

MASTERS OF THE FORGE

On Your Tabletop
Episode 105

Exodites

Exodites may be added to any Eldar army and mixed into other Craftworld Detachments without breaking that Detachment's Craftworld Attributes.

The following **units** may be given the Exodites keyword in place of their Craftworld: Farseer, Farseer Skyrunner, Autarch, Autarch Skyrunner, Windriders, Shining Spears, Storm Guardians, and The World Spirits.

Crude Weaponry: Exodite weapons are still powerful, but must be thrown by the bearer rather than shot from the barrel of a gun. All of the ranged weapons borne by units with the Exodites keyword which would normally have a range greater than 9" instead have a range of 9". All Exodite ranged weapons may also fire at units within 1" of the bearer as if they were Pistols.

Dragonriders: Exodite Knights are mounted upon flightless Dragons instead of Jetbikes. Units with the Exodites keyword which normally have the Biker and Fly keyword instead have the Cavalry keyword. These units gain 2 additional attacks in the fight phase at BS 3+, S4, AP -1.

Heritage Denied: Due to their wild and untrained nature, the Exodite Farseers treat all warp charge values as 1 higher. The exception to this is the Fortune power which is treated as a warp charge value of 6. In addition, the Exodites may Deny the Witch from any range and enjoy a +1 to their Deny the Witch rolls.

The World Spirits: These units represent the rage of the Exodite ancestors made manifest in a single corporeal being. They are a force of nature and would only be engaged in the defense of an Exodite Maidenworld. Use the rules for any Spirit Host unit for the purposes of the World Spirits, but you should use models such as the Flamespyre Phoenix, Treelord Ancient, and Kurnoth Hunters from the Age of Sigmar range.

Echoes of the World Spirit - Exodites Stratagem - 1, 2, or 3 Command Points: The Exodites are one with their world and it protects them as they protect it. Use this Stratagem at the start of your opponent's Movement Phase in the first Battle Round. Pick 1, 3, or 5 of your Exodites units and spend 1, 2, or 3 Command Points respectively. Each of these units may, one at a time, immediately move 4d6 inches each. In addition, any shooting attacks made against these units suffer a -1 penalty until the end of the Battle Round.