

NETEPIC 5.0 ARMY BOOK

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Background

The Eldar are an ancient race, their civilization predating humanity by hundreds of thousands of years. They encountered the Old Slaan, learned much of the universe that is now forgotten and they held dominion over a large part of the galaxy. They created many beautiful things, lived long lives and when they eventually died, their spirits passed peacefully back into the Warp to be born again. Their worlds were paradises of great beauty and cultural achievement. After the passing of the Slaan, the Eldar excelled above all races and technology. Slowly, their own pride began to consume the Eldar race. They became proud and arrogant and grew to view all alien races as inferior barbarians, unworthy of respect or consideration.

The Eldar had long outgrown the need for physical labor of any kind, as their technology provided all that was required without individual effort. This left the long-lived Eldar to spend their lives seeking pleasure and satisfying their desires. Many gave way to the most hedonistic of impulses. Cults sprang up all over the Eldar civilization dedicated to different aspects of sensual excesses. As these cults gained more power over the Eldar, they became more and more corrupt, wanton and abandoned. Sadistic killers prowled the streets in search of victims. The need for pleasures became more and more demanding, and for the Eldar it became harder and ever harder to satisfy their desires, so their acts became more and more depraved. The bestial roar of the crowds was heard throughout the galaxy and gutters ran with blood.

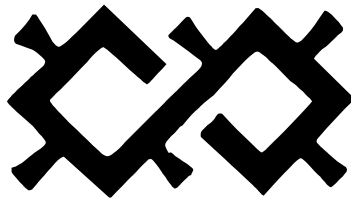
For generations the Eldar were driven with madness, and they slew and laughed and feasted upon the corpses of the dead while worlds burned. The Old Slann are said to have forewarned the Eldar how every living thought and feeling creates an echo in the warp, and how like characteristics re-echo together, creating a unified circulating wave of energy. Such waves form vortices of pure energy manifesting a collective consciousness and will. The Slann called these conscious warp creatures the Powers of Chaos and warned against them. The Eldar learned anew as the depravity and foul sickness of the Eldar civilization raised a creature born of that depravity.

The Fall of the Eldar is said to have happened in a single orgy of destruction. With a howl of psychic energy, a new Chaos Power awoke, rising into supernatural life and crying out his pain. A psychic implosion tore at the universe and there was not a single Eldar who did not hear the birthing cry of agony. The spirits of the Eldar were drawn from their minds and consumed as their god took his first infernal breath. Intoxicated with this first drought, the Power laughed and became Slaanesh, the new Chaos God given form by the dreams of the Eldar.

The center of the psychic implosion lay at the heart of the Eldar realm but the shockwave spanned the galaxy. Every Eldar within tens of thousands of light years was destroyed in an instant, their spirits sucked into the Warp to feed the hungry god. Only those upon the fringes of the galaxy survived unharmed, while those closer were spared but twisted, changed and corrupted by the power of the Warp. In but a moment, the Eldar had become a doomed people, reduced to refugees scattered throughout space, knowing that their Great Enemy had been born and would pursue them for the rest of eternity.

The region of space that was once the heartworlds of the Eldar became a great rend in space, now called the Eye of Terror. Here the Warp and the material universe overlap and daemons bathe in the energy of Chaos, while Daemon Princes and the Chaos Space Marines rule over planets turned into Hell worlds. Here lie the Crone Worlds, the ancient worlds that once made up the Eldar empire.

Today, though few in number, the Eldar are one of the most technologically advanced races in the galaxy. Eldar are as unreadable and unpredictable as their battle tactics, but only a fool would ignore any warnings of doom they may foretell. These deadly alien warriors fight for their very survival as they attempt to regain their former glory.



The Eldar Army

The Standard Army consists of the best-known Eldar forces that appear throughout the galaxy. These troops can represent Craftworld soldiers, exploration teams, Dark Eldar raiding parties, Exodite honor duel expeditions or Eldar pirates. If you choose to run a Standard Army you must put at least 50% of your points into the Standard Eldar List. The other 50% may be spent on any one Standard List other than Chaos.

Standard Army	At least 50% of your points into...	Up to 50% into...
Eldar	Standard Eldar List	Any one Standard List except Chaos

Each of the Craftworlds and the Eldar Knights are separate Codex Armies. Pick one, and you must spend 75% of your points on that list plus the Standard Eldar List. You may put up to 25% of your points into one other Craftworld, the Eldar Knights, Exodites or any one Standard List other than Chaos.

The Exodites are a Codex army. If you want to play them you have to put 75% of your points into them and up to 25% into any of the allies listed above.

Dark Eldar are also a Codex army, and are willing to consider working with Chaos. You must put at least 75% of your points into them and may put up to 25% of your points into any one Standard List except Eldar.

Codex Army	At least 75% of your points into...	Up to 25% into...
Craftworld	Codex List & Standard Eldar List	One other Craftworld, Knights, Exodites, or any one Standard List except Chaos
Eldar Knights		
Exodites	Exodite List	Any one Standard List except Eldar
Dark Eldar	Dark Eldar List	

As opposed to other armies where you may not mix and match the Company and Support Cards from different Codex lists, with Eldar Craftworlds you may do so. For example, if you're running both Saim Hain and Alaitoc, you may buy a Saim Hain Wind Rider Host and support it with Alaitoc Pathfinders.

Special Rule: Harlequin Masque

The Harlequin Company Card is never taken as a Core Army, instead always serving as an ally to an army that is facing Chaos or Necrons. The Core Army must be able to take Eldar as allies, e.g. Harlequins will not show up at a Chaos-vs-Chaos battle. Further, only a single Masque (their Company Card), up to five Support and one Special Card may be purchased from the Harlequin list, regardless of the total points in your Core Army.

Special Rule: Eldar Knights as Allies

Eldar Knights are available as an allied contingent for any Craftworld or Exodite army. You may put up to 50% of your points into the Eldar Knight List, regardless of the Codex Army restrictions above. If the Knights are going to show up at all, they're going to show up in force!

Note: The Exodite and Dark Eldar armies should be considered optional and require the approval of your opponent.

Special Rules

Avatars

An Avatar is the embodied spirit of a Craftworld's War God and a physical representation of the suppressed Eldar racial passions – war, revenge, bloodlust, hatred and death. As the Eldar prepare for war the collective psychic resonance from the thousands of warriors will gather together, becoming stronger and more intense. As the battle draws near these psychic energies emerge as a nigh-indestructible form of red-hot iron. Molten metal flows through it's frame like blood, and drips and sizzles from his mouth, running down his arms and splattering on the ground. His terrifying appearance has earned him the title of the Bloody-Handed God. Should the physical shell be destroyed his spirit will retreat to a throne deep within the Craftworld, where it will draw strength and await the next call to battle. The Avatar is a raging spirit and blind to the notions of tactics or objectives, his only purpose is to wreak as much death and destruction as possible.

Any Craftworld force may include an Avatar. This is a Free Card and is in addition to the rest of the Eldar force, so it does not reduce the number of Special and Support Cards allowed. The Avatar is not actually under the player's control and is not given orders. He will automatically move 15 cm towards the nearest enemy in the Compulsory Movement phase. If this distance is enough to reach the enemy then he will stop and engage it in Close Combat. If the Avatar is not engaged in Close Combat then he will fire his spear at the nearest enemy model in the First Fire phase.

The Avatar has the Command, Fear, Fearless and Hard to Hit abilities. The Avatar's saving throw is a fixed 2+ against absolutely everything: physical, psychic, Close Combat, instant-kill or special ability. The only way to kill the Avatar is to hit him a lot and pray for a "1".

Eldar Knight Psychic Lances

All Eldar Knights are equipped with a Psychic Lance for use in Close Combat. They function only on the turn when the Knight charges another unit. They do not work if the Knight itself has been charged, or on the second or later rounds of Close Combat. When a Knight charges into combat, roll a D6 before resolving the combat:

Roll	Effect on most units	Effect vs. a Hit Location Template
1-3	No effect: resolve combat as normal.	No effect: resolve combat as normal.
4-5	The target's CAF is reduced to zero for this round of CC.	CAF is reduced by D6 for this round of CC.
6	The target takes a hit at 0 TSM before CC dice are rolled.	CAF is halved for this round of CC.

In addition, Psychic Lances are particularly effective against Greater Daemons. When a Greater Daemon is attacked, it must make its basic saving throw or be destroyed (it cannot use Chaos Cards to save itself). Apply a -1 modifier to this roll for each Eldar Knight beyond the first that adds its Lance to the charge. The Chaos player may apply add +1 to the roll for each Chaos Card he sacrifices. These cards must be discarded before dice are rolled.

Holo-fields

Some units use a protective system known as a Holo-field. This device wreaks havoc on targeting systems and makes the unit difficult to hit. The dispersion of the field and the distortion it produces are dependent on both the mass and the speed with which the unit is moving. A Holo-field grants a Fixed Save against all incoming shots according to the orders it has. This save is ineffective against template weapons, as well as psychic attacks that do not require line of sight. However, any barrage template that covers the unit will always scatter regardless of whether it is direct fire or not.

Titan is on...	Non-titan is on...	Fixed Save
-	First Fire Orders	5+
First Fire Orders	Advance or Fall Back Orders	4+
Advance or Fall Back Orders	Charge Orders	3+
Charge Orders	-	2+

Special Ability: Waystone Spirit

To the Eldar, the prospect of death represents a final horror unthinkable to a human and unimaginable to an Ork. When an Eldar dies his consciousness passes into the Warp where The Enemy, Slaanesh the Bane of the Eldar and Great Power of Chaos, awaits to consume it. Every Eldar wears around his neck a small gem called a Waystone, the purpose of which is to absorb his owner's consciousness should he be killed, thereby cheating Slaanesh of his quarry and saving the Eldar from a fate that is literally worse than death. Waystones are implanted into the Wraithbone skeleton of the Eldar Craftworlds, releasing the spirit of the dead Eldar into the fabric of the Eldar Craftworld itself. Waystones can also be implanted into machines, and the consciousness they contain becomes the controlling element of the machine, allowing the Eldar to live again in a new form. When the Eldar go to war they are frequently accompanied by the dead in the form of Wraithguards and Wraithlords.

A Waystone Spirit unit is an artificial body with an Eldar Waystone implanted inside. They can move and act much like living creatures, motivated by the consciousness of the dead Eldar they contain. This consciousness is not quite the same as that of a living person, but more like a dream-state, perceiving things around about in a shadowy and disconnected way. Waystone Spirits are both Inorganic and Artificial Intelligence. They are immune to the restrictions of firing upon Greater Daemons and are immune to any sort of Morale effect.

They are not Robotic and do not need to be programmed before a battle. However, a Waystone Spirit must always remain within 10 cm of a living Eldar unit and will always duplicate orders of that unit. If a Warlock is within 10 cm of any model in the detachment, the detachment may be given any orders that turn. If they start a turn over 10 cm away from a living Eldar unit the Waystone Spirit will charge towards the nearest living Eldar, and can only enter Close Combat if the Eldar unit they are moving towards is engaged in Close Combat.

Sample Army: Saim-Hann Craftworld

Army Card	Cost	Notes
1) Wind Rider Host	650	
Special: Warlock on Jetbike	125	
Revenant Scout Titans	400	
Unicorn Battery	150	
Doomweaver Battery	150	
War Walker Squadron	150	
2) Falcon Host	450	
Special: Warlock on Jetbike	125	
Fire Prism	50	
Fire Prism	50	
Fire Prism	50	
Fire Prism	50	
Fire Prism	50	
Ally: Alaitoc Craftworld (limit 750 points)		
3) Falcon Host	450	
Alaitoc Rangers	100	
Total	3000	

Craftworld Eldar

During their heyday the Eldar traveled the galaxy in vast trading ships called Craftworlds. These trading Craftworlds were city-sized, self-contained ecosystems housing thousands of families within a complete biosystem, with zones containing forests and natural flora as well as urban and industrial areas. During the Fall of the Eldar many Craftworlds were used as escape pods, carrying tens of thousands of fleeing Eldar from the decaying homeworlds. The vast system of warp tunnels that once connected the Eldar civilization collapsed, and daemonic intrusions from the warp have forced much of the rest to be sealed. Other tunnels have simply collapsed or the places they led to were destroyed or desolated. Today the tunnel network still connects to millions of places throughout the galaxy, but there are significant gaps in the system and some Craftworlds are completely isolated.

Over the millennia the isolated pockets of Eldar civilization have wandered the galaxy, some seeking to recreate the glory of the Eldar empire, others merely fighting to avoid being consumed by the forces of Chaos. Many of the original Craftworlds have grown considerably in size, so that some are now tens or hundreds of times larger than the original trading ships which lie at their cores. Others have died a gradual death as their populations slowly dwindled over the centuries, and their Craftworlds have become silent, lifeless tombs holding only the dead.

Each Craftworld is independent and conducts its own affairs and wages its own wars. Craftworlds do sometimes ally together to face a common threat or to achieve a common objective, but such alliances are usually temporary and have no lasting significance. Of course, all Eldar are united by a common culture and racial identity, but that means little when it comes to defending the interests of their own particular Craftworld. Wars between one Craftworld and another are rare, but certainly not unknown.

Alaitoc



Alaitoc Craftworld lies in the eastern edge of the galaxy – the frontier region which has never been reconquered by the Imperium. Before the Imperium existed it was colonized by humans, Orks, Eldar and others, and even now it remains a sprawling zone of border empires and outlaw worlds. This melting pot of races and cultures lies far away from the immediate threat of Chaos, but even so the threat cannot be ignored. Alaitoc Rangers explore and patrol the thousands of worlds beyond the reach of the Imperium, secretly monitoring the isolated civilizations and strange races that live there. All Craftworlds have scouts, but on Alaitoc the Path of the Outcast is followed by many. These Eldar remain loyal to the Craftworld and return to it in due course or times of dire need, as well as providing valuable information on other races.

The symbol of Alaitoc is known as the Doom of Eldanesh, the Eldar hero slain by the god Khaine. The symbol depicts the sword of Khaine bisecting the Red Moon, the sign of Eldanesh. The Red Moon in Eldar legend was created when Khaine slew Eldanesh, and the dead Eldar lord was placed in the sky, the colour red acting as a constant reminder to his bloody death. The Red Moon is a sign of ill-omen or impending battle for most Eldar, but the Alaitoc use it to remind themselves of what happens of mortals offend the gods.

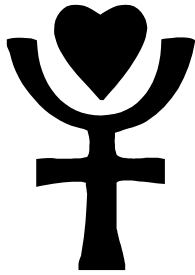
Special Rule: Alaitoc Craftworld

If you run Alaitoc Craftworld then instead of Pathfinders, you may purchase Alaitoc Rangers which have the same stats but gain the Deploy Anywhere special ability.

Alaitoc Ranger Special Ability: Deploy Anywhere

Alaitoc Rangers are legendary for their ability to infiltrate and gain the best position on the battlefield. During setup, Alaitoc Rangers may be placed anywhere on the battlefield that isn't in the enemy deployment zone. You must place the stands in a detachment within coherency and you can't place them closer than 5 cm to an enemy unit, but other than that you may treat the entire board as their deployment zone. After setup, go to the infiltrate movement phase and move units normally. Yes, Alaitoc Rangers get their infiltrate movement too, and this *may* take them into the enemy deployment zone.

Biel-Tan



Biel-Tan Craftworld is located towards the southern rim of the galaxy, at the edge of what is believed to be the extent of the ancient Eldar empire. The name of the Craftworld means 'Rebirth of Ancient Days' and the Craftworld is represented by the rune 'The Reborn', standing for the principle of reincarnation - a fate thought to have befallen every Eldar before

the Fall. Amongst the Eldar, the Biel-Tan are renowned for their strong warrior ideals. For the Eldar of Biel-Tan, the Way of the Warrior, the life-stage that encompasses the Aspect Warriors, is considered the first step upon the Eldar Path. Upon reaching physical maturity a Biel-Tan Eldar becomes an Aspect Warrior, and only once he has fulfilled this role can he continue along the Eldar Path.

The Biel-Tan have taken it upon themselves to rebuild the glory of the Eldar and therefore place greater importance on the Path of the Warrior, knowing that if a new Eldar empire is to be forged it will be through battle and bloodshed. Colonisation by other races is seen as a threat to the future growth of the Eldar empire. It is their philosophy that it is better to eradicate any usurpers as soon as possible before the enemy becomes well established,

giving rise to a large number of attacks against small colonies. The Orks are particularly hated by the Biel-Tan as they can rapidly spread across a newly colonised world. The leaders of Biel-Tan also see it as their duty to protect the Exodite worlds, as when the time comes for the Eldar to emerge from the shadows and reclaim what is rightfully theirs, the Exodite worlds will be the first staging points in the conquest of the other races.

Special Rule: Biel-Tan Craftworld

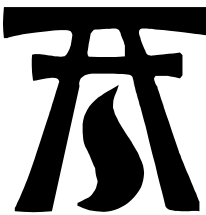
The Phoenix Lords are the most ancient of the Eldar Exarchs, and there is a Phoenix Lord for each type of Aspect Warrior (Dark Reaver Phoenix Lords, Swooping Hawk Phoenix Lords, etc). While powerful they are not normally common enough to stand out on the Epic battlefield. However, the Biel-Tan emphasis on the Path of the Warrior has produced a proportionately higher number of Phoenix Lords and the formation of the Phoenix Host.

The Phoenix Host does not have a fixed cost or Victory Point value. After you purchase the Company-level Phoenix Host card you must purchase any three cards of Aspect Warriors (they may be the same ones or all different). These troops become part of the Phoenix Host and are no longer considered Support Cards.

Add a Phoenix Lord stand to each detachment of Aspect Warriors. These stands take on the exact same characteristics as the Aspect Warriors, with the addition of the Command and HQ abilities. The completed Phoenix Host will consist of three detachments, each with four Aspect Warriors and a Phoenix Lord of that type. Divide the total cost by 100 and round up to determine the Victory Point total.

Example: *I purchase a Phoenix Host (200 points), two cards of Dark Reapers (250 points each) and one of Howling Banshees (150 points). The Host costs 850 points and is worth 9 Victory points. It consists of two detachments of a Dark Reaper Phoenix Lord & four Dark Reaper stands, and one detachment of a Howling Banshee Phoenix Lord & four Howling Banshee stands. I may now add one Special and five Support Cards to the Host.*

Iyanden



This Craftworld was once the largest of all Eldar Craftworlds and its people the most numerous. Iyanden was also the scene of the Eldar's first encounter with the Tyranid - the all-consuming, locust-like alien menace. Endless waves of Tyranid warriors swept over the Craftworld, each eventually beaten by the Eldar but at a progressively higher cost. The Tyranids' psychic warp blockade disabled the Craftworld's warp tunnels and prevented the Eldar from summoning help from other Craftworlds. As a last, desperate gamble, the Eldar decided to wake their dead to repel the invaders. The ancient Spirit Stones were removed from their resting place and installed into animated fighting bodies called Wraiths and Ghosts. The Wraithguard and Ghost Warriors turned the tide of battle and the Tyranids were beaten back, but it was a hollow victory for Iyanden. Their once-proud world stood in ruins

and four-fifths of the inhabitants lay dead in its shattered halls. The Craftworld and its people had been dealt a blow from which they could never recover.

Since their awakening, many of the Iyanden spirit warriors have gradually drifted back into the slumber of death. Their Spirit Stones have been re-implanted into the Wraithbone core that forms the psycho-active skeleton framework of the Craftworld. However, many linger in wakefulness, driven by anger and a burning desire for vengeance. These metal-bodied heroes of long ago wait for the call of battle and a chance to vent their wrath upon the enemies of their race.

The Iyanden Eldar are on the brink of extinction, and they rely heavily on Wraithguard and Wraithlords in their warhosts. This reliance on the dead has given rise to an increase in the numbers of psykers specialised in raising the souls of the Eldar from where they reside in the Infinity Circuit. These necromantic psykers known as Spiritseers are adept at communing with the souls of the dead and act as a node for the spirits roused.

Special Rule: Iyanden Craftworld

If you run Iyanden Craftworld you may field the Wraith Host, composed of a Warlock, two Wraithguard and two Wraithlord detachments. It may not field Guardian Hosts as there simply aren't enough living infantry to balance out the risk of fielding them without Falcon transports.

Saim-Hann



Saim-Hann was one of the first Craftworlds to flee from the Eldar home worlds as the Fall approached and it still retains many ties with the Exodites who preceded them. This Craftworld is renowned amongst the other Eldar as a slightly wild and dangerous place. Whereas the other Craftworlds have long-since developed the Eldar Path as a means of self-control, in the Saim-Hann Craftworld the Eldar Path is followed in a less formal manner. It is as if the people of Saim-Hann have a thin veneer of Eldar ways, covering the wild and carefree Eldar of old. Other Craftworlds regard this as very dangerous, because these are the very traits which led to daemonic possession, the invasions of Chaos and the original Fall of the Eldar.

Some Eldar even regard the Saim-Hann Craftworld as a nest of wild barbarians living at the edge of Eldar society. However they are thought of, the raucous, boastful warriors of Saim-Hann are skilled jetbikers and aggressive, mobile troops. The speed and power of these barely-controllable machines is a symbol of warrior prowess, with young pilots determined to out-do each other in battle. The most famous of the Saim-Hann are the Wild Riders who go into battle riding Jetbikes and Vypers, excelling at swift raids.

Special Rule: Saim-Hann Craftworld

If you run Saim-Hann Craftworld you may field the Wind Rider Host, composed of two Vyper Squads and three Jetbike Squads. On the down side, you may not field the Tempest Host as your soldiers are far too eager to ride their high-speed jetbikes into combat to tie themselves down into a large, cumbersome target. You are also reluctant to field the Phantom Titan Host, preferring the smaller, faster and more agile Revenant Scout Titans. Your Warlocks and Farseers may be mounted on jetbikes for no extra cost.

Ulthwe



Ulthwe is the most overtly militaristic Craftworld. Its people have long been accustomed to warfare, for Ulthwe is situated perilously close to the Eye of Terror. Constant warfare has hardened its people - not just the Aspect Warriors, but all of Ulthwean society. The need for vigilance in the face of their greatest enemy has led to the creation of a standing force of Guardians known as the Black Guardians of Ulthwe, after the color of their uniforms. Thanks to this large force of permanently mobilized troops, Ulthwe has survived almost constant warfare for thousands of years.

Among the Craftworlds, Ulthwé is known for the many Eldar who follow the Path of the Seer. The Ulthwé make the claim that they need their numerous Farseers to keep watch for the many and varied guises of Chaos, but those from other Craftworlds often claim that it is the Eye of Terror itself which has tainted the inhabitants of Ulthwé and exaggerated their psychic potential. Of all the Craftworlds, Ulthwé interferes the most in the affairs of other races: their psykers can foresee future events with a greater precision and for a longer duration than those of other Craftworlds. The Seer Council is constantly diverting the course of history to their own ends, with warriors from Ulthwé frequently being sent on missions to subtly alter the balance of fate in battles that will ultimately concern their home.

Special Rule: Ulthwe Craftworld

If you run Ulthwe Craftworld you may field the Black Guardian Host, which is four Guardian Detachments for the price of three.

Dark Eldar

"I will never forget what I saw at Obsidian Station. The bones of five thousand brave men lay scattered about the winding corridors. Their blood was slick upon the walls and floors of the dormitories. Their innards were hung from control panels like grotesque decorations of some insane celebration. But not a single skull was to be found; all taken as sick trophies by these despicable attackers."

Inquisitor Absolvus

Not all Eldar were slain in the Fall, and not all Craftworlds escaped the corruptive touch of the Warp. For decades the Imperium did not distinguish between the various Craftworlds, attributing to all Eldar the encounters of blood-thirsty raiders that left only the dead and horribly mutilated behind. Over time it became apparent that only certain factions of the Eldar were responsible for the savage reputation of the Eldar. Those pirates were termed the Dark Eldar. Though they claim themselves to be a more self-aware counterpart to the Eldar, many Eldar will deny that such treachery is in their true nature. They claim that these vile beings were created from those Eldar who were weak of mind and spirit and inadvertently allowed the Chaos in, which lead to the destruction of the Eldar civilization. Now that they have been corrupted, there is no salvation for them. As such, there is an intense and unceasing rivalry between the Eldar and the Dark Eldar.

Dark Eldar are war-hungry, bloodthirsty self-serving sadists. They respect nothing but themselves and are utterly ruthless, and they take a positive delight in the infliction of pain and misery. They are fast, cunning, diabolical and steeped in mystery, as those not killed outright by their hideously effective weaponry are taken captive and vanish into the vast, dark Craftworlds where murder, slavery, torture and casual violence are the only law. Countless untold horrors await those who are unlucky enough to survive the initial assault. Though a few soldiers have managed to hide or escape their clutches, they usually go mad from lunacy or disease. Because of this is thought that the Dark Eldar coat their blades in the most vile biological and hallucinogenic toxins imaginable, insuring that if a swipe of the blade does not cause an instant kill, the victim will eventually die anyway.

Special Rules

Army Construction: Dark Eldar armies must purchase either an Archon (a male war leader) or Archite (female). This card does not count as a Company Card and may not receive Support Cards of it's own, nor does it take up a Support or Special Card slot. You may only buy one Archon or Archite.

Combat Drugs: Many

Special Units

Archon/Archite: Dark Eldar thrive on domination and power, and those who ruthlessly use a combination of fear, blackmail and random violence will quickly rise to positions of authority. These Dark Eldar Lords lead their servants into battle in the search for slaves and souls, leaving worlds in ruin and a mountain of dead heaped in their wake. Dark Eldar Lords are protected by a powerful Shadow Field (unlike the normal Shadow Field, this one grants the Archon/Archite a 5+ fixed save). Archons are armed with Soulseeker ammunition that ignores cover. Archites benefit from a special 4+ fixed save in Close Combat, as their years of experience in the gladiatorial arenas of Commorragh enables them to avoid their opponents' blows with ease.

Banshee AA Raider: This is a rapid-fire Anti-Aircraft gun mounted on a Raider.

Beastmaster: Beastmasters are a sub-sect of the Wych cult that fight against wild creatures in the arenas of Commorragh. The Beastmasters use Combat Drugs, but always get the Triple Charge rate result in order to allow them to keep up with their pack of Warp Beasts.

Combat Barge: The most powerful Archons and Wych Archites are the supreme lords of their respective Kabals. They always ride converted Ravagers with a powerful Shadow Field along with their retinues. The Combat Barge is a Skimmer, can carry 2 infantry stands and is an Open-Topped Vehicle.

Dark Warlock: Dark Warlocks are powerful psykers and use deadly Psychic powers to support the Dark Eldar advance. A Dark Warlock may use one of the following powers once per turn:

1) Shadowed: This power enables the psyker to hide one Dark Eldar infantry detachment or model within 50 cm. The shadowed units appear to flicker in and out of their shadows, thus making them more difficult to hit or fight them in Close Combat. The effects last until the End Phase, and all enemy units must first roll 4+ in order to shoot at shadowed units, and even if successful they must do so at -1 To-Hit. Shadowed units in Close Combat receive +2 CAF.

2) Shroud of Darkness: Target one detachment within 50 cm and line of sight. On a 4+ the unit cannot fire any weapons or enter Close Combat this turn. If the affected unit attempts to move, roll the scatter die for direction for each model every 5 cm, with a "hit" indicating movement in the desired direction. All direct fire aimed at the shrouded unit is at -1 To-Hit. This is an ethereal psychic power.

3) Death Grip: The Dark Warlock may attack any model within 25 cm range and line of sight. On 4+ the model is destroyed, with no Armor Save allowed. Units with active Shields (any type) are unaffected, but if there are no shields then the crew of the unit is reduced. The unit may not move this turn and suffers a -1 To-Hit penalty for the rest of the game. This is an ethereal psychic power.

Dracon/Dracite: Dracons and Dracites lead the various Kabals in battle. These officials will protect their Lord in battle but, as the Dark Eldar are an evil and power-hungry race, a Lord requires a retinue to also protect him from his own followers nearly as much as they are required to shield him from the enemy! Dracons are armed with Soulseeker ammunition that ignores cover, and benefit from a special 5+ fixed save in Close Combat, as their years of experience in the gladiatorial arenas of Commorragh enable them to avoid their opponents' blows with ease.

Enslaver Raider: The Enslaver is a diabolical vehicle used by the Dark Eldar to capture slaves. Like all Dark Eldar vehicles it is a skimmer, fiendishly fast and weakly armored. The Enslaver is armed with a Net-thrower which fires a net of psychoactive Wraithcrystal fibres. The net contains a psychic charge which renders anybody caught inside inactive without causing them any physical harm, and the Enslaver then moves to the netted victims and hauls them inside to be transported away.

The Net-thrower fires an individual web template (the Doomweaver template): take one template and place it over the intended target anywhere within LoS and range. Roll a Scatter die, and if you roll an arrow the template scatters 1d6cm in the arrow's direction. Place the template number-side up in the location indicated with the number 1 printed on it towards the firing model, 2 other templates are placed joining the original template on a random edge determined by rolling 2d6 (if you roll the same edge twice the second template is wasted). Anything under the templates is hit on 4+, but is only effective only against infantry. Since the net's charge is psychic, Psychic saves apply but armor saves do not. Place any stand hit upside down and it can neither move nor fire until end of battle. If any Dark Eldar unit moves into base-to-base contact with a netted stand, it is captured and counts as a prisoner (+1 Victory Point each).

Grotesques: All Dark Eldar take pleasure in suffering, especially in the infliction of pain. Some Grotesques have become so obsessed by this need for torture that they have turned on their own bodies, others are less happy about

their twisted, manipulated flesh, having fallen to the Hæmonculi for some slight, real or imagined. Grotesques cause Fear and are Stupid.

Hæmonculus: Haemonculi are experimenters and torturers beyond compare. They treat the infliction of misery and death as the highest of arts, gleefully producing choruses of screams and taking delight in every nuance of discomfort and woe. Haemonculi carry arcane Crucibles of Malediction that contain the trapped and tortured souls of psykers. Any non-Dark Eldar psyker that attempts to use a Psychic power within 50 cm of a Hæmonculus must first roll 4+ or die horribly.

Hellions: Mounted on multi-bladed skyboards, Hellions sweep down from the sky screaming chilling battlecries. They delight in surprise attacks, using their speed and specialised weapons to strike quick and hard, then moving out of range before the enemy can turn their guns on them. Hellions always use Combat Drugs before battles. The Hellion skyboard confers a 6+ 'jink' save (already factored in the unit's stats).

Incubi: None can tell what the true aims of the Incubi are. On the surface their only need appears to be excelling in their martial skills. It is claimed that they battle with each other, to determine their position within their own ranks: the victor of each deadly duel given the privilege of taking the weapons and armour of their opponent. Some have even challenged the Dark Father himself, but whether they won or died, none can say. That they have some hidden plan, some unfulfilled agenda, is without doubt. Whatever their reasons, no Dark Eldar Lord worth of any thought is without a force of this incredible warriors to protect him. They guard as much against the machinations of those within the Kabals as attacks from enemies on the battlefield.

Mandrakes: Mandrakes are the most malevolent of the Dark Eldar, preying on their own kind from the shadows of Commoragh. On the battlefield they move ahead of the main force, spreading terror and confusion. They have both Infiltration and Stealth.

Raider: Dark Eldar vehicles are highly technologically advanced, as evinced by their sleek, fast Raiders. Squads mounted on Raiders sweep across the battlefield, darting swiftly from one fight to the next, never staying still long enough for the enemy to bring sufficient force to destroy them. The Raider is a Skimmer, can carry 2 infantry stands and is an Open-Topped Vehicle.

Ravager: Ravagers are variants of the Raider. Mounting a deadly battery of heavy weapons, they are the bane of tanks and other vehicles across the galaxy. Combining amazing speed with awesome weaponry, they can easily outmanoeuvre and blow apart the lumbering vehicles of other races. The Ravager is a Skimmer and an Open-Topped Vehicle.

Raven Interceptor: The Raven fighter allows the Dark Eldar to easily target enemy armour, which it then destroys with its Dark Lances, reducing the risk of exposing the fragile Raider transports to fire from enemy Tanks. Once all enemy armoured units are destroyed, the Raven then supports the attack by strafing enemy infantry positions with its Long-barrelled Splinter Cannon.

Razorwing Fighter-Bomber: The Razorwing is often used to suppress enemy infantry with its Splinter Cannons and pin the survivors with its Horrorfex to allow the Dark Eldar ground forces to finish the job. The Razorwing is also equipped with Dark Lances should the Raiders need additional anti-armour support. The dreaded Horrorfex fires a devastating Psychic barrage. Place the 6 cm template within line of sight, and if any models under the template are hit, the entire unit's detachment must pass a Morale check or go on Fall-back orders. The check is modified by -1 for any models hit in excess of one. Since the Terrorfex produces psychic hallucinations, a successful Psychic save by any member of the unit negates the need to make a Morale check.

Reaver Jetbikes: Riding ultra-fast jetbikes, Reavers combine speed with excellent close-quarter fighting. They race ahead of the main Dark Eldar attack, slicing through enemy squads without pause. Reaver Jetbikes pilots often assume Combat Drugs before battles.

Scourges: On black pinions, Scourges drop from the skies, their heavy weapons unleashing a hail of splinters and pulses of dark energy. They attack wherever they please, striking where least expected, using their wings to quickly retreat or drive forward depending on the enemy's strength.

Shadow Raider: An anti-Titan Shadow Cannon, mounted on a Raider and protected by a powerful Shadow Field.

Shadow Spinner: The Dark Eldar employs one type of titan to add punch to their raids, the Shadow Spinner. Its main weapon is the Shadow Weaver (which uses the same rules of the Eldar Doomweaver). It is also equipped with a Disintegrator, a pair of Dark Lances and a Shadow Field generator for defence. The titan is very fast and can dodge incoming shots when moving quickly. To reflect this, when on Charge orders all shooting suffers -1 To Hit penalty against it.

Talos: Constructed by the insane Hæmonculi, the Talos is a dreadnaught-sized torture device that sweeps across the battlefield on anti-gravitic motors, latching on to its foes and incarcerating them within its armoured shell. The death spasms of those captured propel the Talos towards its enemies as its unique sting wildly spews death in all directions and its many-bladed arms cut through armour and bone with lashing blows.

Warp Beasts: Spawned from the bloody nightmares of mortals, Warp Beasts are death and pain embodied. They are voracious predators who will attack anything they can find. It is the task of the Beastmasters to catch these creatures: fight against them in the arena or guided them into battle and unleash them upon the unwitting foe! Warp Beasts on Charge orders are allowed to move up to triple their basic movement distance.

Warriors: Dark Eldar Warriors attack rapidly, killing or crippling those who oppose them. They then drag off any survivors back to Commorragh, to be tortured and killed at leisure. Squads mounted on Raiders sweep across the battlefield, darting swiftly from one fight to the next, never staying still long enough for the enemy to bring sufficient force to destroy them.

Wyches: Ruled over by their Succubi, Wyches spend their lives perfecting their skills in gladiatorial combat. Few survive their first duel, but those who live learn quickly. A Dark Eldar Lord with sufficient means can hire these highly trained warriors to accompany him into battle, promising great rewards for those whose fighting displays are most pleasing to watch. Wyches always assume Combat Drugs before battles. Wyches are the deadliest of Close Combat adversaries, and have a special 5+ fixed save in Close Combat.

Eldar Knights

Long before their counterparts existed for the Imperial armies, the Eldar had one-man walking machines of destruction: the Eldar Knights. They are fast-moving, powerful war machines thirty to forty feet tall, controlled by a single warrior. They fight on battlefields throughout the galaxy in the service of both Eldar and Exodites. Recruited from feral worlds where lesser versions of these machines are used to herd mighty Megasaurs, Knights take to the field of war alongside other members of their noble families. With their devastating psychic and shock lances, the mere gaze of a Knight can bring death to its enemies.

Each Eldar Knight suit contains a spirit stone which acts as a psychic buffer and stores all the pilots feelings – his passionate excitement and desire to satiate the dark side of his nature. When the pilot leaves the suit it is like waking from a bad dream, which quickly fades from memory leaving the Knight free to pursue other tasks. As the suit is passed on from Knight to Knight the spirit stone stores all the experiences of previous wearers. These experiences create a personality for the machine which is shared with each and every pilot. When the lone Eldar pilot links to the Spirit Stone, he becomes part of machine-warrior that has been fighting a constant war for thousands of years. The whole machine, pilot included, pulses with the desire to destroy and shed blood. The spirit stones in Eldar Knights are often ancient artifacts dating back to the time of the Fall and contain the souls of many long dead heroes. This makes Eldar Knights strange characters often speaking in archaic tongues and referring to past ages with unnerving familiarity.

Special Rules

You must buy at least one each of the Knight, Defender and Jetbike Hosts.

Support Cards are restricted to the following: Eldar Knights, Guardian & Defender Detachments, Jetbike & Vyper Squadrons, Bright Lance Batteries and War Walkers.

Special Cards are restricted to: Warlocks, Pathfinders, and Harlequins.

Special Units

Eldar Knight Host: Lots of Knights, cheap.

Exodites

As the Eldar civilization neared its collapse, a number of Eldar groups denounced the easy decadence offered by Chaos and abandoned the homeworlds in a series of migrations they called the Exodus, referring to themselves as Exodites. Those who joined the Exodus came from all levels of Eldar society but were united in their determination and powerful will to survive. For the most part they headed eastwards across the galaxy, as far away from the main concentration of Eldar worlds as they could reach. The Exodites were aware of the dangers of indulgence and hedonism, so by choice they selected worlds where their life would be hard so as to avoid the trap of sloth. To a great extent this suppressed the natural Eldar character of intense emotion and intellect, and did indeed save them from the Fall. Among the Exodites, the intensity of the Eldar nature is expressed as a powerful loyalty to their individual clans and a strong determination to achieve their objectives.

The struggle for survival on these worlds was indeed grim. To enable them to deal with the harsh conditions, some Exodites converted the sleek war machines they had brought with them into tall walkers which they piloted across their new planets, tending herds of gigantic animals called Megadons. A ruling warrior elite gradually developed a system of status and honor which is now known as the Eldar Knights. Other Exodite societies have reverted to near-barbarism, following the herds across the plains in an endless hunter-gatherer existence, concealing their advanced technology behind a primitive lifestyle.

Over time, the Craftworlds sought out the Exodites and offered them a place on board. The Exodites coldly told their Craftworld brethren that they preferred to stay where life was simple if harsh, and the dangers were obvious. Though the Craftworlds and Exodite colonies trade with one another, the Exodites still maintain that the easy lifestyle on the Craftworlds is dangerously close to that which brought the downfall of their race.

The Craftworld Eldar regard the Exodites as rustic and rather simple folk, vigorous and wild in a way that is quite unlike their own introverted societies. The Eldar Path determines the way of life for all Craftworlders but not for the Exodites. Because of this they seem wild and individualistic, more independently-minded and adventurous by far than their cousins. More importantly, Exodite societies are more rigorous and physical than those of the Craftworlds. Where the Craftworlds cling to the past and preserve all they can of their fallen civilization, the Exodites have turned their backs upon ancient traditions in favor of a simpler and harder way of life. Their minds are tougher and more straightforward but not so subtle and perhaps ultimately less powerful than the Craftworld Eldar. However, they have survived, and of all the Eldar they seem most likely to continue to do so.

Special Rules

Laser Lance: Laser Lances can be discharged upon physical contact, making it ideal for a close pass: models charged are destroyed and removed from play on a d6 roll of 5+, and this takes place before Close Combat dice are rolled. This attack is ineffective against targets with an Armor save.

Wraithbone Shield: The Wraithbone shield has been psychically imbued with a protective field by an Exodite Visionary. The shield grants a 6+ fixed save to the model wearing it. In addition, if the model is hit by a laser weapon and a 6 is rolled for the unit's save, the blow is reflected back on the attacker.

Scouts: If Exodites are your Core Army and it contains any Exodite Scout units (Lethosaur and Raptor Knights), roll a D6 for each such unit before the game and consult the following table. The Exodite player chooses the result he wants deems most fitting.

Roll	Result
1	The scouts have scouted the forthcoming battleground. Once terrain has been placed, you may place (or rearrange) one additional area of wood or jungle.
2	The scouts have located a favourable battleground in an area in the enemy line of advance. You may rearrange D3 pieces of terrain before rolling for deployment zones.
3	The scouts have reported on the enemy plans and your forces are prepared. You have the Initiative on the first turn of this battle.
4	The scouts have located enemy heavy units. The enemy must deploy all titans & praetorians first.
5	A random enemy Infantry, Cavalry, Walker or Vehicle detachment may not be deployed as normal. It will arrive at the start of the second turn from the opponent's table edge (on either Advance or Charge orders).
6	As 5 (above) but the Exodite player chooses the unit class (infantry, cavalry, etc).

Special Units

Baron: The Baron will be either the lord of a territory, or a member of his family, often a son eager to prove himself. The Baron does not simply lead the army; he owns it, as it consists of his retainers and tenants on his land. The forces at his disposal are not only a symbol of his status, but also of his wealth. Barons carry a Laser Lance and a Wraithbone Shield.

Fusiliers: Fusiliers are the levied troops employed by the Exodites. In civilian life they are tenants on the Baron's land and are obliged to repay him by fighting in his armies whenever he deems it necessary.

Warriors: Warriors are the close combat infantry troops of any Exodite War Host, comprising warriors and hunters of the general populace, travelling to battle at the command of their ruling Baron.

Cavalry

Dragon Knights: Knights are trained soldiers in the service of a Baron. In combat, Dragon Knights are mounted on the commonest and easiest to control riding beasts as they have not been trained with more specialised mounts. Dragon Knights carry a Laser Lance and a Wraithbone Shield.

Lethosaur Knights: Lethosaurs are smaller Dragons which typically travel on all fours. They are ridden by scouts who need to get close to the enemy but avoid direct contact.

Raptor Knights: Raptors are extremely agile bipedal insectivores, large enough for a rider but lightly built. They are the most common scouts in Exodite armies, and are also used extensively as fighters due to their quick reflexes and vicious temperament.

Pterosaur Knights: Pterosaurs are the only true flying creatures on most Exodite worlds. Pterosaur Knights are sometimes used to scout terrain other scouts have difficulty crossing, but are more often employed to swoop down to provide support where necessary. Pterosaur Knights are Skimmers and may Deep Strike to the battlefield.

Dragoons: The Dragoons are formed from the finest soldiers in a Baron's Household. They are typically employed as line-breakers, but even at range they are fearsome, firing armour-piercing Plasma Carbines. Dragoons carry a Laser Lance and a Wraithbone Shield.

Visionary: Exodite Visionaries have the power of the spirits at their disposal and are amongst the most potent psykers in the galaxy. As a race highly in tune with psychic energy and naturally reverent of the spirits of the dead, Eldar of all races hold the Exodite Visionaries in awe. The Visionary wears a Spirit Armor fashioned from the World Spirit's own Wraithbone-structure that grants him a 6+ fixed save. A Visionary may use one of the following powers once per turn:

Executioner: The Visionary projects his own spirit away from his body and launches an attack against his enemies. Nominate one enemy stand within 50 cm (line of sight is not necessary) and immediately fight a round of Close Combat. The spirit is an ethereal psychic attack with +4 CAF. Even if the spirit loses the enemy counts as having already fought a round of close combat this turn. Make any psychic saves before the Close Combat.

Fortune: The Visionary looks into the near future to foresee where the enemy will attack. Nominate one Eldar unit within 10 cm of the Visionary. This unit may re-roll any failed Armor and To-Hit rolls until end of turn. The unit may not re-roll Close Combat results.

Heal: The Visionary can attempt to repair the bodies damaged patterns, and gains the Medic ability until the end of the turn.

Walkers

Scout Walker: Among the Craftworlds the Jetbike is used for scouting and fast attack. However, Scout Walkers are able to withstand the sudden whirlwinds that swirl across the grassy steppes and negotiate the tangled undergrowth of the forest. It is more lightly armed than the War Walker and lacks its protective energy field. This, combined with its speed, make it ideal for hit-and-run attacks. *Models: War Walker models from the GW Eldar sprue.*

Vehicles

Vyper Carrier: The Vyper Carrier is an adaptation of the Vyper that was created out of necessity by the Exodites, imitating the similar Venom transport used by the Harlequins. The gun cradle has been replaced with an open transport deck, creating a light transport.

Dragon Serpent: Dragon Serpents are re-fitted Wave Serpents that have been traded with Craftworld Eldar and are highly difficult to maintain in the harsh conditions of Exodite worlds. They follow the same rules as Wave Serpents.

Light Artillery

Heavy Wapons Travois: An Exodite Travois is an anti-grav platform which is pulled by a Dragon mount. A Travois is used in a unique way by the Exodites: the weapon is rapidly deployed, a shot fired and then the weapon is moved again.

Hellbenders: The fire-breathing Hellbender lizard (named the Salamander by Imperial troops) holds great significance in Exodite myth, having much in common with the Dragons prevalent in traditional Eldar legend. Its breath has enormous destructive capabilities, immolating unwary targets. The breath attack uses the Inferno Cannon template: units affected are hit on 4+, ignoring cover.

Knights

Exo-Suit: Exo-Suits are used by Exodite Barons both for herding dragons and to joust with one another. The Exo-Suit encases its wearer in a Wraithbone structure resembling a dreadnought, though usually more slender and taller even than the Eldar Wraithlord. The Star Lance can be fired in two ways: single target fire or multi-target fire. If firing in single-target mode fires multiple volleys against one target, inflicting D3 hits, each with –2 TSM. If firing in multi-target mode, place a Barrage template within range and line of sight. Models underneath are hit on a 4+ with –2 TSM. Although this weapon has an option of using a Barrage template to resolve an attack, it cannot damage buildings. Exo-Suits carry a Wraithbone Shield.

Superheavies

Megadon: Megadons are massive, stocky herbivorous reptiles. Exodites are using these species because of the relative high intelligence of the animals. The Megadon responds to simple commands from handlers in a howdah on the creature's back. The military applications of such a beast are obvious, and in combat they make excellent mobile heavy weapon platforms, combining long range artillery capability with fearsome close combat ability. One problem with the Megadon is that they are just animals, and if they get badly hurt or alarmed, they will not always react as the handlers may wish. The Psychic Blaster uses the Inferno Cannon template: units affected must make a Morale check or be destroyed.

Bloodlust: A Megadon is driven mad by the sounds and smells of blood and battle. Roll a D6 in each Orders Phase, and on a 1 it must be placed on Charge Orders and will charge the nearest enemy.

Carnosaur: The largest of all the Dragons ridden by the Exodites is the Carnosaur. The Carnosaur is over 10 metres tall and is a terrifying sight to behold. A ferocious predator, it hunts down its prey and kills without mercy. The beast walks on his powerful hind legs, and uses it's long tail to balance, which means that the Carnosaur can move at an astounding fast speed. The Dragon has a large reptilian head and its long teeth are sharp enough to tear flesh and bone with consummate ease. Carnosaurs are used as terror units by the Exodites, mounting two brave warriors upon the fearsome lizard's back and charging it into enemy lines to cause massive destruction and carnage.

Bloodlust: A Carnosaur is driven mad by the sounds and smells of blood and battle. Roll a D6 in each Orders Phase, and on a 1 it must be placed on Charge Orders and will charge the nearest enemy it can see.

Harlequins



The Harlequins are followers of Cergorach, the Great Harlequin. Harlequin Troupes are formed from all sub-races of the Eldar and wander through the Webway from Craftworld to Exodite world to Dark Eldar hiding places. They alone have complete knowledge of the Webway and the location of the Black Library deep within, for they are the keepers of the terrible secrets about the Fall and the true nature of Chaos. Harlequins are warrior troubadours whose carefully constructed Masques and impressive displays of mime and acrobatics tell the many strange stories of Eldar mythology. They wear exotic Holo-suits which are able to shift both shape and pattern. They never show their real faces but conceal them beneath their masks, which are said to reflect the worst nightmares of those who gaze upon them.

All Harlequins must undertake a mysterious trial, known only as the Ritual. This is said to free them from the Great Enemy, which is why Harlequins have no fear of death and need not wear a Waystone. This is also why the Harlequins can roam the Webway at will without enduring the soul-draining which afflicts the other Eldar who spend too long exposed to the Warp.

Special Rules

Blessed: In Close Combat, Harlequins receive the blessing of the Laughing God. To represent this any Infantry stand may re-roll their Close Combat dice, and if a stand engaged by multiple enemies it may take the re-roll for each individual engagement.

Dæmon Hunters: All Harlequins hate Chaos and Slaanesh for what happened during the Fall, and they are immune to any Morale effects caused by Chaos or Warp creatures.

Holo-suit: Rather than physical armour designed to absorb shots and blows, Harlequins rely on a sophisticated Holo-suit to misdirect the enemy. This translates to the 'Hard to Hit' ability, and all direct fire is at a -1 To-Hit penalty. This benefit does not apply if the unit is in cover or against weapons which normally ignore cover. The Holo-suit is also useless against ethereal psychic powers and attacks that use a template.

Special Units

Great Harlequin: Great Harlequins, also known as Avatars of the Laughing God, are the overall leaders of a Harlequin Troupe. During a Masque, the Great Harlequin plays the part of the Laughing God. Some Great Harlequins wear long coats to indicate their rank and carry lightweight batons, which unfold into a flag bearing the symbol of the Troupe. These are commonly left as 'calling cards' on the battlefield.

All Great Harlequins choose one of the following Masks to wear for the battle:

1) Dread Mask: The Dread Mask contains a psychic pickup which detects the worst fears of the wearer's opponent and amplifies them ten-fold, sending him running in terror. All enemy units within 10 cm of the Great Harlequin suffer a -1 Morale penalty. This ability does not affect AI units.

2) Mask of Fear: This Mask incorporates a holographic generator that projects images of monstrous faces and dæmonic visages, intensified by a short-range psychic field which increases their opponent's sensitivity to fear and despair. The Great Harlequin causes Fear.

3) Rictus Mask: The Rictus Mask projects an aura of death, filling those nearby with an almost uncontrollable urge for morbid self-preservation. At the beginning of the Orders Phase, pick one enemy detachment within 10 cm of the Great Harlequin. Unless it passes a Morale check it may not be given orders this turn. This ability does not affect AI units.

Death Jesters: Death Jesters are the heavy-weapon specialists of the Harlequin Troupe, able to carry a variety of exotic and deadly armaments. However, Death Jesters are just as skilled in Close Combat as any Harlequin, and many a foe has charged a Death Jester and been cut down for their ignorance. When Harlequins take to the stage, Death Jesters take the part of Death, performing daring stunts of escapology and risk. Their masks are skulls, and they are noted by other Eldar for their ironic and morbid sense of humour.

Bio-explosive ammo: These specially modified shurikens contain a potent venom which overloads the target circulatory system, causing blood vessels to violently erupt. Targets slain by the Bio-explosive ammo explode! Place a Barrage template over the dead model: units affected are hit on 5+ with a 0 TSM. Bio-explosive ammo inflict D3 wounds against Multiple-wound creatures. Regenerating creatures explode in the End Phase if they fail their Regeneration roll.

Harlequin Jetbike: The most extravagant Harlequins ride to battle on highly decorated jetbikes. Decked in flowing pennants and ornamented with symbols of the Laughing God, they are the most lavish and colourful unit in a Harlequin force.

Mimes: Harlequin Mimes play mystical and dæmonic roles using movement and gesture only. Even in everyday life, Mimes rarely speak, communicating among themselves by Lambruith, their system of hand-signals. It is customary for Mimes to go in advance of a Masque or Troupe to announce their arrival. Frequently they simply appear on a Craftworld or elsewhere, without anyone knowing how or when they arrived. This skill is also used in warfare, opposing commanders suddenly and unaccountably finding a Harlequin 'calling card' in their command centres are typical examples of the tactics used by Mimes to undermine enemy morale.

Shadowseer: Shadowseers are psykers vital to the Masque, playing the roles of the storyteller, or more commonly the roles of fate and fortune. They are powerful psykers, and their abilities are every bit as great as the Farseers of the Craftworlds, although their abilities are not prophetic: Shadowseers utilise empathic and telepathic abilities to confuse and disorientate their foes, literally placing false images and contradictory thoughts in their minds. A Shadowseer may use one of the following powers once per turn:

1) Misdirection: The Shadowseer reaches into the minds of the enemy, baffling them with psychic messages. During the Movement Phase, target an enemy infantry or cavalry detachment within 25 cm and line of sight. If the detachment fails a Morale check, the Eldar player may activate and move them according to their orders. This counts as the Eldar player's activation, but the misdirected detachment still belongs to the opponent. This is an ethereal psychic power.

2) Turmoil: Reality ripples all around the Shadowseer, pushing his enemies away from him. All infantry, cavalry and walker-class models in base-to-base contact with the Shadowseer must make an Armor save or be flung D6 cm in a random direction. Stands moved in this way may do nothing for the remainder of the turn.

3) Veil of Tears: The Shadowseer uses his powers to remove his fellow Harlequins from the enemy's thoughts - their eyes may see the Harlequins, but this never actually registers in the mind. Pick a Harlequin infantry detachment within 50 cm and line of sight, and until the end of the turn it gains a 4+ fixed save.

Solitaire: The Solitaires roam the Webway seeking out Eldar they believe can survive the sacred Harlequin Ritual, and take them to the Harlequin bands. It is said that the oldest and most powerful Solitaires become the dreaded guardians of the Black Library. It is also rumoured that Solitaires live unknown amongst other Eldar and those who have met them realise many years later that they met the Laughing God himself. The Neuro-Disruptor carried by the Solitaire uses the Stream of Corruption template, and units affected must make a Morale check or be destroyed.

Domino Field: A D-field creates an even more complex distortion pattern than a normal Harlequin Holo-suit, shattering the wearer's image into a cloud of blindingly bright shards of multi-coloured light. A model wearing a D-field gains a 4+ Fixed Save that applies even in Close Combat, and functions as a Holo-suit as well.

Venom: Much of the Webway cannot be traversed by large vehicles, and so the Harlequins make wide use of the Venom. The Venom is a modified version of the Vyper war machine used by the Craftworld Eldar, incorporating an open transport deck instead of a gun cradle.

Unit Descriptions

Special Units

Bonesinger: From the Path of the Artist come painters, musicians, and actors. Among these are a few with the gift of psychic abilities who perform for the Wraithbone – the psycho-plastic material is found in almost all Eldar artifacts and makes up the core of a Craftworld. The Bonesinger's performances cause the Wraithbone to grow, heal or shape itself into a needed form. They are HQ units and have the Mechanic ability.

Exarch: Not all Eldar manage to pass beyond the Path of the Warrior. Some are unable to resist the passionate lure of battle and develop an unquenchable lust for bloodletting. They become trapped in the role they have chosen, unable to escape from the Aspects of the War God they represent. Exarchs are regarded with a disturbing mixture of awe and revulsion. They are Elite and HQ units.

Optional Rule: Required Units

Under the original Space Marine rules, you must field at least two Support Cards of Aspect Warriors for each Exarch unit purchased. This rule was printed on the Army Card but not in the rulebook, so it's usually ignored.

Farseer: Farseers are potent psykers, whose prodigious powers allow them to travel the tangled skeins of probability to divine which course of actions should be taken. With their amplified sense of time they live in an extended present that includes the blurred edges of the near past and future. They are HQ units, Psykers and may use one of the following ethereal powers each turn:

1) Mind Blast: The Farseer projects a mind-shredding blast of psychic energy. Target any model within 25 cm and line of sight. On a 4+ it is hit and destroyed with no saving throw. If the target uses a hit location template, roll damage to the head / bridge.

2) Precognitive Direction: One Eldar detachment within 10 cm may shift their orders one step in either direction along the following line: Charge ↔ Advance ↔ First Fire. Charge does not wrap around to First Fire.

3) Coercion: The Farseer may attempt to change orders of an enemy detachment within 50 cm. Roll a D6 and add the morale value of the unit (0 for units that do not check morale). On 6+ the attempt is successful and the order may be changed by one degree as above.

Optional Farseer Power:

2) Guide: One Eldar infantry detachment within 25 cm gains a +1 To-Hit bonus this turn.

Forward Observer: Although Eldar armies do not rely on indirect artillery firing as much as Imperial armies, they sometimes employ special Forward Observers to aid their Doomweaver shots and orbital artillery barrages.

Harlequins: This is a small band of the followers of the Great Harlequin and they have a great hatred of Chaos, Slaanesh in particular. During Close Combat they may re-roll their Close Combat dice once per encounter (if they are engaged by multiple stands they may re-roll the dice for each individual engagement). If they are facing Chaos they never check morale and are immune to morale-based powers.

Master Mime: Master Mimes are the Eldar answer to the Imperial Assassins in the field of covert action. Cloaked in the garb of his enemies, the Master Mime sends confusing signals and false orders, disrupting his hapless foe until they turn their attention to flushing him out.

Master Mimes in NetEpic are purchased as Special Cards but are not fielded as normal units. The cards are used once in a game, perform their function, and get out of action. As the units may not be destroyed in the usual manner, they award Victory Points to the opponent even if their actions are successful. However, the Eldar player gives up these Victory Points only if he actually plays the card. This does not change the buying procedure; the card is paid for the full price and takes a Special Card slot as normal in the army construction stage.

Play this card on an enemy detachment during the Orders phase. The targeted detachment immediately loses its orders (unless it was on Fall Back), and may receive no orders in later turns unless it finds the Master Mime. The detachment must make a Morale test in every End Phase. If the check is successful, the Mime has left and the unit may receive orders again in the following turn.

Master Mimes cannot affect AI, HQ, Daemonic, Robotic or Tyranid units.

Example: *In the Orders Phase you play your Master Mime on a detachment of Space Marine Devastators. The Devastators, confused by conflicting signals, lose whatever orders they had placed for the turn, may not move*

and will fire in the Advance phase. They will stay that way unless they straighten things out by passing a morale roll.

Pathfinder (old Scout): These are Eldar dedicated to the Path of Danger, torn between a love for their Craftworld and the greater glories of the universe. Many choose to accept a mission from their Farseers so they can continue to serve their people whilst treading the Path of the Outcast. There are many tasks that would be impossible to accomplish if it were not for the existence of these scouts: they investigate alien worlds, search for hidden or lost Webway gates and portals, explore new Maiden worlds and visit unsettled worlds. The greatest need is for Pathfinders who simply watch and wait, reporting any sources of danger back to the Craftworld. Pathfinders are frequent visitors to the Craftworlds and Exodite worlds, as Outcasts they rarely stay for any length of time in one place, but in times of need the Pathfinders will flock back to their Craftworlds in order to defend them. Pathfinders can be easily recognised by their weather-beaten and well-travelled appearance. Most characteristic of all is the long Chameleoline cloak or coat, often tied back so that they can move freely and fire off their Long Rifles. They have the special abilities of Infiltration, Sniper and Stealth.

Spiritseer: The Iyanden reliance on Wraithguards and Wraithlords has given rise to an increase in the number of psykers specialised in raising the souls of the Eldar from the Infinity Circuit. These necromantic psykers are known as Spiritseers and are adept at communing with the souls of the dead using the psycho-crystalline Waystones. The Spiritseers have psychic abilities comparable to Farseers and are able to act as a psychic node for the spirits that have been roused.

1) Mind Blast: Target any model within 25 cm and line of sight. On a 4+ it is hit and destroyed with no saving throw. If the target uses a hit location template, roll damage to the head / bridge damage table. This is an ethereal psychic power.

2) Psychic Node: Eldar spirits (Wraithguard, Dreadnaughts, Ghost Warriors, etc) within 25 cm count as being within 10 cm of a living Eldar. That is, if the spirit unit is within 25 cm of the Spiritseer they may be given orders as normal.

3) Coercion: The Farseer may attempt to change orders of an unmoved *enemy* unit within 50 cm. Roll a D6 and add the morale value of the unit (0 for units that do not check morale). On 6+ the attempt is successful and the order may be changed by degree as above. This is an ethereal psychic power.

Warlock: These are the main psykers of an Eldar force. Like Aspect warriors, Warlocks become completely overcome by the war-like side of their nature when they don their armor, and hurl maelstroms of psychic energy against their foes as they stride into battle. Their psychic powers allow them to see partially into the future, giving them the opportunity to foresee the enemy's actions and warn nearby Eldar. Their Runic armor grants them a 6+ fixed save. They are both Command and HQ units.

All Eldar detachments that have units within 10 cm of a Warlock are not given orders during the Orders Phase. Instead, these units may wait until the last moment to act and have an order placed. During the Movement Phase, the Eldar player may activate a detachment by placing an order counter on it and declaring any movement. The order counter remains and the unit will fire in the appropriate segment. This power only works on living Eldar units, not Wraithstone Spirits. A Warlock may also use one of the following powers once per turn, in addition to the above effect and normal shooting.

1) Mind Blast: The Warlock projects a mind-shredding blast of psychic energy. Target any model within 25 cm and line of sight. On a 4+ it is hit and destroyed without a saving throw. If the target uses a damage template, roll on the head / bridge damage table. This is an ethereal psychic power.

2) Psychic Lock: The Warlock unleashes a bolt of psychic energy which wraps itself around the target and renders it immobile. Target any model 75 cm and line of sight. On a 4+ the target is pinned and will be unable to move or fire, but titans can repair damage and raise void shields as normal. The affected target is exempt from coherency rules and the rest of the detachment may move away. If the target is attacked in Close Combat it does not get any dice – just use its CAF score. This effect lasts until the pinned model can roll a 4+ in the End Phase. Also, the Warlock may do nothing else if he wishes to maintain the lock from turn to turn (i.e. if the Warlock wants to move, use another power, etc). This is an ethereal psychic power so Psychic Saves apply.

3) Eldritch Storm: The Warlock summons a huge tempest of psychic energy, which gathers and swirls above his head. The maelstrom is then sent hurtling across the battle to smash into enemy formations, scattering them like leaves in the wind. Place the 6 cm barrage template anywhere within 50 cm and line of sight. All models under the template will be flung to a random edge of it. Scattered models may do nothing for the remainder of the turn (though the rest of the detachment may act normally). The Storm blocks LOS and nobody can see, move or shoot through it, but barrages can still be fired indirectly over it. Remove the template at the start of the End Phase.

The Storm has less of an effect on units with a hit location template, taking down one shield if there are any active or inflicting a single hit on the lowest location on its template with a -2 TSM if no shields are active. These units can otherwise move and shoot normally.

Infantry

Dark Reaper: Dark Reaper Aspect Warriors are the most sinister and lethal of the Aspect warriors, portraying the War God as the Destroyer, their dark skull-encrusted costume embodying death as the dark reaper of souls. The Dark Reapers are the most heavily equipped of all Aspect Warriors, their armour is made from heavy interlocked plates and they possess sensitive targeting devices that permit them to easily track fast moving targets. They are Elite and possess the Quickdraw ability.

Dire Avenger: The Dire Avenger Aspect Warriors cultivate their Aspect of the War God as the embodiment of the noble warrior: merciless to his enemies and unstinting in his devotion to his own people. They are the most tactically flexible and therefore the most ubiquitous of all Aspect warriors, with many of the largest shrines among most Craftworlds. They are also commonly known as Knights of Wrath or Avenging Spirits. Dire Avengers are armed with the deadly Shuriken Catapult, the weapon that most readily characterises the Eldar at war. To represent their overwhelming cover fire they receive three attack dice. The first attack is made at 4+ To-Hit, the second 5+ and the third hits only on a 6. They are Elite.

Fire Dragon: The Fire Dragon Aspect Warrior is based upon the writhing, sinewy dragon of Eldar myth, an incarnation of destruction and devastation. Fire Dragons are experts at close-quarter fighting, where their Fusion Guns and Meltabombs can destroy almost any foe, vehicle or fortification, no matter how well armored. The thermal gun ignores To-Hit modifiers for cover. They are Elite.

Guardians: Guardians are the mainstay of the Eldar army. While less powerful than the Aspect warriors they are very versatile and they add much needed numbers to an Eldar War host. All Eldar are trained in the art of war and are called upon to provide support at times of war. Guardians consist mainly of Eldar volunteers.

Guardian Storm Squad: Some Eldar are given extra training in order for them to become efficient in firing portable Lascannons. These troops are used to back up advancing vehicles and support troops at a distance.

Howling Banshee: Howling Banshee Aspect Warriors are swift, lightly armed and highly mobile close quarter troops. They derive their name from the Banshee of legend, a creature that heralds death and can draw a soul from its Spirit stone. This cry is imitated through the Banshee Masks that contain psychic amplifiers, intensifying the battlecry and raising its pitch to a piercing shriek: those who are exposed to this psychic scream suffer almost total paralysis as their central nervous system is flooded with unbearable levels of psychic energy. Models charged by Howling Banshees are destroyed and removed from play on a D6 roll of 5+ (this takes place before Close Combat is resolved). This attack is ineffective against targets with an Armor Save. They are Elite.

Striking Scorpion: The Striking Scorpion Aspect Warriors are the strongest and most powerful of all hand-to-hand fighting Aspect warriors. They are armed with chainswords and shuriken pistols, and the curving mandibles on their helmets conceal special weapons known as Mandiblasters, also known as the Sting of the Scorpion. These weapons are extremely short-ranged, activated by a psychic pick-up in the helmet and firing a stream of tiny metallic needles forward into the target. These needles cannot do much damage alone, but act as a medium to deliver a laser energy blast that vaporises the metal into plasma and rips into the target. These weapons allow Striking Scorpions to roll 3D6 instead of 2D6 in Close Combat. Unfortunately they do not have sufficient penetrating power to be effective versus armored targets such as vehicles, so when engaged with vehicles or larger units, they only roll 1D6 + CAF in Close Combat. They are Elite.

Swooping Hawk: These Aspect Warriors (also known on some Craftworlds as Wings of Thunder or Raptors) wear a special winged harness which enables them to fly through the air, making them the swiftest and most mobile of all the Eldar warriors. When they fly their wings vibrate with such speed they turn into a blur of colour and emit a characteristic shrieking sound. Swooping Hawks may Deep Strike, are Hard to Hit and Elite, and wear Jump Packs.

Warp Spider: Warp Spiders are named after the tiny creatures that are seen on the Craftworlds, living in the Wraithbone. They can move anywhere within the Craftworld through the Wraithbone, melding their bodies into the Infinity Circuit and materialising at a new location. The spiders are aggressive hunters of intrusive psychic forces and are attracted in vast numbers to the presence of invasive psychic entities. The Warp Spider Aspect Warriors

epitomise the doctrine of aggressive defence: using compact Warp-generators to make short Warp-jumps, they can disappear and re-appear a few metres away, enabling them to make sudden and unexpected attacks on their foes. They are Elite.

Warp Spider Aspect Warriors move and fight in a unique way. The movement allowance on the profile represents their maximum move, if the Warp Spiders charge they will not double movement, but may enter Close Combat. If the Warp Spider moves more than 15 cm there is a chance that the stand will become lost in the warp: roll a D6 and on a "1" the stand is destroyed.

Warp Spiders may Fire on the Fly, interrupting their movement to fire at an enemy then completing movement. Warp Spiders are armed with a deadly Death Spinner. These weapons use the small tear dropped shaped template (5 x 10 cm teardrop template). Anything more than half underneath the template will be hit on a 3+ at 0 TSM. Because of the Warp Spider's small size and the way that they disappear and reappear during their movement they have a 5+ unmodifiable save and cannot be pinned in Close Combat.

Wraithguard: These are artificial bodies with the spirit of a slain Eldar implanted inside them. They are Waystone Spirit units.

Cavalry

Jetbike: Anti-grav engines combine high speed with incredible manoeuvrability, making jetbikes ideal for launching rapid hit-and-run attacks against the enemy. They seek and engage the enemies to bog them down while the rest of the army secures the objectives.

Vyper Jetbike: Vyper Jetbikes are highly mobile weapons platforms, capable of laying down a withering fire even at high speed. Although not heavily armoured, their ability to maneuver quickly through the air provides them with as sure a defence as any amount of thick armoured plating.

Shining Spear: The Shining Spears are one of the rarest and most specialised of the Aspect Warriors, embodying the spear of Khæla Mensha Khaine that struck like lightening and could kill with one blow. These warriors specialize in mobile warfare mounted on their swift jetbikes. Models charged by Shining Spears are hit on 5+ with 0 TSM, before Close Combat dice are rolled. Shining Spears who kill their targets may not continue moving or charge another target. They are Elite.

Walkers

War Walkers: The War Walker is humanoid with long but tremendously powerful limbs. It has a single crewman who operates the machinery by means of sensors attached to his arms and legs, encased in a protective energy field. It is an ideal means of moving over steep or broken ground as the limbs have all the agility of a living body. War Walkers are often used in rough terrain, to scout out enemy positions. Its two heavy weapons provide a considerable arsenal for its size, but it lacks the heavy armour that would allow it to fight at the centre of an attack.

Wraithlord (old Dreadnaught): Towering over it's foes, the Wraithlord is controlled by the essence of one of the Craftworld's mightiest warriors. Only the most worthy are installed into it's armored shell. Akin to the Wraithguards, these Waystone Spirit machines are armed with heavier weapons and serve a more anti-vehicle role.

Vehicles

Fire Prism (old Deathstalker Prism Cannon): The Eldar are a highly advanced race whose technology often baffles and astounds human observers, and the Fire Prism is a typical example of this. The Prism Cannon harnesses warp energy in the form of a deadly beam with tremendous armor piercing power. This is a physical psychic attack.

These cannons can also fire at another Fire Prism to boost its power. Roll a 3+ to hit the other Fire Prism, and a hit indicates the shot has been successfully transferred. A Fire Prism that is hit in this way can immediately fire, even during First Fire and the cannon is on Advance Orders. There is no limit to the number of shots that can be transferred in this way. When a shot hits an enemy it causes 1 hit plus all the hits transferred to the final Fire Prism, and the target must save against each hit separately. Hits cannot be retained in cannons for future turns. Once it has fired a single cannon may not more or fire again that turn.

Falcon: This is the main battle tank of the Eldar army. During the war in heaven it was Falcon, consort of the Great Hawk, who retrieved Vaul's mighty sword Anaris, and gave it to the Eldar hero Eldanesh to continue the battle with Khaine. It is this principle of deliverance which is behind the design of the Falcon grav-tank. With its potent

armament and ability to carry a small squad of fighters, the Falcon is designed to take the fight to the enemy, and to extricate the warriors should the resistance prove too fierce. Falcons are Skimmers.

Firestorm: This is a rapid-fire AA gun mounted on an anti-grav platform. This unit counts as a skimmer and can perform Pop-Up attacks against ground troops, but cannot Pop-Up and fire at Fliers.

Peregrine: Peregrines are a Falcon variant that reduces the troop compartment, allowing for additional weaponry. Along with the substantial redesign of the hull, a turret mounting for the main lascannon and scatter laser is added. Any Special Card that comes with a Command Falcon may be upgraded to a Command Peregrine. This option does not require a Special Card itself – it's an upgrade. As with other command vehicles, Peregrines have significantly upgraded targeting, sensors, and communications systems to enable commanders to perform their duties in the field. As yet, the number of Peregrines remains fairly low though sightings appear to be increasing in frequency.

Wave Serpent: The Wave Serpent is a special troop transport that uses a barrier of warp energy to guarantee the safe arrival of its troops. Place a special wave template in front of Wave Serpent. The wave is impenetrable to any kind of attack and is impossible to move through. Opponents in a higher position that can see over the template can shoot at the Wave Serpent (including pop-ups and indirect barrages), and jump-troops may attack the Wave Serpent normally.

The template moves with the vehicle and does not affect terrain. Any other targets "hit" by the template during the Wave Serpent's movement are moved to the trailing edge of the template and can do nothing for rest of that turn. If the wave passes over a building the building will be destroyed if it fails its basic saving throw (models inside are unaffected if the building survives and must try to bail out if it doesn't).

Wave Serpents can also function as minesweepers. As a Wave Serpent moves, its Warp-wave shield causes the mines detonate without harming the vehicle or the crew, and clears a path for the troops following it. The wave can only render this function while attached to the vehicle in its shield form, as firing the wave forward does not clear mines.

Alternatively, the wave can be fired instead of being used as a vehicle shield. The shield is fired in the Orders Phase before any orders are placed. Move the template 2D6 x 10 cm with the same effects as a moving Wave Serpent, with the additional effect that all models pushed aside suffer a hit on a 4+. Remove the template after use and replace at the beginning of the following turn.

Targets with Shields lose one, and if unshielded they receive a hit in their lowest template location (leg or track) with a -2 TSM. Titans and praetorians do not suffer the disruption effect. Vehicles that are thrown into impassable terrain by the wave move to the edge of the impassable terrain and suffer no further damage. No model that is already hit can be hit again by the same wave attack in any given turn.

The Wave Serpent can carry infantry 2 stands. When carrying troops the Wave Serpents must maintain coherency as if it were a part of the infantry unit, in the fashion of other transport vehicles. The break points, morale and victory points are still kept separate.

Light Artillery

Bright Lance: This is a lascannon mounted on an anti-grav platform, used in an anti-vehicle role.

Scatter Laser: An array of lasers mounted on a small anti-grav platform, usually used an anti-infantry role.

Vibro-Cannon: This is a smaller version of the Titan Tremor Cannon, placed on a small anti-grav platform for mobility. When a vibro-cannon fires, draw an imaginary line (2 cm wide) from the cannon to the target (this may be direct or spotted). Any buildings along this line are destroyed if they fail a basic save at -3. The actual target is hit on a 5+ and any troop stands or vehicles along the line are hit on 6+. If one vibro-cannon hits the target the TSM is 0, if two hit the TSM is -1 and if three lines cross the TSM is -2. Separate detachments that fire at the same target do not add in this way. The attack ignores shields and any target that uses a template is hit on a leg or track location.

Heavy Artillery

Doomweaver: This is a strange type of artillery employed by the Eldar to not only destroy enemies, but to interdict areas so that no units can freely cross these areas laden with razor sharp webs.

Each model fires an individual web template (this is a special hexagonal template). Take one template and place it anywhere on the tabletop (you may use LOS or fire indirectly). Scatter it 2D6 cm whether or not it was fired indirectly. Place the template number-side up the number one printed on it towards the firing model the attack. The other two templates are placed joining the original template on a random edge, determined by rolling a 2D6 (if you roll the same edge twice the second template is wasted). Place all templates numbered side up.

Models under a Doomweaver template that have active shields or a 1+ armor save are unaffected. All other units are destroyed on a 4+. If the model makes the 4+ roll, move it to the closest outer edge of the webbed area. Models displaced that are on First Fire orders will not be able to shoot until Advance Fire (if it hasn't fired already). Units with a hit location template and no shields are struck on a random location for the highest damage listed in that particular template. Infantry in buildings roll 4+ as normal to avoid the web.

In the open the web disperses in 2 turns. To keep track of this, in the End Phase remove any un-numbered templates, and flip numbered templates to their un-numbered sides. Any buildings or significant terrain that is covered by web will be impassable for the rest of the game.

Unicorn: Striking quickly deep into the enemy's ranks is the essence of the Eldar way of war. To this end the Unicorn was built as a direct response to the perceived slowness of the Vibro-Cannon. The Unicorn is a modification of the normal Falcon hull, mounting a Vibro-Cannon on its main axis.

When a vibro-cannon fires, draw an imaginary line (2 cm wide) from the cannon to the target (this may be direct or spotted by a command unit). Any buildings along this line are destroyed if they fail a basic save. The actual target is hit on a 5+ and any troop stands or vehicles along the line are hit on 6+. If one vibro-cannon hits the target the TSM is 0, if two hit the TSM is -1 and if three lines cross the TSM is -2. Separate detachments that fire at the same target do not add in this way. The attack ignores shields and any target that uses a template is hit on a leg or track location.

Warp Hunter: This weapon is a smaller version than the one mounted on the Phantom Titan. Place a barrage template within line of sight and range, and scatter twice (2D6 cm each time). Each model under the template may be affected by the warp hole. Roll the scatter dice for each target and on the roll of a cross hair the target is sucked in the warp and destroyed. Otherwise it is thrown D6 cm in the direction shown by the arrow and can do nothing else for the rest of the turn.

Buildings can be sucked into the warp and must therefore make a normal basic saving throw or be destroyed (not just damaged). Units with shields lose one and are scattered D6 cm in a random direction. Units with no shields and a hit location template determine a location and roll for damage (no armor save).

Optional Rules: Warp Hunter Variants

More Accurate Weapons: The warp template only scatters once, then works as normal.

Simplified Rolling: The template scatters once for 3d6 cm. If a HIT is rolled on the scatter dice, reroll it once: only a second HIT will leave the template in place.

Alternate Warp Effect: The template scatters normally the first turn and remains in play. In the next Compulsory Movement phase it scatters 2D6 cm again, and is removed in the End Phase.

Off-Board Artillery Barrage: This represents a battery of long-range weapons that have been deployed some distance behind the combat zone, as well as orbital and naval artillery. Off-Board artillery has a Victory Point cost instead of a points cost, and may only be used by Forward Observers. See the Core Rules for details.

The long-range barrage weapons that Eldar armies employ are technologically very different from the ones used by the Imperium and its allies. Instead of throwing kinetic projectiles from the orbit, they use laser beams and wire-thread webs.

Pulse Laser Barrages are similar to the titan weapon of the same name. They may be used against a single target scoring D3 hits, or lay down the 6 cm barrage template and roll to hit each target underneath. They do not damage buildings. You must give up 2 VP for a Pulse Laser Barrage.

Web Bombs are similar to Doomweaver barrages, but as they are sent within capsules that do not open until the last moment, they are more accurate and effective. They always gain 6 extra templates which are arranged all around the central template (you do not have to roll for their positions). You must give up 2 VP for a Web Bomb.

Fliers

Nightwing: These are the air superiority fighters of the Eldar army. They are also armed with barrage weapons for a support role when needed.

Phoenix Fighter-Bomber: This is a heavily armed and armored bomber with advanced sonic weaponry and deadly plasma bombs. It is armed with sonic cannons that ignore cover and can also drop 2 plasma bombs when at any point during their movement. These barrages may be dropped independently (they need not touch).

Vampyre Troop Carrier: This sleek ship carries Eldar assault squads to the heart of the enemies' positions and also has massive short-range firepower to support disembarked troops. These units may Transport 6.

Knights

Fire Knights: These are bipedal Knights with twin arms and various weapons.

Bright Warriors: These knights look like huge horses with a humanoid torso instead of a head.

Towering Knights: These are huge bipedal Knights with four arms, two for ranged weapons and two armed with Close Combat weapons.

Superheavies

Cobra: The Cobra is the first of the two new superheavy grav-tanks Eldar have developed, armed with a Distortion Cannon and used as the primary Eldar titan-hunter. The Cobra is a Skimmer.

Distortion Cannon: This deadly weapon funnels warp energy into a devastating attack that destroys even the most powerful armor. Place a barrage template within the firing arc and range and scatter it 2D6 cm. All models under the template are hit on a 3+ and are destroyed with no armor save. Units with a hit location template determine a location normally and roll for damage (no armor save) with Penetrating +3. Unfortunately this weapon cannot create a stable warp hole on a shielded target so any model with operative shields of any type is immune from attacks from this weapon. Shields must be brought down by other means before it can affect the target. This weapon destroys buildings if they fail a basic save.

Scorpion: This is the second of the latest Eldar grav-tanks, armed with a rapid-firing Pulse Laser. The Scorpion is a Skimmer. The Pulse Laser is a sophisticated rapid-fire laser weapon and an example of the Eldar's technological skill. The Pulse Laser can be fired in two ways. It can fire multiple volleys against one target, hitting on a 3+ and inflicting D3 hits at -2 TSM. This mode of fire will Damage Buildings. Alternately, place the standard barrage template anywhere within range and line of sight, and hit everything underneath on a 3+ with 0 TSM. Although this weapon has an option of using a barrage template it is not artillery.

Storm Serpent: This grav-tank epitomizes the "lightning" art of war of the Eldar, as it can create a stable warp gate allowing Eldar units quick access to critical spots on the battlefield, and the ability to escape if the tactical situation so demands. Unlike other Eldar superheavy vehicles the Storm Serpent mounts a Holo-field instead of a main gun.

Wraithgate: If the Storm Seeker is on First Fire Orders, it may be activated in the Movement Phase and project a Wraithgate within line of sight and 75 cm. Place a counter to mark the location of the gate. Once the gate is open, Eldar infantry, cavalry and walker-class units may enter either the Wraithgate or the Storm Serpent by paying the normal 5 cm to enter a transport. Remove the units from the board and give them their orders for next turn. In the following turn's Compulsory Movement Phase scatter them 2D6 cm from the opposite end of the gate (it takes a turn to go through the gate).

The Storm Serpent must remain on First Fire Orders while units are 'in transit', and if the Storm Serpent is destroyed while units are in transit they are lost in the warp and destroyed. The Wraithgate may not be repositioned while units are in transit.

Tempest: The Tempest is a massive and heavily armed skimmer carrying long-range Tempest lasers.

Void Spinner: At first glance this appears to be a larger cousin of the Doomweaver. That, however, is where the similarity ends. The Void Spinner fires a deadly barrage of concentrated bacteria and wraithbone parasites that quickly devour any material in its impact zone. While the barrage template is used, it is not artillery, may not fire indirectly and does not damage buildings.

Eldar Titans

Eldar armies, as many of their opponents, use giant war machines. Eldar armies employ three main classes of Titans. The first two of these, Phantom and Warlock, can be furnished with a variety of weapons and are bought by the rules given in the Purchasing Titans section of the Core Rules. The third, the Revenant Scout Titan, has a fixed armament and is simply bought as a single, unmodifiable unit. All Eldar titans are Agile.

Phantom Titan

The Phantom, or Finnadan, is the most common class of Eldar Titan. As its name suggests, the Phantom is fast-moving and agile, embodying the Eldar military philosophy that prefers speed and mobility to heavy armor. Like all Eldar military vehicles, the Phantom is designed for beauty as much as function, and compared to an Imperial Titan it is very tall, slim and fragile-looking. This appearance is largely deceptive, for the Phantom is strongly built, and can absorb at least as much damage as an Imperial Warlord Titan. Phantoms carry 2 weapon systems in addition to their 2 wing-mounted weapons.

Warlock Titan

A Warlock Titan contains the spirits of mighty Eldar Seers and psykers within its Wraithbone core. The combined psychic strength of the dead spirits, focused and amplified by the Wraithbone structure, is phenomenal - far outstripping the powers of the living. This potent psychic ability, combined with the smooth agility of Eldar Titans and their sophisticated weaponry, places the Warlock Titan at the pinnacle of Eldar achievement in the realm of psychic engineering. Warlock Titans carry 2 weapon systems and 2 wing-mounted weapons.

- 1) Close Combat attacks count as ethereal psychic attacks (they kill Greater Daemons instantly).
- 2) Orders are not placed for Warlock titans. They may be activated in any combat phase, but once activated must move within the restrictions of the orders given.
- 3) Warlocks have an unmodifiable 3+ Psychic Save.
- 4) A Warlock may use one of the powers below once per turn:

Doom: Use on any model within 50 cm and line of sight. All shots against that model will hit on a 3+. If that model is in Close Combat its base CAF is halved. Models with shields have a 4+ save against Doom and may be rolled every turn. Psychic saves may be made against Doom. This lasts until another power is used.

Witch Sight: All enemy firing at the Titan in this combat phase suffer a -1 To-Hit penalty. In Close Combat, opposing Titans and vehicles use one less die. If the Titan is immobilized it cannot use Witch Sight.

Mind Shout: All enemy models within 25 cm must immediately pass a morale check or go onto Fall Back orders. Rolls of 1 fail automatically. All friendly units with models within 25 cm can immediately roll to rally from Fall Back.

Revenant Scout Titan

These are purchased in units of two, which are independent units and do not need to maintain coherency with each other. Scout Titans are equipped with Holo-fields for defense, and twin pulse lasers for offense. Scout Titans are allowed a special movement mode due to the presence of jump jets. The Revenant is Hard to Hit when on Charge Orders.

Jump Jets: When using jump jets the titan's movement is in a series of leaps that allow it to ignore intervening terrain. In order to use the jump jets the titan must be on Charge Orders. The maximum distance of each leap is 15 cm, so a Revenant on Charge Orders can make four 15 cm leaps or any other combination that does not exceed the movement allowance for the Titan. The maximum height of a normal leap is 5 cm. In order to jump over higher obstacles the Titan uses 2 cm of movement for every additional 1 cm of height needed to jump an obstacle. The Revenant cannot land in impassable terrain during any of its jumps.

Weapon Descriptions

Distortion Cannon: This deadly weapon funnels warp energy into a devastating attack that destroys even the most powerful armor. This is the main Eldar anti-Titan weapon due to its special properties. Place a barrage template within the Titans firing arc and range and roll for scatter once (2D6 as per normal indirect barrage). This is due to the difficulty in opening the warp hole in a precise manner. Any targets under the template are hit on a 3+ and are instantly destroyed with no armor save allowed! Models with a hit location template (like Titans/ Praetorians), once the location of the hit is determined damage is automatic (no save for armor) and damage is determined adding +3 to the roll. Unfortunately this weapon cannot create a stable warp hole on a shielded target so any model with operative shields of any type is immune from attacks from this weapon. Shields must be brought down by other means before it can affect the target. This weapon affects buildings and they count as destroyed if a saving throw is failed.

Flamewind: These Anti-Aircraft wing guns have single barrels as opposed to 3 of the Firestorm batteries.

Heat Lance: This weapon operates under a complex combination of electromagnetic acceleration of a high-powered energy bolt that mimics the destructive power of plasma weaponry but in a more controlled fashion thus negating any drain on the Titans systems. Due to its nature the energy dissipates over long ranges as the energy loses its tight configuration. Therefore the weapon is extremely deadly at close range.

Power Fist: This weapon is similar to the Imperial power fist but the Eldar version also carries a battery of Shuriken cannons for ranged support. This weapon may not be used as a ranged weapon and Close Combat weapon in the same turn. Titans armed with this weapon can make special grab attacks.

If the player selects to make a grab attack, he must select a location (from the Titans corresponding damage location chart) and roll a D6 with a +1 modifier. The defending player also rolls a D6, but with no modifiers. If the Titan making the grab attacks scores higher, the location the player selected receives maximum damage (the most damaging result). If the result is a tie the defender has slipped out of the grasp, but receives normal damage (resolve normally by rolling once on the damage table for that location). If the defenders score is higher, it has broken free and receives no damage.

Titans in base-to-base contact with buildings may elect, in addition to normal attacks, to hit the building once. The building must make a save at -4 TSM or be destroyed.

Psychic Lance: This weapon epitomizes Eldar mastery of psychic technology. This weapon harnesses the mental psychic energy of powerful warlocks (harnessed in special spirit stones in the Titans cockpit) into a beam capable of destroying heavily armored targets. Place a barrage template within the titans firing arc and range. Anything under the template is hit on a 5+ and is destroyed without an armor save. Units with a hit location template take damage to the head/bridge location. This weapons attack counts as an ethereal physical psychic attack and ignores shields of all kinds. Psychic saving throws apply to resist this attack. Models with robotically controlled minds or equipment are immune to this attack (like tarantulas and robots). Warlock Titans receive +1 to their T-Hit rolls when using this weapon.

Pulse Laser: This is a sophisticated rapid-fire laser weapon and an example of the Eldar's technological skill. The Pulse Laser can be fired in two ways. It can fire multiple volleys against one target, hitting on a 3+ and inflicting D6 hits at -2 TSM. This mode of fire will Damage Buildings. Alternately, place the standard barrage template anywhere within range and line of sight, and hit everything underneath on a 3+ with 0 TSM. Although this weapon has an option of using a barrage template it is not artillery.

Tremor Cannon: This weapon is larger version than the one used by Eldar infantry. This weapon is powerful enough to recreate the damage cause by a full battery of the lesser weapons. The Tremor Cannon fires a fluctuating electro-magnetic beam that rips apart a targets molecular structure. The beam is fired into the ground and travels along the line of fire producing secondary explosions and the disintegration of the target area.

When using this weapon trace an imaginary line between the firing Titan and the target. Any model in the line of fire is hit on a roll of 5+ and must save at a -2 penalty to avoid destruction. The primary target is hit on a roll of 3 or more. Any building in the trajectory of the weapon is hit automatically and must save at -6 to avoid destruction. Due to the weapons nature of traveling along the ground, this weapon ignores shields of any type. When a target with a hit location template is struck only the lowest portion of its template may be selected for the purpose of saving throws and damage. A Titan armed with two of these weapons may cross the beams, hitting secondary targets as described above but the primary target (where the beams meet) is hit automatically. Buildings must save or be destroyed.

Wing Weapons: The wings on Eldar Titans house the mechanisms of their Holo-fields. There is also space to mount weapons, either Lascannons or Missile Launchers.

Optional Rule: Combined Barrages

If a titan is equipped with two Missile Launcher wings, they may be combined as per the artillery rules.

Weapon Costs

Class	Description	Cost
Basic	Distortion Cannon	125
	Heat Lance	50
	Power Fist	50
	Psycannon	75
	Pulse Laser	150
	Tremor Cannon	85
Anti-aircraft	Flamewind AA Wing	45
Wing	Las-Cannon Wing	75
	Missile Launcher Wing	25

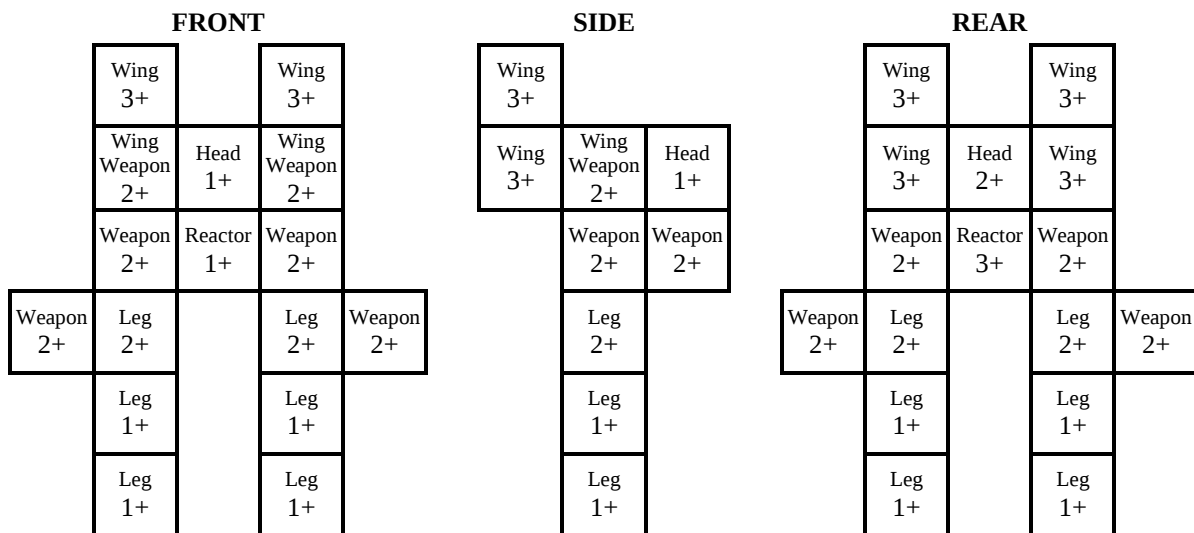
Weapon Summary

Weapon	Range	Attack Dice	To-Hit	TSM	Notes
Distortion Cannon	75 cm	Template	3+	none	Always scatters, destroys buildings
Flamewind	100 cm	1	4+	-2	AA
Heat Lance	0-25 cm	1	2+	-5	Penetrating +5
	26-50 cm	1	3+	-3	Penetrating +3
	50-75 cm	1	4+	-1	Penetrating +1
Power Fist	50 cm	4	4+	-1	Shoot or use in CC, Destroys Buildings
Psychic Lance	50 cm	Template	5+	none	Use barrage template. Non-physical psychic attack.
Pulse Laser (choose one)	75 cm	1	2+	-2	D6 hits, Damages Buildings
		10 BP	2+	0	
Tremor Cannon	100 cm	Special	Special	-2/-6	Target hit on 3+, intervening models on 5+, Destroys Buildings
Wing Lascannon	75 cm	2	3+	-2	
Wing Missile Launcher	100 cm	4 BP	5+	0	

Phantom Titan Template

Move	CAF	Shields		Repair	Notes
20 cm	+12	Holo-field (fixed save, barrages ignore it)		4+	Agile: any number of turns when moving
		Titan's Orders	Save On		
		First Fire	4+		
		Advance	3+		
		Charge	2+		

Weapon	Slot	Range	Attack Dice	To-Hit	TSM	Notes
	Right Arm					
	Left Arm					
	Right Wing					
	Left Wing					



Head 1-2 CAF halved and the titan may only move or fire if you first roll a 4+ on 1D6. This damage may be repaired. 3 CAF halved for the rest of the game. 4 Same as 1-2, except damage cannot be repaired. 5-6 The Titan crashes to the ground as a result of the explosions. Decide randomly which way the titan falls. Any vehicles or troop stands that are fallen on are destroyed.	Reactor 1-2 Reactor damaged. Titan may not move, fire or repair other damage until the reactor is repaired. 3-4 Reactor off-line. If the reactor is not repaired at the end of this turn, it explodes as 5-6 (below). 5-6 Reactor explodes! The titan is removed from the game. Any vehicles or troop stands within 3D6 cm are automatically hit, and must make an unmodified save to avoid destruction.
Weapon 1-2 Weapon damaged and cannot be used until repaired. 3-4 Weapon destroyed and cannot be used in this battle. 5 Weapon is blown off the titan and scatters 2D6 cm in a random direction. Any models it hits must make an unmodified save to avoid destruction. 6 Same as 5, but there is a flashback to the titan's hull. Roll a D6. On 1-2 roll for damage on the Wing, 3-4 on the Reactor, 5-6 on the Head.	Leg 1-2 Leg damaged. Speed drops by half and the titan cannot enter difficult terrain or use jump jets. 3-4 Leg is heavily damaged. Roll a D6 in each End Phase; subtract 2 if the titan has Charge Orders and 1 if Advance Orders. If the result is 0 or less, the leg snaps as in 6 (below). 5 Leg destroyed and the titan is crippled. It may not move or turn for the rest of the game. 6 The leg is blown apart, the titan crashes to the ground and is destroyed. Decide randomly which way the titan falls. Any vehicles or troop stands that are fallen on are destroyed.
Wing 1-3 Wing damaged. Holo-field will not work until it is repaired. 3-6 Wing destroyed. Titan's Holo-fields stop working for the rest of the game.	Wing Weapon 1-3 Roll for damage on the Wing. 4-6 Roll for damage on the reactor.

Revenant Scout Titan Template

Move	CAF	Shields		Repair	Notes
30 cm	+7	Holo-field (fixed save, barrages ignore it)		4+	Agile: any number of turns when moving Hard to Hit when on Charge Orders When on Charge Orders, the titan's jump jets allow it to leap over terrain up to 15 cm wide and 5 cm high. The Revenant may not land on impassable terrain.
		Titan's Orders	Save On		
		First Fire	4+		
		Advance	3+		
		Charge	2+		

Weapon	Range	Attack Dice	To-Hit	TSM	Notes
Pulse Laser (choose one)	100 cm	1	2+	-2	D6 hits, Damages Buildings
		10 BP	2+	0	
Missile Launcher	100 cm	4 BP	5+	0	
Scatter Laser	25 cm	3	5+	0	

FRONT			SIDE			REAR		
	Wing 2+		Wing 3+			Wing 3+		
Weapon 2+	Head 1+	Weapon 2+	Reactor 2+	Weapon 2+	Weapon 2+	Weapon 3+	Weapon 2+	Weapon 3+
	Leg 2+		Leg 2+				Jump Jets 3+	
Leg 2+		Leg 2+	Leg 2+			Leg 2+		Leg 2+

Head 1-2 CAF halved and the titan may only move or fire if you first roll a 4+ on 1D6. This damage may be repaired. 3 CAF halved for the rest of the game. 4 Same as 1-2, except damage cannot be repaired. 5-6 The Titan crashes to the ground as a result of the explosions. Decide randomly which way the titan falls. Any vehicles or troop stands that are fallen on are destroyed.	Reactor 1-2 Reactor damaged. Titan may not move, fire or repair other damage until the reactor is repaired. 3-4 Reactor off-line. If the reactor is not repaired at the end of this turn, it explodes as 5-6 (below). 5-6 Reactor explodes! The titan is removed from the game. Any vehicles or troop stands within 3D6 cm are automatically hit, and must make an unmodified save to avoid destruction.
Weapon 1-2 Weapon damaged and cannot be used until repaired. 3-4 Weapon destroyed and cannot be used in this battle. 5 Weapon is blown off the titan and scatters 2D6 cm in a random direction. Any models it hits must make an unmodified save to avoid destruction. 6 Same as 5, but there is a flashback to the titan's hull. Roll a D6. On 1-2 roll for damage on the Wing, 3-4 on the Reactor, 5-6 on the Head.	Leg 1-2 Leg damaged. Speed drops by half and the titan cannot enter difficult terrain or use jump jets. 3-4 Leg is heavily damaged. Roll a D6 in each End Phase; subtract 2 if the titan has Charge Orders and 1 if Advance Orders. If the result is 0 or less, the leg snaps as in 6 (below). 5 Leg destroyed and the titan is crippled. It may not move or turn for the rest of the game. 6 The leg is blown apart, the titan crashes to the ground and is destroyed. Decide randomly which way the titan falls. Any vehicles or troop stands that are fallen on are destroyed.
Wing 1-3 Wing damaged. Holo-field will not work until it is repaired. 3-6 Wing destroyed. Titan's Holo-fields stop working for the rest of the game.	Jump Jets 1-2 Jump Jets are damaged and may not be used until repaired 3-4 Jump Jets are triggered by the hit, blasting the titan 2D6 cm in a random direction. If the titan lands in difficult or impassable terrain, it is destroyed. 5-6 Jump Jets explode and cause the titan to jump as 3-4 (above), and roll damage on the reactor.

Shadow Spinner Template

Move	CAF	Shields	Repair	Notes
35 cm	+6	Shadow Field (fixed save, barrages ignore it)	4+	Agile: any number of turns when moving
		Titan's Orders		
		First Fire		
		Advance		
		Charge		

Weapon	Range	Attack Dice	To-Hit	TSM	Notes
Shadow Weaver	LoS	Template	4+	None	Special rules
Dark Lances	75 cm	2	4+	-2	
Heavy Disintegrator	75 cm	1	5+	-2	

FRONT					REAR					SIDE				
	Joint 3+	Weapon 3+		Joint 3+		Joint 3+	Weapon 3+		Joint 3+		Joint 3+	Joint 3+		
Leg 2+		Head 2+	Hull 1+	Leg 2+	Leg 2+		Reactor 2+	Hull 1+	Leg 2+	Leg 2+		Hull 1+	Hull 1+	Leg 2+
Leg 2+				Leg 2+	Leg 2+				Leg 2+	Leg 2+				Leg 2+

Head 1-2 CAF halved and the titan may only move or fire if you first roll a 4+ on 1D6. This damage may be repaired. 3 CAF halved for the rest of the game. 4 Same as 1-2, except damage cannot be repaired. 5-6 The Titan crashes to the ground as a result of the explosions. Decide randomly which way the titan falls. Any vehicles or troop stands that are fallen on are destroyed.	Reactor 1-2 Reactor damaged. Titan may not move, fire or repair other damage until the reactor is repaired. 3-4 Reactor off-line. If the reactor is not repaired at the end of this turn, it explodes as 5-6 (below). 5-6 Reactor explodes! The titan is removed from the game. Any vehicles or troop stands within 3D6 cm are automatically hit, and must make an unmodified save to avoid destruction.
Weapon 1-2 One random weapon is damaged and cannot be used until repaired. 3-4 One random weapon is destroyed and cannot be used in this battle. 5 One random weapon is blown off the titan and scatters 2D6 cm in a random direction. Any models it hits must make an unmodified save to avoid destruction. 6 Same as 5, but there is a flashback to the titan's hull. Roll a D6. On 1-2 roll for damage on the Wing, 3-4 on the Reactor, 5-6 on the Head.	Leg 1-2 Leg damaged. Speed drops by half and the titan cannot enter difficult terrain or use jump jets. 3-4 Leg is heavily damaged. Roll a D6 in each End Phase; subtract 2 if the titan has Charge Orders and 1 if Advance Orders. If the result is 0 or less, the leg snaps as in 6 (below). 5 Leg destroyed and the titan is crippled. It may not move or turn for the rest of the game. 6 The leg is blown apart, the titan crashes to the ground and is destroyed. Decide randomly which way the titan falls. Any vehicles or troop stands that are fallen on are destroyed.
Hull 1-2 The Titan's Shadow field generators are shut down and stop working until repaired. 3-4 The Titan's Shadow field generators are destroyed and the field stops working for the rest of the game. 5 The field generator is in danger of overloading and must be shut down before it explodes. Roll a D6 in the End Phase: on 5+ the field is safely shut down, otherwise it explodes as in 6 (below). 6 The Shadow Field generator overloads and explodes. The titan is destroyed but remains standing. All units within 3D6 cm are automatically hit, and must make an unmodified save to avoid destruction.	Joint 1-2 Joint is damaged. Speed drops by half and the titan cannot enter difficult terrain. 3-4 Joint is heavily damaged. Roll a D6 in each End Phase; subtract 2 if the titan has Charge Orders and 1 if Advance Orders. If the result is 0 or less, the leg snaps as in 6 (below). 5 Leg is destroyed and the titan is crippled. It may not move or turn for the rest of the game. Shadow Field is reduced to 5+. 6 The leg is blown apart, the titan crashes to the ground and is destroyed. Decide randomly which way the titan falls. Any vehicles or troop stands that are fallen on are destroyed.

Warlock Titan Template

Move	CAF	Shields		Repair	Notes
20 cm	+12	Holo-field (fixed save, barrages ignore it)		4+	Agile: any number of turns when moving Close Combat hits are ethereal psychic 3+ Psychic Save Orders are not placed for Warlocks One of the following power per turn:
		Titan's Orders	Save On		
		First Fire	4+		
		Advance	3+		
		Charge	2+		

Doom: Target any model within sight and 50 cm. All shots against that model will hit on a 3+. If that model is in CC its base CAF is halved. Models with shields have a 4+ save against Doom and may be rolled every turn. Psychic saves may be made against Doom. This lasts until another power is used.

Witch Sight: The titan is Hard to Hit. Enemy vehicles and larger units lose one die in Close Combat. If the Titan is immobilized it cannot use Witch Sight.

Mind Shout: All enemy models within 25 cm must immediately pass a morale check or go onto Fall Back Orders. Rolls of 1 fail automatically. All friendly units with models within 25 cm can immediately roll to rally from Fall Back.

Weapon	Slot	Range	Attack Dice	To-Hit	TSM	Notes
	Right Arm					
	Left Arm					
	Right Wing					
	Left Wing					

FRONT					SIDE			REAR				
	Wing 3+			Wing 3+	Wing 3+			Wing 3+				Wing 3+
	Wing Wpn 2+	Head 1+		Wing Wpn 2+	Wing Wpn 2+	Head 1+		Wing 3+	Head 2+			Wing 3+
	Weapon 2+	Reactor 1+		Weapon 2+	Weapon 2+			Weapon 2+	Reactor 3+			Weapon 2+
Weapon 2+	Leg 2+			Leg 2+	Leg 2+	Weapon 2+		Weapon 2+	Leg 2+			Leg 2+
	Leg 1+			Leg 1+	Leg 1+			Leg 1+	Leg 1+			Leg 1+
	Leg 1+			Leg 1+	Leg 1+			Leg 1+	Leg 1+			Leg 1+

Head 1-2 CAF halved and the titan may only move or fire if you first roll a 4+ on 1D6. This damage may be repaired. 3 CAF halved for the rest of the game. 4 Same as 1-2, except damage cannot be repaired. 5-6 The Titan crashes to the ground as a result of the explosions. Decide randomly which way the titan falls. Any vehicles or troop stands that are fallen on are destroyed.		Reactor 1-2 Reactor damaged. Titan may not move, fire or repair other damage until the reactor is repaired. 3-4 Reactor off-line. If the reactor is not repaired at the end of this turn, it explodes as 5-6 (below). 5-6 Reactor explodes! The titan is removed from the game. Any vehicles or troop stands within 3D6 cm are automatically hit, and must make an unmodified save to avoid destruction.	
Weapon 1-2 Weapon damaged and cannot be used until repaired. 3-4 Weapon destroyed and cannot be used in this battle. 5 Weapon is blown off the titan and scatters 2D6 cm in a random direction. Any models it hits must make an unmodified save to avoid destruction. 6 Same as 5, but there is a flashback to the titan's hull. Roll a D6. On 1-2 roll for damage on the Wing, 3-4 on the Reactor, 5-6 on the Head.		Leg 1-2 Leg damaged. Speed drops by half and the titan cannot enter difficult terrain or use jump jets. 3-4 Leg is heavily damaged. Roll a D6 in each End Phase; subtract 2 if the titan has Charge Orders and 1 if Advance Orders. If the result is 0 or less, the leg snaps as in 6 (below). 5 Leg destroyed and the titan is crippled. It may not move or turn for the rest of the game. 6 The leg is blown apart, the titan crashes to the ground and is destroyed. Decide randomly which way the titan falls. Any vehicles or troop stands that are fallen on are destroyed.	
Wing 1-3 Wing damaged. Holo-field will not work until it is repaired. 3-6 Wing destroyed. Titan's Holo-fields stop working for the rest of the game.		Wing Weapon 1-3 Roll for damage on the Wing. 4-6 Roll for damage on the reactor.	

Eldar Army Cards

Standard Eldar List

Company Cards	Contents	Break Point	Morale	Victory Points	Cost
Guardian Host	3 Guardian Detachments	9	3	5	450
Falcon Host	3 Falcon Detachments	5	3	5	450
Defender Warhost	3 Defender Detachments	14	3	9	850
Jetbike Host	Vyper Squad 2 Jetbike Squads	8	3	6	550
Spirit Host	Warlock stand Wraithguard Detachment 2 Wraithlord Detachments	Warlock	-	5	500
Tempest Host	2 Tempest Squadrons	3	3	9	900

Special Cards	Contents	Break Point	Morale	Victory Points	Cost
Bonesinger *	Bonesinger stand & Command Falcon	Stand	3	1	125
Exarchs	4 Exarch stands	2	-	4	400
Farseer *	Farseer stand & Command Falcon	Stand	-	2	150
Forward Observer *	Forward Observer stand & Command Falcon	Stand	-	1	100
Harlequin Troupe	4 Harlequin stands	2	2	2	150
Master Mime*	One Master Mime card	-	-	1	50
Pathfinders	4 Pathfinder stands	2	2	1	100
Warlock	Warlock stand & Command Falcon	Stand	-	1	125
Peregrine Option *	Command Peregrine replaces Command Falcon	-	-	-	25
Titans					
Phantom Titan	Phantom hull	Model	-	Varies	300
Phantom Titan Host *	3 Phantom hulls	Each	-	Varies	900
Revenant Scout Titans *	2 Revenant Scout Titans	Each	-	2	400
Warlock Titan	Warlock hull	Model	-	Varies	400

Support Cards	Contents	Break Point	Morale	Victory Points	Cost
Infantry					
Guardian Detachment	6 Guardian stands	3	3	2	150
Defender Detachment	6 Guardian stands & 3 Falcons	5	3	3	300
Wraithguard Host	4 Wraithguard stands	4	-	1	100
Aspect Warriors					
Dark Reapers	4 Dark Reaper stands	2	2	3	250
Dire Avengers	4 Dire Avenger stands	2	2	1	125
Fire Dragons	4 Fire Dragon stands	2	2	1	100
Howling Banshees	4 Howling Banshee stands	2	2	2	150
Shining Spears *	4 Shining Spear Jetbikes	2	2	2	200
Striking Scorpions	4 Striking Scorpion stands	2	2	2	150
Swooping Hawks	4 Swooping Hawks stands	2	2	2	150
Warp Spiders *	4 Warp Spider stands	2	2	2	200
Cavalry					
Jetbike Squad	5 Jetbikes	3	3	2	200
Vyper Squad	5 Vypers	3	3	3	250
Walkers					
War Walker Squad	3 War Walkers	2	3	2	150
Wraithlord Squad	4 Wraithlords	4	-	2	200

Vehicles

Fire Prism	Fire Prism Grav-Tank	Model	3	1	50
Firestorm AA	Firestorm	Model	3	2	150
Falcon Squadron	3 Falcons	2	3	2	150
Peregrine Squadron *	3 Peregrine Grav-Tanks	2	3	2	200
Wave Serpent Squadron	2 Wave Serpents	1	3	2	150

Light Artillery

Bright Lance Battery	3 Bright Lances	2	3	1	100
Vibro-Cannon Battery	3 Vibro-Cannons	2	3	1	100

Heavy Artillery

Doomweaver Battery	2 Doomweavers	1	3	2	150
Unicorn Battery *	2 Unicorns	1	3	2	150
Warp Hunter Battery	2 Warp Hunters	1	3	2	200
Pulse Laser Barrage *	One Orbital Barrage Round	-	-	-	2 VP
Web Bomb *	One Orbital Barrage Round	-	-	-	2 VP

Knights

Fire Knight Detachment *	3 Fire Knights of any type	2	2	3	250
Bright Warrior Detachment *	3 Bright Warriors of any type	2	2	3	300
Towering Knight Detachment *	3 Towering Knights of any type	2	2	4	350

Flyers

Phoenix Fighter Bomber	Phoenix Fighter Bomber	Model	3	3	300
Vampyre Troop Carrier	Vampyre Troop Carrier	Model	3	1	100
Nightwing Squadron	3 Nightwings	2	3	3	300

Superheavies

Cobra *	Cobra Grav-Tank	Model	3	3	250
Scorpion *	Scorpion Grav-Tank	Model	3	3	250
Storm Serpent *	Storm Serpent Grav-Tank	Model	3	3	300
Tempest Squadron	3 Tempest Grav-Tanks	2	3	5	500
Void Spinner *	Void Spinner Grav-Tank	Model	3	2	200

* Optional unit. These require consent of both sides to use.

Codex Craftworld Lists

All Craftworlds	Contents	Break Point	Morale	Victory Points	Cost
Eldar Avatar	Avatar	Model	-	2	Free

Alaitoc Craftworld

Support Card

Alaitoc Rangers	4 Pathfinder stands	2	2	1	100
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Biel-Tan Craftworld

Biel Tan Phoenix Host	3 Phoenix Lords Purchase any 3 Aspect Warrior Detachments	8	1	Varies	200+
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Iyanden Craftworld

Iyanden Wraith Host	Warlock stand 2 Wraithguard Detachments 2 Wraithlord Detachments	Warlock	-	5	500
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Special Cards

Spiritseer	Spiritseer stand & Command Falcon	Stand	-	1	100
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Saim-Hann Craftworld

Saim-Hann Wind Rider Host	2 Vyper Squads 3 Jetbike Squads	13	3	7	650
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Support Card

Revenant Scout Titans	2 Revenant Scout Titans	Each	-	2 @	400
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Special Cards

Farseer on Jetbike	Farseer on Jetbike	Model	-	2	150
Warlock on Jetbike	Warlock on Jetbike	Model	-	1	125

Ulthwe Craftworld

Ulthwe Black Guardian Host	4 Guardian Detachments	12	3	5	450
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Support Card

Guardian Storm Squad	4 Guardian Heavy Weapon stands	2	3	2	200
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Harlequin Masque

Company Cards	Contents	Break Point	Morale	Victory Points	Cost
Harlequin Masque	Great Harlequin stand & Command Venom 3 Harlequin Troupes	7	2	5	450

Support Cards

Death Jester Troupe	4 Death Jesters stands	2	2	3	250
Harlequin Troupe	4 Harlequin stands	2	2	2	150
Harlequin Jetbike Squadron	5 Harlequin Jetbikes stands	3	2	3	250
Master Mime	One Master Mime card	-	-	1	50
Mime Troupe	4 Mimes stands	2	3	1	125
Venom Squadron	4 Venoms	2	3	2	150

Special Cards

Shadowseer	Shadowseer stand & Command Venom	Stand	1	2	150
Solitaire	Solitaire stand	Stand	-	2	150

Dark Eldar

Company Cards	Contents	Break Point	Morale	Victory Points	Cost
Raider Kabal	Dracon, Incubi stand, & Command Raider 3 Warrior Cadres	15	3	10	950
Wych Cult	Dracite, Wych stand & Command Raider 3 Wych Cadres	15	3	10	950
Reaver Kabal	3 Reaver Jetbike Squadrons	8	3	7	650
Ravager Kabal	3 Ravager Squadrons	5	3	7	650
Command Cards (Must buy 1)					
Archon	Archon, Incubi stand, Combat Barge	Archon	1	1	100
Archite	Archite, Wyches stand, Combat Barge	Archite	1	1	100
Special Cards					
Dark Warlock	Dark Warlock stand & Command Raider	Stand	2	2	150
Shadow Spinner	Shadow Spinner Scout Titan	Model	-	2	200
Shadow Spinner Squadron	2 Shadow Spinner Scout Titans	Each	-	4	400
Webway Portal	Webway Portal	-	-	+3	+300
Support Cards					
Banshee Battery	3 Banshee AA Raiders	2	3	2	225
Enslaver Battery	2 Enslaver Raiders	1	3	2	150
Grotesque Cadre	Hæmonculus, 5 Grotesque stands, 3 Raiders	5	3	4	350
Hellions Cadre	6 Hellion stands	3	3	3	250
Mandrake Cadre	4 Mandrake stands	2	3	2	150
Scourge Cadre	4 Scourge stands	2	3	2	200
Shadow Raider	Shadow Raider	Model	3	2	150
Ravager Squadron	3 Ravagers	2	3	2	225
Raven Squadron	3 Raven Interceptors	2	3	3	275
Reaver Jetbike Squadron	5 Reaver Jetbike stands	3	3	2	225
Razorwing	Razorwing Fighter-Bomber	Model	3	2	200
Warrior Cadre	6 Warrior stands, 3 Raiders	5	3	3	300
Wych Cadre	6 Wych stands, 3 Raiders	5	3	3	300
Warp Beasts Pack	Beastmaster stand, 5 Warp Beast stands	3	3	2	200

Eldar Knights

Company Cards	Contents	Break Point	Morale	Victory Points	Cost
Eldar Knight Host	Fire Knight Detachment Bright Warrior Detachment Towering Knight Detachment	5	2	8	800
Defender Warhost	3 Defender Detachments	14	3	9	850
Jetbike Host	Vyper Squad 2 Jetbike Squads	8	3	6	550

Special Cards

Harlequin Troupe	4 Harlequin stands	2	2	2	150
Pathfinders	4 Pathfinder stands	2	2	1	100
Warlock	Warlock stand & Command Falcon	Stand	-	1	125

Support Cards

Guardian Detachment	6 Guardian stands	3	3	2	150
Defender Detachment	6 Guardian stands & 3 Falcons	5	3	3	300
Jetbike squadron	5 Jetbikes	3	3	2	200
Vyper Squadron	5 Vypers	3	3	3	250
War Walker Squadron	3 War Walkers	2	3	2	200
Firestorm AA	Firestorm	Model	3	2	150
Falcon Detachment	3 Falcons	2	3	2	150
Bright Lance Battery	3 Bright Lances	2	3	1	100
Fire Knight Detachment	3 Fire Knights of any type	2	2	3	250
Bright Warrior Detachment	3 Bright Warriors of any type	2	2	3	300
Towering Knight Detachment	3 Towering Knights of any type	2	2	4	350

Exodites

Company Cards	Contents	Break Point	Morale	Victory Points	Cost
Defender Host	3 Fusiliers Detachments	9	3	5	450
War Host	3 Warrior Detachments	9	3	4	350
Dragon Host	3 Dragon Knight Squadrons	8	3	6	600
Scout Host	Lethosaur Knight Squadron 2 Raptor Knight Squadrons	8	3	5	500

Support Cards

Fusilier Detachment	6 Fusiliers stands	3	3	2	150
Warrior Detachment	6 Warriors stands	3	3	1	125
Rangers Squad	4 Rangers stands	2	2	1	100
Dragon Knight Squadron	5 Dragon Knights stands	3	3	2	200
Lethosaur Knight Squadron	5 Lethosaur Knights stands	3	3	2	200
Raptor Knight Squadron	5 Raptor Knights stands	3	3	2	175
Pterosaur Knight Squadron	5 Pterosaur Knights stands	3	3	2	200
Dragoon Squadron	5 Dragoons stands	3	2	3	250
Scout Walker Squadron	3 Scout Walkers	2	3	1	100
Vyper Carrier Squadron	6 Vypers Carriers	3	3	2	175
Bright Lance Travois Battery	3 Bright Lance Travois stands	2	3	1	125
Missile Launcher Travois Battery	3 Missile Launcher Travois stands	2	3	1	125
Starcannon Travois Battery	3 Starcannon Travois stands	2	3	1	125
Hellbender Squad	3 Hellbenders	2	3	2	150

Special Cards

Baron	Baron stand & 2 Dragoon stands	Baron	1	1	100
Carnosaur	Carnosaur	Model	2	2	200
Dragon Serpent Squadron	3 Dragon Serpents	2	3	2	225
Exo-Suit Squadron	3 Exo-Suits	2	2	3	300
Megadon	Megadon	Model	2	3	300
Visionary	Visionary stand	Stand	1	2	175

Summary of Unit Statistics

Troop Type	Move	Save	CAF	Weapons	Range	Attack Dice	To-Hit Roll	TSM	Notes
Special									
Archon / Archite	10 cm	-	+7	Xenospasm	35 cm	2	5+	-2	Command, Elite, HQ, Shadow Field, Dodge
Avatar	15 cm	2+f	+10	Spear	15 cm	1	2+	-3	No choice of actions
Baron	20 cm	4+/6+f	+6	Blast Pistol	25 cm	2	5+	0	Cavalry, Elite, HQ, Laser Lance, Wraithbone shield
Bonesinger	10 cm	-	+1	Laspistols	25 cm	1	5+	0	HQ, Mechanic, Special
Dracon / Dracite	10 cm	-	+5	Terrorfex/Agoniser	35 cm	2	5+	-1	Elite, HQ, Dodge
Exarch	20 cm	5+f	+8	Ancient Artifacts	75 cm	2	3+	-1	Elite, HQ
Farseer	10 cm	6+f	+3	Shuriken Pistol	25 cm	1	5+	0	HQ, Psychic Powers
Farseer on Jetbike	35 cm	6+f	+3	Shuriken Pistol	25 cm	1	5+	0	HQ, Psychic Powers
Forward Observer	10 cm	-	+0	Shuriken Pistol	25 cm	1	5+	0	HQ, Stealth, Special
Great Harlequin	10 cm	-	+8	Pistol/Kiss	25 cm	1	4+f	-2	HQ, Elite, Special
Harlequin	10 cm	-	+6	Shuriken Pistol	25 cm	1	5+	0	Re-roll Close Combat defeat
Master Mime	-	-	-	ECM Equipment	-	-	-	-	Special
Pathfinder	10 cm	6+f	+1	Lasgun	50 cm	1	4+	0	Infiltration, Sniper, Stealth
Phoenix Lord	As the appropriate Aspect Warrior								plus Command & HQ
Shadowseer	10 cm	-	+0	Splinter Pistol	25 cm	1	5+	0	HQ, Psyker
Solitaire	15 cm	4+f	+10	Neuro-Disruptor	Template	-	Special	No	HQ, Elite, Special
Visionary	20 cm	6+f	+4	Pistol/Witchblade	25 cm	1	5+	0	Cavalry, HQ, Psyker
Warlock	10 cm	6+f	+2	Shuriken Pistol	25 cm	1	5+	0	HQ, Elite, Psychic Powers
Warlock on Jetbike	35 cm	6+f	+2	Shuriken Pistol	25 cm	1	5+	0	HQ, Elite, Psychic Powers
Infantry									
Beastmaster	15 cm	-	+3	Pistol/Agoniser	25 cm	1	5+	0	HQ, Gladiator, Combat Drugs
Dark Warlock	10 cm	-	+0	Splinter Pistol	25 cm	1	5+	0	HQ, Psyker
Death Jester	10 cm	-	+3	Shrieker Cannon	50 cm	2	4+	-1	Special
Fusilier	10 cm	-	+0	Blast Carbine	50 cm	1	5+	0	
Grotesque	10 cm	6+f	+3	Claws	-	-	-	-	Stupid, Terror
Guardian	10 cm	-	+0	Shuriken	50 cm	1	5+	0	
Guardian Heavy Weapon	10 cm	-	+0	Lascannon	75 cm	2	5+	-1	
Hæmonculus	10 cm	-	+4	Destructor	Template	-	4+	-1	Elite, HQ, Special
Incubi	10 cm	6+	+4	Tormentor Helm	25 cm	1	5+	0	Elite
Mandrake	10 cm	6+f	+2	Pistol/Blades	25 cm	1	5+	0	Ambush, Stealth
Mime	10 cm	-	+3	Pistols/Sword	25 cm	1	5+	0	Deep Strike
Scourge	15 cm	-	+0	Splinter Cannons	75 cm	2	5+	-1	Jump Pack
Warriors (Exodite)	10 cm	-	+1	Blast Pistols/Swords	25 cm	1	5+	0	
Warriors (Dark Eldar)	10 cm	-	+0	Splinter Rifles	50 cm	1	5+	0	
Wraithguard	10 cm	5+	+2	Wraithcannon	50 cm	1	5+	-2	Special
Wyches	10 cm	-	+3	Pistols/Blades	25 cm	1	5+	0	Combat Drugs, Dodge
Aspect Warriors									
Dark Reaper	10 cm	5+	+1	Missile Launcher	75 cm	2	4+	-1	Elite, Quickdraw
Dire Avenger	10 cm	-	+2	Shuriken	50 cm	3	4/5/6+	0	Elite, Special
Fire Dragon	10 cm	-	+2	Thermal Gun	25 cm	1	4+	-2	Elite, Ignores Cover
Howling Banshee	10 cm	-	+6	Power Sword	25 cm	1	5+	0	Elite, Special
Striking Scorpion	10 cm	-	+6	Mandi-Blaster	25 cm	1	5+	0	Elite, Special
Swooping Hawk	25 cm	-	+2	Lasgun	25 cm	1	5+	0	Elite, Deep Strike, Hard to Hit, Jump Pack
Warp Spider	30 cm	5+f	+2	Web Spinners	Special	-	3+	0	Elite, Fire on the Fly, Special
Cavalry									
Dragoons	20 cm	5+/6+f	+4	Plasma Carbines	35 cm	1	4+	-1	Elite, Exodite Shock Lance, Wraithbone shield
Dragon Knight	20 cm	6+f	+3	Blast Carbines	50 cm	1	5+	0	Laser Lance, Wraithbone shield
Harlequin Jetbike	35 cm	-	+5	Shuriken Catapults	15 cm	1	5+	0	Skimmer
Hellion	25 cm	6+f	+2	Hellglaves	50 cm	1	5+	0	Combat Drugs, Skimmer
Jetbike	35 cm	-	+3	Shuriken Catapult	15 cm	1	5+	0	Skimmer
Lethosaur Knight	25 cm	-	+1	Plasma Carbines	35 cm	1	4+	-1	Infiltration, Hit & Run
Pterosaur Knight	30 cm	-	+1	Blast Carbines	50 cm	1	5+	0	Deep Strike, Skimmer
Raptor Knights	25 cm	-	+3	Blast Pistols/Swords	25 cm	1	5+	0	Infiltration
Reaver Jetbike	35 cm	-	+3	Blasters	15 cm	1	4+	-1	Combat Drugs, Skimmer
Shining Spear	35 cm	6+	+5	Shuriken Catapult	15 cm	1	5+	0	Elite, Skimmer, Special
Vyper Jetbike	35 cm	6+	+1	Shuriken Cannon	25 cm	2	5+	0	
				Shuriken Catapult	15 cm	1	5+	0	Skimmer
Warp Beasts	20 cm	-	+4	Claws	-	-	-	-	Triple move on Charge
Walkers									
Scout Walker	30 cm	-	+1	Scatter Laser	25 cm	3	5+	0	Holo-field
Talos	10 cm	4+	+5	Talos Stinger	50 cm	D6	5+	-1	Skimmer, AI
War Walker	25 cm	6+	+1	Lascannon	75 cm	1	5+	-2	

				Scatter Laser	25 cm	3	5+	0	
Wraithlord	10 cm	5+	+4	Lascannon Shuriken Cannon	75 cm 25 cm	1 2	5+ 5+	-2 0	Special
Vehicles									
Combat Barge	30 cm	4+	+4	Dark Lance Disintegrators	75 cm 50 cm	1 2	4+ 5+	-2 -1	OTV, Shadow Field, Skimmer, Transport 2
Dragon Serpent	25 cm	3+	+1	Warp Wave	2D6x10	Special	4+	-	Skimmer, Transport 2, Special
Fire Prism	25 cm	3+	+1	Prism Cannon	75 cm	1	3+	-2	Skimmer, Special
Falcon	25 cm	3+	+1	Lascannon	75 cm	1	4+	-2	Skimmer, Transport 2
Firestorm AA	25 cm	3+	+1	Laser Battery	100 cm	3	4+	-2	Skimmer, AA
Peregrine	25 cm	3+	+2	Lascannon * Scatter Laser	75 cm 25 cm	1 3	4 5	-2 0	* Turret PD(1), Skimmer, Transport 1
Raider	30 cm	5+	+0	Dark Lance	75 cm	1	4+	-2	OTV, Skimmer, Transport 2
Ravager	30 cm	4+	+2	Dark Lance Disintegrators	75 cm 50 cm	1 2	4+ 5+	-2 -1	Skimmer
Shadow Raider	30 cm	5+	+2	Shadow Cannon * Heavy Disintegrators	100 cm 75 cm	1 2	3+ 5+	-4 -2	Skimmer, Shadow Field * Penetrating +3
Wave Serpent	25 cm	3+	+1	Warp Wave	2D6x10	Special	4+	-	Skimmer, Transport 2, Special
Venom	35 cm	6+	+1	Shuriken Catapults	15 cm	1	5+	0	Holo-field, OTV, Skimmer, Transport 1
Vyper Carrier	35 cm	6+	+1	Shuriken Catapults	15 cm	1	5+	0	OTV, Skimmer, Transport 1
Light Artillery									
Bright Lance	10 cm	-	-3	Lascannon	75 cm	1	4+	-2	
Bright Lance Travois	15 cm	-	-3	Bright Lance	75 cm	1	4+	-2	Fire on the Fly
Missile Launcher Travois	15 cm	-	-3	Missile Launcher	100 cm	2 BP	-	0	Fire on the Fly
Scatter Laser	10 cm	-	-3	Scatter Laser	50 cm	2	4+	0	
Starcannon Travois	15 cm	-	-3	Starcannon	75 cm	2	5+	-1	Fire on the Fly
Vibro-Cannon	10 cm	-	-3	Vibro-Cannon	75 cm	Line	Varies	Varies	Special
Heavy Artillery									
Banshee AA Raider	30 cm	5+	+0	Splinterstorm	75 cm	3	4+	-1	AA, Skimmer
Doomweaver	25 cm	3+	+1	Wire Thread	Special	Special	4+	None	Skimmer, Special
Enslaver Raider	30 cm	5+	+1	Net-thrower	LoS	Special	4+	No	Skimmer
Hellbenders	15 cm	6+	+1	Fire Breath	Template	-	4+	0	Ignores Cover
Unicom*	25 cm	3+	+2	Vibro Cannon	75 cm	Line	Varies	Varies	Skimmer, Special
Warp Hunter	25 cm	3+	+1	Warp Cannon	75 cm	Special	Varies	None	Skimmer, Special
Pulse Laser Barrage	-	-	-	Orbital Barrage	Special	1	2+	-2	Special. Cost: 2 VP
Web Bomb	-	-	-	Orbital Barrage	Special	Special	4+	None	Special. Cost: 2 VP
Knights									
Exo-Suit	20 cm	3+/6+f	+4	Star Lance Scatter Laser	75 cm 25 cm	Special 3	4+ 5+	-2 0	Holo-field, Wraithbone Shield
Fire Gale	20 cm	3+	+2	Maelstrom Laser Scatter Laser	75 25	2 3	4+ 5+	-2 0	Holo-field, Psychic Lance
Fire Reaper	20 cm	3+	+3	Lascannon	50	3	5+	-1	Holo-field, Psychic Lance
Fire Storm	20 cm	3+	+2	Missiles Shurikens	100 25	4 BP 2	5+ 6+	-2 0	Holo-field, Psychic Lance
Bright Stallion	25 cm	4+	+3	Maelstrom Laser Scatter Laser	75 25	2 3	4+ 5+	-2 0	Holo-field, Psychic Lance
Bright Stalker	25 cm	4+	+3	Maelstrom Laser Lascannon	75 50	2 1	4+ 5+	-2 -1	Holo-field, Psychic Lance
Towering Destroyer	25 cm	2+	+5	Maelstrom Laser Scatter Laser	75 25	2 3	4+ 5+	-2 0	Holo-field, Psychic Lance
Towering Fury	25 cm	2+	+5	Maelstrom Laser Lascannon	75 50	2 1	4+ 5+	-2 -1	Holo-field, Psychic Lance
Superheavies									
Carnosaur	20 cm	1+	+12	Starcannon Scatter Laser	75 cm 25 cm	2 3	5+ 5+	-1 0	Bloodlust, PD(2)
Cobra	20 cm	1+	+5	D-Cannon Shuriken Cannon	75 cm 25 cm	Template 2	3+ 5+	None -1	Skimmer, PD(3), Special
Megadon	10 cm	1+	+8	Bright Lance Starcannons Psychic Blaster	75 cm 75 cm Template	1 4 -	4+ 5+ Special	-2 -1 None	Bloodlust, PD(6)
Scorpion	20 cm	1+	+5	Pulse Laser x2 Shuriken Cannon	75 cm 25 cm	Varies 2	Varies 5+	Varies -1	Skimmer, PD(3), Special
Storm Serpent	20 cm	1+	+3	Shuriken Cannon	25 cm	4	5+	-1	Holo-field, Skimmer, PD(3), Special
Tempest	25 cm	1+	+4	Tempest Laser * Shuriken Cannon	100 cm 25 cm	2 2	4+ 5+	-3 -1	* Turret Skimmer, PD(1)
Void Spinner	20 cm	1+	+3	Void Spinner Shuriken Cannon	100 cm 25 cm	8 BP 2	3+ 5+	-3 -1	Skimmer, PD(3)
Fliers									
Nightwing	100 cm	3+	+4	Lascannon Shuriken Missiles	75 cm 25 cm 50 cm	1 4 4 BP	4+ 5+ 5+	-2 0 0	Flier

Phoenix	75 cm	3+	+2	Sonic Cannon * Shuriken Plasma Bombs	75 cm 50 cm Special	2 4 8 BP	4+ 5+ 3+	-3 0 -3	Flier, 2 barrage attacks during movement * Ignores Cover
Raven Interceptor	115 cm	5+ (a)	+5	Dark Lances Splinter Cannon	25 cm 25 cm	2 2	4+ 5+	-2 0	Flier, Shadow Field
Razorwing Fighter-Bomber	90 cm	5+ (a)	+2	Dark Lances Splinter Cannons Horrorfex	25 cm 25 cm 25 cm	2 2 4 BP	4+ 5+ 5+	-2 -1 Special	Flier, Shadow Field, Special
Vampyre	100 cm	4+	0	Shuriken Missiles	25 cm 25 cm	6 4 BP	5+ 5+	-1 -1	Flier, Transport 6

Titans

Phantom Titan	25 cm	Template	+12	Purchase 2 weapons + 2 Wings	Agile, Holo-field				
Revenant Scout Titan	30 cm	Template	+7	Pulse Laser Missile Launcher Scatter Laser	75 cm 100 cm 25 cm	Varies 4 BP 3	Varies 5+ 5+	Varies 0 0	Agile, Holo-field, Hard to Hit on Charge, Jump Jets, Special
Shadow Spinner	35 cm	Template	+6	Shadow Weaver Dark Lances Heavy Disintegrator	LoS 75 75	Special 2 1	4+ 4+ 5+	None -2 -2	Agile, Shadow Field, Dodge
Warlock Titan	20 cm	Template	+12	Purchase 2 weapons + 2 Wings	Agile, Holo-field, 3+ Psychic Save, Psychic Powers, Special				