

# The X'Tal

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# Concept Document

## Credit Page (IBNLT: Author, Date)

## Introduction

*Over years and years of war, the bodies of Space Marines and their wargear laid scattered across a solitary planet. The blood and Gene-Seeds of centuries of battle bled into the ground. The planet began to absorb the debris and metals above ground, breaking material apart into base elements. Through time and the Warp, the X'Tal were born from the unifying of these elements. When they cropped from the ground, they knew themselves and recognized the power of the Warp. Quickly, the lone planet was inevitably covered in an encroaching sea of glass and crystal, stripping the world of its former visage and remaking it into a landscape of prismatic craft with a form of sentience of its own.*

## Game Analysis (IBNLT: Deep Concept)

## Concept Art



Euhedral



Phite



Psyker ability



Adamantia Neo



Anhedral



Vitreous

# Design Document

## Templates

### Unit Creation Data Sheet Template

Name											Damage Damage. Some of this model's characteristics change as it is suffered damage, as shown below			
Name	M	WS	BS	S	T	W	A	Ld	Sv	Remaining W	M	BS	A	
Explanation of unit ( i.e. this unit contains x models)														
Weapon	Range	Type		S	AP	D	Abilities							
Wargear Options														
Abilities														
Faction Keywords														
Keywords														
Reference:														

### GDD Formatting Template

- Title Font: 26pt
- Heading font: 16pt, underlined
- Normal Text Font : 12
- Font types: Arial
- Story/Character description Font: Italics, 12

### Stratagem Template

- Title:
  - Bolded
  - Center alignment

- All caps
  - Title font
- Whose Stratagem?:
  - Bolded & italicized
  - Center alignment
  - Regular font
  - Faction/subfaction
- Flavor text:
  - Italicized
  - Center alignment
  - 1-2 sentences -- translates mechanics of Stratagem to actual battle experience
    - Aspects used:
      - Visuals
      - Sound (e.g.: battle cry)
      - Historical elements
      - Faction's personal characteristics/values
      - Faction's strategies
- Rules:
  - “Use this Stratagem [when this Stratagem will be used].”
  - Templates:
    - “Add [value] to [mechanic (e.g.: hit rolls)] for [specified unit (usually indicated in “Use this Stratagem” portion)] [period of time (e.g.: this phase)]. If [a certain characteristic is true], you can [do a certain action (e.g.: add a certain amount of hit rolls)] instead.”
    - “Roll [certain amount/value of dice] for [mechanic/characteristic (e.g.: mortal wound) usually indicated in “Use this Stratagem” portion]

[Playtest Template](#)

# Main Lore

## Origin of the X'Tal

*During the early beginnings of the infamous Horus Heresy, the apothecary known as Fabius Bile had practiced several different methods of obtaining power. Power worthy of being called a god above that of even the Emperor himself. In order to boost the capabilities of his ever-loyal armada, he conducted several experiments that, while following some rather ambitious theories, were morally bankrupt. It was also extremely dangerous to the test subjects who the experiments were forced upon. Fabius held his personal belief that a little bit of pain and death was but a trivial price for power.*

*These experiments, hidden from the prying eyes of those close to him, ranged from a variety of unethical tests using only the most ‘worthy’ of subjects. These were expendable scraps gathered from his army's captive war prisoners. From the use of mental reprogramming, to the unethical use of drugs and serums that had been banned across several galaxies, the rising body count of his subjects was a direct testament to his success rate. In regard to finding the answer he was looking for, he found himself no closer. Continuously, he pursued several other methods and even several more approaches to those methods but the end-result remained the same. Proof of his failure was etched on the endless amount of twisted faces and bodies of the subjects whose only purpose was to die in vain in the name of nothing. His results were but a few new scraps of knowledge and yet the ever so ambitious Fabius continued on.*

*Having gone through option after option and finding very little else to try, he turned his eyes unto one of the most precious resources of all his former brethren -- The Gene-seeds. With the fire of inspiration, he went on a crusade that would incite attacks upon many locations that contained the Imperium's stores of gene-seeds. Achieving what not even the Adeptus Astartes had been able to since the First Founding, Fabius had created his ultimate configuration, a Gene seed of his own design.*

*Fabius continued on to gather the required materials for his plans and through eventual circumstance he received a plethora of frighteningly intriguing gene-seed blueprints from the Alpha Legion men that he had chosen to assist him in his mission. They claimed their material would help Fabius on the path to crafting the perfect chimera, a beast-like form of man that knew no equal on the battlefield. As long as his execution*

*was perfect every step of the way, the Emperor would and could do nothing but bow to him.*

*The bodies of Fabius' ultimate space marines violently rejected the conflicting genetic code, twisting and rending them into screaming monstrosities that bulged with splitting muscle and bursted with organs that swelled to fatal proportions. Those that took longer to die were simply unlucky, wishing desperately for death that would only slowly come to them.*

*The experiment was a fantastic failure, one that pushed Fabius into abandoning his the lab full of rotting monstrosities and continue on his conquest to fight the Imperium using more direct methods. Since that time, the lab and its leftover resources were forgotten until the ongoing war inevitably arrived to its area, wiping what remained of the lab off the host-planet's map and scattering the surviving gene-seeds into the four winds.*

*For several millennia since then, the multitude of gene-seeds sunk deep into the planet's earth, coming into contact with the rich amounts of minerals as well as the buried remains of armor-pieces and warships that had come and gone since the Heresy and the events from then on. Due to the undiluted dark nature of the apothecary's experiments, the begotten seeds from that cursed lab festered with the tormented auras of the lives that were lost in their vain struggle for power, beckoning forward the chaotic forces of the Warp. Its influence seeped between every grain of sand, every crevice, and every crumb of dirt that concealed the resting seeds, igniting forth a new brand of evolution that neither Fabius nor the Imperium of Man could ever hope to accomplish with their current methods.*

*Amongst the midfield of a long-abandoned landscape, several limbs and spires of crystal and rock rise up from the earth, fueled by the unforgotten ire of a horrific past.*

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*From that point on, the scorched earth from where these strange crystals rose up continued to grow, to encroach upon the ruins and wreckage of the long-destroyed lands and turn what was deemed only as rubbish into something new. Something pure, and crystalline. Something that was soon to become part of them and fuel the movements of a new life that sought to consume what man has long forgotten, and eventually what man no longer deserved to have.*

*They moved onto the blistering deserts, the quiet rivers, the densest forests, and even the greatest mountains. Nothing was wasted and nothing was spared, especially not the flora and fauna that populated these areas. Everything was to become crystal, and everything was to belong to the Collective.*

*It took not years, not months, but only a matter of Terran weeks before a significant portion of the planet's surface was reduced to a glimmering mass of crystal, glass, and warped minerals where organic matter used to reside. Soon, diamond spires pierced the skies and sprawling roots of jet and quartz dug its claws deep into the planet's mantle and as well as many oceans, so that not even the birds or the fish were safe from the crystal menace's influence, their wings freezing into hard, reflective edges and their fins stiffening with the copper that replaced it.*

*Eventually, the plague increased in its pace and the planet was all but consumed, its entire surface a great, shining shell of its former self.*

*But the crystal plague didn't stop there. With an entire planet becoming a part of them, there was only more mass needed to consume, more potential to spread on into the far reaches of the system and beyond, starting with the adjacent moons near the planet that wandered a little too close to the rising spires during their cycle. From there, the intelligence of the collective grew and created crystal satellites of a sort to shoot onto the neighboring planets within the star system, causing even newer plagues upon their unsuspecting populace and consuming every semblance of both organic and inorganic matter.*

# Units

## Gems

Adamantia Neo - HQ - <Gem>

- ❖ *A great and flawless juggernaut, the impenetrable hide of the Adamantia Neo yields to neither bullet nor blade. This massive X'tal acts as a perfect fortress for the many legions of crystals it commands, and its wide bulk allows for unstoppable breaches unto untaken lands.*
- ❖ *The A. Neo's body is a perfect recipe of gene-seeds being surrounded by extremely high pressure under its host planet's mantle, coupled with absorbing already-formed diamonds with a heavy splash of the Warp's influence. It takes several hundred Terran years for a perfect Adamantia Neo to even begin to reach the standard of perfection needed to lead a X'Tal fleet, but the result is an unrivalled defense that not even the strongest of artillery can pierce with ease of any sort. This immovable giant looms silently over the battlefield, using its hidden energies to grow its armies ever stronger against the harsh tides of battle.*

Adamantia Neo																					
Name	M	WS	BS	S	T	W	A	Ld	Sv												
Adamantia Neo	10"	3+	2+	5	6	8	5	12	3+												
Adamantia Neo is a single model unit armed with Adamantium Fists, Spire, and a Shrapnel Cannon																					
Weapon	Range	Type	S	AP	D	Abilities															
Adamantium fist	Melee	Melee	8	-3	3	-															
Spire	12"	Assault 6	6	-2	1	-															
Shrapnel Cannon	12"	Assault 4	4	-2	1	Always wounds on a 4+															
Adamantine Scythe	Melee	Melee	User	-3	D6	You can re-roll failed hit rolls of 1 when attacking with this weapon.															
Wargear Options		<ul style="list-style-type: none"> <li>• This unit may replace its Adamantium Fists with an Adamantine Scythe</li> <li>• This unit may replace its Shrapnel Cannon with an additional Spire.</li> </ul>																			
Abilities	<b>Momentum</b> <i>Assimilation:</i> This unit can attempt to deny one psychic power. If this unit successfully denies a psychic ability, this unit may attempt to manifest an additional psychic power from the Cluster Discipline. <i>Crystallization:</i> This model has a 4+ invulnerable save <i>Inertia:</i> This unit can re-roll failed charge rolls																				
Psyker	This unit can attempt to manifest two psychic power in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. He knows the Smite psychic power and one psychic power from the Cluster Discipline. Whenever Adamntia Neo attempts to manifests or resist a psychic power, add 2 to his Psychic test or Deny the Witch test.																				
Faction Keywords	X'Tal Gem																				
Keywords	Character, Infantry, Psyker, Adamantia Neo																				
Reference: Tyranid Prime (Tyrannids), Commander (TAU)																					

The Vitreom - HQ - <Glass, Ore, Gem>

- ❖ *The true form and nature of this being is quite literally shrouded in mystery, and this is thanks to its unnatural affinity for lustrous things as well as its habit of covering itself in them, a strange trait even for a creature of the X'Tal collective.*
- ❖ *Due to what could be presumed as a fragile constitution, the Vitreom uses its psyker energies to warp almost any and all material it collects into a chimeric*

*shell of the different glasses and minerals that it comes across, creating a makeshift defense to make up for what it naturally lacks. Despite its collectionist habits, it makes sure to carefully choose what materials it covers itself with based on its preferred tactics. Soldiers with particularly interesting armour will find their corpses stripped of any decoration that may have been of worth to their fellow brethren, and grafted neatly onto the Vitreom's shell as a sort of trophy.*

Vitreom																					
Name	M	WS	BS	S	T	W	A	Ld	Sv												
Vitreom	8"	3+	3+	5	5	8	2	9	6+												
This unit contains 1 Vitreom armed with Singularity Gun, Shrapnel Cannon, and a Light Beam.																					
Weapon	Range	Type	S	AP	D	Abilities															
Singularity Gun	30"	Rapid Fire 3	4	-2	1	-															
Shrapnel Cannon	12"	Assault 4	4	-1	1	This weapon always wounds on a 4+															
Light Beam	24"	Heavy D6	6	-2	D3	-															
Ruby Edged Claw	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll															
Wargear Options		<ul style="list-style-type: none"> <li>This model can replace its Singularity Gun with an additional Light Beam.</li> <li>This model can replace its Singularity Gun or Light Beam with a Ruby Edged Claw.</li> </ul>																			
Abilities	<b>Assimilation:</b> This unit can attempt to deny one psychic power. If this unit successfully denies a psychic ability, this unit may attempt to manifest an additional psychic power from the Cluster Discipline. <b>Crystallization:</b> This model has a 4+ invulnerable save <b>Dust Cloud:</b> Friendly X'Tal units within 6" of this unit act as though they are in cover <b>Fracturing Fire:</b> You can re-roll all failed hit rolls for this unit <b>Travertine Growth:</b> Each time this model loses a wound, roll a D6; on a roll of 5 or 6, it does not lose that wound.																				
Psyker	This unit can attempt to manifest two psychic power in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. He knows the Smite psychic power and one psychic power from the Cluster Discipline																				
Faction Keywords	X'Tal, <Materia>																				
Keywords	Character, Infantry, Psyker, Vitreom																				
Reference: Farseer (Eldar)																					

### Perlumites - Troop - <Gem>

- ❖ A spherical X'Tal, both stubborn and high in numbers, that can be produced in a number of ways. Artificially, they're produced by using the minerals drifting within a planet's ocean, and naturally, they're the result of when a persistent piece of material or biomatter stays on a larger X'Tal's body for far too long. They're akin to parasites and bottom-feeders with they way they latch onto any moving surface within their space, but with host X'Tal, they may form a symbiotic relationship and follow their every command.
- ❖ They can attach to any living being and suck the nutrient and genetic data from them. After gaining all that info needed, they go to a higher X'Tal and literally inject the gained knowledge into the higher X'Tal form.

Perlumite															
Name	M	WS	BS	S	T	W	A	Ld	Sv						
Perlumite	6"	4+	3+	3	4	2	1	9	4+						
This unit contains 10 Perlumites and can hold up to a max of 5 more. Each model is armed with a Beam Sword and a Ray Cast.															
Weapon	Range	Type	S	AP	D	Abilities									
Ray Cast	18"	Assault 2	4	-1	1	-									
Beam Sword	Melee	Melee	User	-1	1	-									
Shard Rifle	24"	Rapid Fire 1	4	-1	1										
Wargear Options	• Any model in this unit can replace its Ray Cast with a Shard Rifle														
Abilities	<b>Assimilation:</b> This unit can attempt to deny one psychic power. If this unit successfully denies a psychic ability, this unit may attempt to manifest an additional psychic power from the Cluster Discipline. <b>Reevaluation:</b> This unit re-rolls failed morale checks <b>Hardened Shell:</b> This unit has a 6+ invulnerable save														
Psyker	This unit can attempt to manifest one psychic power in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. They know the Smite psychic power														
Faction Keywords	X'Tal Gem														
Keywords	Psyker, Infantry, Perlumite														
Reference:	Skitarii Vanguard (Mechanicus)														

### Jet Obsilisk - Elite - <Gem>

- ❖ *Though not very powerful physically, the Jet Obsilisk is prized amongst the collective for its stamina and remarkable ability to turn projectiles right back at its foes using its highly reflective surface and psychic energies, turning anyone into their own worst enemy. This countering power allows it to bravely storm forth on the battlefield with little consciousness to its own well being, as one would have to think wisely on whether their next attack will be worth the potential injuries.*
- ❖ *It can take a warlord class titan missile and be relatively unscathed. Its natural toughness knows no bounds, as a form of attack is to roll towards its opponents knocking them back violently with its latent psychic field.*

Jet Obsilisk															
Name	M	WS	BS	S	T	W	A	Ld	Sv						
Jet Obsilisk	6"	3+	3+	6	7	7	4	8	3+						
Each unit contains a single Jet Obsilisk and can hold up to 1 additional model. Each unit is armed with Crystal Knuckles and a Spire															
Weapon	Range	Type	S	AP	D	Abilities									
Spire	12"	Assault 6	6	-2	1	-									
Crystal Knuckles	Melee	Melee	User	0	1	-									
Fragment Spray	8"	Assault D6	5	-1	1	This weapon automatically hits its target.									
Drilling Teeth	Melee	Melee	User	-1	D3	Drilling teeth can only be used to make one attack each time this model fights. Each time you make a wound roll of 6+ with this weapon, the target suffers D3 mortal wounds instead of the normal damage									
Wargear Options	• This unit may replace its Spire with a Fragment Spray. • This unit may replace its Crystals Knuckles with an Adamantine Scythe														
Abilities	<b>Momentum</b> <b>Assimilation:</b> This unit can attempt to deny one psychic power. If this unit successfully denies a psychic ability, this unit may attempt to manifest an additional psychic power from the Cluster Discipline. <b>Reactive Reflection:</b> All models in this unit have a 5+ invulnerable save against shooting attacks. In addition, each time you roll a 6 (after re-rolls, before modifiers) for a Reflective Reflection's invulnerable saving throw, the unit that made that attack suffers a mortal wound.														
Psyker	This unit can attempt to manifest two psychic power in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. He knows the Smite psychic power and one psychic power from the Cluster Discipline														
Faction Keywords	X'Tal Gem														
Keywords	Monster, Psyker, Jet Obsilisk														
Reference:	Dreadnought (Space Marine)														

## Glass

Euhedral - HQ - <Glass>

- ❖ *Deadly, aggressive, and sharp in every meaning of the word, this reflective entity cuts through its enemies with a precision that knows no equal.*
- ❖ *The Euhedral is one of the many entities in its class that is capable of unleashing the true might of the X'Tal Collective. Forged from a high number of particular gene-seeds absorbed via hot environments in which glass is found to be naturally formed, this entity prides itself in a sleek and sharp-edged design that allows for unnatural speed and maneuverability when it comes to combat. Its higher intelligence allows it to execute tactical strategies unbefitting of what many would call a “glorified rock”.*

Euhedral																					
Name	M	WS	BS	S	T	W	A	Ld	Sv												
Euhedral	6	4+	2+	6	6	5	2	12	3+												
The Euhedral is a single model unit armed with a Light Beam and Diffusion Shard.																					
Weapon	Range	Type	S	AP	D	Abilities															
Light Beam	24"	Heavy D6	6	-2	D3	-															
Diffusion Shard	Melee	Melee	User	0	1	Any damage from this weapon is a mortal wound															
Stone Claws	Melee	Melee	+2	-1	1	Each hit roll 6+ with this weapon cause 3 hits rather than 1.															
Spire	12"	Assault 6	6	-2	1	-															
Wargear Options		<ul style="list-style-type: none"> <li>• This model may replace its Diffusion Shard with Stone Claws.</li> <li>• This model may replace its Light Beam with a Spire.</li> </ul>																			
Abilities	<b>Crystallization:</b> This unit has an invulnerable save of 4+ <b>Dust Cloud:</b> Friendly X'tal units within 6" of this unit act as though they are in cover <b>Blinded by the Light:</b> Subtract 1 from opponent's hit rolls that target this unit during the Shooting phase for this unit. <b>Travertine Growth:</b> Each time this model loses a wound, roll a D6; on a roll of 5 or 6, it does not lose that wound.																				
	Faction Keywords																				
	Keywords																				
Reference: Prince Yridel (Eldar)																					

Specule - Elite - <Glass>

- ❖ *A prismatic entity, it reflects so much light that it appears as if it were more of a divine ghost than a creature formed from crystal and glass. One should never stare too deeply into its light, for that momentary glance is all it takes for it to be their last.*
- ❖ *Like a ghost, the Specule's own method of defense and transportation is to jump from host to host, primarily those foolish enough to stare for too long. It has a preference for glass or other shining material for its body, but flesh and blood can prove quite conventional for its needs as well. Of course, those whose bodies*

*have been taken are doomed to never move again, their bones unable to keep up with the Specule's overuse of them.*

- ❖ Once a particularly strong ray of light hits the specule, it unleashes a veritable inferno of solar powered beams that can melt even steel. Small though they may be, they are still to be feared.
- ❖ As well, if it's in a fight it can't handle, the Specule won't just turn and hide. The X'tal know no fear and have adapted to their surroundings and situations. The Specule can refract in a way that it appears invisible to even the most powerful visual aid. Not even Space Marine-grade Auto-Sense Goggles can detect these creatures.

Specule																								
Name	M	WS	BS	S	T	W	A	Ld	Sv															
Specule	5"	3+	3+	3	5	3	2	8	4+															
Each units comes with 3 Specule. Each Model comes equipped with a Singularity Gun, Shard Grenade, and a Fractal Pistol																								
Weapon	Range	Type	S	AP	D	Abilities																		
Singularity Gun	30"	Rapid Fire 3	4	-2	1																			
Fractal Pistol	12"	Pistol 2	3	-1	1	For every successful hit roll made with this weapon that is 6+, it deals an additional wound																		
Shard Grenade	6"	Grenade D6	4	-1	1																			
Hexalaser	48"	Heavy D3	10	-4	D6	Treat damage rolls of 1 or 2 made by this weapon as 3 instead																		
Wargear Options		• Any model in this unit may replace its Singularity Gun and Fractal Pistol with a Hexalaser.																						
Abilities	<b>Heavyweight:</b> As opposed to rolling a D6 for advancing, this model must roll a D3 <b>Implacable:</b> This unit can Fall Back and still shoot in a turn that it does so.																							
Faction Keywords	X'Tal, Glass																							
Keywords	Infantry, Specule																							
Reference: Purifier Squad (Grey Knights)																								

### Ludem - Elite - <Glass>

- ❖ An unusual, but powerful X'Tal, this being's splittable, fractal-based form allows it to easily take on multiple enemies at once while spending as little effort as possible, as well as alter its own shape for the situation. Trying to make sense of its appearance will leave anybody with less of an understanding and more of a raging headache.
- ❖ If two Ludem were to meet during combat, the enemies would be surprised to see that they would collide with each other violently, and become and amalgamate into an even bigger beast.
- ❖ The Ludem's ability to bring together the X'Tal is unprecedented. Using a sort of pseudo-symbiosis, they can fuse with any X'Tal being, becoming one with them and adding their own power to the host.
- ❖ For instance, a Ludem that fuses with an Adamantia Neo would be capable of summoning giant crystalline pillars and detonating them to instantly kill a mass of enemies in a single instant. The power that the X'Tal gain from the Ludem is extraordinary and not to be looked down upon.

Ludem															
Name	M	WS	BS	S	T	W	A	Ld	Sv						
Ludem	6"	3+	3+	4	5	3	3	8	3+						
Each units comes with 3 Ludem and can have a maximum of 7 more. Each model comes equipped with a Diffusion sword and a Splinter Salvo.															
Weapon	Range	Type	S	AP	D	Abilities									
Diffusion Sword	Melee	Melee	User	-2	3	-									
Splinter Salvo	12"	Pistol 2	6	-1	1	You can re-roll failed wound rolls when attacking with this weapon									
Fragment Spray	8"	Assault D6	5	-1	1	This weapon automatically hits its target									
Wargear Options	• Any model in this unit may replace its Splinter Salvo with a Fragment Spray.														
Abilities	<b>Momentum</b>  <b>Schism:</b> During the fight phase, this model may reroll a single wound roll of 1 <b>Unstoppable Force:</b> If this unit wipes out an enemy unit in the Shooting phase, this unit has a 4+ invulnerable save														
Faction Keywords	X'Tal, Glass														
Keywords	Infantry, Ludem														
Reference:	Fire Dragons (Eldar) Seraphim Squad (Sororitas)														

### Phites - Troop - <Glass, Gem>

- ❖ One of the many supporting variants of the X'Tal. Floating or scuttling, underground or crawling along the floors of the nearest seas, these troops are best used for their great adaptability and scouting potential. As the eyes and ears of the Collective, Phites allow for other X'Tal to know their surroundings before they've yet to even arrive to the next planet.
- ❖ Like cameras, the Phites observe the X'Tal's skirmishes with other races in order to record the information for latter use. Like this, even if the X'Tal were to lose the encounter, the information gathered from the fight would be more valuable than any victory.

Phite															
Name	M	WS	BS	S	T	W	A	Ld	Sv						
Phite	6"	3+	3+	4	4	1	1	8	3+						
Lead Phite	6"	3+	3+	4	5	2	1	8	3+						
Each unit comes with 9 Phites and can have a maximum of 10 more and 1 Lead Phite. Each model comes equipped with a Shard Rifle and a Fractal Pistol															
Weapon	Range	Type	S	AP	D	Abilities									
Shard Rifle	24"	Rapid Fire 1	4	-1	1	-									
Shard Grenade	6"	Grenade D6	4	-1	1	-									
Fractal Pistol	12"	Pistol 2	3	-1	1	For every successful hit roll made with this weapon that is 6+, it deals an additional wound									
Wargear Options	• Any model in this unit may take a Shard Grenade.														
Abilities	<b>Harden Shell:</b> This unit has an invulnerable save of 6+ <b>Blaster Storm:</b> If a unit of Phite includes 15 or more models, you can add 1 to their hit rolls <b>Reevaluation:</b> This unit re-rolls failed morale checks														
Faction Keywords	X'Tal, Glass, Gem														
Keywords	Infantry, Phite														
Reference:	Space Marines														

### Silexia - Fast Attack - <Glass>

- ❖ Extremely deadly, the Silexia renders its prey to ribbons with its assassin-worthy tactics and skill. It attacks by shattering itself into a self-controllable mass of glass shards, and strikes against its unlucky prey by piercing into their bodies from all sides.
- ❖ Its stealthy, yet frail nature prevents it from attacking prey head-on, much preferring to stalk them in the dead of night or ambushing them from hidden

*spots in the ground. Despite being made almost entirely of broken glass, it's absolutely silent when moving as if it were a ghost.*

Silexia																								
Name	M	WS	BS	S	T	W	A	Ld	Sv															
Silexia	14"	3+	3+	4	4	1	2	8	3+															
This unit contains 3 models but can have a maximum of 2 more. Each model comes equipped with a Fractal Pistol and a Diffusion Sword																								
Weapon	Range	Type	S	AP	D	Abilities																		
Fractal Pistol	12"	Pistol 2	3	-1	1	For every successful hit roll made with this weapon that is 6+, it deals an additional wound																		
Diffusion Sword	Melee	Melee	User	-2	3	-																		
Fragment Spray	8"	Assault D6	5	-1	1	This weapon automatically hits its target																		
Wargear Options		<ul style="list-style-type: none"> <li>Each model comes equipped with a Fractal Pistol and a Diffusion Sword.</li> <li>Each model can replace its Fractal Pistol with a Fragment Spray.</li> </ul>																						
Abilities	<b>Detonate:</b> Each time a model explodes, roll a D6: on a 1 it fails to inflict any harm, 2-5 it inflicts 1 mortal wound to enemy units within 3" of the unit, and on a 6 it inflicts D3 mortal wounds to enemy units within 3" of the unit. This unit is then destroyed. <b>Ambuscade:</b> At the beginning of your Movement phase, if this unit is not within 1" of an enemy model they can go back underground. Remove this unit from the battlefield. At the end of your next Movement phase, you can return this unit to the battlefield anywhere more than 9" away from an enemy unit. If the battle ends while this unit is underground, they are considered to be slain.																							
Faction Keywords:	X'Tal, Glass																							
Keywords	Infantry, Ludem																							
Reference:	Spore Mine, Space Marine Biker																							

### Lustrius - Fast Attack - <Glass>

- ❖ *The Lustrius is a particularly deadly X'Tal that can only be described as relentless and unpredictable, it's very movements leaving a blinding trail of light every way it goes. Its superior speed serves as its primary defense, as its frail body succumbs easily to focused fire.*
- ❖ *If one were to fight it in a duel, the result may already be decided. The Lustrius makes sure that its first attack is its strongest one, as it has little to no sense of mercy for non-geoforms.*

Lustrius																								
Name	M	WS	BS	S	T	W	A	Ld	Sv															
Lustrius	15"	3+	4+	5	4	3	3	9	4+															
Lustrius Prime	15"	3+	4+	6	5	4	4	10	4+															
This unit contain 2 Lustrius and 1 Lustrius Prime. It can contain up to 3 more Lustrius. Each model is armed with with a Diamond Fist and a Shrapnel Cannon																								
Weapon	Range	Type	S	AP	D	Abilities																		
Diamond Fist	Melee	Melee	User	-1	D3	Each time the bearer fights, it can make 1 additional attack																		
Onyx Spines	Melee	Melee	User	-2	2	-																		
Shrapnel Cannon	12"	Assault 4	4	-2	1	This weapon always wounds on a 4+																		
Spire	12"	Assault 6	6	-2	1	-																		
Wargear Options		<ul style="list-style-type: none"> <li>This unit may replace Diamond Fist with Onyx Spines</li> <li>This unit may replace the Shrapnel Cannon with Spire</li> </ul>																						
Abilities	<b>Fulminate:</b> If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 6+, this model will shatter and inflict D3 damage to all nearby enemy units within 3".																							
	<b>Hard to hit:</b> Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting Phase.																							
	<b>Ambuscade:</b> At the beginning of your Movement phase, if this unit is not within 1" of an enemy model they can go back underground. Remove this unit from the battlefield. At the end of your next Movement phase, you can return this unit to the battlefield anywhere more than 9" away from an enemy unit. If the battle ends while this unit is underground, they are considered to be slain.																							
Faction Keywords:	X'Tal, Glass, Ore																							
Keywords	Infantry, Lustrius																							
Reference:	Tyrant Shrikes																							

### Quartz Coronite - Flyer - <Glass, Gem>

- ❖ *A large, floating geoform that acts simultaneously as both a "ship" of sorts for other X'Tal, as well as an aerial weapon that brings terror from the skies. It levitates over the*

*battlefield like a flying fortress, using its energies to let loose powerful shots from miles away. Like its crystal brethren, it can change configuration to fit the scenario at hand.*

- ❖ *When a wave of X'Tal invade a planet, the movement is heralded by the shining jewel crown-fortress that is the Coronite. It's reminiscent of a cruel king's army coming to take what's rightfully his.*
- ❖ *While flying above, the Coronite can drop a squadron of Phites to help out on the battlefield. As it can provide air support as well as ground units, it shouldn't be ignored.*

Quartz Coronite										Damage Damage. Some of this model's characteristics change as it is suffers damage, as shown below											
Name	M	WS	BS	S	T	W	A	Ld	Sv	Remaining W	M	BS	A								
Quartz Coronite	*	6+	*	8	8	14	1	9	3+	8-14+	20-45"	3+	1								
The Quartz Coronite is a single model unit armed with 2 Singularity Gun and a Light Beam																					
Weapon	Range	Type	S	AP	D	Abilities															
Singularity Gun	30"	Rapid Fire 3	4	-2	1	-															
Light Beam	24"	Heavy 6	6	-2	D3	-															
Hexalaser	48"	Heavy D3	10	-4	D6	Treat damage rolls of 1 or 2 made by this weapon as 3 instead															
<b>Wargear Options:</b>		<ul style="list-style-type: none"> <li>• This model can replace 1 Singularity Gun with another Light Beam.</li> <li>• This model can replace 1 Singularity Gun with 1 Hexalaser.</li> </ul>																			
<b>Abilities:</b>		<p><b>Super Sonic:</b> Each time this model moves, first pivot it on the spot up to 90° (this does not contribute to how far the model moves), and then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances, increase its Move characteristic by 20° until the end of the phase – do not roll a dice.</p> <p><b>Hovering:</b> Distance and ranges are always measured to and from this model's hull, even though it has a base.</p> <p><b>Spawning Phites:</b> At the end of your Movement phase, a Quartz Phite can spawn Phites. If it does so, add a new unit of 10 Phites to your army and set it up on the battlefield so that it is wholly within 6" of the Quartz Phite and more than 1" from the enemy. Alternatively, you can replace up to 10 models lost earlier in the battle in an existing unit of Phites from your army that is within 6" of the Quartz Phite. Models placed in this way must be within 6" of the Quartz Phite and more than 1" from the enemy. If you cannot place some of the models the excess is discarded.</p> <p><b>Defbuff:</b> Each time you roll a wound roll of 6+ in the Shooting Phase, that hit is resolved with an additional AP of -1</p> <p><b>Power of the Collective:</b> This model does not suffer the penalty to hit rolls for moving and firing Heavy weapons.</p>																			
<b>Faction Keywords:</b>		X'Tal, Gem, Glass																			
<b>Keywords:</b>		Flyer, Vehicle, Quartz Coronite																			
Reference: Stormraven Gunship, Tervigon (Space Marines)																					

## Ore

Anhedral - HQ - <Ore>

- ❖ *An awe-inspiring goliath of crystal and stone, it leaves behind a glorious storm of destruction and chaos within its wake.*
- ❖ *At an initial glance, the Anhedral may be extremely intimidating due to its sheer size and bulk, but its slow speed, uneven gait and delayed responses leave one with an underestimation for its measure of intelligence during a battle. However, this underestimation beckons a heavy price in the form of a crushingly painful death for those who raise their gun against it in carelessness. One should never fight it with prejudice, as there is valid reason for it being one of the X'Tal's greatest forces.*
- ❖ *The Anhedral's body is a physical manifestation of several different Gene-seeds and their various attributes mixing and conflicting amongst hardened minerals lying deep underground, resulting in a frankenstein of an X'Tal with an ever-changing form and frighteningly vast multitudes of utility in the midst of war. Because the successful phenomena of its manifestation is not an easy task to naturally produce, this entity is actually quite rare within the ranks of the X'Tal, and the ones who have successfully manifested rise quickly within their hierarchy due to their unmatched strength and ability to channel an abnormal amount of the Warp's energy into itself. This ability allows it to broadcast psychic energy over an extremely wide distance, making it a trifle to organize lesser swarms. Even with this, the Anhedral seems to put priority on using raw brute force over using psychic energy due to its inherent instability. Despite this, it will always use what is necessary to accomplish an objective, and once this behemoth is set in motion, it will never stop until its purpose is finished.*

Anhedral																								
Name	M	WS	BS	S	T	W	A	Ld	Sv															
Anhedral	6"	2+	3+	6	7	9	5	12	3+															
The Anhedral is a single model armed with a Diffusion Axes and a Catalyst.																								
Weapon	Range	Type	S	AP	D	Abilities																		
Diffusion Axe	Melee	Melee	3+	-2	D6	-																		
Catalyst	18"	Assault 3	5	-1	1	If an Enemy Unit is within half of range add +1 to Weapon Strength																		
Fractal Gun	12"	Assault*	4	-1	1	When a model fires this weapon, it makes shots equal to its attack characteristic																		
Geohammer	Melee	Melee	x2	-4	6	When attacking with this weapon, you must subtract 1 from the hit roll. If a Vehicle or Monster is slain by this weapon, pick an enemy unit within 9" of the bearer and roll a D6. On a 4+ that unit suffers D3 mortal wounds																		
Wargear Options		<ul style="list-style-type: none"> <li>This model can replace its Diffusions Axe with a Fractal Gun</li> <li>This model can replace both its Diffusions Axes and the Catalyst with 1 Geohammer</li> </ul>																						
Abilities	<b>Momentum</b> <b>Dust Cloud:</b> Friendly X'tal units within 6" of this unit act as though they are in cover <b>Piercing Crystal:</b> After the first successful hit to an enemy model in Fight Phase roll a D6, on 3+ that model suffer 1 mortal wound. <b>Crystallization:</b> this model has Invulnerable Save 4+																							
Faction Keywords	X'Tal Ore																							
Keywords	Character, Infantry, Anhedral																							
Reference: Hive Tyrant (Tyrannid)																								

### Ferrosere Adama - Elite - <Ore>

- ❖ A serpentine X'Tal that's mainly used for creating tunnel networks, brooding caves (Also called "forming caves"), and other areas for the Collective as well as for harvesting resources from a planet's landmass. Sections of its body are designed to rotate at high speeds like a drill, and coupled with its razor-sharp mandibles, this allows it to cut through even the most persistent planet crusts.
- ❖ Aside from remodelling a planet, the Ferrosere Adama's superior digging ability may also be used to spring upon unsuspecting prey, namely those wandering about in deserts or rocky landscapes. It can easily track down the vibrations of footsteps from kilometers away.
- ❖ It can burrow under large oppositions and wait underneath them to pull them down into a sinkhole, essentially placing them out of battle. After being dragged, the Ferrosere will finish and bury the enemy, leaving them to suffer an unusual fate, as other Ferroseres will come to swarm it. Not even Phantom Titans are safe from suffering this fate.

Ferrosere Adama													
Name	M	WS	BS	S	T	W	A	Ld	Sv				
Ferrosere	5"	3+	4+	5	6	5	3	8	4+				
Ferrosere Adama	7"	3+	4+	5	6	6	3	9	4+				
This unit contains 3 Ferrosere. It can include up to 4 additional Ferrosere. A Ferrosere Adama may take the place of one Ferrosere. Each model is armed with a Stalactite Fang and a Splinter Salvo.													
Weapon	Range	Type	S	AP	D	Abilities							
Stalactite Fangs	Melee	Melee	User	-2	D3	Each time the bearer fights, it can make 1 additional attack							
Splinter Salvo	16"	Pistol 3	6	-2	1	You can re-roll a failed wound rolls when attacking with this weapon							
Faceted Blade	Melee	Melee	User	-4	D3	-							
Fractal Gun	12"	Assault*	4	-1	1	When a model fires this weapon, it makes shots equal to its attack characteristic							
Wargear Options	<ul style="list-style-type: none"> <li>Any model can replace its Stalactite Fangs with a Faceted Blade</li> <li>Any model can replace its Splinter Salvo with a Shrapnel Cannon</li> </ul>												
Abilities	<b>Inertia:</b> This unit can re-roll failed charge rolls. <b>Enhanced:</b> If you roll a hit roll of 6+ in Fight Phase, this model's strength characteristic is increased by 1. <b>Avalanche:</b> Ferrosere Adama can charge even if it advanced during this turn.												
Faction Keywords	X'Tal, Ore												
Keywords	Infantry, Ferrosere												
Reference: Tyrant Guard, The Red Terror (Tyrannids)													

## Resonites - Troop - <Ore>

- ❖ Small fledglings of the Collective's hierarchy, what these crystals lack in sheer power, they make up for in numbers and raw tenacity. Without hesitation nor delay, they diligently follow the will of superior X'Tal and attack in special formations according to the task at hand.
- ❖ Resonites are primarily created by assimilating organic life forms and instilling the Collective's influence within them. Before long, their sense of individuality will disappear, becoming one with the endless mind of the X'Tal.
- ❖ A small army of Resonites were once lead by the Adamantia Neo. During the battle the Neo rode a wave of Resonites into battle, ignoring the rabble and jumping straight to the biggest target. The Resonites know no individuality and serve as tools of war, both figuratively and literally.

Resonite													
Name	M	WS	BS	S	T	W	A	Ld	Sv				
Resonite	6"	4+	4+	4	5	2	1	9	4+				
Hardened Resonite	6"	4+	4+	4	5	2	1	10	3+				
This unit contains 10 Resonites. It can include up to 5 additional Resonites. A Hardened Resonite may take the place of one Resonite. Each model is armed with a Crystal Fist and a Shard Grenade.													
Weapon	Range	Type	S	AP	D	Abilities							
Crystal Fist	Melee	Melee	User	-1	1	Each time the bearer fights, it can make 1 additional attack							
Diamond Fist	Melee	Melee	User	-1	D3	Each time the bearer fights, it can make 1 additional attack							
Shard Grenade	6"	Grenade D6	4	-1	1	-							
Glass Scythe	Melee	Melee	User	-1	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -4							
Wargear Options	<ul style="list-style-type: none"> <li>Any model can replace its Crystal Fists with Diamond Fist or a Glass Scythe</li> </ul>												
Abilities	<b>Momentum</b> <b>Twinnig:</b> If this unit is within 7" of an Anhedral, it gains a +5 invulnerable save. <b>Self Repair:</b> At the start of your turn, roll a D6. On a +6 return one model of this unit to life, with its full complement of Wounds if it had more than one.												
Faction Keywords	X'Tal, Ore												
Keywords	Infantry, Resonite												
Reference: Genestealers, Ripper Swarm (Tyrannids), Termagants (Tyrannids)													

## Greater Ignia - Heavy Support - <Ore>

- ❖ This shadowy berserker, though quite large, can still act as a stealthy threat in the dead of night. It lies under the cover of dark rock and foliage, dormant as if it were but a piece of the scenery, but once its psychic link informs it of nearby prey, it begins to charge forth and mercilessly crush all in its path.
- ❖ The Greater Ignia prefers to gather around areas with volcanic activity, gaining their energy from the heat and ash. A healthy or aggressive Ignia may rampage with heavy spurts of lava erupting from its body.

Greater Ignia																					
Name	M	WS	BS	S	T	W	A	Ld	Sv												
Greater Ignia	10"	3+	3+	8	8	6	4	10	2												
A Greater Ignia is a single model armed with a Xtal Shard Launcher and Diamond Fists,																					
Weapon	Range	Type	S	AP	D	Abilities															
Xtal Shard Launcher	32"					-															
- Prism Charge		Heavy D6	6	-2	2	-															
- Shard Impaler		Heavy 1	8	-3	D6	-															
Diamond Fist	Melee	Melee	User	-1	D3	Each time the bearer fights, it can make 1 additional attack															
Light Beam	24"	Heavy D6	6	-2	D3	-															
Duel Spire Cannon	12"	Assault D3	10	-4	D3	If the Enemy Unit is within half of range add +1 to Weapon Strength															
Wargear Options		<ul style="list-style-type: none"> <li>• This model can replace its Diamond Fist with a Light Beam</li> <li>• This model can replace its Xtal Shard Launcher with a Duel Spire Cannon</li> </ul>																			
Abilities	<p><b>Second Chance:</b> At the beginning of the Shooting Phase roll 2D6, on 9+ this model can shoot all of its weapons twice.</p> <p><b>Crystallization:</b> this model has Invulnerable Save 4+</p> <p><b>Fulminate:</b> If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 6+ inflict D3 damage to nearby enemies within 6" range</p>																				
Faction Keywords	X'Tal Ore																				
Keywords	Monster, Greater Ignia																				
Reference: Kasterlan Robots, Knight Errant (Mechanicus)																					

# UNIT/WEAPON COSTS

Units		
Units	Models Per Unit	Points Per Model
Specule	3	20
Ludem	3-10	25
Phite	10-20	10
Lustrius	3-6	55
Silexia	3-5	15
Quartz Coronite	1	200
Perlumite	10-15	16
Jet Obsilisk	1-2	90
Ferrosere	3-7	55
Resonite	10-20	15
Greater Ignia	2-5	120

Units		
Units	Models Per Unit	Points Per Model
Euhedral	1	160
Vitreom	1	200
Adamantia Neo	1	110
Anhedral	1	120

Melee Weapons	
Weapon	Points Per Weapon
Adamantine Fist	35
Adamantine Scythe	14
Crystal Fist	0
Crystal Knuckles	0
Diamond Fist	12
Diffusion Axe	18
Diffusion Shard	0
Diffusion Sword	10
Drilling Teeth	3
Faceted Blade	8
Geohammer	35
Glass Scythe	2
Onyx Spines	12
Ruby Edged Claw	12
Stalactite Fangs	14
Stone Claws	5
Xtal Blade	25

Range Weapons	
Weapon	Points Per Weapon
Catalyst	0
Dual Spire Cannons	40
Fractal Gun	12
Fractal Pistol	0
Fragment Spray	17
Xtal Shard Launcher	18
Light Beam	20
Ray Cast	0
Shard Grenade	0
Shard Rifle	0
Shrapnel Cannon	6
Singularity Gun	15
Splinter Salvo	12
Spire	12
Hexalaser	40

# Abilities

## \*Blinded by the light [Original]:

Any ranged attacks made against this character requires an additional +1 BS to land a hit. Subtract 1 from opponent's hit rolls that target this unit during Shooting phase

---

## \*Fulminate(was Shatter before):

Killing this character will result in a shard explosion that will deal damage to enemy units up to three inches away. Wounds from this ability will spill over. If this model is reduced to 0 wounds, roll a 1D6 before removing it from the battlefield. On a 6+, this model will shatter and inflict D3 damage to all nearby enemy units within 3".

---

## \*Twinning (rather vague, this one is):

When Different troops are within 7 inches of each other, Sv is 1+ for every different unit

Different troops are within 7 inches of each other, Sv is 1+ for every different unit.

When within 7" of an Anhedral, this model gains a 5+ invulnerable save

---

## \*Enhanced (was Buffer before) Has a chance to increase attack attributes (WS, BS):

If you roll a hit roll of 6+ in the Fight phase, this model's strength characteristic is increased by 1.

---

## Shrapnel (Vehicle abilities):

Can shoot off shards that can attack a unit multiple times. If you roll a wound roll of 6+, this weapon's characteristics changes from 1 damage to a D3.

---

## Debuff (Specule's ability):

Debuffs enemy units by which it lowers their armor.

1. Each time you roll a wound roll of 6+ in the Shooting Phase, that hit is resolved with an additional AP of -1.
- 

## Schism (Ludum 's ability):

Has a chance to split an attack between another enemy. During the fight phase, this model may reroll a single wound roll of 1.

---

#### **Ambuscade (Fast attack ability):**

During movement phase, you may remove this model from the battlefield and replace it with a place holder. This model may not attack while burrowed; however, it may still receive damage. Upon the next Movement Phase, this model may unburrow next to an enemy unit up to 14" away from the place holder. During that attack phase, the strength characteristic is increased by 2.

At the beginning of your Movement phase, if this unit is not within 1" of an enemy model they can go back underground. Remove this unit from the battlefield. At the end of your next Movement phase, you can return this unit to the battlefield anywhere more than 9" away from an enemy unit. If the battle ends while this unit is underground, they are considered to be slain.

---

#### **Assimilation:**

If a Crystal Psyker passes the Deny the Witch Test for an otherwise successfully-manifested enemy psyker power, that Crystal Psyker or any friendly Crystal Psyker within the attempted psyker powers casting distance may attempt to cast that enemy's psyker ability once.

This unit can attempt to deny one psychic power. If this unit successfully denies a psychic ability, this unit may attempt to manifest an additional psychic power from the (to be determined) Discipline.

---

#### **Heavyweight:**

As opposed to rolling a D6 for running, this model must roll a D3.

---

#### **Momentum:**

With consecutive advance moves, this unit will first advance using a D3, then a D6, then have a maximum Advance move of 6".

---

#### **Inspired by Strength:**

Models within 12" will use this unit's leadership when rolling for the morale phase  
All friendly X'Tal units that are within 12" in the Morale phase can use this unit's Leadership instead of their own.

---

### **Tunnel:**

During deployment, you can set up a <unit> underground instead of placing it on the battlefield. At the end of any of your Movement phases the unit can ascend to the surface - set them up anywhere on the battlefield that is more than 9" away from any enemy models.

---

### **Spawn Phites (Quartz Phite Flyer):**

At the end of your Movement phase, a Quartz Phite can spawn Phites. If it does so, add a new unit of 10 Phites to your army and set it up on the battlefield so that it is wholly within 6" of the Quartz Phite and more than 1" from the enemy. Alternatively, you can replace up to 10 models lost earlier in the battle in an existing unit of Phites from your army that is within 6" of the Quartz Phite. Models placed in this way must be within 6" of the Quartz Phite and more than 1" from the enemy. If you cannot place some of the models the excess is discarded.

---

### **Power of the Collective:**

This model does not suffer the penalty to hit rolls for moving and firing Heavy weapons.

---

### **Crystallization**

This model has a 4+ invulnerable save.

---

### **Dust Cloud**

Friendly X'tal units within 6" of this unit act as though they are in cover.

---

### **Travertine Growth:**

Each time this model loses a wound, roll a D6; on a roll of 5 or 6, it does not lose that wound.

---

### **Fracturing Fire**

You can re-roll all failed hit rolls for this unit.

---

### **Inertia**

This unit can re-roll failed charge rolls.

---

### **Reactive Reflection:**

All models in this unit have a 5+ invulnerable save against shooting attacks. In addition, each time you roll a 6(after re-rolls, before modifiers) for a \_\_\_\_'s invulnerable saving throw, the unit that made that attack suffers a mortal wound.

---

**Hardened Shell:**

This unit has a 6+ invulnerable save

---

**Reevaluation:**

This unit re-rolls failed morale checks

---

**Detonate:**

Each time a model explodes, roll a D6: on a 1 it fails to inflict any harm, 2-5 it inflicts it inflict 1 mortal wound to enemy units within 3" of the unit, and on a 6 it inflicts D3 mortal wounds to enemy units within 3" of the unit. This unit is then destroyed.

**Racial Abilities**

**Self-Repair:** At the beginning of your turn roll 1D6, on 5+ this model regains one wounds that was lost last turn. (Regeneration. Tyranids) ???

---

**Aggressive Aura:** Friendly infantry units within 5" range gets +1 on movements and charges (My will be done, Necrons) ???

---

**Replacement Signal:** At the start of your turn, roll a D6. On a +6 return one model of this unit to life, with its full complement of Wounds if it had more than one. (Reanimation protocols, Necrons)

---

**High-speed Drill:** Ferrosere Adama can charge even if it advanced during this turn. (Swift and deadly. Broodlord, Tyranid)

---

**Piercing Crystal:** After the first successful hit to an enemy model in Fight Phase roll a D6, on 3+ that model suffer 1 mortal wound. (Livering Battle Ram, Tyranids)

---

**Second Chance:** At the beginning of the Shooting Phase roll 2D6, on 9+ this model can shoot all of its weapons twice. (Weapon Beast, Tyranids)

---

**Cluster Swarm:** If a unit of Phite includes 15 or more models, you can add 1 to their hit rolls

---

**Unstoppable Force:** If this unit wipes out an enemy unit in the Shooting phase, this unit has a 4+ invulnerable save.

## Psyker Abilities

### **Crystallize:**

Crystallize has a Warp Charge of 7. If manifested, target a friendly X'Tal Infantry unit within 18" of the psyker. Add 1 to the Toughness characteristic until the start of your next Psychic phase.

---

### **Ingrained:**

Ingrained has a Warp Charge of 8. If manifested, choose an enemy unit without the Fly Keyword within 18" of the psyker. This unit cannot move during their next Movement phase but may Advance.

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### **Reverberate:**

*Reverberate* has a Warp Charge of 8

. If manifested, choose one of the following:

Select a friendly unit within 12" of the psyker. Until the next psychic phase, the psyker may take the wounds against that unit in their place.

Or

Select an enemy unit within 12" of the psyker, that unit takes 1 mortal wound for every missing wound from the psykers unit.

# Stratagems

## SHARP SHOOTER

### *X'Tal Stratagem*

*These departed veterans have honed their targeting skills centuries after their reincarnation.*

Use this Stratagem at the start of the Shooting phase. Select a friendly **GLASS** unit. Until the end of the phase, you can reroll all failed hit rolls for all friendly **INFANTRY** units within 3" of the selected unit.

1 CP

---

## IMPERMEABILITY

### *X'Tal Stratagem*

*During intense battles, the minerals from the X'Tal's naturally formed skin fasten, toughening the warrior's armor.*

Use this Stratagem before rolling for saves. Afterwards, you may reroll all failed save rolls for that unit until the end of the phase.

1 CP

---

## DUEL OF THE FATES

### *X'Tal Stratagem*

*At close quarters, the X'Tal have been well-trained to exploit the weakness of their opponents and end battles expeditiously.*

Use this Stratagem at the beginning of any Fight phase. Select a friendly **X'TAL** unit. Until the end of the Fight phase, on a 6+ wound roll, the selected unit will inflict an additional wound.

1 CP

---

## MAINTAINER OVERDRIVE

### *X'Tal Stratagem*

*Dwelling deep inside the solid chest, the X'Tal's Secondary Heart increases the warrior's performance by which it induces oxygen flow and nutrients to vital organs.*

Use this Stratagem before the Charge phase. Select a friendly **X'TAL** unit. Any friendly units within 6" of the selected unit may ignore the roll for the Charge phase and automatically charge the maximum distance for which that unit allows.

1 CP

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## RAMPAGE

### **X'Tal Stratagem**

*If provoked, the X'Tal can be brought into a frenzy and tear through their opponents with ease.* Use this Stratagem at the beginning of any Fight phase. Select a friendly **X'TAL** unit. Roll a 1D6; on a 4+, that unit can add 1 to their Attack characteristics until the end of the Fight phase.

2 CP

---

## INCURSION

### **X'Tal Stratagem**

*Impelled, the X'Tal lunge forward further than the opponent could ever anticipate.*

Use this Stratagem before advancing. As a result, all units can move an additional 3".

1 CP

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## TELEPATHIC GAZE

### **X'Tal Stratagem**

*The Gems can counteract even the most experienced psykers when enlightened of metaphysical disservices.*

Use this Stratagem when an enemy **PSYKER** attempts to manifest a psychic power within 24" of any **GEM** unit. Your opponent can only roll a single dice for the Psychic test. ("The Deepest Shadow" Tyranids codex p. 120)

1 CP

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## AVALANCHE

### **X'Tal Stratagem**

*The Ore wade through their enemies like a unbelievable force of nature.*

Use this Stratagem when an **ORE** unit completes its charge move. Roll a dice for each model in the charging unit that is within 1" of an enemy. For each roll of 6, inflict one mortal wound on an enemy unit within 1". ("Brute Force" Tyranids codex p. 120)

1 CP

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## SHATTERED HOPE

### *X'Tal Stratagem*

*Even the most spirited fighters would lose their will when observing how futile their weapons are against such stone-shielded soldiers.*

Use this Stratagem during the Morale phase. Select a unit of **JET OBSILISK** or **ADAMANTIA NEO** from your army. Your opponent must add 1 to any Morale tests taken for enemy units within 6" of that unit in this phase. ("Grisly Feast" Tyranids codex p. 119)

1 CP

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## ILLUSTRIOS

### *X'Tal Stratagem*

*In their renowned quick wit and wisdom, a Lustrius can recognise when the time arrives to approach -- and when to disengage.*

Use this Stratagem at the start of your Shooting phase. Select a unit of **Lustrius** from your army. This unit can immediately move 2D6" but cannot shoot or charge this turn. ("GO! RECON!" Astra Militarum p. 135).

1CP

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## PSYCHIC SURGE

### *X'Tal Stratagem*

*Although the initial physical entities of these combatants have long been obliterated, their spiritual energy remains omnipotent.*

Use this Stratagem when taking a Psychic test for a **X'TAL PSYKER**. Roll three dice rather than two and pick the two highest rolls. ("Psychic Channelling" Grey Knights p. 99)

1CP

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## SUBTERRANEAN DWELLER

### *X'Tal Stratagem*

*Silexias can suddenly dig themselves into the ground only to unburrow mere seconds after with a surprise attack.*

Use this Stratagem in your Movement phase. Select a Silexia unit from your army that is within 1" of an enemy unit. That unit can Fall Back, shoot and charge in this turn. ("Invisible Hunter" Tyranids codex p. 119)

1 CP

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## **SPITFIRE**

### **X'Tal Stratagem**

*Akin to adrenaline and fury within a human being, an X'Tal marksman utilizes ionic excitation to optimize rapidfire.*

Use this Stratagem at the end of your Shooting phase. Select a **X'TAL INFANTRY** unit from your army - that unit can immediately shoot again. ("Single Minded Annihilation" Tyranids codex p. 119).

2CP

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## **MERCILESS**

### **X'Tal Stratagem**

*War acts as a remembrance of how these obsolete soldiers once trained furiously and without relent.*

Use this Stratagem when a **PERLUMITE** unit is chosen to attack in the Fight phase. Each time you make a hit roll of 6+ for a model in this unit during this phase, it can immediately make an extra attack against the same target using the same weapon. These extra attacks cannot themselves generate any further attacks. ("Supreme Disdain" CraftWorlds p. 119).

1cp

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## **TEST THY WILL**

### **X'Tal Stratagem**

*For as long as the X'Tal have existed, they have been known to acquiesce in that which victory can only be achieved through patience and perseverance.*

Use this Stratagem when a friendly **GEM** unit is chosen to fight. You can re-roll any failed wound rolls for the unit if the target of the attack has the **MONSTER** keyword ("The Great Enemy" CraftWorlds p. 118)

1cp

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## OCULAR OBSTRUCTION

### *X'Tal Stratagem*

*With sheer focus, the X'Tal Glass can reflect solar light into the eyes of their opponents, thus obstructing their line of sight.*

Use this Stratagem during your movement phase. Select a **X'TAL GLASS** unit. Until the start of your next Movement phase, enemy models can only shoot this unit if it is the closest visible target. ("Cloud of Flies" Death Guard p. 98)

1 CP

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## DIZYGOTICUS

### *X'Tal Stratagem*

*Through centuries of discipline, the Gem masterfully possesses the knowledge to wield duo psychic powers.*

Use this Stratagem when a **GEM** unit successfully manifests their last psychic power in a Psychic phase. That psyker can attempt to manifest an additional psychic power this turn.  
("Unparalleled Mastery" Craftworlds p. 118)

1 CP

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## AMALGAMATION

### *X'Tal Stratagem*

*Alone, the odds are improbable, but united, the X'Tal can prevail against even the mightiest of champions.*

Use this Stratagem at the end of your Movement phase. Choose an Infantry unit from your army that is within 2" of another Infantry unit from the same <MATERIA>. You can merge these squads into a single unit and they are treated as such for the rest of the battle. ("Consolidate Squads" Astra Militarum p. 134)

1 CP

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## ALLOTROPY

### *X'Tal Stratagem*

*The Warp has been known to alter chemical structures in unusual ways.*

You can use this Stratagem at the start of your Psychic phase. Select a friendly **X'TAL PSYKER**. That model can replace any of its psychic powers with a power of your choice from the Cluster Discipline. ("Chaos Familiar of Nurgle" Death Guard)

1 CP

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## CREVASSÉ

### *X'Tal Stratagem*

*The X'Tal acknowledge that unity is strength, but the Gems are capable of sacrificing this known advantage for a more divided tactic.*

Use this Stratagem at the start of any of your Movement phases. Select a friendly **X'TAL GEM** unit that has 10 models. That unit is immediately split into two separate units, each containing 5 models. ("Tactical Flexibility" Grey knights)

1 CP

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## MAGMA CHAMBER

### *X'Tal Stratagem*

*Of the X'Tal, the Greater Ignia are among the most mindful; they can improve upon their skills through the act of acknowledging their flaws.*

Use this Stratagem at the start of your Shooting phase. Select a friendly **GREATER IGNIA** unit within 6" of your warlord. You can add 2 to your Second Chance roll for that unit.

2 CP

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## IMPETUS EXPONENTUM

### *X'Tal Stratagem*

*Even when facing the most lethal adversaries, the X'Tal are only known to accelerate into battle with neither fear nor regret.*

Use this Stratagem at the start of your Movement phase. Select a friendly **X'Tal** unit. It will make the Momentum Ability rule go one up in degree (ex. If it's the unit's first charge move, instead of adding a D3, you would add a D6).

1 CP

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## INVIGORATING FORCE

### *X'Tal Stratagem*

*One should not so easily underestimate the speed of the Resonites, for epinephrine still flows through these corroded warriors.*

Use this Stratagem at the start of your Charge phase. Select a friendly **RESONITE** unit, within 2" of a **FERROSERE** unit. The unit of **RESONITE** can charge even if they advanced during this turn.

1 CP

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## SERVITUDE

### *X'Tal Stratagem*

*The Warp can provide rewarding enchantments for those that serve under its influence.*

Use this Stratagem before the battle. Your army can have one extra Relic for 1 CP, or two extra Relics for 3 CPs. All of the relics that you include must be different and be given to different **X'TAL CHARACTERS**. You can only use this stratagem once per battle.

1 / 3 CPs

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## PETRIFY

### *X'Tal Stratagem*

*It is told that the X'tal are indiscriminate of who they leech courage from.*

Use this Stratagem at the beginning of the Morale phase. Select a Friendly **X'TAL INFANTRY** unit. Enemy units within 3" of that have their leadership reduced by 2.

1 CP

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## CENSURE OF THE WARP

### *X'Tal Stratagem*

*Some X'Tals are so omniscient and powerful that they can absorb and redirect mental attacks at a greater intensity.*

Use this Stratagem in the Psychic Phase when you roll a successful Deny the Witch roll. Deal D3 Mortal wounds to the Psyker unit that had tried to cast the psychic power.

1 CP

# Battle Scenarios

## Dynamic Objectives

### **The Armies**

Each player selects a Battle-forged army to an agreed points limit.

### **The Battlefield**

Create the Battlefield and set up terrain. Next, the players set up 6 objective markers; the players should roll off and, starting with whoever rolls highest, the players alternate placing these objectives markers until all 6 have been set up. The objective markers can be located anywhere on the battlefield, as long as the centre of each is more than 12" from the centre of any other objective marker and 6" from the edge of the battlefield.

### **Deployment**

The player who placed the last objective marker determines which of the standard deployment maps is used in the battle and picks one of the deployment zones on the map for their army. Their opponent uses the other deployment zone.

The players then alternate deploying their units, one at a time, starting with the player, who did not pick their deployment zone. A player's model must be set up within their own deployment zone. Continue setting up units until both sides have set up their army.

### **First Turn**

The player who finished setting up their army first can choose to take the first or second turn. If they decide to take the first turn, their opponent can roll a dice; on a roll of 6, they manage to seize the initiative, and they get the first turn instead!

## Sustained Assault

The X'Tal can use the Sustained rules to represent their overwhelming superiority in numbers. Each time one of the X'Tal replacement unit arrives, set up the models in that unit within 6" of the X'Tal's battlefield edge.

## Battle Length

At the end of battle round 5, the player who had the first turn must roll a D6. On a roll of 3+, the game continues, otherwise the game is over. At the end of battle round 6, the player who had the second turn must roll a D6. On a roll of 4+, the game continues, otherwise the game is over. The battle is automatically ends at the end of battle round 7.

## Victory Conditions

At the end of the game, the player who has scored the most victory points is the winner. If both players have the same number of victory points, the game is a draw. Victory points are achieved by the following:

**Take and Secure:** At the end of the game, each objective marker is worth 2 victory points to the player who controls it. A player controls an objective marker if they have had more models within 3" of the centre of it than their opponent, and will continue to control that objective, unless their opponent has more models within 3" of the objective marker, then the player.

**Slay the Warlord:** If the enemy Warlord has been slain during the battle, you score 1 victory point.

## The Crystal plague

### The Armies

Each player selects a Battle-forged army to an agreed points limit.

### The Battlefield

Create the Battlefield and set up terrain. Next, the players set up 6 objective markers; the players should roll off and, starting with whoever rolls highest, the

players alternate placing these objectives markers until all 6 have been set up. The objective markers can be located anywhere on the battlefield, as long as the centre of each is more than 12" from the centre of any other objective marker and 6" from the edge of the battlefield.

## **Deployment**

The player who placed the last objective marker determines which of the standard deployment maps is used in the battle and picks one of the deployment zones on the map for their army. Their opponent uses the other deployment zone.

The players then alternate deploying their units, one at a time, starting with the player, who did not pick their deployment zone. A player's model must be set up within their own deployment zone. Continue setting up units until both sides have set up their army.

## **Preliminary Bombardment**

Once both sides have been set up, the X'Tal launches a Preliminary Bombardment

## **Sustained Assault**

The X'Tal can use the Sustained rules to represent their overwhelming superiority in numbers. Each time one of the X'Tal replacement unit arrives, set up the models in that unit within 6" of the X'Tal's battlefield edge.

## **First Turn**

The player who finished setting up their army first can choose to take the first or second turn. If they decide to take the first turn, their opponent can roll a dice; on a roll of 6, they manage to seize the initiative, and they get the first turn instead!

## **Battle Length**

At the end of battle round 5, the player who had the first turn must roll a D6. On a roll of 4+, the game continues, otherwise the game is over. The battle automatically ends at the end of battle round 6.

## **Victory Conditions**

At the end of the game, the player who has scored the most victory points is the winner. If both players have the same number of victory points, the game is a draw. Victory points are achieved by the following:

**Crystal Domination:** At the end of each turn, each objective marker is worth 1 victory point to the player who controls it. A player controls an objective marker if they have more models within 3" of the centre of it than their opponent. Keep a running score from turn to turn. At the end of every battle round roll a d6 and replace the respective objective marker with a Power Crystal (see below). If players roll a die for the same objective marker then no objective markers are replaced.

**Power Crystal:** If a **Psyker** unit is within 3" of a Power Crystal, that unit may manifest another psychic ability during your next psychic phase.

**First Blood:** The first unit, of any kind, to be destroyed during the battle is worth 1 victory point to the opponent at the end of the game. If two or more units from opposing forces are destroyed simultaneously, then both players get 1 victory point.

**Slay the Warlord:** If the enemy Warlord has been slain during the battle, you score 1 victory point.

## War Machine

### **The Armies**

Each player selects a Battle-forged army to an agreed points limit.

### **The Battlefield**

Create the Battlefield and set up terrain. Next the players will put the War Machine in the middle of the Battlefield.

### **Deployment**

The player who placed the last objective marker determines which of the standard deployment maps is used in the battle and picks one of the

deployment zones on the map for their army. Their opponent uses the other deployment zone.

The players then alternate deploying their units, one at a time, starting with the player, who did not pick their deployment zone. A player's model must be set up within their own deployment zone. Continue setting up units until both sides have set up their army.

## Attacker's Reserves

The Attacker is allowed to bring on any reserve units that they wish to at the end of each of their Movement phases. When a unit arrives from Reserve, they must be set up within" of their battlefield edge.

## Preliminary Bombardment

Once both sides have been set up, the X'Tal launches a Preliminary Bombardment

## First Turn

The player who finished setting up their army first can choose to take the first or second turn. If they decide to take the first turn, their opponent can roll a dice; on a roll of 6, they manage to seize the initiative, and they get the first turn instead!

## Battle Length

At the end of battle round 5, the player who had the first turn must roll a D6. On a roll of 3+, the game continues, otherwise the game is over. At the end of battle round 6, the player who had the second turn must roll a D6. On a roll of 4+, the game continues, otherwise the game is over. The battle is automatically ends at the end of battle round 7.

## Victory Conditions

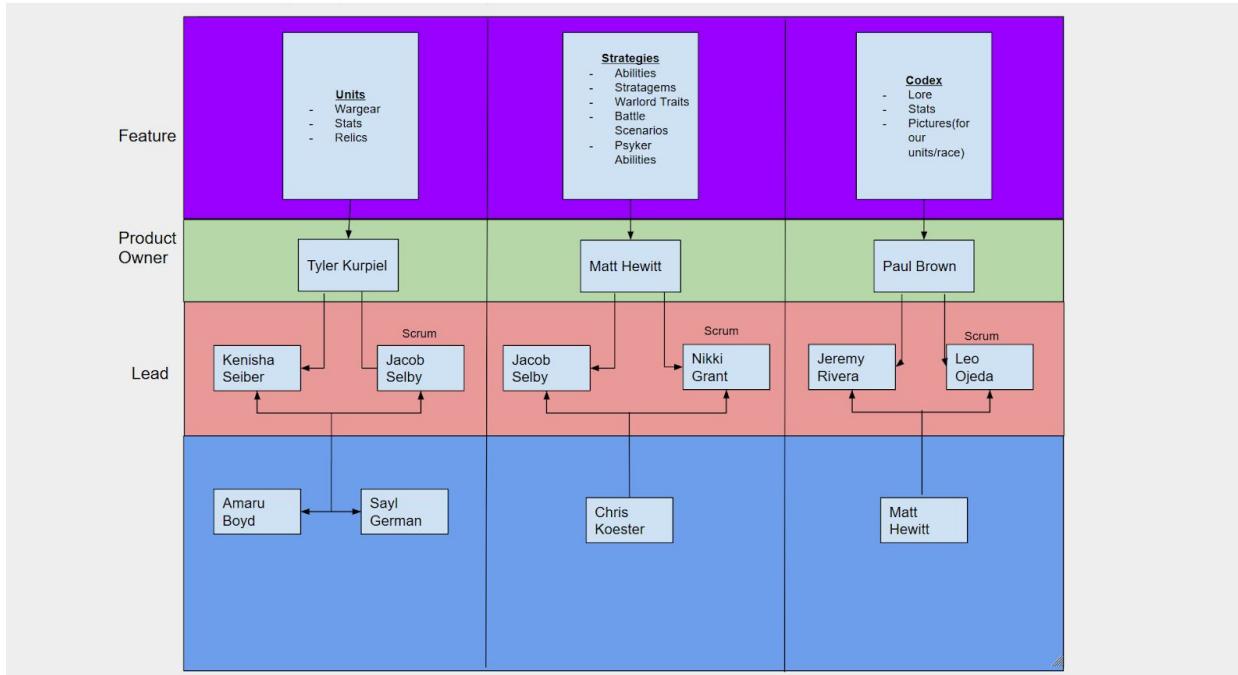
At the end of the game, the player who has scored the most victory points is the winner. If both players have the same number of victory points, the game is a draw. Victory points are achieved by the following:

**No Quarter Given:** Each player scores 1 victory point for each enemy unit that is destroyed.

**Slay the Warlord:** If their enemy Warlord has been slain during the battle, you score 1 victory point. This is in addition to the 1 victory point you score for each destroyed unit.

**First Blood:** The first unit, of any kind, to be destroyed during the battle is worth 1 victory point to the opponent at the end of the game. If two or more units from opposing forces are destroyed simultaneously, then both players get 1 victory point.

## Company Hierarchy



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