

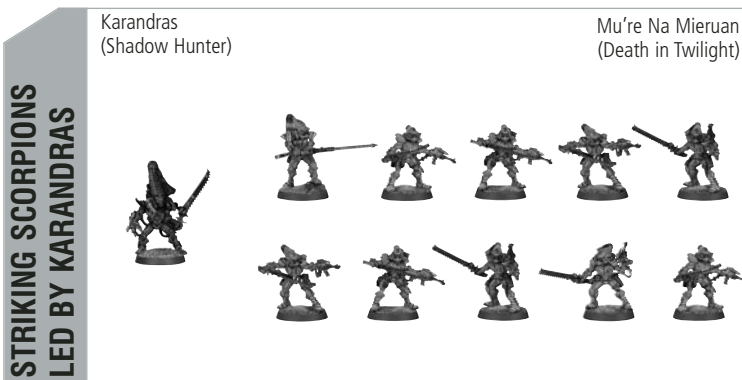
SHADOW SECT OF KARANDRAS

POINTS: 150 + MODELS

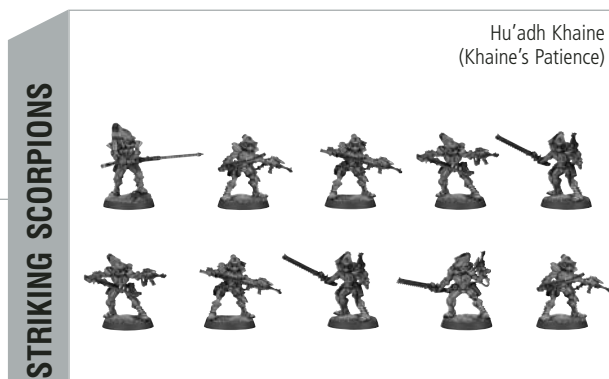
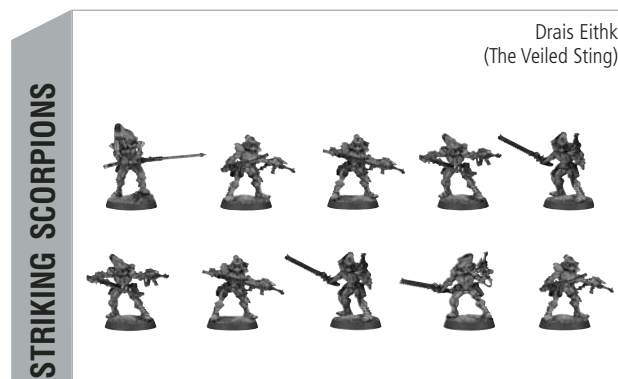
The Phoenix Lords of the Eldar are legendary figures that can disappear for millenia at a time, pursuing agendas unknown to any but themselves. None are more enigmatic than Karandras, the Shadow Hunter. His motives are, much like his past, shrouded in mystery.

Phoenix Lords tend to appear in times of great need, warriors who can turn the tide of any battle. When they do appear, they have been known to do so leading a group of warriors, chosen from amongst the most apt students of their Aspect. These disciples are not from a single shrine or even the same craftworld, they are individually chosen by the Phoenix Lord.

When Karandras selects warriors to form a Shadow Sect it is not for the subtle assassination of a single foe but for wholesale butchery of the enemy force. The Sect will stalk enemy formations, waiting for the perfect opportunity to strike, prowling through dense jungles, cratered moons or ruined cities leaving no more trace than that of an unseen spectre. With an unspoken command they pounce upon the enemy, slaughtering all before them. Karandras plunges into the thickest of the fighting, venting his cold, methodical fury on those who stand in his way. Before the enemy can react or a defence can be mounted, the Shadow Sect melt once more into the shadows. Like ghosts they disappear, and the hunt begins again.



**Me'than Etir
(The Phantom Blade)**
Battle of a Thousand Shades



FORMATION:

Karandras, the Shadow Hunter, leading a squad of Striking Scorpion Aspect Warriors*.

2+ squads of Striking Scorpion Aspect Warriors*.

* Each Striking Scorpion squad must be led by an Exarch with both the Stalker and Shadowstrike Exarch powers. No unit in the Shadow Sect may take a Wave Serpent.

SPECIAL RULES

Strike Force: All units in the Shadow Sect must be deployed within 12" of Karandras, or, if coming on from reserve, they must enter the table within 12" of the point entered by Karandras. If using the Ghost Stalker ability (see below) all units must deploy within 12" of Karandras.

Disciples: All members of the Shadow Sect are Fearless and have the Stealth special rule, not just the unit led by Karandras.

Ghost Stalker: Appearing from darkness and melting into shadows, none can escape the Shadow Sect. Provided no units in the Shadow Sect are locked in close combat, any turn in which all members end their Movement phase in cover, they may redeploy to any other terrain feature on the board large enough to accomodate the entire formation. The squad led by Karandras may shoot and assault normally that turn.