to; they didn't hunt, or stalk, because the humans' own fear and ignorance had already cost them the battle.

There was no stampede, no flying scout. Balls of plasma erupted from nowhere, incinerating three soldiers. Braun didn't even register who they were. All pretence at concealment gone, the Guardsmen flung themselves to the ground. Four never rose; a brief glimpse of a tall long-necked biped and its rider, the fate the Eldar wanted their enemies to see, and a fine mesh seemed to solidify out of the air and trap the prone humans, lacerating their bodies. Braun struggled to his feet, only to be knocked sprawling as another biped rushed straight for him. The rider trained some sort of weapon on him as he fell back, and then fired. --

EXODITES ARMY LIST

On the pages that follow you'll find an army list which will allow you to field a Exodite army in games of Warhammer 40,000. The army list allows you to fight battles using the scenarios included in the Warhammer 40,000 rulebook, but it also provides you with the basic information you'll require in order to field a Exodite army in scenarios you've devised yourself, or as part of a campaign series of games.

The army list is split into five distinct sections. All of the squads, vehicles and characters in an army list are placed in one of the five sections depending upon their role on the battlefield. In addition every model included in the army list is given a points value, which varies depending upon how effective that model is on the battlefield. Before you can choose an army for a game you will need to agree with your opponent upon a scenario and upon the total number of points each of you will spend on your army. Having done this you can proceed to pick an army as described below.

Using A Force Organisation Chart

The army lists are used in conjunction with the Force Organization chart from a scenario. Each Force Organization chart is split into five categories that correspond to the sections in the army list, and each category has one or more boxes. Each box indicates that you may make one choice from that section of the army list, while a dark toned box means that you must make a choice from that section.



Using The Army Lists

To make a choice, look in the relevant section in the army list and decide what unit you wish to have in your army, how many models there will be in the unit, and which upgrades that you want (if any). Remember that you can not field models that are equipped with weapons and wargear that is not shown on the model. Once this is done subtract the points value of the unit from your total points, and then go back and make another choice. Continue doing this until you have spent all your points. You're then ready to lead your Exodites into battle.

Each army list entry consists of the following:

Unit Name: The type of unit, which may also show a limitation on the maximum number of choices you can make of that unit type (0-1, for example).

Profile: These are the characteristics of that unit type, including its points cost. Where the unit can have different warriors, there may be more than one profile.

Number/Squad: This shows the number of models in the unit, or the number of models you may take for one choice from the Force Organization chart. Often this is a variable amount, in which case it shows the minimum and maximum unit size.

Weapons: These are the unit's standard weapons.

Options: This lists the different weapon and equipment options for the unit and any additional points cost for taking these options. It may also include an option to upgrade one squad member to a character. If a squad is allowed to have models with upgraded weaponry (such as heavy weapons), then these must be given to ordinary squad members, not the character.

Special Rules: This is where you'll find any special rules that apply to the unit.

Exodites in other armies: In large enough battles, an Exodite detachment may be taken by an Eldar or Harlequin player as an allied force. Unlike Harlequins, individual Exodite units do not travel the webway or have any hidden objective which requires their participation in specific battles, so Exodite units may not be taken outside an Exodite detachment.

EXODITE SPECIAL RULES

Fleet of Foot: Like their cousins, the Exodites are preternaturally agile. They can therefore run D6" in the shooting phase rather than fire. This move ignores difficult terrain. Because Exodites rarely move under their own power, the list of troops able to use fleet of foot is more restricted than for other Eldar. Any models with a saving throw of 4+ or worse can use fleet of foot, except for the following:

- Megadons.
- Cavalry and vehicles.
- Models in Exo-Suits.

Cavalry: All Exodite riding creatures are referred to as cavalry, including those such as raptors and pterosaurs which do not follow the normal rules for cavalry. Exodite cavalry never needs to take difficult terrain tests when travelling through woodland, though other difficult terrain (such as swamps or boulder fields) effects them as usual for that troop type (normally infantry or cavalry, although pterosaurs ignore the effects of terrain altogether).

Scouts: If your army contains any Exodite Scout units (Lethosaur Knights and Raptor Knights – except Raptor Knights taken as the Baron retinue), roll a D6 before the game and consult the following table. Roll as many dice as you got Exodite Scout units in your army. Choose the one result you see most fitting.

1. The scouts have located a favourable battleground in an area in the enemy line of advance. Once terrain has been placed, you may place one (or rearrange one) additional wood or area of jungle. On a jungle table, ignore this effect. In addition, the Exodite player may choose to use the Night Fight rules for the first turn of the game.
2. The scouts have reported on the enemy's plans and your forces are prepared. You may take the first turn of this battle.
3. The scouts are in position to report on the enemy's position. The enemy must deploy all of his troops before you place any. Enemy infiltrators are exempt from this rule in missions which allow their rules to be used.
4. A random enemy unit starts the game in reserve even if the reserves rule is not normally used in the mission.
5. The scouts isolate and harass one enemy unit. The unit is selected randomly, and must start the game in reserve even if the reserves rule is not normally used in the mission. In addition, the attrition that it suffers as it makes its way to the battlefield means that the unit takes D6 wounds at the start of the battle - roll for armour saves as normal and remove any casualties. If the randomly selected unit is a vehicle or a vehicle unit, it may not shoot on the turn it arrives.
6. As result 5, but the Exodite player may choose the unit or vehicle.

EXODITE ARMOURY

A Baron or Visionary may have up to 100pts of wargear, mounts or weapons chosen from the appropriate list. He may also have up to either one one-handed and one two-handed weapon, or two one-handed weapons.

A Exodite Visionary may also have up to four of the following psychic powers. A Exodite Visionary need not have any powers; many are more skilled in non-combative arts of divination than battle powers.

ONE-HANDED WEAPONS

Blast Pistol	1pt
Close Combat Weapon	1pt
Soulblade	25pts
Power Weapon	12pts
Witchblade (Visionaries only)	15pts

TWO-HANDED WEAPONS

Lasblaster	2pts
Blast Carbine (Exodite cavalry only)	1pt
Laser Lance (Exodite cavalry only)	10pts
Singing Spear (Visionaries only)	18pts

EXODITE WARGEAR

Haywire Grenades	3pts
Salamander	6pts
Plasma Grenades	2pts
Powerblades (count as a weapon in hth)	15pts
Spirit Field (one per army)	*pts

* The points value of the Spirit field depends on the save value that becomes invulnerable. A 5+ save costs 10pts, a 4+ save cost 15pts while a 3+ save costs 20pts.

VISIONARY WARGEAR

Ghosthelm (Visionaries only)	5pts
Spirit Token (Visionaries only)	5pts
Spirit Stones (Visionaries only)	40pts

PSYCHIC POWERS

Fortune	20pts
Executioner	15pts
Improve	25pts
Heal	20pts

EXODITE MOUNTS

Dragon (cavalry mount)	30pts
Dragon with wraithbone helmet (cavalry mount)	35pts
Pterosaur (cavalry mount)	25pts
Raptor (cavalry mount)	30pts

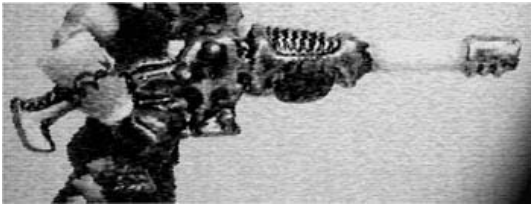
Exodite Weapons

<i>Weapon</i>	<i>Range</i>	<i>Strength</i>	<i>AP</i>	<i>Type</i>
Blast Carbine	12"	3	6	Assault 2
Blast Pistol	12"	3	6	Pistol
Bright Lance	36"	8	2	Assault 1
Fusion Gun	12"	6	1	Assault 1
Lasblaster	24"	3	6	Assault 2
Laser Lance	N/A	5	5	Assault 1
Neuro Disruptor	Template	(8)	1	Assault 1
Plasma Carbine	18"	4	3	Assault 1
Psychic Carbine / Blaster	Template	(8)	-	Assault 1
Scatter Laser	36"	6	6	Heavy D6
Shock Lance	N/A	6	5	Assault 1
Starcannon	36"	6	2	Heavy 3
Star Lance - Single Shot	36"	9	2	Heavy 1
- Burst	36"	4	5	Heavy 1 Blast
Thermal Lance	12"	7	1	Assault 1
Web Carbine	12"	-	-	Assault 1

Exodite Wargear

This section describes the rules for the ancient equipment and the weapons used by the Eldar Exodites. These rules here tend to be more detailed than those in the Warhammer 40,000 rulebook and supersede them if they are different.

Blast Carbine, Plasma Carbine, Psychic Carbine, Web Carbine: Carbines are a sub-class of two-handed weapon favoured particularly by Exodite cavalry. The statistics for each type of laser are given in the Exodite Weapons Summary. Carbines are two-handed, but are treated as one-handed for the purposes of taking weapons; so, a cavalry character may take a Carbine and either a two-handed or a one-handed weapon. However, a character may not have two two-handed ranged weapons. He is not gaining an additional attack for being armed with two close combat weapons.



Brightlance: The brightlance is used by the Eldar to destroy heavily armoured targets, using a highly focused beam of laser energy. A brightlance has the profile below. In addition, a brightlance treats any armour value higher than 12 as 12.

Rng: 36" S: 8 AP: 2 Assault 1

Exodite Blast Pistol: A pistol form of the Blast Carbine, this is an ancient weapon replaced on the Craftworlds with the more powerful shuriken pistol. The Exodites, who don't have these weapons, still favour this for close combat troops.

Rng: 12" S: 3 AP: 6 Pistol



Fusion Gun: The fusion gun is a melta-weapon, most commonly seen carried by the Fire Dragon Aspect Warriors of the Craftworld Eldar, but also found elsewhere. It has the following profile. In addition, as a melta weapon a fusion gun rolls 2D6+Strength for armour penetration when fired at half range (6").

Rng: 12" S: 6 AP: 1 Assault 1

Ghosthelm: A model wearing a Ghosthelm that suffers an attack from the Perils of the Warp while making a psychic test ignores the attack on a D6 roll of 4+. In addition, any Daemon that is fighting the model halves its own WS (rounding up) in close combat.

Haywire Grenades: The Eldar use haywire grenades for disabling enemy vehicles. A haywire grenade sends out a powerful, short-range electromagnetic pulse which shorts out electrical wiring and disrupts the energy systems of its target. Haywire grenades may only be used against vehicles. A model attacking with a haywire grenade may only make a single attack, regardless of their Attacks characteristic or whether they charged. If the attack hits, roll a dice to determine the effect of the haywire grenade: 1= no effect, 2-5= glancing hit, 6= penetrating hit. A haywire grenade may only be used against a Dreadnought if it has already been immobilised.

Laser Lance: A Laser Lance is used to deliver an intense short ranged laser blast while charging into close combat. Exodites using all kinds of Lances to herd the different Megasaurs of the maiden worlds. The Lance is fired when charging into combat and is worked out just before you move them into close combat. It is fired against the same unit the Exodites are charging that turn and any casualties counts toward the combat resolution for that turn. All normal shooting rules apply, such as roll to hit, saves for cover and so on. In addition, the Laser lance gives S5 in hand-to-hand combat.

Rng: - S: 5 AP: 5 Assault 1

Salamander: Exodites sometimes take smaller Dragons called Salamanders into battle. These are vicious predators with razor-sharp fangs or a poisonous bite. These Salamanders are specially bred and trained to accompany an Exodite character and attack any enemy on command. The Salamander must remain within 2" (4" for Raptor Knight Leader Salamander) of the character at all times and move at the same rate as the character. The Salamander benefits from all the special rules that are used for the units of the character he accompanies. E.g. a Salamander that is accompanying a Raptor Knight Leader uses the Scout, Raptor movement, Cameleoline and Dispersed Formation rules of the Raptors. Note that a character using a Pterosaur as a mount may not be accompanied by a Salamander. Salamanders have the following characteristics:

	WS	BS	S	T	W	I	A	Ld	Sv
Salamander	3	-	3	3	1	4	2	3	6+

Neuro Disruptor: A neuro-disruptor uses intricate psycho-crystalline circuitry to emit a wave of particles that disrupt the brain's neural pathways, turning the target into a drooling imbecile or killing them outright. The neuro-disruptor uses the flame

template and is fired like any other flame weapon. However, do not roll to wound as normal. The neuro-disruptor has a Strength of 8, but rather than using the targets' Toughness values, their Leadership is used. Other than this, the To Wound chart is used as normal. For example, a Leadership 9 model is wounded on a 5+. A roll of a 1 always fails to inflict a wound. Against vehicles, roll a D3 on the glancing hits table as the crew's brains are partially protected by the vehicle's armour.

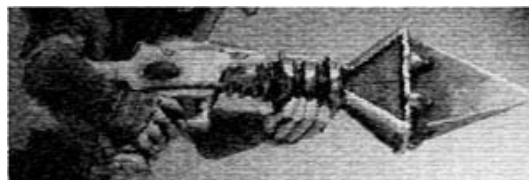
Rng: Flame S: (8) AP: 1 Assault 1

Plasma Grenades: Rather than the crude fragmentation grenades used by other races, the Exodites employ advanced plasma grenades to stun their enemies when they charge into close combat. Plasma grenades negate the effect of cover in close combat, so that all attacks are worked out in Initiative order.

Powerblades: Powerblades are fitted to the forearm or sometimes to the legs when riding a mount, enabling the user to use both hands freely. A well trained warrior can use sweeping strikes with the powerblades in addition to their other weapons. A model equipped with powerblades gets +1 Attack. This can be in addition to +1 Attack for being armed with two other close combat weapons for a total of +2 Attacks. A model with powerblades ignores armour saves. If combined with another close combat weapon you may only use the special rules for one close combat weapon, though you still gain +1 attack for a second close combat weapon.

Psychic Carbine / Blaster: The Psychic Carbine or Psychic Blaster - originally developed as the Psychic Lance to pacify Megasaurs - uses a short burst of psychic energy directed through a crystal mounted on a carbine like storage device. The resonance set up in the crystal acts to wipe aggressive instincts from creatures in the area of effect. The Psychic Carbine uses the flame template and is fired like any other flame weapon. However, do not roll to wound as normal. It has a Strength of 8, but rather than using the targets' Toughness values, their Leadership is used. Other than this, the To Wound chart is used as normal. For example, a Leadership 9 model is effected on a 5+. A roll of a 1 always fails to cause an effect. If at least one model is effected the unit has to pass a pinning test. For any additional model effected after the first the Leadership value is reduced by one. E.g. a Space Marine unit with 3 models effected has to test against 6. Note that the effect of a Tyranid Synapse creature will be overridden. Models that are fearless, mindless, Necrons or vehicles are unaffected by the effects of the psychic carbine.

*Rng: Flame S: (8) AP: - Assault 1
(Causes pinning.)*



Shock Lance: The shock lance is a heavier version of the laser lance, only usable by stronger or more heavily armoured troops. The laser energy released is more powerful, and at the range the weapon is fired from the laser light can cause temporary blindness and the force of the impact itself can even stun the target. A shock lance is fired exactly like a laser lance, with the improved profile below. In addition, a model wounded but not killed by a shock lance will be unable to fight in close combat that round. A model armed with a shock lance counts as having S6 in close combat.

Rng: n/a S: 6 AP: 5 Assault 1

Scatter Laser: The improved Eldar version of the multi laser that shoots D6 times instead of 3. Roll each time it fires.

Rng: 36" S: 6 AP: 6 Heavy D6

Singing Spear: The Singing Spear is a weapon used by the Visionaries, which can be thrown at enemies and returns to the users hand. It always wounds an opponent on 2+. Against a vehicle it has a Strength equal 3 times the users original, non improved strength and adds +1D6 for armour penetration. Any boost because of the psychic power improve are not used. The Spear can also be used in close combat but cannot be used with another weapon to gain +1 attack. A model may not throw the spear and use it in close combat in the same turn.

Rng: 12" S: spec. - AP: - Assault 1

Soulblade: These are ancient close combat weapons that come in a wide variety of types. A model armed with a soulblade may reroll any failed to wound rolls in close combat. No armour saves are allowed against a soulblade.

Spirit Field: This device projects a spiritual aura similar to the daemonic auras of warp creatures, derived from the energy of the World Spirit. A model with a spirit field treats his save as invulnerable.

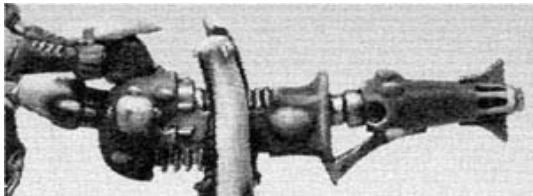
Spirit Token: Many Visionaries carry or wear some sort of token, a wraithbone artefact taken from the World Spiit and taking one of a number of forms, including amulets, necklaces threaded with wraithbone shards, bracelets, rings, even decorations on their helmets. Others carry small pieces of wraithbone in pouches. These items serve as good-luck charms and are often associated with particular rituals and revered in their own right. However, they have a more practical purpose as repositories of spiritual energy which the Visionary can draw upon to further protect him from the perils of daemons and other hostile warp entities. A Visionary using a Spirit Token rolls 3

D6 and must use the lowest two rolls for all psychic test.

Spirit Stones: A Visionary can use the power of a spirit stone to use two different psychic powers in each turn instead of just one.

Starcannon: The starcannon is a highly advanced plasma weapon that uses a sophisticated electromagnetic pulse to guide the lethal plasma bolts to the target. Being that advanced the starcannon does not overheat on a to hit roll of 1.

Rng: 36" S: 6 AP: 2 Heavy 3



Star Lance: This weapon is a powerful plasma projector used by Exodite Barons on their ExoSuits as a substitute for solid-projectile missile launchers. The plasma is forced through a magnetic 'corridor' towards its target, conveying roughly as much energy as an Imperial plasma cannon to a smaller target area and therefore with greater power. The firer can choose to collapse the corridor so that the plasma dissipates over a wider area. This typically causes little damage, but forces troops to keep their heads down.

Single shot Rng: 36" S: 9 AP: 2 Heavy 1

*Blast Rng: 36" S: 4 AP: 5 Heavy 1 Blast
(Causes pinning.)*

Thermal Lance: The thermal lance is a melta weapon used by the Exodites. Most Craftworld Eldar favour the less powerful fusion gun, which is easier for infantry to carry and fire on the move, though the weapon's origins are at least as old as that of the fusion gun and it is known from many Craftworlds. It has survived in use among the Exodites because it is as easy to use from dragonback as a fusion gun is for infantry. Like other melta weapons, the thermal lance rolls 2D6 and adds its strength for armour penetration when firing at half range (6" or less). A model with a thermal lance may use the weapon in close combat against a vehicle in the turn he assaults. In addition a model using a thermal lance in an assault against a vehicle may only make one attack (just like a model with meltabombs). A thermal lance and shock or laser lance can be carried by the same model in the same way as carbines.

Rng: 12" S: 7 AP: 1 Assault 1

Web Carbine – Web Guns (also commonly known as Webbers and used by the Exodites to catch smaller dragons) fire a compressed mass of thin silk-wire, produced by the giant spiders of the maiden worlds, at the target, which explodes into a large web on contact. An enemy model hit by a Web Carbine must roll under their natural unmodified Strength (a 6 always fails) or be entangled by

the webbing. E.g. a Space Marine is not entangled on a roll of 1-3. Monstrous creatures and vehicles are unaffected by a Web Carbine. Place the model on it's side. Models still webbed at the end of the game do not count towards enemy casualties for Victory Points as they are still very much alive. A squad with at least one model webbed counts as pinned. The unit recovers as normal at the end of its following turn and may act as normally. A squad falling back because of a failed break test with at least one model webbed halves the fall back distance rounding down.

*Rng: 12" S: - AP: - Assault 1
(Causes pinning.)*

Cavalry Mounts:

Dragon: The most commonly used cavalry in Exodite armies are not from a single species, and many forms of 'dragon' are used as cavalry. In fact, Exodites refer to all their mounts as Dragons, but the Imperium classifies a 'dragon' as whatever the most numerous cavalry mount in an Exodite army is. Dragons are treated as cavalry and add +1 to their riders' T, A and Sv.

The Save can be even more improved by adding a master crafted Wraithbone helmet for the Dragon. Like many Exodite artefacts, Spirit Armour is fashioned from the World Spirit's own wraithbone-structure, and is imbued with some of the psychic power of the spirits within. While not as powerful as the Spirit Armour of the Exodite Visionaries it still improves the Save by +2 instead of the +1 of the dragon alone

Pterosaur: Pterosaur-riding Exodites are the equivalent of jump pack assault troops in other armies, and also perform reconnaissance duties (as indeed do all Exodite cavalry in times of need). A model riding a pterosaur counts as being equipped with a jump pack, and in addition may deploy using the deep strike rules even if the scenario does not allow this.

Raptor: Raptors are medium-sized predatory bipeds. They are light-bodied and hence the lightest of the Exodite cavalry, but their natural lifestyle, pursuing flying insects and small agile herbivorous dragons, has given them exceptional reflexes, the ability to run fast for short distances and the vicious temperament necessary for killing animals extremely quickly lest they run away. A Raptor adds +1 to its rider's WS and I, and +2 to his A, but since the animal lacks the necessary weight to add impetus to his attack, a Raptor rider may not carry a lance. The extra attacks of the Raptor may not be combined with the special rules of a close combat weapon. (E.G. A character riding a Raptor using Powerblades has to make separate attack rolls for his attacks and the additional attacks of the mount.) A Raptor moves like an infantryman, but may add 6" to either its move or assault move in a turn (though not both in the same turn), declared when the model or squad is moved. If it runs in the assault phase, it pursues and flees 3D6" as normal.

Visionary Psychic Powers:

Unless otherwise noted, these work as described in the Psychic Powers section on page 74 of the Warhammer 40,000 rulebook.

Executioner: The Visionary projects his own spirit away from his body, to launch an attack against an enemy model within 24" and the Visionary's line of sight. As with Mind War this may be a character or other model which could not normally be individually targeted. This power is used at the start of the Exodite shooting phase, and allows the Visionary to attack the chosen model and its squad in close combat. The model and any models of his squad within 2" fight back as normal in hand to hand combat. The Visionary cannot use the power if he is already engaged in close combat. He is treated as charging, ignores the effects of cover, may use a second close combat weapon and any additional attacks from wargear, psychic powers and mounts. If he is wounded, the Visionary is unharmed but his spirit retreats to his body and he may not make any attacks in the assault phase. Normal saves always apply for the enemy. A unit taking casualties from Executioner must test to avoid pinning. Any casualties taken count towards casualties in the shooting phase.

Fortune: The Visionary looks into the near future to foresee where the enemy will attack. The psychic power is used at the start of the Exodite turn. Nominate one Exodite unit with a model within 6" of the Visionary. This may be the unit of the Visionary. This unit may re-roll any failed armour or cover saves until the start of the next Exodite turn.

Heal: The Visionary can attempt to repair his bodies damaged patterns. Virtually any affliction can be corrected this way.

At the start of any Exodite turn the Visionary may use this power on himself. The Visionary restores 1 wound. The effect is permanent. If the Visionary fails the Psychic test to use this power he always loses 1 wound, even in addition to a "perils of the warp" attack.

Improve: By reweaving the pattern of his own body and channel some of the spiritual force of the World Spirit through his body a Visionary can improve on what the World Spirit has bestowed on him. At the start of any Exodite turn the Visionary may use this power on himself. The Visionary may improve up to 3 of the following characteristics until the start of the next Exodite turn:

- a) +1 S
- b) +1 WS
- c) +1 A
- d) +1 I

No characteristic may be improved more than two times.
(e.g., the Visionary can choose to improve S +2 and A +1.)

HQ

0-1 EXODITE BARON

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Exodite Lord	50	5	5	3	3	3	7	3	10	5+
Exodite Hero	30	4	4	3	3	2	6	3	9	5+

Weapons: None.

Wargear: The Exodite Baron may take weapons, mounts and wargear as allowed by the Exodite Armoury.

Special Rules

Independent Character: Unless accompanied by his Household, the Exodite Baron is an independent character.

Retinue: If he is on foot, the Baron may have a retinue chosen from the Household Retinue entry below. If he is mounted, he may have a retinue chosen from the following army list entries:

Mounted on a Dragon: Dragon Knights

Mounted on a Pterosaur: Pterosaur Knights

Mounted on a Raptor: Raptor Knights

This retinue does not take up a normal Troops or Fast Attack slot but is included in the Baron's HQ selection. The Baron's retinue will never deploy using the Scout special rule.

One of the Barons retinue can carry a House Totem for +35pts. While the model with the House Totem is still on the table, the Baron and his retinue may re-roll any missed close combat attacks on the same turn that they charge into an assault.



The Baron will be either the lord of a territory, or a member of his family, often a son eager to prove himself. The Baron does not simply lead the army; he owns it, as it consists of his retainers and tenants on his land. The forces at his disposal are not only a symbol of his status, but also of his wealth.

EXODITE VISIONARY

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Exodite Visionary	50	5	5	3	4	3	5	1	10	4+

Weapons: None.

Wargear: The Exodite Visionary may take weapons, mounts, wargear and psychic powers as allowed by the Exodite Armoury.

Special Rules

Independent Character: The Exodite Visionary is an independent character.

Spirit Armour: Like many Exodite artefacts, Spirit Armour is fashioned from the World Spirit's own wraithbone-structure, and is imbued with some of the psychic power of the spirits within. Spirit armour functions like Rune Armour, giving its user a 4+ invulnerable save. In addition, the psychic aura the armour projects allows the Visionary to reduce his psychic test roll by -1. An unmodified 2 or 12 will still cause a daemonic attack (but a 3 modified down to 2 will not). A Exodite Visionary riding a Dragon with wraithbone helmet may use a 3+ save or a 4+ invulnerable save, but not both against the same shot.

The Exodite Visionaries have the power of the spirits at their disposal and are amongst the most potent psykers in the galaxy. As a race highly in tune with psychic energy and naturally reverent of the spirits of the dead, Eldar of all races hold the Exodite Seers in awe.



A Baron will maintain a small cadre of armed guards in his household. These are trained as fighters to a higher standard than ordinary tenants, and may have been taken from the ranks of the Fusiliers and adopted into the Baron's house for particular acts of courage.

HOUSEHOLD RETINUE										
	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Household Guard	12	3	3	3	3	1	5	2	8	4+
Guard Captain	+10	4	4	3	3	1	6	2	9	4+

Squad: The squad consists of between 5 and 10 Household Guard.

Weapons: Lasblaster.

Options: The Household Retinue may be equipped with plasma grenades for +2pts per model and haywire grenades for +3pts per model. The entire retinue may exchange its lasblasters for Exodite blast pistols and close combat weapons at no additional cost. Up to two models may be armed with fusion guns for +4pts per model.

Character: One model may be upgraded to a Guard Captain for +10pts. The Guard Captain may be armed with plasma grenades for +2pts and haywire grenades for +3pts. The Leader may exchange his weapons for an Exodite blast pistol, close combat weapon and powerblades for +10pts.



ELITE

0-1 EXODITE DRAGONS										
	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Exodite Dragon	35	5	3	3	4	1	6	2	9	3+
Dragon Leader	+15	5	3	3	4	1	7	3	10	3+

The Dragons are formed from the finest soldiers in a Baron's household. They are typically employed as line-breakers, charging the enemy with their potent shock lances, but even at range they are fearsome, firing armour-piercing plasma carbines.

Squad: The squad consists of between 2 and 10 Dragons.

Weapons: Plasma carbine, shock lance.

Options: Up to one in five models may replace their plasma carbines with thermal lances for +2pts.

Character: One model may be upgraded to a Dragon Leader for +15pts. The Dragon Leader may be armed with plasma grenades for +2pts and haywire grenades for +3pts. The Leader may exchange his weapons for an Exodite blast pistol, close combat weapon and powerblades at no additional cost. He may be accompanied by a Salamander for +6pts.

Special Rules

Dragon Knights: Dragons ride Dragons with wraithbone helmet, and so count as cavalry. The characteristic increase the Dragon provides have been included in the Dragons' profile.

LETHOSAUR KNIGHTS										
	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Lethosaur Knight	20	3	3	3	3	1	4	1	8	5+
Lethosaur Leader	+10	3	3	3	3	1	5	2	9	5+

Squad: The squad consists of between 4 and 10 Lethosaur Knights.

Weapons: Blast Carbine.

Options: The entire squad may be armed with plasma grenades for +2pts per model and haywire grenades for +3pts per model. The squad may exchange its blast carbines for plasma carbines for +3pts per model. Up to two models may be armed with a web carbine for +3pts per model.

Character: One model may be upgraded to an Lethosaur Leader for +10pts. The Leader may be armed with plasma grenades for +2pts and Haywire grenades for +3pts. The Leader may exchange his weapon for an Exodite blast pistol, close combat weapon and powerblades for +15pts; or may exchange his weapon for a neuro disruptor for +20pts. He may be accompanied by a Salamander for +6pts.

Special Rules

Scouts: Up to one unit of Lethosaur Knights may be deployed ahead of the main army as a scouting force. This unit is placed after other models in both armies have deployed and must be placed anywhere outside the enemy deployment zone and 18" or more away from an enemy unit. If the enemy army contains infiltrators or troops with this ability which are able to use their deployment rules in the scenario being fought, roll a dice to see which player deploys his units first. Note that scouts benefit from their rule even in scenarios which do not allow infiltrators.

Lethosaurs: Lethosaurs are cavalry. In addition, Lethosaur Knights may make a single move after both sides have deployed but before battle begins. This is treated as a normal cavalry move. Lethosaur Knights deployed as scouts take time to get into position without being detected, and so cannot use this rule.

Withdraw: Lethosaurs are not built for fighting, but are adept at evading predators. Lethosaur-riding scouts use the animals precisely because of the high odds of surviving a surprise attack, while in battle dedicated Knights rely on it to disengage and fire their weapons once again before rejoining the fight.

A squad on Lethosaurs may disengage from combat at the end of any assault phase. The squad flees 3D6" treated as a normal fall back move (and susceptible to crossfire) and automatically rallies at the end of the move. Enemies may only consolidate 3".

Lethosaurs are lightly-built dragons which typically travel quadrupedally. They are herbivores, and so frequent prey for more aggressive dragons. This has made them extremely fast and alert. As such, they are ridden by scouts who need to get close to the enemy but avoid direct contact. In battle, knights will often ride the animals into combat deliberately, and then surrender control to the animal and let it run in panic, tricking the enemy into pursuing before the knights regroup. Needless to say, only the best riders are able to ride a Lethosaur.



TROOPS

Fusiliers are the levied troops employed by the Exodites. In civilian life they are tenants on the Baron's land and are obliged to repay him by fighting in his armies whenever he deems it necessary. Callous Barons draft civilians for every minor skirmish and regard them as expendable, while more socially responsible ones use them as sparingly as possible and keep them out of the worst fighting.



Knights are trained soldiers; like civilians, they are tenants on the Baron's land, but their service to the land and its lord earns them the right to own land of their own, parcelled out by the Baron as he sees fit. In combat, dragon knights are mounted on the commonest and easiest to control riding beasts as they have not been trained with more specialised mounts.

FUSILIERS

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Exodite Fusilier	8	3	3	3	3	1	4	1	8	5+
Exodite Shaman	15	3	3	3	3	1	4	1	8	5+
Exodite Leader	+8	3	3	3	3	1	4	2	9	5+

Squad: The squad consists of between 5 and 20 Exodite Fusiliers.

Weapons: Lasblaster.

Options: Up to one in five, but no more than two per squad, fusiliers may be armed with either a bright lance or a scatter laser at +10 pts each.

Character: One model may be upgraded to an Exodite Leader at +8pts. The Exodite Leader is armed with a lasblaster or a blast pistol and close combat weapon, he may take powerblades for +15pts, but may not take a cavalry mount of any kind.

The unit may be joined by an Exodite Shaman. The Shaman is armed with a blast pistol and close combat weapon. The Shaman always has the psychic power: Healer. He may be accompanied by a Salamander for +6pts.

Special Rules

Psychic Power - Healer: A Shaman may heal members of the unit he accompanies. The unit may ignore the first failed saving throw each turn for the unit the Shaman accompanies. A Shaman may not heal a model who has been killed from a weapon which causes instant death or who has been hit by a weapon that allows no save. The Shaman may also not attempt to heal if he is in base to base contact with an enemy model.

The power is available permanently, so he does not need to take a Psychic test to use it. The power is otherwise treated as a psychic power in all other respects and the Shaman is treated as a psyker.

DRAGON KNIGHTS

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Dragon Knight	25	4	3	3	4	1	4	2	8	4+
Dragon Leader	+10	4	3	3	4	1	5	3	9	4+

SQUAD: The squad consists of between 3 and 10 Dragon Knights.

WEAPONS: Laser lance.

OPTIONS: The entire squad may be armed with blast carbines in addition to their lances for +1pt per model. Up to one in five models may be armed with one of the following: thermal lance +6 pts, psychic carbine + 3pts.

CHARACTER: One model may be upgraded to an Dragon Leader for +10pts. The Dragon Leader may be armed with plasma grenades for +2pts and haywire grenades for +3pts. The Leader may exchange his weapons for an Exodite blast pistol, close combat weapon and powerblades for +7pts. He may be accompanied by a Salamander for +6pts.

Special Rules

Dragon Knights: Dragons count as cavalry.

EXODITE WARRIORS

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Exodite Warrior	8	3	3	3	3	1	4	1	8	5+
Exodite Shaman	15	3	3	3	3	1	4	1	8	5+
Warrior Leader	+8	3	3	3	3	1	4	2	9	5+

Squad: The squad consists of between 5 and 20 Exodite Warrior.

Weapons: Blast pistol and close combat weapon.

Options: The warriors may be armed with plasma grenades for +2pts per model and haywire grenades for +3pts per model. Up to one in five models may exchange their weapons for a fusion gun at +4pts each or a psychic blaster at +3pts each.

Character: One model may be upgraded to an Exodite Warrior Leader at +8pts. The Exodite Leader is armed with a blast pistol and close combat weapon, he may take powerblades for +15pts, but may not take a cavalry mount of any kind. The Leader may be armed with plasma grenades for +2pts and haywire grenades for +3pts.

The unit may be joined by an Exodite Shaman. The Shaman is armed with a blast pistol and close combat weapon. The Shaman always has the psychic power: Healer. He may be accompanied by a Salamander for +6pts.

Warriors are the close combat infantry troops of any Exodite Warhost, comprising warriors and hunters of the general populace, travelling to battle at the command of their ruling Baron.



Special Rules

Psychic Power - Healer: A Shaman may heal members of the unit he accompanies. The unit may ignore the first failed saving throw each turn for the unit the Shaman accompanies. A Shaman may not heal a model who has been killed from a weapon which causes instant death or who has been hit by a weapon that allows no save. The Shaman may also not attempt to heal if he is in base to base contact with an enemy model.

The power is available permanently, so he does not need to take a Psychic test to use it. The power is otherwise treated as a psychic power in all other respects and the Shaman is treated as a psyker.

0-2 RANGERS

Common visitors to the Maiden Worlds, Rangers sometimes find themselves in Exodite territory when danger threatens, and will assist their cousins. More usually, Rangers still near the Maiden Worlds will hear of trouble and rush back to offer their help.

See Codex: Eldar

FAST ATTACK

Pterosaurs are the only true flying creatures on most Exodite worlds. Like birds, there are massive differences in size between species, though knights only ride the smallest they are able to because they are easiest to manage. Pterosaur knights are sometimes used to scout terrain other scouts have difficulty crossing, but are more often employed to survey battlefields from above and swoop down to provide support when necessary.

PTEROSAUR KNIGHTS

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Pterosaur Knight	12	3	3	3	3	1	4	1	8	5+
Pterosaur Leader	+15	3	3	3	3	1	5	2	9	5+

Squad: The squad consists of between 3 and 10 Pterosaur Knights.

Weapons: Blast Carbine

Options: The entire squad may be armed with plasma grenades for +2pts per model and haywire grenades for +3pts per model. The squad may exchange its blast carbines for Exodite blast pistols and close combat weapons for +1pt per model. Up to three models may be armed with a web carbine for +3pts per model.

Character: One model may be upgraded to an Pterosaur Leader for +15pts. The Leader may be armed with plasma grenades for +2pts and haywire grenades for +3pts. The Leader may exchange his weapon for an Exodite blast pistol, close combat weapon and powerblades for +15pts; or may exchange his weapon for a neuro disruptor for +20pts.

Special Rules

Pterosaur Knights: Pterosaurs are treated as jump packs, and the squad may deploy using the rules for Deep Strike even if the scenario does not normally allow this.



RAPTOR KNIGHTS										
	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Raptor Knight	20	4	3	3	3	1	5	3	8	5+
Raptor Leader	+10	4	3	3	3	1	6	4	9	5+

Raptors are extremely agile bipedal insectivores, large enough for a rider but lightly built. They are the most common scouts in Exodite armies, and are also used extensively as fighters due to their quick reflexes and vicious temperament.

SQUAD: The squad consists of between 4 and 10 Raptor Knights.

WEAPONS: Blast Pistol and close combat weapon.

CHARACTER: One model may be upgraded to an Raptor Leader for +10pts. The Raptor Leader may be armed with plasma grenades for +2pts and haywire grenades for +3pts. He may be accompanied by a Salamander for +6pts. The Leader may take powerblades for +15pts. Note that, when equipped with powerblades he has to make separate attack rolls for his attacks and the 2 additional attacks of his mount.

Special Rules

Scouts: Up to one unit of Raptor Knights may be deployed ahead of the main army as a scouting force. This unit is placed after other models in both armies have deployed and must be placed anywhere outside the enemy deployment zone and 18" or more away from an enemy unit. If the enemy army contains infiltrators or troops with this ability which are able to use their deployment rules in the scenario being fought, roll a dice to see which player deploys his units first. Note that scouts benefit from their rule even in scenarios which do not allow infiltrators.

Raptor Knights: Raptor Knights ride Raptors, the characteristic bonuses of which have been included in their profile. Raptors may run up to 6" in either the movement or assault phase in addition to their normal move, but may not run in both phases in the same turn. Raptors are treated as cavalry for the purposes of crossing difficult terrain.

Cameleoline: The clothing worn by Raptor Knights (and the skin of their mounts) has chameleonic properties. A Raptor Knight squad adds +1 to any cover saves it is allowed. If they are not in cover then they have a 6+ cover save.

Dispersed Formation: Raptor Knights can react quickly to trouble, and so can safely maintain a greater distance from one another than many troops, allowing them to cover more ground in their scouting forays. Raptor Knights count as being in coherency distance if they are within 4" rather than 2" as normal.



HEAVY SUPPORT

MEGADON

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Megadon	55	3	3	6	6	4	1	2	10	4+

Megadons are massive, stocky herbivorous reptiles. Exodites are using these species because of the relative high intelligence of the animals. The Megadon responds to simple commands from handlers in a howdah on the creature's back. The military applications of such an beast are obvious, and in combat they make excellent mobile heavy weapon platforms, combining long range artillery capability with fearsome close combat ability. One problem with the Megadon is that they are just animals, and if they get badly hurt or alarmed, they will not always react as the handlers may wish.

One Megadon and three riders in a howdah. Two of them are equipped with a Lasblaster or Psychic Carbine. The third operates the heavy weapon.

WEAPONS: Each Megadon rider is armed with a Lasblaster or Psychic Carbine for no additional cost. The Megadon must be armed with one of the following:

- Starcannon for 35 pts,
- Scatter Laser for 25pts or
- Bright Lance for 35 pts.

Options: For +10pts the Megadon may be equipped with additional Wraithbone armour plates. The armour gives the Megadon and its riders a 3+ save.

Special Rules

Slow to React: The Megadon never falls back and passes all Leadership test automatically. It cannot be pinned and never falls back, even if it would automatically do so. The Megadon can move 6" and assault 6". All movement must be straight ahead and the creature may only make a single pivot of up to 45° at the end of its normal move. It may only assault if the enemy it is to assault is directly ahead. It cannot perform a sweeping advance.

Stable platform: The Megadon crew can fire any number of weapons wether moving or not.

Monstrous creature: The Megadon is a huge and fearsome opponent. It is treated as a monstrous creature and therefore rolls 2D6 for armour penetration and ignores opponents armour saves in close combat.



0-1 SCOUT WALKER SQUADRON									
	Points/Model	Armour:							
		WS	BS	S	Front	Side	Rear	I	A
Scout Walker	30	3	3	5	10	10	9	4	2

Number: A squadron consist of between 1 and 3 Scout Walker.

Type: Walker, Oper-topped.

Weapons: The Scout Walker is armed with one of the following:

- Starcannon for 35 pts,
- Scatter Laser for 25pts or
- Bright Lance for 35 pts.

Options: The Scout Walker may be equipped with an targeting device. The BS is increased to 4. The weapon cost are a increased to 45 pts for the Starcannon, 40 pts for the Bright Lance and 30 pts for the Scatter Laser.

While many Exodite Barons are using only Dragon Knights to herd there saurus some more wealthy or eccentric Barons can effort to let their Knights use Scout Walker. In times of great need these precious vehicles are even put to war.

0-1 EXO-SUIT										
	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Exo-Suit		85	4	4	7	7	3	5	3	10

Weapons: The Exo-Suit is armed with a Dreadnought close combat weapon with a lance attachment strapped to the glove.

In addition the Exo-Suit is armed with one of the following:

- Starcannon for 45 pts,
- Scatter Laser for 30 pts,
- Bright Lance for 40 pts or
- Star Lance for 40 pts.

Special Rules

Exo-Suit lance attachment: This is a unique weapon found only on Exo-Suits. All the rules from the laser lance apply. The Exo-Suit lance attachment has the following improved profile:

Rng: n/a S: 7 AP: 5 Assault 1

Fast: Exo-Suits move 9" in the movement phase and can make an assault move of up to 9". When rolling for distance moved through difficult terrain, add + 3" to the highest roll. It also rolls 3D6 for fall back and pursuit distances. May fire one heavy weapon in the shooting phase wether moving or not. Note that the lance attachment may be fired in addition in the assault phase.

Leader: Under exceptional circumstances some Barons take their highly priced Exo-Suits to lead their retainers and tenants into battle. To represent this, the Exo-Suit counts as both a HQ unit and a Heavy unit. During deployment of a battle the Exo-Suit is treated as a Heavy unit.

Exo-Suits are used by Exodite Barons both for herding dragons and to joust with one another. For this reason they are designed to allow weapons to be mounted on and fired from them. He suit encases its wearer in a wraithbone structure resembling a Dreadnought, though usually more slender and taller even than the Eldar Wraithlord.

The Painting and Conversion Guide

Some comments and proposals on the miniature conversions I have done so far:
It all started with a simple concept sketch:



Dragon mounts:

Exodite Dragon (The most commonly used mount in Exodite armies. Big mean flesh eating predators) – easy here: The old metal Cold Ones for the Dragoons or character mounts with wraithbone helmets. Wraithbone helmets can be represented by the dragon armour of the High Elf Dragon Knight horses. The new plastic Cold Ones can be used for the troop choice dragon knights. Check out the picture. I sculpted some teeth on the Dragon Knight horse head.

Raptor (Raptors are medium-sized predatory bipeds. They are light-bodied and hence the lightest of the Exodite cavalry, but their natural lifestyle, pursuing flying insects and small agile herbivorous dragons, has given them exceptional reflexes, the ability to run fast for short distances and the vicious temperament necessary for killing animals extremely quickly lest they run away.) – a bit more tricky. Based on the metal cold ones I filed away the horns on the back, shortened the tail and neck and stuck a plastic WHFB Lizardmen head on it. The whole mini was then pressed in a lower faster looking pose. Honestly, I was pleased with the result. Add a different paintjob and you really got a different mount.

Pterosaur (Pterosaurs are the only true flying creatures on most Exodite worlds. Like birds, there are massive differences in size between species, though knights only ride the smallest they are able to because they are easiest to manage.) – totally easy on that mount. Just use the WHFB Terradons. (No picture for obvious reasons added.)

Lethosaurs (Lethosaurs are lightly-built dragons which typically travel quadrupedally. They are herbivores, and so frequent prey for more aggressive dragons.) – To be honest, no idea here. I used the saurus mount from Kev Whites Viridian Scouts from VOID. Certainly not a GW mini. Maybe it is possible to use the very old cold ones, but I even do not know if you still have the moulds. Since it is a very specialised unit I leave it to the resourcefulness of you - the players.

Dragon mounted Exodites:

The legs of the riders are a bit tricky to make. I used plastic Dark Eldar legs. The rest is a piece of cake. Lasers Lance arm is taken from Eldar Shining spears. Torso from Dark Eldar plastic sprue. Heads from Fire Dragons (for the Dragoons) or Dark Eldar / Eldar heads.

Lethosaur and Raptor mounted Exodites:

Legs as above. Upper body from Dark Eldar or Wood Elf Wardancers.

Pterosaur mounted Exodites:

Legs from Wood Elf hawkrider. Upper body from Dark Eldar.

Infantry:

Fusiliers can be easily represented by Dark Eldar with different heads (see above) and the use of the old Eldar plastic lasgun as a Lasblaster. I am also thinking about the old Eldar guardians without arms. There were some bareheaded suitable models. As arms the dark Eldar version would fit.

Warriors are Wood Elf Wardancers with the old Eldar plastic laspistols.

Shamans can be represented by Wood elf mages with laspistols.

Megadon:

Use the Lizardmen Stegadon model without the skinks. Mount an old Eldar weapon platform and gunner on it. The 2 additional Exodites can be done as Fusiliers.

Scout Walker:

Eldar Walker with only one weapon. The second weapon mount can take a targeting device from the Falcon scanner array. As a pilot the old Eldar bareheaded version.

Exo-Suit:

I am still thinking about it. One idea is to enlarge an Eldar Dreadnought and mount some parts from an epic phantom class titan on it. Honestly because of the bigger size of the model it would be best to let the Forge-world guys produce one. (Remember the old Armorcast Towering Destroyer Knight?) I know it is wishful thinking, but it would be a good practise before they start the real big titans. ;-)

Weapons:

Conclusion:

All in all I am very confident that it is possible too convert the whole army with existing models. Just check out the models I have done so far.

In my opinion it would be greatly enhancing the welcome of the army if GW would produce some additional parts to accompany the codex. (Wishful thinking, I know...)

Just by sculpting some rider legs, some head variations and a weapon sprue (all in metal) the whole model range of the exodite army is ready. (The icing on the cake would be some Exodite pouches, talismans, dragon cloak etc.)

So, what are you waiting for? Do some Exodites. :-D

The Exodites

The Path of the Outcast

The Path of the Outcast is perhaps the most unusual of the Eldar Paths. Like other Paths, an Eldar can voluntarily embark on it and become a Ranger or Pirate, and no stigma is attached to those who choose this Path during the course of their lives. However, unlike other Paths, an Eldar can be born Outcast - Eldar with no connection to the Craftworld or even to the society of the creatures most commonly thought of when the name 'Eldar' is mentioned. On extremely rare occasions, these may be the offspring of Pirates in the few permanent colonies they establish. However, the majority of such Outcasts are the Eldar who call themselves Exodites. These are the descendants of Eldar who renounced their ancestors' society before the Fall, and never followed the ritual Paths established aboard the Craftworlds. Exodites live on planets their ancestors fled to before the Great Enemy awoke and consumed their former homes, planets seeded with life in the even more distant past by Eldar explorers, and shun contact with outsiders including the inhabitants of the Craftworlds.

The Exodites

In the millennia before the Fall, some of the more powerful Seers among the Eldar predicted the coming of the Great Enemy who would be born of the decadence of the Eldar. These doomsayers preached abstinence from the hedonism engulfing the Eldar worlds. Over the centuries, they gradually gained followers who referred to themselves as members of the Cult of the Exodus, a body dedicated to persuading the Eldar to change their lifestyle and flee the empire. Seen as deluded puritans by most, their cries for restraint were ignored. Once it became clear that their pleas were going unheard amidst the depravity, the cult's leaders ordered the Exodus to begin, launching their ships to known worlds as far from the empire as possible. For many, it wasn't far enough.

-- Xenosociology Report 150026-4 Eld:
The Exodites of the Maiden Worlds

The branch of the Eldar race found on the so-called Maiden Worlds has long been the subject of speculation, much of it drawn from accounts by their Craftworld cousins. Through these sources Imperial anthropologists have become aware of central tenets in the belief system and culture of these people, that they believe their world has a spirit and that their ancestors' souls fuel its existence. A partial understanding of the Craftworlds' approach to death and the artefacts known as waystones and the Infinity Circuit (see Xenotechnology refs. 1866-12 Eld. and 4439.6 Eld.) has given rise to a better idea of what this belief entails. However, many anthropologists are enamoured of theories which liken the Exodites to animist and ancestor-worshipping cultures in the Imperium, religions the Ecclesiarchy long ago recognised as attempts by the simple, untutored minds of primitive peoples to understand the Emperor's divine nature and His hand at work in the world around them. These theories create a vision of Exodite society as a barbaric tribal state in the earliest stages of social development, a stereotype which has coloured many of our encounters and discoveries about this Eldar race. This report, compiled from a number of sources, many of which have had direct contact and communication with the inhabitants of the Maiden Worlds, will attempt to correct what this author believes to be a major and possibly dangerous misconception.

In appearance, Exodites are very similar to their more familiar cousins, though lives in the suns of their home planets rather than the weak artificial light of a Craftworld has given many communities a darker complexion. Interpreted by many observers as giving the Exodites a less refined appearance than their cousins, this has no doubt contributed to the prejudice that has labelled them primitives.

Almost nothing is known about Exodite history since the Fall. The Eldar of the Craftworlds, when they speak of the event which doomed their race, talk of potent Seers who foresaw the decay of their empire into decadence and its eventual destruction and led their followers far away from that empire. The Exodites are presumed to be the descendants of those Eldar, but this is the extent of the Imperium's reliable information on the issue. Everything else is extrapolation from current Exodite cultural practices and beliefs.

While individual Exodite societies vary, across worlds as well as between them,

common to almost all of those known is a social structure based around small, independent communities. The reasons for this are unclear; it is commonly held that tribalism is the natural state of the Eldar, evidenced some believe by the little that is known of the so-called Dark Eldar thought to bear the closest resemblance to the Eldar of the pre-Fall empire. Proponents of this theory suppose that a tribal community structure was the obvious choice of the Eldar who found themselves needing to create new societies on the Maiden Worlds. However, this view is based on the assumption that Exodite society is tribal and so roughly equivalent to the warring gangs of the Dark Eldar, and I find this to be erroneous for reasons I will relate below. My supposition is that the Exodites' social structure developed in the way it has on more practical grounds; because small, scattered communities are the most efficient way to utilise the sparse natural resources of the Maiden Worlds, or simply because small communities are the easiest to administrate in the way these Eldar believe is necessary.

It is not hard for Imperial scholars who are predisposed to believe the Exodite Eldar a tribal race to infer support for this hypothesis from a cursory glance at the lifestyle of these alien communities. Each community is led by a single individual, usually determined through heritage, and who is advised by revered Seers who are said to commune with spirits. Many parts of Exodite life are expressed in ceremonies which appear at first glance to invoke the favour of Eldar deities. However, as I shall discuss, each of these apparent similarities with primitive cultures belies a more complex reality unique to these Eldar societies.

The first of these is the structure of Exodite communities themselves. Primitive societies exhibit little division of labour, with each tribesman being largely self-supporting. By contrast the Exodite communities are societies of individuals each specialising in one area, their efforts being coordinated to mutual advantage by those with an administrative function, in a similar manner to civilised Imperial societies. These divisions are, in fact, central to a rigid system of beliefs which governs Exodite society. The Exodite 'leaders', the *Athe-Sier*, are simply performing their function within this framework, and are respected not as those better than ordinary people like the lords in many feudal Imperial societies, but as functionaries fulfilling their assigned role.

While hierarchical structures among *Athe-Sier* do exist, it is uncertain what differences in status signify in terms of the power of each lord, and unclear how it is determined - Imperial observers have reported that possession of land and the beasts known as dragons plays a role, as does ritual combat, but these do not tell the whole story and may simply be human interpretations based on the things which bring power and prestige in Imperial societies.

For the Eldar of the Craftworlds, the Paths are as much a religion as belief in the gods of their mythological past, a religion which promises an afterlife among others of their kind safe from the Great Enemy. This is followed with varying degrees of devotion depending on the culture of the Craftworld in question and on individual sensibilities. The Exodites, too, have created a religion from their desire to stave off destruction, and this has certain affinities with the way of the Paths, but influenced both by the characteristics of those individuals who fled the Eldar empire and the Exodites' experiences during the Fall.

Though as I have stated Exodite history is open to a great deal of speculation, the Eldar of the Craftworlds characterise those who fled the decadence of their homeworlds as sombre, pious individuals intent on resisting the material pleasures that were destroying their people. No doubt this is as stereotypical as the image they present of modern barbarians, and indeed it is hard to envisage any alien culture reaching such a level of spiritual enlightenment without the Emperor to guide them, but in modern Exodite culture can be found a reflection of these attitudes. In the Fall, when the Eldar empire was destroyed, the Craftworlds which exist today were in distant areas of the galaxy on trading missions, perhaps not returning to discover the devastation of their home for centuries, protected from creatures of the Warp by the wraithbone hulls surrounding them. The Exodites had only physical distance between themselves and the region now known as the Eye of Terror, and when Chaos is powerful enough to break through the Warp into real space over such a large area, the consequences for even distant systems would be unimaginable. The Exodites' nature, combined with physical exposure to the events of the Fall the Craftworlds never faced, created a universal Exodite culture so terrified of the consequences of decadent behaviour that individual expression was restricted almost to the point of prohibition, and that has adhered to these restrictions more rigidly than the Craftworlds to their Paths.

Today, Exodites regard the Paths of the Craftworlds as allowing individuals far too much freedom to indulge them-

selves, encouraging them to seek pleasures and experiences to a point barely short of excess. Exodites are not encouraged to revel in their experiences but instead are assigned a place in society at birth, a job they will spend their lives pursuing, not to explore its many facets or to satisfy curiosity, but out of a sense of the responsibility their profession has to the community, and of belonging in that social position rather than another.

The method of selection is, as has been frequently mentioned by both biased and impartial observers, largely based on inheritance from one's ancestors. Observers have also correctly noted the important role the Seers play in this process, for exceptions to the usual procedure may apply and it is the Seers who determine whether this is the case. The Seers possess some of the talent for divination that the Farseers of the Craftworlds do, and are therefore able to predict the path an individual's life should follow to some extent, even prior to birth. Though it is comparatively rare for the Seers to rule that an individual should pursue a profession other than the one he or she was born to, it is regarded as a crucial part of Exodite life, as Exodites believe that a society cannot function if its workers are unhappy or incompetent. The stage of development at which the Seers will choose the path an individual's life will take depends both on the Seer's own talents at divination and the norms of each society, but is always in the first few years of life and often before birth. An individual who is selected for a new way of life is removed from his or her parents at the earliest opportunity after the divination, and adopted into a household in the profession he or she will follow. The surrogate family may be named by the Seer or the *Athe-Sier*, or a system of voluntary adoption may exist depending on the community. This ensures that the youth is brought up to follow a single way of life just as though he or she was born to the new family, and is a time of rejoicing rather than sadness for the parents, as they know that their child's best interests are served by the separation. A variety of ceremonies may mark the occasion, and others will mark significant points in the individual's development. These also vary between communities, and may be secular or may take the form of plays or dances commemorating a relevant event in Eldar mythology. These are many and varied, and it is believed that a number of apparently religious ceremonies which have been observed reflect mythological events which are no longer remembered aboard the Craftworlds, or which are perhaps more ancient forms of the same stories. The secular rituals may reflect events in the history of the settlement or world in question.

The structure of Maiden World society is not the only manifestation of the religion of these aliens. Another is deeply rooted in concepts of the Eldar afterlife shared with their Craftworld cousins. Though even early observers noted that Exodites wear waystones, and have speculated that the wraithbone artefacts found scattered across their planets' surfaces may have a function equivalent to that of the Craftworlds' infinity circuits, Exodite belief in a World Spirit has been taken as yet more evidence of this race's primitive nature. Studies of Exodite religion based on this concept have suggested that the race is both animist and ancestor-worshipping, that they believe the souls of the dead created and sustain life on their worlds, and treat the wraithbone artefacts as objects of reverence, manifestations of these ancestral spirits. Exodite Seers believe that their power is drawn from a spirit realm, thought by many to be a savage's vague concept of the Warp, and their abilities tend to manifest themselves in soothsaying, scrying, calling down curses on their enemies, communion with the dead and psychically-driven homeopathy.

In many cases it is genuinely unclear how much the Exodites understand their 'World Spirit' artefacts and how much of their beliefs are myths based on a half-remembered past and how much contemporary scientific knowledge. No doubt, like so many parts of Exodite society, there is great disparity between settlements and planets. Common to all, however, are funeral rites which involve the placement of the spirits of the dead into the wraithbone artefacts. Typically this involves destroying the waystone to 'release' the soul, though the origins of this practice are unknown. The reasons given for these rites range from a sophisticated understanding of the perils of releasing a soul into the warp, to a theological concept of a cycle of life in which the spirits of the dead dwell within and enervate their world, whose living inhabitants then add to their number; whether these are two different concepts believed in by the same culture or an example of some Exodite societies having forgotten the Great Enemy altogether is also unclear.

Though we have only begun to scratch the surface of Eldar culture and tradition, and though the Eldar of the Maiden Worlds are perhaps the most mysterious of all, I feel confident in offering this summary: these Eldar are a sophisticated race driven by the beliefs of a scientifically knowledgeable society rather than the raw emotions of primitives. While some Exodite societies may indeed have degenerated into

the barbarism of the common stereotype, many exhibit social, technological and theological developments on a par with their cousins aboard the Craftworlds. Dismissing these discoveries would be both unscientific and a possible danger to any Imperial citizens who encounter these Exodites in ignorance and complacency about their true nature.

Explorator Varna Kallis. --

The Fall of the Eldar

Though none of the Exodite worlds was close enough to the forming Eye of Terror to be engulfed, the Fall and the period immediately preceding it wreaked havoc in the new colonies. Driven mad by increased activity in the Warp, possibly in some cases possessed by daemons, some of the Seers started prophesying that the Exodites were doomed along with the rest of the Eldar race. Panicking citizens rioted, civil wars erupting in the most extreme cases. Paranoid community leaders set up inquisitions to find hidden cults to the Great Enemy which they believed to be lurking in their midst waiting to bring destruction to the Maiden Worlds. Villages were sacked and burned; fires which spread throughout the nearby forests and threatened to devastate entire planets. Adding to the mayhem, many people felt the touch of Chaos and turned to wanton bloodletting and destruction. When the confusion ended, over half of the initially small Exodite populations had been wiped out, and it is more than likely that several planets were lost. The survivors laid down rigid rules to govern the societies they would create, though these differed considerably from those devised aboard the Craftworlds.

The Maiden Worlds

The worlds the Exodites fled to were not chosen randomly by the refugees, but were planets seeded with DNA from life-forms from the Eldar empire by explorers in the ancient past. These planets were called Maiden Worlds in honour of the Eldar goddess Lelith, mother of the Eldar race. Over 50 Maiden Worlds have been catalogued by the Imperium, though two of these are no longer under Exodite control and one was uninhabited when explorators discovered it. It is unclear whether this had been abandoned or simply never colonised. Rogue Traders and the human Knight Worlds located close to Exodite territory have reported at least as many which are not officially recorded, though there are believed to be at least as many as 200 in total.

Today, the Maiden Worlds are heavily, though in most cases not exclusively, forested with a remarkable similarity between animal and plant life forms which hints at their common heritage. However, studies of the worlds' fossil records and the biology of their creatures (sometimes carried out with the Exodites' approval but more often extrapolated from orbital scans) throw up an intriguing paradox. Although the DNA of the planet's life is undeniably ancient, and contains features evolved separately on each world over a million or more years, the fossil records of the Maiden Worlds uniformly lack any life as complex as an insect until shortly before the beginning of recorded Exodite history, suggesting that the original DNA seeds had either lain dormant or begun the process of evolution from the start, though at a somewhat accelerated rate, and that the Exodites' ancestors somehow accelerated the process even further when they arrived. More bizarrely still some scholars have suggested that the planets were waiting for the Eldar to arrive before bursting into life. Imperial explorators have recently put forward theories regarding the existence of advanced terraforming technology on the Maiden Worlds, but these are by no means universally accepted.

-- This summary of the conditions and ecology of the planets known as Maiden Worlds is based largely on the log entries from the *Challenger* expedition. Further studies of the apparent Maiden World discovered by Rogue Trader Captain Kanen Dayl and his crew have not been possible as the *Challenger's* cartographic records are incomplete and Kanen Dayl's 'lost world' has never since been positively identified. Nevertheless, the records provide an unparalleled insight into the ecology and nature of these worlds denied to our explorators and xenobiologists by the planets' Eldar inhabitants. Much of what is related here is transcribed from these records, and I have only added to them where current information provides greater insight than Kanen Dayl was able to.

The general characteristics of the planet are those of a paradise (*Note: This is Kanen Dayl's hyperbole, not this author's*). Its temperatures in the region we set down are tropical although we are a long way north of the world's equator. The temperature gradient between these points is low, as the equatorial regions are lush and forested rather than the overheated desert one might expect of a world whose ambient temperature at the poles is almost sub-tropical. Our landing site was in a clear area, consisting entirely of the ecotype commonly known as fernland, those systems on primitive worlds where grasslands have yet to evolve and plains of low-lying ferns are their closest analogues. They were inhabited by grazing forms of the amazing dragon-like creatures I shall discuss in more detail later.

From our lander we could see a surrounding ring of forest while we were above the surface, but in the fern-field itself these were beyond the horizon in all directions. As an example of the scale of life on this planet, our fernland was barely a medium-sized glade in the apparently endless forest.

(Note: This description is consistent with both known Maiden Worlds, where the Exodite Eldar are known to build settlements in the vast glades, and with worlds which are believed to have housed short-lived Eldar colonies following the fall of the Eldar empire – see for instance refs. 10657-111 236 Assyri and the recently filed 65230-451 247 Kalamir (Eld)).

The forest itself is a transitional phase between coniferous and broad-leafed vegetation, lush with the rainfall which is frequent in these climes. Primitive but colourful flowering plants were found in a number of locations, including by far the largest I have ever seen. Small specimens towered over the

larger grazing monsters which shared its home and the dazzling red, purple and yellow of the flower was perhaps twenty feet in circumference. More astonishing still, a specimen located and genetically tested over seven miles from the first was found to be part of the same plant.

(Note: Kanen Dayl appears to be describing a plant otherwise known only from the Maiden World Ymelfrin, the largest flowering plant yet discovered by the Imperium. See further xenobotany file 3427981-3359.7869 Ymelfrin Dragon-Eater).

We passed strange structures on several occasions. The shape and even colour was indeterminate beneath the ferns and other plants growing on them, though they appeared to have a monolithic form and removal of some of the plants infesting them revealed a surface coloured like bone and textured like some form of plastic. Plants growing on and around the structure are noticeably larger and more vibrant than relatives elsewhere. Since there is no evidence that this world has ever been inhabited, I would conclude that this is some form of secretion from local plant or animal life, perhaps the nest of a colony of insects.

(Note: Close contact with and evaluation of the Eldar and their technologies has only been possible since diplomatic relations were opened with a number of Craftworlds, some time after the Challenger encounter. It is therefore unsurprising that Kanen Dayl would not recognise wraithbone, a substance only the Imperial military, with its innumerable victories over our alien foes, would have had access to. It is currently believed by some that the World Spirits known on the Maiden Worlds were part of the original seeding process and may pre-date Exodite occupation, though they may equally be relics of Exodite colonies now lost. The results of dating are uncertain but appear to show that the structures were constructed by the earliest Exodites, making Kanen Dayl's discovery all the more intriguing. See enclosed file Eld 2493.56).

I must now tell of the monsters whose world we shared, and which looked like images from a Catachan's nightmare. It is not too much of an indulgence to do as we did, and come to refer to these beasts as dragons, though none breathe flame. *(Note: This is the origin of the common Imperial term. The Exodites call the beasts Eadar-Sier, which translates as Exodite ('displaced one' to use a vulgar simplification of the Eldar term) animal, or possibly simply 'displaced animal' giving a hint to their origin – the derivation of many Eldar terms is ambiguous to an Eldar speaker without that race's instinctive ability to understand the con-*

text of the words). Instead they are grotesquely adorned with all manner of spikes, tusks, teeth, crests, frills, claws and beaks. Some of the first we saw were flying beasts which took off when we exited our lander, with leathery bat-like wings, serrated bills and spiked crests in the most perverse parody of birds. Others were larger than anything living on other worlds, perhaps as large as an animal can physically grow, and with necks as long as their bodies! These beasts were browsers and grazers, but many were not so benign. 40ft predators posed no great threat to us, but animals closer to our own size were equipped with an improbably vicious array of claw and tooth weaponry, and many were pack hunters. We observed many details about the lifestyles and variation of dragons of all kinds *(Note: These log entries have since been filed in a separate report by the Magos Biologis of the expedition. Reference Xenobiology file 1288007.76-5 Dragons of the Maiden Worlds),* and came close to death when a number of them took exception to our methods so I can report that these creatures' appearance is not solely for display.

This ends my summary of this 'lost world'. Your faithful servant, Okram Marich, Ordo Biologis. --

Exodite Society

In Exodite society, every Eldar is born to a particular way of life. Most commonly, they hold the same social positions and jobs as their ancestors, but the Seers can grant exceptions if they sense that a particular individual is more suited to a lifestyle other than the one he was born to. Each individual is trained as an apprentice to a member of that profession who is willing to take him on. The Exodites regard the system of the Craftworld Eldar, where each individual is free to pursue his own Path, as dangerously close to the wanton self-indulgence of their ancestors, and do not believe that the Paths can successfully curb these urges for more than the short term - they see those who become Trapped on one Path as those who have given in to their desires and follow the old, dark ways of the Eldar. Rather than attempting to curb or moderate hedonistic drives, therefore, the Exodites practice total abstinence as their ancestors did.

Exodite worlds are divided into a number of communities, each consisting of an overlord, known to humans as an Exodite Baron, who owns the land and its resources. People living on the land do so only because he allows it, and so they are indebted to him and work for him in whatever capacity they have been trained to. Some of these individuals will work as servants and retainers in the Baron's household, often forming honoured lineages of servants loyal to a particular Baron's family. A few will be trained as the Baron's personal guard, wardens and soldiers and these form the core of Exodite armies.

There are no overall rulers who control all the barons and their territories on most Exodite worlds; there are exceptions, but on many worlds so-called Exodite Kings are simply the most powerful barons, or in some cases mere figureheads with a diplomatic role only who hold their position through hereditary privilege. Other worlds have no kings.

Exodite worlds are in a state of largely constant internecine warfare as each Baron tries to gain status, measured in terms of the land they control, highly visible signs of which are the dragon herds. Dragons are typically large reptilian creatures used by the Exodites for a variety of purposes. Dragons have evolved in similar though not identical ways on all Exodite worlds, either be-

cause of the same evolutionary conditions or ancestral DNA introduced to each world by the Exodites' ancestors from a common source. Many of these are carnivorous, and are used as mounts in battle but have little value as status symbols. More prized are the megadons, a generic name for any of the large herbivores the Exodites herd. These animals require prodigious amounts of food to sustain them daily, and it is seen as a sign of the productivity and expansiveness of a Baron's territory that he is able to maintain herds of them. The larger the herd, therefore, the higher the Baron's status and the animals are often more prized battle trophies than the land being fought for. In order to prevent unnecessary loss of life, any Baron, however minor his status or ancestry, has an ancient right to challenge any other in single combat, with dragons, territory or tenants as a 'wager'. These jousts can take the form of infantry or cavalry combat, or specially modified exo-suits, derived from those used to herd megadons, can be worn by the participants. These combats are ritualised, and need not be fatal, though more barons' lineages have probably ended in the arena than in battle. The right to challenge in single combat also allows Barons from weak families to challenge those from more powerful ones on an equal footing, where they would have no chance in battle. This tends to discourage strategic military alliances which, when extensive enough, can threaten to involve an entire planet and destabilise its power base to the detriment of the population as a whole.

-- The following is not intended as authority on the ways of the Eldar who call themselves Exodites, but is rather a chronicle of my own experiences among one settlement of these aliens, on the world known to its natives as Ulurash. The Eldar made contact soon after I landed, though they were not as hostile as I had feared, and greeted me with the term *maktageth*, a word which appears to combine the concepts of primitive, savage and barbarian and which, interestingly, they apply to both aliens and other Eldar, though to outside observers the Exodites of all Eldar appear to best fit this description. The Exodites do not use the term *mon-keigh* with which our diplomats aboard the Craftworlds have become wearily familiar and I speculate that either this context of the term postdates the emergence of Exodite culture, or that these Eldar simply have so little contact with non-Eldar that it has fallen into disuse. Despite the antiquity of their culture, the Exodites' language is close enough to that of the Craftworlds to be understood. To the Eldar, language is an almost sacred part of their myths and history and may have remained largely stagnant for millennia. The settlement to which my hosts took me was small, no larger than a village on one of the less populous Imperial planets. The buildings are constructed from mostly local materials, wood being predominant with stone reserved for a few larger dwellings. One such was home to the settlement's ruler, though I use the term loosely for the puzzling reasons described later. His name was Bel'Kithar, and his rank was *Athe-Sier* (a term which translates roughly as Exodite Lord. Differences in status between the *Athe-Sier* are somehow indicated by the inflections used when speaking, and reflect differences in power rather than rank). Indeed, rank is a foreign concept to these Eldar, most bizarrely for such an apparently stratified society. The situation can probably best be summed up by saying that while Bel'Kithar is in every obvious respect the leader of these Eldar – as explained to me, he owns the land and receives tithes from those upon it, and ultimately he makes decisions relating to his settlement – he is so because that is seen as his function, not because he is regarded as being more powerful or of a higher rank than his subjects. In order to explain further, I will need to describe the social structure of these aliens in more detail.

Those Eldar with whom we are most familiar, it is well-documented, follow a highly ritualised way of life whereby each individual chooses a Path to follow and remains on that Path until he or she is a master of it, whereupon the Eldar moves on to a new Path. This is mirrored

somewhat in Exodite society, but in a more extreme form. The Craftworld system is designed to allow each individual to fully explore a facet of his personality without becoming absorbed by it, but this is not without risk. The Eldar who lacks the necessary discipline can become fascinated to the point of obsession with his chosen Path until he reaches the stage where he can never leave. Such individuals, the Eldar feel, embody the intensity of passion which led to their original Fall. The Exodites regard these Eldar, known on the Craftworlds as Trapped, as the inevitable consequence of the Paths as a way of life. In order to avoid this, they give an individual no choice as to his fate. To this end the Exodites determine the way of life an Eldar will follow before he is born, through a combination of heritage and occasionally consultation with the Seers, this latter carried out shortly before birth as I was privileged to witness on one occasion. They believe that it is the curiosity which leads an Eldar to choose his Path which leads inexorably to the fate of becoming Trapped, and that by refusing to allow an individual to satisfy his or her curiosity in this way they avoid this destiny.

I mention this as background to the peculiar form of equality which exists among the Exodites. Bel'Kithar is no more high-ranking than an Eldar who was born to tend his fields, he is simply filling the position of *Athe-Sier* for the settlement just as the other fulfils the function of farmer or herdsman. As far as I was able to learn, there are no Exodite equivalents to those who have become Trapped on a Craftworld Path. This is the extent of what I learned in my first weeks in the Exodite settlement, other than some observations about the herd animals known as dragons which will become more relevant later in this narrative. Shortly thereafter, however, I was privy to a rare occurrence indeed. For over a week, I had heard talk of something strange occurring to Bel-Kithar's dragon herd, though I lacked the knowledge of the language to understand precisely what, and the Exodites were always aloof around me, accepting I was there but making it clear that they'd rather I wasn't. Consequently I gained little information by questioning them directly. I did hear, however, that Bel-Kithar was to be advised by a Seer on the issue. I knew by then that consultation with the Seers is carried out only in matters which are important to the settlement, but nonetheless I accorded it little importance at the time. Imagine my surprise, therefore, to see a group of Exodites return to the settlement

accompanied by a Farseer and several Warlocks! His colours were the blue and red of a Craftworld I didn't recognise, and while I never did learn the nature of the problem on which his advice was being sought, he remained in the settlement for several days. Neither he nor his bodyguards registered my existence during their visit.

Whatever the emergency was, it claimed at least one life. Following the Farseer's visit, I presumed to offer him greater protection from rivalry between *Athe-Sier*, scout patrols were increased and one returned bearing a waystone. I learned in the ceremony that followed that it contained the spirit of a herdsman. The herd had apparently bolted into the forest and the scouts which followed its trail found the carcass of a thick-headed moloch with a hole right through the thickest part of the skull (I know this detail because the animal had been brought back for the Farseer's examination). Though herdsman deaths to wild animals are apparently not uncommon, this one seemed to alarm the villagers especially and I never found out why.

In any case, the waystone was taken by the Seers (both Craftworld and Exodite) to a wraithbone altar, part of the World Spirit, or soul-storage network, of the planet. As I understood it, this is the standard practice but the Exodite Seers were especially eager to commune with the dead man's soul to discover what had happened. The Exodite Seer, alarmingly to someone used to the reverence the Craftworlds' inhabitants show for their waystones, raised the gem above his head before bringing it down upon the anvil where it broke. One Warlock's astonished gasp of "*maktageh*" was clearly not aimed at me. I learned later that a trapped spirit has an instinctual yearning to escape the stone, and the energy it focuses in its attempt to do this weaken the otherwise almost impervious gemstone to the point where almost anything could smash it I found myself wondering vaguely how the Exodites get replacement gems, but I never found out. I had only seen Bel'Kithar twice – once when I was first admitted to his presence, when he had been under the misapprehension that I was there to deliver trade goods, and the second time at the herdsman's 'funeral' ceremony. The third time he was ensconced inside an enormous wraithbone structure resembling a taller, more slender version of the Imperial Knights. I learned as I followed the crowd of villagers to a cleared area at the edge of the settlement that he had been challenged to single combat by a rival lord. No one seemed exactly sure who this was, as I heard the names of several of Bel'Kithar's rivals mentioned. Whoever he was he was similarly suited

and waiting in what I think of as the arena.

Ritual combat is common to all Eldar; even some Eldar pirates show martial skills in combat they could only have learned through intensive training. Among the Exodite *Athe-Sier*, this appears to take the form of jousting tournaments as well as the combat training given to all those trained as warriors. Rivalries among the *Athe-Sier* arise over status, determined primarily by the size of the dragon herds each lord's settlement has. In Bel'Kithar's settlement, at least, the dragons are typically free-roaming but marked as his. Herdsmen are sent out to bring animals marked as Bel'Kithar's back when they are to be slaughtered for food, and to carry out the census of herd sizes on a regular basis. If Bel'Kithar lost his duel, he would send those same herdsmen to collect the dragons he forfeited on the outcome of the joust. In the event, I saw relatively little and in any case soon lost track of who was in which suit. The combat appeared to consist of the two combatants charging each other with lances fixed to one arm of the suit, grappling, disengaging and repeating the process until one of the walking machines was disabled. In this joust, a charge by Bel'Kithar hit his opponent's walker in the chest and sent it stumbling. The scatter laser attachment it levelled as it fell was knocked aside by Bel'Kithar as he drew his own arm back. Already down on its left leg, having its left arm knocked sideways was enough to overbalance the walker and it fell. I never learned what Bel'Kithar had won from the fight.

- Excerpt from "Here Be Dragons: My Time Among the Eldar of the Maiden Worlds", by Explorator Kovis Ras.

The World Spirit

Like the Eldar of the Craftworlds, the Exodites live in perpetual fear that Slaanesh will consume their souls when they die. Like their cousins, the Exodites use waystones to capture and store departing souls, and they too place these in a massive wraithbone complex. In the Exodites' case, this extends across the planet rather than through the walls of a spacecraft, mostly beneath the forests' soil, though there are projections rising like standing stones or sometimes altars from the ground. It is these that the Seers use to place new souls in the complex and from which they grow wraithbone artefacts and draw upon the psychic energy contained within the network. This huge, lattice-like complex is called the World Spirit of the Maiden World. The land above it and around the standing stones is more fertile than that elsewhere. However, the World Spirit is also a weak point in the planet's defences. Though practically impossible for creatures of the warp to break into, World Spirits contain such a vast amount of psychic power - many times more than that of the Infinity Circuits of the younger, less populous and more numerous Craftworlds - that daemons and their ilk will do everything they can to exploit any weak points that appear. These occur whenever a Seer taps into the energy of the World Spirit, and the Spirit is most vulnerable when a Seer uses himself as a conduit between the Spirit and the outside world via the artefacts known as World Synapses. Once a daemon is in the World Spirit, it acts as a beacon for others of its kind still in the warp and the Spirit will suffer a daemonic infestation. Using the power they gorge from the Spirit, these daemons can manifest themselves in material form around it and attack the Eldar inhabitants of the planet. To date, no Exodite world has fallen to such an incursion, though in some cases daemons have been known to retreat into the Spirit and have remained inside for years before being destroyed. Exodite worlds recovering from these attacks are, however, easy pickings for pirates and aliens and a number of planets have been lost this way.

Exodite Visionaries

Unlike the Farseers of the Craftworld, who draw their power from the warp through the medium of protective runes, the psykers humans know as Exodite Seers get

their power from the World Spirit. All psychic energy originates in the form of spirits, whether those which form the Gods of Chaos or the reservoir of souls that is the World Spirit. As a result, these Seers are drawing upon a source of energy reminiscent of, though far weaker than, the warp in its pure form before the coming of the Great Enemy. The Exodite psykers practice none of the restraint of the Craftworld Paths, and these factors together make them the most potent living psykers in the Galaxy, though they are still considerably less skilled and powerful than their ancestors. Exodites know these powerful Seers as Visionaries, an homage to the farsightedness of the original Exodites' leaders before the Fall. Today, these Visionaries retain a position at the centre of Exodite life.

Though they themselves have some skills in divination, and have an important role in determining the path a chosen individual's life should take in many cases, the Visionaries never needed to hone these skills to the extent their Craftworld cousins have. Instead their arts lie in the realms of the spirit; they are in tune with the 'mood' of the World Spirit and can forecast possible daemonic attacks, they can commune with the spirits and even remove their own souls from their bodies, joining the World Spirit to travel swiftly across the planet, or using the energy it contains to manifest their spirits in corporeal but indestructible form some distance from the Spirit in a similar manner to daemons (which, like a Seer's spirit, are just concentrations of psychic energy). In battle a Visionary may manifest himself to attack an enemy some distance from him directly, or he may see the battlefield through the Spirit and so carry out reconnaissance, among other things. In order to help channel particularly large amounts of the Spirit's energy, a Visionary may use a wraithbone artefact grown from the Spirit itself and known as a World Synapse. This has the ability to link him with the Spirit directly, in essence becoming part of it, but it creates a weak point in the psychic network as daemons can then use the Eldar's body as a conduit into the Spirit itself. It has been theorised that most if not all daemonic incursions are the result of Visionaries using World Synapses, and so they are used only when the need is immense.

In Exodite society itself, the Visionaries play a role as spiritual leaders and also psychically shape artefacts from the wraithbone of the World

Spirit; on the Craftworlds, Farseers, Warlocks and Bonesingers follow strictly differentiated routes of the same Path, but Seers make no distinction between the abilities to divine, fight and construct. When an Eldar dies, it is the Visionaries who infuse his soul into the World Spirit, ritually breaking the waystone over an altar to free the spirit (which isn't necessary, but is part of rigid Exodite custom).

The Visionaries also have a secular role to play in Exodite life. The Barons who rule Exodite settlements will often seek the counsel of his settlement's psykers. The matters they are called to advise upon will vary with each Visionary's particular talents but will usually only be those of some importance. On the Craftworlds, this system is still mirrored somewhat in the peculiar hierarchy of Saim-Hann. Any Visionary may take it upon himself to advise his lord regarding the fate of children born to the settlement, setting the path their lives will follow. In many Exodite communities, it is expected that each Visionary will, at some point in his life, train at least one apprentice of his own, and often a psyker is not deemed to have attained the position of Visionary in his settlement until he has taken on his first apprentice.

This practice of apprenticing is the only instance where the conventions of hereditary position are routinely ignored. Though Visionaries may have children of their own, who may themselves be psychically gifted, it is more common for an apprentice to be taken from an unrelated family. Like other Exodites selected by the Seers, these Eldar will be separated from their families at or shortly after birth and will be brought up as members of the Visionary's household and taught to commune with the World Spirit. When an apprentice has become accomplished with a number of the spiritual powers at his disposal, which may take as little as a century or two in some cases, he is ceremonially granted the title of Shaman. Among the first skills a Shaman will acquire beyond simple communication with the Spirit are those related to healing. Exodites use a variety of homeopathic remedies based upon the local flora and fauna, and herb lore together with the necessary invocations to channel the power of the World Spirit into the sufferer and keep the daemons of the Great Enemy at bay is taught to apprentices from an early age. These remedies are not always for physical or psychological ills; among the powers Visionaries and Shamans learn is the power to call curses upon their

enemies. Healing these spiritual wounds is a process as real and as necessary in the minds of the Visionaries as healing more tangible ailments. Eventually, after centuries of tutoring, Shamans will become Visionaries in their own right, when their master feels they are ready to take on the responsibilities or when they have accomplished certain tests they have been set. Long before this stage, however, many will be potent psykers already used to performing many of the Visionary's duties without assistance (though a Shaman will never preside over a burial ceremony, a fundamental ritual in Exodite life and consequently accorded the highest honour).

Exodite Armies

The original Exodites took with them only enough weaponry to equip small colonies, in anticipation of a need to defend themselves against the forces to be unleashed in the Fall. Most of these were lost during the fighting on the Maiden Worlds during the Fall itself, and over time most of the remainder have been destroyed or lost, or have malfunctioned beyond repair. The oldest families keep the remaining weapons as proof of their lineage's antiquity, and none are seen in battle today. The Exodite worlds themselves are poor in resources, and those weapons the Exodites do manufacture tend to utilise laser and plasma technologies rather than solid projectile weapons like the Craftworld Eldar and Dark Eldar. Shuriken weapons in particular, common on the Craftworlds, require too much ammunition to be maintained.

The Exodites do infrequently trade with the Craftworlds, typically through Ranger intermediaries, and use many of the same energy weapons in addition to their own. The Exodites manufacture weapons to fulfil the roles of shuriken and missile weapons on the Craftworlds which they are able to maintain, but due to the limited technological knowledge of modern Exodites these are often either less efficient or simply less powerful than those used by the Craftworlds, which is why the Craftworld Eldar rarely if ever use Exodite-manufactured weapons in their armies.

Exodite armies are organised around levied troops. Each Baron is responsible for training the tenants on his land in basic combat skills; after all, if the land is lost the tenants will lose their homes, and

they are fighting for themselves as much as their liege lord. Most are not given cavalry training, though much of an Exodite army will be mounted, because each animal requires a different type of handling and therefore a degree of specialisation. Other people are trained from birth as fighters; these are fairly few in number and form an elite core of the Baron's army, often his personal retinue. The way the Barons manage each part of their army depends on their individual personalities, and largely on their attitude towards their tenants - the more responsible among them use their drafted infantry to support the main army, equipping them with long-ranged weapons and trying to keep them away from the worst of the fighting. Thoughtless, callous or prideful Barons may deploy them as cannon fodder to screen the advance of the trained troops, often having little faith in the abilities of infantry and relying on as many cavalry as possible surviving to win battles.

nearby may even fight alongside Craftworld warriors.

Exodites and other Eldar

The Exodites prefer to remain in isolation from the other Eldar races. They have no known contact with the Dark Eldar and they shun the Craftworlds unless they need to trade or enlist aid in fighting a common enemy. The Harlequins are able to reach the Maiden Worlds - they are thought to recruit Exodites into their ranks and have been seen fighting alongside Exodite armies on rare occasions, but the precise nature of the relationship between the Exodites and the Harlequin cult is unknown. Most of the Eldar the Exodites encounter are from the corsair bands which populate the rarely visited areas of space where Maiden Worlds are found. These encounters are usually violent, as the Pirates mistakenly regard Eldar they see as backwards as easy pickings, but when a foe which threatens all Eldar or just the local area of space encroaches upon Exodite territory, it is the Pirates to whom they will usually turn for aid.

Most of the business conducted between Exodites and Craftworld Eldar is carried out by Rangers. These Craftworld explorers often use Maiden Worlds as waystations where they can resupply, rest and enjoy the company of other Eldar, though the Barons will rarely permit more than a few in their territories at a time for fear of possible corrupting influences. Nevertheless, the Exodites are always willing to accept Rangers' aid in combat and when a Craftworld is

-- Xenotechnology Report Eld 2493.56:
The World Spirit

Having now completed my investigations into the claims of my Eldar hosts that their world is powered by the spirits of their ancestors, I have indeed been able to confirm our suspicions that the device known as the World Spirit is derived from the same technology employed in the Craftworlds to house the psychic energy of the dead and which is referred to there as the Infinity Circuit. There are, however, differences between the two technologies which bear closer scrutiny.

The first and most obvious of these is also the most important in understanding the World Spirit's function. Extraordinary though my hosts' claims seemed to me at first, I have been able to verify that the wraithbone projections, monoliths and altars which are found all over the planet are not, as originally assumed, separate soul-storage devices, but are all connected by a massive wraithbone network which extends over the entirety of the planet's surface and under its oceans. This is not a subterranean feature, but is rather covered by soil and plant life, including the most ancient not to mention hostile forms on the planet, which grows more densely here than elsewhere (of which more later). The undersea parts of the network which are accessible are similarly concealed by extensive coral reefs. It is known from studies of the Craftworlds carried out by my colleagues that, in all the time since the Fall, the number of Eldar who have died and been placed in the Infinity Circuit has not approached its holding capacity (if indeed it has one – the interior of these structures is still a complete mystery, but it has been hypothesised many times that they must contain stable, uncontaminated areas of warp space in which physical restrictions would not apply). The sheer size of the World Spirit is not explicable solely in terms of its use as a storage facility. The use of a single world-spanning matrix rather than numerous smaller ones near each settlement is not of merely academic interest; a single matrix is very vulnerable to attack by the foul monstrosities of the Chaos Powers, and the Eldar of all races would not expose themselves to this risk unless it is absolutely vital. I surmise, therefore, that the World Spirit is not simply a psychic repository, but performs a far greater function crucial to the operation of planetary Eldar society, at least among this degenerate branch of the race.

In order to further my investigation into what this greater purpose may be, I made further discreet enquiries of my hosts about a curious phenomenon which, when I first discovered it, I had

attributed to the weakening of the barrier between the physical world and the psychically attuned interior of the World Spirit. These structures are in some instances almost twice as old as the Infinity Circuits and some degradation is to be expected. The observed phenomenon is an apparent 'leaking' of psychic energy from the Spirit's reservoir to the world outside. It is this psychic force which accelerates the growth of plant and animal life on and around the World Spirit. Though observational evidence for this is circumstantial at present, I would also tentatively suggest that the unusual resistance to and absence of pathogens from World Spirit populations of all species may also be attributable to this. The Eldar appeared to have no objection to our psyker Davrius's probing of this phenomenon, so long as he did not attempt contact with the Spirit itself, though we were always observed by a surly brute who, we were told, was one of the local Seer's apprentices and whose name we never learned. The sobriety and reticence of this race transcends even that of their cousins.

The World Spirit is, then, a network designed to transfer psychic energy throughout the planet, stimulating the emergence of life as it does so. It features numerous projections in the form of standing stones and altars which the living Seers keep meticulously clear of plant growth, and from which they grow artefacts which serve as conduits between themselves and the Spirit. Perhaps once, when the Eldar colonised these Maiden Worlds and the Spirit was empty, the immensely powerful Eldar psykers of the time transferred their own immeasurable psychic powers through the planet in the way the spirits of the Eldar dead do now. Hundreds could combine their powers in this way, easily enough to cause the psychic 'leak' to extend to areas far from the Spirit, stimulating plant and animal growth on what might have been a barren planet, psychically determining which types of life form would flourish. This would explain both the similarity of life on all Eldar worlds, perhaps fashioned from memories of creatures in the Eldar empire, and why the most hostile creatures and plants tend to frequent the area directly around the Spirit – the Seers would have wanted to defend it in some way. As time went on and the Seers became aware of their imminent downfall, they would have started looking for alternative sources of energy and found them in the souls of the dead, already being housed in waystones to protect them from the vile Power the Eldar refer to as the Great Enemy. As the Eldar of the Maiden Worlds descended further into barbarism, they continued housing the souls which would maintain their

world's life force and forgot the origin of the matrix – a tool, for turning a dead world into a living one, quicker and far more efficient than our own terraforming techniques.

In summary, therefore, I would wish to allay any fears regarding any potential threat these Eldar artefacts might pose to the Imperium. It is but a terraforming machine, perhaps still necessary for maintaining the planet's biosphere or perhaps a now-useless relic which is held in high esteem by degenerate savages, and using no technology or mechanisms which we can learn from.

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Design Notes

Agis Design idea summary for the Exodites

Since the second 40K Eldar codex I was very interested in the Eldar Exodites. I noticed a home-made codex on the net by a guy named Philip Bowles. He has done IMO a very good job in fleshing out the Exodite background from the second edition codex a bit more. He is also a very vocal guy on the newsgroups about what GW is doing right and wrong. Mostly what GW is doing wrong. ;-)

So I approached him if he is interested in doing a codex proposal for GW instead of just making bad comments about the official codexes. To my amazement he agreed. So we started work on his ideas.

Based on Phil's codex version we agreed about some basic ideas of the codex.

No projectile weapons (to expensive to produce, lower tech level as Craftworlds, no green feeling)

The ability to field an all cavalry army

Scout tables ala Alaitoc

Psychic powers that focus on spiritual nature of the Exodites

Different saurus mounts with different rules and tactical roles that can be modelled with existing Citadel minis

The foundation of the codex was build by Phil. The main problem with his basic version was that some of the units has no existing Citadel miniature (even with heavy conversion work). So the first step was to focus on units that can be represented with citadel miniatures. After that we had long discussions about rule ideas, point values, units and the codex at all.

After some weeks and some hefty discussion we had produced a rough play test version. In the meantime I started work on the mini conversion and paintings. I also started to make the layout of the codex look like a GW codex and produced some computer enhanced artwork and sketches.

The codex was then playtested by me against the following armies / players:

2* Dark Angels (Carsten Belz, Fabian Stiller)

1* Chaos Marines (Carsten Belz)

1* Orks (Stephan Hess)

1* Ultramarines (Marco Schulze)

1* Imperial Guard (Hugo)

3* Sisters of Battle (Tom Weiss)

Throughout these games proposals were made and discarded, tried again and fine tuned etc.

Most of the games were ties or close victories. All seems to be balanced so far.

Phil and I are quite confident that the existing version of the codex is balanced and working. Of course we would be more than happy if more play testing would be done. So - any comments welcome.

OK, here are the thoughts behind the units in the codex:

HQ

The Baron. Basically a mean fighting machine like the Dark Eldar lord. The ability to choose a mount (from 3 choices) gives plenty of opportunity to customise the main character too your style of play. If you want a really fast character give him the Raptor mount, more sturdy – go for the dragon with wraithbone helmet. Together with the Visionary he is the only character in the army, that is fully customisable. Only these two got access to all the wargear in the armoury.

The Visionary. The equivalent to the Farseer of the craftworlds. By choosing the fitting mount you can make him more a fighter then his craftworld cousin. We also developed 3 new psychic powers for him. Based on the extensive background Phil created, we focused more on spiritual powers that are effecting mostly the Visionary himself. Improve is like a weaker but longer lasting version of the Dark Eldar combat drugs. Heal is pretty straightforward the ability to heal a wound. To do this he cannot wield other powers and is risking even more damage. Executioner is the return of an old 40K 2nd edition classic. Not as powerful as the old version but still annoying.

Elite

Dragoons. The idea was to have 1 really good, tough all around unit. The best the Exodites can offer. (OK, they only have the normal cavalry move)

Lethosaur Knights: fluffwise, they are very highly skilled professional scouts and knights, capable of controlling potentially flighty mounts and skilled in both hit-and-run tactics and evading attackers, not conscripted herdsman (drafted troops don't have the specialised training to handle mounts other than dragons, and certainly not lethosaurs). They're elites because they are the best at what they do; not necessarily the most brilliant soldiers, but expert cavalymen. A real sneaky, tricky to use unit. The idea was, to have a harassing unit that can pin other squads or attack weak units in HtH. The unit is still a bit of a problem. (Modelwise and rulewise) The web carbine can be quite powerful, because of that we limit the number in the squad. The leader can take the Neuro-Disruptor. The idea was that the Lethosaur Knights are more specialised hunters / herdsman in peacetime. The web carbines are used to capture animals and the neuro-disruptor is used to stun big megasaur.

Troops

Fusiliers. Like Guardians the basic infantry of the Exodites. We changed the weapons (no projectile weapons!) and allowed them to take heavy weapons without platforms (to push a platform through dense jungle seems odd). The option to take a Shaman (SM medic) makes the unit a bit tougher. Warriors. Like Storm Guardians. Just to give some more modelling options (Wardancer conversions) and a bit of variety.

Dragon Knights. THE typical Exodite cavalry unit. Not as good as Dragoons, but reasonable tough. Laser Lances as the Shining Spears. Still some doubts because of the comments from Stephan and Tom (see proposal for Lancers).

Both Warriors and Dragon Knights can take psychic blaster / carbines. The idea came from the very old Andy Chambers article (WD 126) about Epic Knights. The psychic lance was established there. I wanted a flame template weapon that is not a flamer. Nature loving guys like the Exodite would not burn their precious maiden world, or? Rangers. Fitting from the background. Fitting because of the models. Very straightforward.

Fast

Pterosaur Knights. A bit like Swooping Hawks. Similar idea as the Lethosaur Knights. Also possible to be equipped with the web carbine / character with neuro-disruptor. (See above.)

Raptor Knights. Very ferocious, fast and light / fragile cavalry, lots of attacks. Because of the cameleoline and dispersed formation special rules a bit more survivable.

Heavy

Megadon. We wanted to represent with the rules a huge lumbering very tough and stupid animal. The lumbering movement from the Tyranid design rules came just in perfectly. Tactical role as walkers.

Scout Walker. Very simple. Only one weapon, no energy field and weaker rear armour, otherwise a normal walker.

Exo-Suit. The Exo-Suit is an attempt to represent the Epic Knights from WD 126 in WH 40K without using the vehicle design rules. In the 1st draft the Exo-Suit was a piece of wargear for the characters. Abuse would be too simple, so we limited it to one suit per army. It is basically a very fast and hard (not so tough) Dreadnought variant. Also a nice centrepiece for the army.

Phils Exodite Design Notes

Like Agis, my interest in the Exodites stems from the 2nd **Edition** Codex: Eldar; I don't go back as far as WD 126 and while I had heard of Eldar Knights my knowledge of the pre-2nd Edition Exodites was limited. Their reinvention in the hallowed tome, sparsely detailed as it was, provided the reader with an opportunity to explore the culture of these Eldar, and looking at a variety of army list and background ideas on the internet revealed quite a range of different ideas about what the Exodites should be. When I eventually came to create extensive background of my own for the Exodite Eldar when I started work on my 3rd Edition army list, the feedback I received told me that people were drawn to the potential diversity of Exodite cultures and I was keen to allow a lot of room for interpretation while at the same time providing firm details about Exodite societies in general. At the same time I wanted to provide

the reader with something new – Wood Elves in space and American Indians in space, the most common perceptions of these communities, had already been explored fairly exhaustively, and neither fit the image of a puritanical religious sect fleeing the depravity and persecution of their homes that had been established – the Codex piece told us where the Exodites had come from and a little of who they are now, but was silent about how they developed from the one into the other.

Because of these aims, very little of the background focused on warfare or the armies of the Exodites, and so did not constrain what I could put into the army list, although I wrote many of the sidebars and wargear pieces which further added to this background. From the start I had wanted an army based, not on an Aspect Warrior profile like the Craftworlders or Dark Eldar, or on a Harlequin profile, but on the humble Guardian and, of course, the Dragons. I wanted a variety of different cavalry mounts in the army, representing a variety of dinosaurs. The idea of adding characteristics to a model to represent its mount's abilities was drawn from the Chaos Codex, and fits the army well. The latest edition's movement rules, treating different troop types completely differently as they do rather than simply having a higher or lower move characteristics, were something I wanted to tinker with as well. The Raptor, whose running rule is among my favourite touches in the list and which, with its numerous low-strength attacks provides an obvious counterpart to the hard-hitting Dragon Knights, became the second cavalry mount in the army. Needing more troops than just Dragons and the obvious addition of Rangers, I created the unit that became the Exodite Fusiliers. Originally, these were armed like Guardian Defenders and could include a type of dragon which could be used as a heavy weapons mount. Stemming from this idea came the jump pack close combat equivalent, the Pterosaur Knights. However, I soon decided that the resource-scarcity of the Exodite planets could best be represented by making these Eldar reliant on rechargeable weapons with renewable energy sources – laser and plasma replaced shuriken and missiles.

Examining the weaknesses of the army provided me with a number of new units once this core had been established, as well as wargear for characters. The powers of the psyker then known as the Spirit Seer were more troublesome, but inspiration struck in the form of Doom and Executioner, powers from previous editions of the game which seemed perfectly designed for the shamanistic character I envisaged. I supplemented these with two new powers I was never happy with, both of which eventually followed Doom into oblivion. An added difficulty was that at this point the Seer's background was sketchy in my mind, providing little inspiration.

The army remained largely unchanged from then on; a few pieces of wargear were added and the

original concept for scouting units introduced, allowing Lethosaurs, Raptors and Hyrosaur (a heavy support unit which faced insurmountable conversion difficulties and so went the way of, er, the dinosaur). Then Agis Neugebauer e-mailed me asking whether I would be interested in collaborating on a revised list for submission to the Citadel Journal (Note: Unfortunately GW did not take the Codex proposal for CJ. - Agis).

Having never had any serious plans to convert the models or playtest the list myself, I accepted readily. Since Agis was the authority on what could and could not be converted at reasonable cost from existing models, I let him take the lead when it came to selecting which units would remain in the army and which would leave. The Hyrosaur, being hard to convert, were out, as was the web-cannon I'd designed to replace the shuriken cannon. The Fusilers' heavy weapon dragons would just have been too expensive to convert from Salamanders. Lastly for the first round of changes to the original list, the creature which became the Megadon was too weak to warrant the cost of a Stegadon, so its rules were changed to turn it into a monster rather than an improved cavalry mount, though the basic statistics remained much the same. At this stage, Agis proposed a number of his own units. Jungle swarms I didn't like as they were, but after a poor attempt to represent Maiden World creatures in the scout table, I accepted the Salamander which replaced them. I was a little wary of both Warriors (since I felt that the Exodites should rely on cavalry for close combat) and Scout Walkers (since I didn't like the idea of vehicles in Exodite armies). In the end, these units remained as did a restriction on the number of Rangers units available Agis had suggested. Pathfinders, which Agis included to add an extra Elite because he felt the idea of a disruption table was in theme for the Exodites, were out but the table remained, though I altered it to better represent the abilities of the Scout units and changed the way it was used to further distinguish it from the Alaitoc rule.

While Agis was converting the models, playtesting the list and working on the layout, the army remained much the same – other than minor doubts about the odd unit or piece of wargear, I was concerned mainly with the workability of the scout table and the Seer's powers. During this period, Agis contributed several new powers for the re-named Exodite Visionary and added the Shamans. This gave me the opportunity to develop the background on these significant figures in more detail. The next incarnation of the list, following a degree of playtesting, made a number of changes. Several weapons and pieces of wargear were removed and the Visionary's powers (minus Doom and another early power I'd called Spirit Sight) were fixed in their current form. The options for both squads and unit leaders had changed and the web carbine replaced the original armaments and options for Pterosaur and Lethosaur Knights. The biggest change was the exo-suit.

This is the piloted machine used for both herding and jousting which is represented by the old Epic Knights. Originally it was a character upgrade; I liked the idea of being able to customise a model's statline with different cavalry mounts and the exo-suit, which provided the wearer with S7 and T7 and had built-in weapons, was the extreme form of this. This of course allowed BS5 characters to obtain both heavy weaponry and high survivability, which was not ideal. Agis's changes turned it into a more conventional unit, with an extra ranged weapon as befits a model of this sort and an improved movement rate.

I was concerned about the complexity of the web carbine while Agis's group wasn't happy with the automatic pinning effect of the weapon. After some discussion, we restricted the webber's availability and restored the close combat armament of the Pterosaur Knights, which had been behind their creation in the first place.