

WARHAMMER
40,000

DATASLATE



ELDAR
GHOST WARRIORS

Dataslate: Eldar Ghost Warriors

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DATASLATE

**ELDAR
GHOST WARRIORS**

INTRODUCTION



DATASLATES & DATASHEETS

Dataslates contain collections of one or more datasheets. Each datasheet lists its Faction (the codex it is considered part of), and will present either an Army List Entry (the rules and point values for a single model, vehicle or unit) or a Formation (a specific group of models, vehicles or units that enable you to use special rules when you include them in your army).

FACTION

Each datasheet will list the Faction it

is part of. The Faction determines which codex the datasheet is considered part of for all rules purposes. For example, a datasheet for a new Space Marine Army List Entry can be used in any detachment chosen from *Codex: Space Marines*, while a datasheet for a new Ork Formation would be treated as a detachment from *Codex: Orks*, and so on.

ARMY LIST ENTRIES

An Army List Entry provides all the relevant information to field a single unit in games of Warhammer 40,000, including its points value and battlefield role. The unit can be used

as part of any Detachment that corresponds to the Faction listed on the datasheet (see Faction above).

FORMATIONS

A Formation presents a collection of two or more units that fight alongside one another in a particular way. When you choose an army, you can take a Formation as a special form of Detachment. Unless otherwise stated, you can take any number of Formations in your army, and each is considered to be a completely separate Detachment, regardless of how many units make it up.

Each Formation will tell you what

units you need to take and what, if any, options or restrictions apply to the units that make up that Formation. The army list entries for each unit in the Formation (the units' profiles, points values, unit types, unit composition, special rules, battlefield role etc.) can either be found in the codex corresponding to the Faction on the datasheet, or elsewhere in the dataslate itself.

Allied Formations

Formations do not count as your army's Allied Detachment, even if they are made up of units from a different Codex to your Primary Detachment, and they do not stop you from taking an Allied

Detachment in the same army.
However, the Levels of Alliance rules from the *Warhammer 40,000* rulebook *do* apply to them and units chosen from a different codex that are in the same army.

For example, if you included an Ork Formation in the same army as a Primary Detachment from *Codex: Space Marines*, then the units from the two Detachments would treat each other as desperate allies.
However, the Ork Formation would not stop you taking an Allied Detachment in the same army.

Formation Special Rules

Every Formation will include one or

more special rules associated with the units that make up that Formation. The special rules for a Formation only apply to the units that make it up (even if there are other units of the same type in your army).

Formation Points Values

Formations do not usually include a points value; just add up the points value of the individual units and options to find out the total points value of the Formation. Occasionally a Formation will require that you pay extra points in order to use it. In this case, the cost of the Formation is the total cost of the units plus any extra points the datasheet specifies you

have to pay.

Apocalypse Formations

If a Formation is referred to as an Apocalypse Formation, it can only be used in games of *Warhammer 40,000: Apocalypse*.

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BACKGROUND



GHOST WARRIORS

*‘Such vile alien
necromancy is
despicable. It is right
that we view with
suspicion any who
use these illicit
methods. Even if we
are forced to work
with them, we are not
to trust them.’*

- Inquisitor Khromin



Another blast came from up ahead, and a surge of plasma rolled through the blue forest. Lennovic couldn't be sure whose screams he was hearing and hoped it wasn't the heavy weapon lads.

The forest withered and a few trees along the treeline seemed to melt. The ground suddenly rumbled. His mouth agape, Lennovic peered through the sultry heat to see an enormous Eldar war machine loom over the distant canopy. The thing looked just like all the others – except it was on a scale he had never before seen. The men in his squad offered a few choice words on the sighting before the great war-construct

turned its attention to the vehicles rolling in along the arid riverbed. The tanks were throwing up a cloud of dust, and from within it came the staccato explosions of heavy bolter fire. Alongside the column marched dozens of soldiers and from each one came bright shots of lasfire.

The great construct seemed dismissive of this new attack and lifted one of its cannons before pointing it at the oncoming wave. There was a strange elegance to this gesture, as if it was reaching out in support – but instead it unleashed a horrific blast that created a great swirling cloud of ethereal faces, each one more surreal than the last. Men

were being sucked in as they screamed. When the rift vanished, there was little left of the tanks save distorted shrapnel.

Lennovic had never known a battle to go so wrong so quickly – and he had served under a lot of bad commanders. Being a medic, Lennovic judged the efficiency of a mission by how many men he was forced to treat. That he was on his hundredth body this morning did not bode well. There was another noise up ahead. Lennovic peered from behind the rest of the platoon to see Malken's command squad butchered by the arcing swords of lithe, blank-faced giants spattered

with the blood of the dead. One of the men nearby swore, while the rest hunkered down with their flamers and waited. Lennovic moved over to one of the Guardsmen who had been rocked back by the explosions an hour ago. To his surprise, the man was still alive, so Lennovic reached into his medi-pack, pulled out a syringe and injected the Guardsman with a proto-stimm that jolted him awake. Lennovic moved away as the recovered soldier emptied the contents of his stomach to one side.

Lennovic stared agog as the war machines strode through the foliage, trampling the undergrowth with each implacable step. His platoon

received the order to advance, and Lennovic watched the men fan out into the open, their flamers lighting up the underside of the canopy. The ghost warriors withdrew to one side to evade their firepower. Even when flames did connect with them, the heat seemed to roll off their plates like water.

The flick of one of their blades sent a Guardsman's head spinning into a tree trunk with a wet thud. Despite his fear, Lennovic found that the precision of these things was mesmerising – the way that their weapons left a strange shimmering trail through the air as a reminder of the arc of their path was beguiling, in

a morbid way. Trooper after trooper fell to their great cleaving blades; flesh and armour were split with ease. There was barely a wasted motion of their weapons, and Lennovic realised that there was certainly no hope of saving any of his comrades from this advance.

Leaving the injured soldier to become a corpse, Lennovic fired into the gloom. But something bigger advanced from his right. Crouching under the canopy, the vast construct extended an arm and repeated blurs shot out from the cannons mounted on its forearms. The men to his left and right collapsed and, within an instant, Lennovic felt a searing pain

expand within his chest.



THE SOULS OF THE DEAD

The ghost warriors are among the most powerful forces that the Eldar send into battle. Each one combines a towering robotic wraith-construct with the soul of a deceased Eldar warrior. Guided by a Spiritseer, and armed with some of the most devastating weaponry in the Eldar arsenal, a host of ghost warriors

strides across planets bringing immortal vengeance. From the stoic ranks of the Wraithguard to the towering war machines known as Wraithknights, the formidable ghost warriors are only used in times of desperation – for there is a greater darkness about them. They are a walking reminder that, for the Eldar, death offers no release from war and bloodletting.

SPIRIT STONES

Many of the Eldar wear highly polished waystones upon their chests. At the precise moment an

Eldar dies, the wearer's soul becomes captured within this stone – which is then known as a spirit stone. If the stone can be recovered, it is then customary for it to be taken into one of the craftworld's bio-domes, where the soul is released into the infinity circuit – the Eldar's source of eldritch energy, a place of rest, and sanctuary from the Warp. However, this is by no means the cessation of an Eldar's contribution to war, as under desperate conditions, an adroit seer can be forced to withdraw a spirit from the infinity circuit and into a spirit stone once again. This newly imbued spirit stone can then be bonded with the wraithbone of a

large construct. The merging of an Eldar soul and machine results in a powerful ghost warrior.

This union is not something that the Eldar embrace. In fact, most believe it is an abhorrent act and something to be used only when no other means of salvation presents itself. Eldar wear the spirit stones because they believe that if their souls make it into the infinity circuit then they will be safe in death. It is therefore considered a great sin to draw these spirits from out of their ever-lasting sanctuary into the real world once again, where there remains a risk of their spirit stones being shattered in war and their souls forever lost. But

for the Eldar to reach out into the afterlife in such a way marks the gravitas of their situation. Such is the plight of the Eldar – such is their position as a dying race in the galaxy – even the spirits of the dead are needed to fight once again.

THE FORMS OF THE GHOST

The wraith-constructs in which the spirit stones are housed are made from no common material – they are crafted from wraithbone. At least as strong as ceramite, wraithbone is an organic material – grown, not forged,

and able to self-repair over time. This incredibly resilient material enables the ghost warriors to stride across the most violent of battlefields and weather bolter blasts from traitor Space Marines or sizzling bio-plasma from dreaded hive fleet creatures.

Though considerably larger than other Eldar, the ghost warriors come in a number of different forms. The Wraithguard and Wraithblades make up the majority of the wraith-constructs, though even they tower above Guardians and Dire Avengers. Adorned with glowing gemstones and intricate Eldar runes, they are equipped with a formidable arsenal. Able to open rifts to the howling

Warp within their foes, tearing them to pieces as they are ripped from reality, they are an imposing force in their own right.

Controlled through the spirit stones by the ghosts of legendary heroes, their larger kin, the Wraithlords, possess the same slender elegance and robustness as other ghost warriors. They march to war with redoubtable weaponry including armour-shattering shuriken catapults or bright lances, and with their ghostglaives they carve apart enemies, filling the air with glimmering arcs of blood.

Standing several times taller than the

Wraithlord, a mighty Wraithknight dwarfs its foes. Whereas the other ghost warriors bear the one spirit stone that controls them, the Wraithknight includes an additional pilot – the living twin of the one whose soul rests within the spirit stone. Among other formidable armaments, the Wraithknight wields a mighty suncannon. This powerful weapon unleashes blinding waves of plasma, searing through rows of advancing infantry with devastating consequences.

Only in times of dire need, when large armies are required to avert disaster, and the living are not sufficient to fill the Eldar ranks, do

the ghost warriors march into battle as a single force, for it is considered blasphemy to disturb so many Eldar souls. Should an impenetrable bastion need opening up, or swathes of Imperial troops need holding away from a sacred, ancient temple, the ghost warriors offer their craftworld a whole new level of resilience and firepower.

When the ghost warriors enter a war zone as a single force, they are a dreaded sight for any commander. Their sophisticated weaponry is beyond the comprehension of a common human soldier. Able to rip holes in dimensions, the ghost warriors will disappear whole

platoons. Meanwhile, the Wraithknight grapples with tanks or monsters, or blasts apart a fortress wall so that the smaller wraith-constructs can cause havoc inside. Amidst swirls of ethereal light and destructive reality-folding vortexes, the ghost warriors united bring about the full vengeance of the Eldar dead.

IYANDEN

Though every Eldar craftworld will at some point be forced to call upon the souls of their fallen heroes to fight once again, one of the craftworlds particularly noted for using large

numbers of ghost warriors and Spiritseers is Iyanden. The once-populous craftworld's history is littered with great deeds and noble victories, but the craftworld is perhaps most famous for the profound tragedy that struck it in 992.M41. It was besieged by Hive Fleet Kraken on such a scale that a staggering number of its populace were wiped out. Against the many millions of Tyranids, thousands of souls were drawn back from the infinity circuit in order to stand against the Great Devourer.

To this day, there remain just a small number of mortal warriors able to fight for Iyanden. Consequently,

those living few are accompanied to battle by a large number of the souls of the dead, and it is not uncommon to see vast armies of ghost warriors striding to war at their behest. Indeed, Iyanden now depends upon the actions of the dead in order for the craftworld to survive.



‘I long to examine a wraith-construct with the spirit stone still intact. Alas, I have studied only fragments of an empty shell and nothing more. It is lifeless and full of mystery. I very much doubt we can understand such dangerous technology with our conventional understanding. In the

wrong hands, one can only imagine the danger it presents to Mankind.'

*- Inquisitor Blakk, of
the Ordo Xenos*



Alattir observed the ghost warriors as they strode back through the opulent Twilight Hall. Numerous pale lightstones illuminated the blue Wraithguard constructs as they continued across the polished floor. Slowly, they took their positions around the perimeter of the circular hall. Alattir whispered a protective blessing to himself as he saw just how much slick, alien ichor covered their armour and had left a bloody

trail across the sacred chamber.

Alattir had been involved in the combat and had seen the worst that the greenskins had thrown at them, but this amount of gore in such a reverential place seemed to debase the Eldar of the Alaitoc in an entirely different way. Such primal creatures as the Orks were not fit to be thought about within the Twilight Hall, let alone for their blood to sully it. Alattir would order a young Eldar on the Path of Harmony to wipe every construct free of blood – it would serve as a good lesson on the nature of mortality.

One by one, the ghost warriors pressed themselves back up against

the wall and prepared for stasis. His witch staff in hand, Alattir took slow, considered steps as he passed each construct. Their spirit stones glowed with energy when he paused before them. Every one of them seemed to trigger an echo deep within his consciousness. Mentally, he reached back into the past to see a name or face in an entirely different form – not merely their once mortal form, but that far less distinct shape that could be discerned in the infinity circuit.

Amidst swirling eddies that carried glowing runes, Alattir began the slow process of removing the spirit stones from the ghost warriors. Each act

left behind a vacant shell, a statue to remain here in the Twilight Hall as silent guardian and memorial to the dead. For Alattir, removing the stones was always the hardest part – mentally as challenging as warfare – for every disconnected stone felt like he had caused the death of his kin. This was of course not the case, but when it came to the deed, his reasoning and emotions always sparred with each other.

When he had finally finished removing the stones, the ethereal wind ceased and Alattir was left breathless.

Once he had regained his composure, Alattir walked out of the Twilight

Hall with his clutch of spirit stones and headed towards the largest of his craftworld's bio-domes. Such a lush and contained paradise was a suitable place of rest, Alattir thought, where life and death could meet each other.

He knelt beside the exposed wraithbone of the craftworld and placed the spirit stones upon its surface. Once again, each of the stones bonded with the infinity circuit; once again, the souls of the noble warriors were emptied into it.

Alattir knew that their souls would be required again though. Theirs was only a temporary respite. He had

been coming back and forth with greater frequency than ever before and, though his peers viewed him with considerable suspicion, his talents were in greater demand of late. It was not merely that there were too few of his kind to fight the endless wars; it was that wars themselves were taking place in nearly every star system in the galaxy. More of them were impinging upon his slowly declining craftworld. With every passing cycle, it seemed there were fewer and fewer souls to fight on their behalf, and that their survival seemed ever more in question.



TIMELINE

Though much of Eldar history is so old as to have become myth, there are more recent events in which the various craftworlds have been known to use their dreaded ghost warriors.

232.M41 A Dark Enemy

In the aftermath of a battle on Cullrak, in which the Eldar of Mymeara successfully fight off a daemonic incursion, a huge raiding


party from the Kabal of the Fiend Ascendant threatens a clutch of the Eldar's spirit stones. It is greatly feared that the Kabal will retreat to Commorragh and debase the souls of Mymeara's dead. With their numbers already considerably depleted from the previous battle, the Eldar of Mymeara have little choice but to command their Spiritseers to unleash the ghost warriors in their defence. The wraith-constructs launch one of the most vengeful strikes in the craftworld's history and numerous Kabalites and their Raiders are incinerated by searing Wraithknight plasma blasts.



631.M41 An Anticipated Atrocity

The Farseers of Alaitoc foresee a vicious assault from an Ork Waaagh! on the maiden world of Alayran. With many of their Rangers too far from the craftworld to be recalled in time, the Farseers reluctantly call upon their Spiritseers to activate a force of ghost warriors. The wraith-constructs are duly brought to war and hurried into concealed positions across the planet. When the attack arrives, the spirit warriors of Alaitoc make pinpoint attacks on the greenskin

leaders, quickly tearing the heart from the Waaagh! and driving the Orks from the maiden world.



899.M41 Chaos Thwarted

A vast Word Bearers ship storms out of the Eye of Terror and sets a path towards Craftworld Il-Kaithe. In response, the Eldar release their ghost warriors aboard the monstrous vessel. Battle rages within its cavernous corridors for several weeks, the ghost warriors enduring ferocious firepower from scores of Daemon Engines. Eventually, the tide

of battle turns when, in one of the ship's rancid landing bays, three Il-Kaithe Wraithknights engage in combat with a debased Warhound Titan. They finally blast it into the void of space and then begin the methodical slaughter of the remaining Chaos forces.



909.M41 Dishonourable Alliances

A vast Imperial force comprised of the 52nd and 124th Valhallan regiments leads an invasion of the ice planet of Klaihn. To prevent a sacred

Eldar Temple of Isha from falling into the hands of the Imperium, Biel-Tan and Lugganath each field their most potent ghost warriors and Aspect Warriors in a unified force. Partially because of the strange, ethereal blizzards and the stubbornness of the Valhallans, what was intended to be a fast strike results in a protracted and exhausting conflict. Eventually, the Eldar reach the temple and encircle it with ghost warriors, only for a Warp-blizzard to bring new terrors in the form of a wave of Daemons. An uneasy alliance is struck between the Eldar and the Imperial forces to purge the planet of frost-blighted Slaaneshi Warp-

horrors. However, the Eldar have a greater plan, and lure the Daemons and Valhallans into a bloody conflict against each other that greatly reduces the numbers of each. Though the Valhallans are finally victorious against the Warp-spawn, the ghost warriors easily rout the exhausted Imperial survivors.

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**ELDAR
GHOST WARRIORS**

DATASHEET

DATASLATE:
ELDAR GHOST WARRIORS



**ARMY AND BATTLEFIELD
ROLE**

Eldar Ghost Warriors is a Formation that consists of the following units chosen from *Codex: Eldar*:

- 1 Wraithknight
- 2 Wraithlords
- 3 units of Wraithguard or Wraithblades

OPTIONS AND FORMATION RESTRICTIONS:

The Formation cannot take any form of Dedicated Transport.

FORMATION SPECIAL RULES:

Desperate Measures: All units in this Formation and any friendly Eldar units within 6" of any model in this formation have the Hatred special rule.

Wraithbone Wall: If a friendly unit receives a cover save as a result of a unit from this Formation partially obscuring the firer's view (see the Intervening Models rule in the *Warhammer 40,000* rulebook), that unit receives a cover save of 4+.

WRAITHLORD

BATTLEFIELD ROLE: HEAVY SUPPORT

Wraithlord									120 points
WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
4	4	8	8	3	4	3	10	3+	Monstrous Creature (Character)

Unit Composition: 1 Wraithlord.

Wargear: Two shuriken catapults.

Special Rules: Fearless, Ancient
Doom

Options:

May exchange any shuriken catapult
for a flamer - *free*

May take a ghostglaive - *5 pts*

May take up to two of the following:

Shuriken cannon - *15 pts each*

Bright lance - *20 pts each*

Scatter laser - *20 pts each*

Starcannon - *20 pts each*

Eldar missile launcher with plasma
and starshot missiles - *30 pts each*

WRAITHKNIGHT

BATTLEFIELD ROLE: HEAVY SUPPORT

WRAITHKNIGHT									240 points
WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
4	4	10	8	6	5	4	10	3+	Jump Monstrous Creature

Unit Composition: 1 Wraithknight.

Wargear: Two heavy wraithcannons.

Special Rules: Fearless, Ancient Doom

Options:

May exchange both heavy wraithcannons for:

- Ghostglaive and scattershield - *10 pts*
- Suncannon and scattershield - *40 pts*

May take up to two of the following in any combination:

- Shuriken cannon - *15 pts each*
- Scatter laser - *20 pts each*
- Starcannon - *20 pts each*

WRAITHGUARD

BATTLEFIELD ROLE: ELITES

WRAITHGUARD										160 points
WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	
4	4	5	6	1	4	1	10	3+	Infantry	

Unit Composition: 5 Wraithguard.

Wargear: Wraithcannon.

Special Rules: Bulky, Fearless,
Ancient Doom

Options:

May include up to five additional
Wraithguard - *32 pts/model*

The entire unit may replace their
wraithcannons with D-scythes - *10*
pts/model

WRAITHBLADES

BATTLEFIELD ROLE: ELITES

WRAITHBLADES										160 points
WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	
4	4	5	6	1	4	1	10	3+	Infantry	

Unit Composition: 5 Wraithblades.

Wargear: Two ghostwords.

Special Rules: Bulky, Fearless
Ancient Doom

Options:

May include up to five additional
Wraithblades - *32 pts/model*

The entire unit can exchange both their ghostwords for ghost axe and forceshield - *free*

Forceshield: A model with a forceshield has a 4+ invulnerable save.

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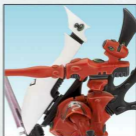
SHOWCASE

WRAITHKNIGHT



Saim-Hann Wraithknight with two heavy wraithcannons and two scatter lasers

WRAITHLORD



Saim-Hann Wraithlord with ghostglaive and bright lance

WRAITHGUARD



Saim-Hann Wraithguard

WRAITHGUARD



Biel-Tan Wraithguard with D-scythe and Ulthwé Wraithguard with wraithcannon

WRAITHBLADES



Iyanden Wraithblade with two ghostswords (top) and Saim-Hann Wraithblades (bottom)

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GLOSSARY

GLOSSARY

Ancient Doom: A model with this special rule has the Hatred special rule against Daemons of Slaanesh or models with the Mark of Slaanesh. Furthermore, when making Fear tests, a unit containing at least one model with this special rule suffers a -1 penalty to its Leadership if it is engaged in combat with a unit that contains at least one model with the Mark of Slaanesh or the Daemon of Slaanesh special rule.

Bright lance:

Range	S	AP	Type
36"	8	2	Heavy 1, Lance

D-scythes:

Range	S	AP	Type
Template	4	2	Assault 1, Distort

Distort: When rolling To Wound against non-vehicle models with this weapon, on rolls of a 6, it wounds automatically (regardless of the target's Toughness) and has the Instant Death special rule. Against vehicle models, if this weapon rolls a 6 for armour penetration, it automatically causes a penetrating hit, regardless of whether the armour penetration roll was higher than the vehicle's armour

value or not.

Eldar missile launcher:

Plasma missile:

Range	S	AP	Type
48"	4	4	Heavy 1, Blast, Pinning

Heavy wraithcannon:

Range	S	AP	Type
36"	10	2	Assault 1, Distort

Distort: When rolling To Wound against non-vehicle models with this weapon, on rolls of a 6, it wounds automatically (regardless of the target's Toughness) and has the Instant Death special rule. Against vehicle models, if this weapon rolls

a 6 for armour penetration, it automatically causes a penetrating hit, regardless of whether the armour penetration roll was higher than the vehicle's armour value or not.

Ghost Axe:

Range	S	AP	Type
-	+2	2	Melee, Unwieldy

Ghostglaive:

Range	S	AP	Type
-	+1	2	Melee, Master-crafted

Ghostsword:

Range	S	AP	Type
-	+1	3	Melee

Scattershield: The bearer has a 5+

invulnerable save. Whenever the bearer passes one or more saving throws using its scattershield, all units (friend or foe) within 6" must test as if they had just been hit by a weapon with the Blind special rule – even those that are engaged in close combat. A unit that passes the Initiative test is immune to the Blind rule for the rest of the phase.

Scatter laser:

Range	S	AP	Type
36"	6	6	Heavy 4, Laser Lock

Laser Lock: If a model is firing one or more weapons with this special rule and

also one or more other weapons, roll To Hit with the weapon(s) with the laser lock special rule first. If the laser lock weapon(s) causes one or more hits, treat all weapons on the same model yet to fire this phase as being twin-linked for the rest of the phase. Note that all of the hits caused by the firer's shooting attacks are still resolved simultaneously.

Shuriken cannon:

Range	S	AP	Type
24"	6	5	Assault 3, Bladestorm,

Bladestorm: When a

weapon with this special rule rolls a 6 To Wound, the target is wounded automatically and the Wound is resolved at AP2.

Shuriken catapult:

Range	S	AP	Type
12"	4	5	Assault 2, Bladestorm

Bladestorm: When a weapon with this special rule rolls a 6 To Wound, the target is wounded automatically and the Wound is resolved at AP2.

Starcannon:

Range	S	AP	Type
36"	6	2	Heavy 2

Starshot missile:

Range	S	AP	Type
48"	8	3	Heavy 1, Pinning

Suncannon:

Range	S	AP	Type
48"	6	2	Heavy 3, Blast

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