

ELDRITCH HUNTERS

Wandering Ancients...

The Eldar, a race whose dark history stretches for thousands of years before man's civilization arose. A strange and enigmatic people who have been and are both allies and enemies of the Imperium of Man. Often the only contact between humans and Eldar are lone traders and scouts, or if they are extremely unlucky, the Pirates and Raiders. The latter are quick tempered and unpredictable, equally likely to slaughter those they meet, yet may also show the greatest compassion to defeated enemies.

Eldar sometimes visit human worlds, openly and clandestinely, depending upon their mission and the level of xenophobia on the planet. Their mastery of the Webway - a network of tunnels that extend through warp space - means that they can often appear on worlds without resorting to using spacecraft. On very rare occasions Rangers and less often, the feared Eldar warriors, are seen in the depths of the Underhive, on missions undertaken on behalf of their Seers, who guide the Eldar race.

Armed with superior weapons and equipment and possessing inhuman reflexes they are dangerous foes to those who seek to stop them performing their tasks. Yet the lure of these artifacts can sometimes be enough to provoke a Gang leader to take the risk. Spyrers find them formidable foes worthy of attention, whilst to the Redemption and House Cawdor, they are foul Aliens intent on spreading corruption in the Hive. Ratskins and Scavies do not take kindly to any invading their territory, though the latter find

that they have little meat on them.

The Imperium of Man, represented by House Helmawr do not want unknown aliens trespassing on their planet, especially since this can draw unwanted investigations from the Adeptus Arbites or worse the Inquisition. Agents for the Imperial and Noble Houses within and outside the Merchant's Guild keep a watch for such potential problems. Captured Eldar often disappear uphive, as slaves, pawns in some larger game, bargaining chips for off-world contact, or simply to be handed over to the Arbites as examples of the efficiency of House Helmawr in apprehending infiltrators.

OUTLANDERS

Eldar are an Outlander gang and as such all of the Outlaw rules apply to them with the exceptions noted below. As Outlanders, Eldar do not have a Guild price and may never payoff their outlaw status.

TERRITORY

Eldar start with one piece of territory generated on the following table:

TERRITORY TABLE	
D66 Roll	Territory
11-16	Old Ruins (Necromunda p52)
21-25	Collapsed Dome (Outlanders p10)
26	Mineral Outcrop (Necromunda p52)
31-36	Mine Workings (Necromunda p52)
41-46	Old Ruins (Necromunda p52)
51-55	Collapsed Dome (Outlanders p10)
56	Spore Cave (Necromunda p53)
61-63	Old Ruins (Necromunda p52)
64-66	Mineral Outcrop (Necromunda p52)

This Territory represents the Webway entrance (and exit) point into the Necromundan Hive, and is

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the only sure means of communication and aid from their Craftworld. Consequently, the Eldar will not move from their initial territory unless forced to do so, any territory which should be lost to them whilst they still hold their initial territory is kept by its original owner (or if you want to be nasty, may be claimed by any gang who can fight off the competition). Should the Eldar loose their initial territory to another gang, they should generate a new one from the Outlaw Territory Chart. Loosing their territory has potentially dire results for the Eldar as they become subject to starvation and ammo rolls - see below for details.

INCOME

Eldar do not collect income, and receive additional equipment and warriors only as long as they retain their Webway link to the Craftworld, see later for special rules. If the Webway is lost they must forage, Rangers get +1 to the rolls, Warlocks and Exarchs roll as normal and Guardians and Aspect Warriors suffer a -1 penalty.

STARVATION

Whilst the Webway entrance is still controlled the Eldar Do Not suffer from the effects of starvation. If this is lost they suffer the effects of starvation like anyone else.

BOUNTY

Guilders and all others are forbidden to own Alien artifacts, however Eldar technology is superior to the human equivalent, if often more fragile. A dead or

captured Eldar can be stripped for a total cost equal to the value of the Eldar plus his weapons - the human value of which can be ascertained from the Eldar weapons table.

CAPTURE

Humans (or Scavies etc) captured by Eldar may be the subject of a Rescue scenario or may be exchanged for captured Eldar. Some of the Eldar scenarios call for capture of humans, special rules can be found in the scenario. Eldar captured by humans can be exchanged or ransomed for equipment or be the subject of a Rescue scenario. Any gang holding a Eldar captive for more than one game should roll a dice after each subsequent game: on a score of '1' the Imperial authorities discover this and confiscate the prisoner, the gang is the subject of an investigation and must halve all income generated this session. Captured Eldar weapons may be used, but all shuriken weapons have an ammo roll of 6+, if failed roll again, on a 4+ the weapon is damaged beyond repair and is useless and worthless. Those captured by Redemptionists will immediately be burned as deviant alien scum intent on corrupting the Underhive unless rescued.

HIRED GUNS

Eldar may hire Underhive Scum, Pit Slaves, or Ratskin Renegades but will struggle to pay them as they must use their own or captured equipment to pay with.

LEADER

The Eldar are lead to the Underhive by their Warlock and

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guided in battle by his runic prophecies.

Should the Warlock be killed the Exarch will assume the role, followed by the Aspect Warrior with highest Leadership, then Rangers and finally Guardians.

MISSION

The Eldar do not enter the Underhive unless they have a reason to do so. In a similar manner to Spyrers, you should choose why then this particular group of Eldar have ventured into the depths of the Hive.

1. Assess human genetic stock - kill or capture one member (or dependant) from each participating Gang in the campaign. To assess the material the Eldar must win the scenario in which this happens.

2. Searching for a lost artifact - after each scenario that is won, roll 2D6 for each Eldar Ranger. On a score of 12 the gang had unwittingly gained the artifact and if the Eldar can beat them again, they are able to recover the artifact before the enemy gang can organise itself.

3. Training - the Farseer of their Craftworld has foreseen the need to have warriors that are experienced in fighting against humans in the confines of a Hive city. Each Eldar must survive a total of two games for each starting Eldar and they must double their initial experience.

4. Recovery of Lost Souls D6+6 Spiritstones have been lost in the Underhive, their spirits cry out to be joined with the Craftworld's Infinity Circuit.

Once the Eldar have completed their mission they may now leave the Hive, their purpose achieved.

AMMO

Eldar warriors do not have to make ammo rolls so long as they retain their initial territory. Should they fail to keep it, then Guardians must immediately start to make ammo rolls on a 4+ regardless of weapon type.

If the initial territory is not regained within five consecutive games, Warlocks and Aspect Warriors must also make ammo rolls, which are 3 + regardless of type of weapon. In addition, Guardians then have to make rolls if a 1 or 6 is rolled to hit. Exarchs and Scouts do not have to make rolls.

Instead of using a Psychic Power the Warlock may feed power into his Witchblade adding +2 Strength for the rest of the turn when using that weapon.

EXPERIENCE

The Eldar are a long Lived race and do not gain experience in the same way as short lived humans. They control their inner emotions so as not to fall prey to that which almost destroyed their race. Being able to live for a thousand years or more means that they are able to pass through many different lifestyles or Paths, each new role does not totally replace those that went before, but adds to the Eldar's accumulated experience.

The Eldar Path was conceived after the Fall as a way of allowing each Eldar to live within their full emotional and intellectual capacity in a safely controlled and progressive manner. The way that the Eldar move through life means that they are less likely to advance quickly in Necromundan terms. The 'new' experiences may have

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Eldar Skill List							
	Agility	Combat	Muscle	Ferocity	Shooting	Stealth	Techno
Warlock	-	Y	Y	-	Y	Y	-
Exarch	Y	Y	Y	Y	Y	Y	Y
Howling Banshee	Y	Y	Y	-	-	-	-
Striking Scorpion	-	Y	Y	-	-	Y	-
Dark Reaper	-	-	-	Y	Y	-	Y
Dire Avenger	Y	Y	-	-	Y	-	Y
Ranger	Y	Y	-	-	-	Y	-
Guardian	Y	-	-	-	Y	-	-

already happened to the Eldar on a previous Path. In addition, the Eldar are usually fully mature and less prone to sudden physical advances as young human gangers. Eldar generate experience normally in Necromunda and use the standard template to see when they gain an advance. However, if an advance is indicated by the template, roll 2D6 on the following table applying these modifiers:

- +1 If wounded in scenario.
- +2 If wounded/killed a follower of Slaanesh
- +4 If wounded/killed Daemon of Slaanesh or Dark Eldar.
- +1 If carrying a Spirit Stone at end of the Lost Souls scenario.

Advance table

1-7 No advance.

8-12 Roll an advance on the standard advance table.

If a Warlock rolls a 2 or 12 roll 2D6 again - if this is under his Leadership he gains a Minor Psychic Power. If a 2 or 12 is rolled again the Warlock is assailed by Daemons from the Warp and though he manages to fight them off, the Warlock may not use ANY psychic powers in the next scenario. If a Howling Banshee receives a characteristic

increase, this may be exchanged for +1 M, subject to the racial maximums.

INCOME

The Eldar do not collect income like other Gangs, and do not work their territory - hence do not roll for good/bad results like poisoning etc. They come to the Underhive equipped with what the Seers believe is required to complete their mission. However the Seer may request additional equipment or warriors to be dispatched to Necromunda. This request is not made unless truly required as all Eldar resources, especially their people, are in short supply.

The following table should be rolled upon after any scenario, however the Eldar player may elect not to roll upon the table if they wish and feel they have the resources to continue the mission.

The Following modifiers should effect the roll on the table:

- +2 If won last scenario.
- +1 If spiritstones have been recovered in the last scenario.
- +4 If a follower of Slaanesh was killed or captured in last scenario.

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RESOURCES TABLE	
2D6	Resources available
0-6	Nothing can be spared from the Eldar Craftworld.
7	D6x10 worth of equipment may be chosen from Close Combat or Pistols table.
8	D6x10 worth of equipment may be chosen from any Eldar table.
9	A Ranger joins the quest, he has D6 x 10 worth of equipment from the standard tables.
10	A Guardian joins the quest with D6 x 10 worth of equipment from the usual tables,
11	An Aspect Warrior joins the quest with D6x10 worth of equipment from the usual tables,
12	A Guardian or Aspect Warrior can no longer follow the path of Kllaine and after consulting the Runes, the Seer bids them return to the Craftworld. The Eldar player must choose one Guardian or Aspect Warrior who returns home and takes no further part in the campaign.

The Eldar player may choose the result if a Dark Eldar or Daemon of Slaanesh was killed or in the last scenario.

SCENARIOS

Roll a D6:

(add + 1 to the roll if the opponents are Ratskin Renegades.)

1-3 The Eldar may choose the Scenario.

4 A Gangfight.

5-6 The opponent may choose the scenario.

WARLOCK

180 Credits

All Eldar are, to a greater or lesser extent, psychic, but utilise only the most natural and inborn of their gifts - avoiding the possibility of contacting the Warp and the Great Enemy. Those who seek to explore further their psychic potential are drawn onto the Path of the Seer, on the Path they are taught the use of the Eldar Runes, which provide a buffer between the Seer and the Warp.

Those Seers who have already trodden the Path of the Warrior are able to manipulate their powers in battle and are able to learn the runes of battle, bearing the potent force weapon known as a Witch Blade. These psychic warriors are known to Eldar and aliens alike as Warlocks.

M WS BS S T W I A Ld Sv

5 3 3 3 3 1 6 1 9 4+

Initial Experience Points:

D6x10+20

Weapons: A Warlock may choose from the Ranged, Close Combat, Grenades and Pistols sections of the special Eldar lists.

SPECIAL RULES

Leadership: A Eldar Warlock is respected and revered by the other Eldar who will follow his commands in battle and be inspired by his presence. This means that any Eldar within 6" of the Warlock may use his Leadership value when they take Leadership tests. A Warlock does not have to test for pinning due to the power of his Rune armour and his experience in battle.

Psyker: An Eldar Warlock is a extremely powerful psyker and may take one primary and D3 Secondary powers from the tables on p72-75 of Outlanders. The Warlock may

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take either Telepathic or Telekinetic as their Primary power. Warlocks are very aware of the dangers of using the energy from the Warp and use Seer Runes to help protect them. They only suffer potential daemonic attack on a Leadership test of 12 and have a 4+ Save against having to roll on the table. However once a 12 is rolled the Seer Runes are overloaded and the Warlock may not use his powers in the rest of that game - his powers will return by the start of the next one. All other rules for Wyrds apply to Eldar Warlocks.

Rune Armour: Warlocks wear specially constructed armour formed from wraithbone which in conjunction with the Warlocks powers forms a psychic force field, giving a unmodified 4+ save regardless of what type of attack hit him. Even the ravaging energies of a lascannon can be deflected by Rune armour. The Rune armour is equipped with a respirator and photo visor.

0.1 EXARCH 200 Credits

The Exarch is an Aspect warrior who has spent too long on the Path of the Warrior and is now unable to leave it, he or she can no longer dissociate themselves from their warrior persona. The armour that he dons when she becomes a Exarch meshes with the very tissues of the Eldar warrior, and when the warrior is finally slain, the suit is empty having consumed into itself the Eldar. Each of these suits bears the Spirit stones of all that have ever worn it and with them the former owners skills and powers in battle. Exarchs are priests and Guardians of their Aspects

shrine, as well as armourers and instructors, who guide fellow Eldar along the Path of the Warrior.

M	WS	BS	S	T	W	I	A	Ld	Sv
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5	5	5	4	4	1	6	2	9	v
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Initial Experience Points:

D6x10+20

Weapons: An Exarch may have the ritual gear of one Aspect and any other weapons from the special Eldar list.

SPECIAL RULES

Armour: The Exarch wears a suit of psycho-sensitive material which is meshed with the warriors vely being. The armour provides a 3+ save and includes a respirator and photo visor. Together with the combat skills and experience of the Exarch, the armour means that he or she does not need to test for pinning.

RANGER

70 Credits

Eldar Rangers do not travel along the Eldar Path and are Outcasts, though they remain loyal to their Craftworld's and will aid them and report upon any source of danger to their Craftworld, they can be found across the galaxy, investigating both ancient ruins and newer civilisations such as the Imperium of Man. Often they will accept missions from the Seers of their worlds so they can continue to serve their people in a useful fashion. They are usually clad in cloaks and armour of Cameleoline which serves to mask their appearance and cover their comings and goings on alien worlds.

M	WS	BS	S	T	W	I	A	Ld	Sv
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5	3	3	3	3	1	4	1	8	-
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Initial Experience Points:

D6x10+20

Weapons: A Ranger may choose from the Ranged, Close Combat,

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Grenades or Pistols tables from the special Eldar list and may take those items marked as Rangers only.

SPECIAL RULES

Armour: A Ranger may have Mesh armour for 20 creds (5+ save), Respirator for 10 creds, Cameleoline Mesh Armour for 30 creds (5+ save, -1 to hit), Cameleoline Cloak (-1 to hit) for 15 creds.

Infiltrate: All Rangers have the *Infiltrate* skill, and may buy the *Marksman* skill at 10 creds per ranged weapon required.

For each Ranger in the force you may take one Aspect Warrior or Guardian.

GUARDIAN

60 Credits

All Eldar are trained in case of need to fight to defend their Craftworld. Although they are primarily a defensive force, they may accompany Warlocks and others to alien worlds. Wearing mesh armour and armed with las weapons and shuriken catapults and lead by former Aspect Warriors Guardians can be formidable foes.

M	WS	BS	S	T	W	I	A	Ld	Sv
5	3	3	3	3	1	4	1	8	-

Initial Experience Points: 3D6+6

Weapons: Guardians may choose from Ranged, Close Combat, Pistols and Grenades sections of the special Eldar list.

Armour: Guardians may have Mesh armour for 20 creds and or Respirators for 10 creds.

ASPECT WARRIOR

Credits (see below)

Most Eldar travel along the Path of the Warrior at some time in their

long lives. The Path of the Warrior is unique in that there are many aspects, each representing a different facet of the God of War, Kaela Mensha Khaine. The warriors are trained in particular Aspects Shrine by the Exarchs who hone their bodies and minds ready for any call to war.

Howling Banshee Aspect - fast and mobile fighters who excel in close and hand to hand combat, Dark Reaper Aspect - Heavy long ranged support, Striking Scorpion Aspect - Heavily armoured close combat and assault troops, Dire Avenger Aspect - Tactically flexible warriors May choose from Howling Banshee, Dark Reaper, Striking Scorpion or Dire Avenger.

Howling Banshee Cost 90

M	WS	BS	S	T	W	I	A	Ld	Sv
5	4	3	3	3	1	4	1	8	4+

Dark Reaper Cost 90

M	WS	BS	S	T	W	I	A	Ld	Sv
4	3	4	3	3	1	3	1	8	3+

Striking Scorpion Cost 85

M	WS	BS	S	T	W	I	A	Ld	Sv
5	4	3	3	3	1	4	1	8	3+

Dire Avenger Cost 70

M	WS	BS	S	T	W	I	A	Ld	Sv
5	3	4	3	3	1	4	1	8	4+

Initial Experience Points: 40+D6

Weapons: Each of the Aspect warriors bears a set of ritual weapons that are distinctive to their Aspect and are trained by the Exarchs to use them, it is only if the Eldar is lost upon the Path of the Warrior and in

ELDAR WEAPONS TABLE

Weapon	Range		To Hit		Str.	Dam.	Save Mod.	Special
	Short	Long	Short	Long				
Witchblade	Close combat			User+1		1	-1	
Daemon special save.								
Shuriken Weapons:								
Pistol	0-6	7-12	+2	-	4	1	-2	Close Combat
Catapult	0-12	13-24	+1	-	4	1	-2	1D Sustained Fire
Cannon	0-20	21-40	+1	-	5	D4	-3	2D Sustained Fire

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turn becomes a Exarch that they may use ANY other weapons. The cost for the Aspect Warrior includes their armour but they must purchase their ritual weapons - and no others.

Armour: The different Aspects wear similar armour but whose thickness and durability depends on their role as aspects of the God of War. Howling Banshee and Dire Avenger Aspect armour provides a 4+ save, whilst Dark Reaper and Striking Scorpion provides a 3+ save. All provide the wearer with a respirator and photo visor.

SPECIAL RULES

The ritual weapons borne by the Aspect warriors include special weapons:

Howling Banshee: The distinctive howl is formed by a psycho sonic amplifier, enemies exposed to this suffer almost total paralysis. The target may not fire on Overwatch at the charging Banshee and must hold his ground, also he does not roll any attack dice in the first round of combat, acts as normal in the second and subsequent rounds - the mask has no effect if the Banshee is charged.

Dark Reaper: The helmet of the armour contains a special targeter which provides a + 1 to hit with heavy weapons and ignores modifiers to hit for fast moving targets.

Striking Scorpion: The helmet has a pair of weapon pods, the mandiblaster, which are used in hand-to-hand combat. Before combat begins the Scorpion can shoot at his opponent, roll to hit (no modifiers) and if hit roll a D6 - if higher than opponent's Toughness 1 Wound is

caused, this attack has a -2 saving modifier.

ELDAR WEAPONS LIST		
RANGED WEAPONS	COST	(CAPTURED)
Lasgun	10	15+2D6
Shuriken Catapult	25	60+2D6
Flamer	40	30+2D6
Needle Rifle (Rangers only)	50	230+4D6
PISTOL WEAPONS	COST	(CAPTURED)
Laspistol	5	10+D6
Needle Pistol	30	100+4D6
Shuriken Pistol	10	30+D6
Hand Flamer	10	10+D6
CCWs	COST	(CAPTURED)
Chainsword	15	15+D6
Powersword	30	40+3D6
Sword	5	5+D6
Witchblade (Warlocks only)	20	D6x10
GRENADES	COST	(CAPTURED)
Frag Grenades	25	25+3D6
Krak Grenades	30	40+3D6
RITUAL ASPECT WEAPONS		COST
Howling Banshee: Powersword, Laspistol, Banshee Mask, Knife		40
Striking Scorpion: Chainsword, Shuriken Pistol, Mandiblaster, Knife		30
Dire Avenger: Shuriken Catapult, Laspistol, Knife		25
Dark Reaper: Choose one: Missile Launcher (Frag + Krak), Laspistol, Knife Shuriken Cannon, Laspistol, Knife Lascannon, Laspistol, Knife		40 40 40