



# SURVIVORS OF THE FALL CRAFTWORLDS

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The Eldar in the Horus Heresy







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# THE SURVIVORS OF THE FALL IN THE HORUS HERESY

## FORCE ORGANISATION AND ALLIES

The Eldar are an ancient race full of traditions and customs obscure to all, but the most learned scholars. However due to the apocalyptic calamity that has befallen them, they were forced to rethink many of their old ways and question their very nature.

In the wake of that, several sub-factions emerged from the old empire, each claiming the right path for their species for themselves. Some strive to preserve what is left of their once great civilisation with newfound discipline and strict constraints on every aspect of their lives. Others decided to delve ever deeper in the depravities, that have led to their recent downfall, either to ensure their continued existence or at least to quench every last bit of enjoyment, that might be left to their diminishing selves.

Due to these vast differences in approaches, the Eldar are no cohesive force by any stretch of the imagination. They tend to avoid fighting among themselves, however only the most dire threat from outside will ever compel them to actually work together for the common goal of survival.

The Survivors of the Fall army list is split into two distinct factions, Craftworlds and Dark Kin. Each can be played on their own and follows different rules for allying with the other factions of the setting.

When creating a Survivors of the Fall army list of any sub-faction, you may use the following Force Organisation Charts:

- Crusade Force Organisation Chart
- Leviathans of War Force Organisation Chart

	Craftworlds	Dark Kin	Forces of the Imperium	Forces of the Warmaster
Craftworlds		●	●	○
Dark Kin	●		●	●
Forces of the Imperium			●	●
Forces of the Warmaster	○	●		

- **Fellow Warriors** (see Rulebook p.139)
- **Distrusted Allies** (see Rulebook p.139)
- **By the Emperor's (or the Warmaster's) Command** (see Rulebook p.139)
- **Never**  
At least one of the factions in this combination would rather go extinct than to ally with its counterpart.

### Forces of the Imperium and the Warmaster

Forces of the Imperium and the Warmaster refer to the regular armies of the Horus Heresy on the Loyalist and Traitor side respectively.

For further information on the degrees of alliance between those, refer to the Rulebook page 139.





# I

## CRAFTWORLDS ARMY LIST

# USING THE CRAFTWORLDS ARMY LIST

When creating the army you may choose one of the following Hosts:

## ASPECT HOST

### Effects

- Dire Avengers may be taken as Troops choices and must be the compulsory Troops choices in the army
- The army's Warlord may choose its Warlord Trait when using the Craftworlds table (unless it has a fixed one)

### Limitations

- The army must contain more Autarchs, units with the Phoenix Lord special rule and/or units from the following list than any other units: Crimson Hunters, Dark Reapers, Dire Avengers, Fire Dragons, Howling Banshees, Shadow Spectres, Shining Spears, Striking Scorpions, Swooping Hawks, Warp Spiders
- The army must have a model with the Walker of many Paths or the Phoenix Lord special rule as its Warlord

## GUARDIAN BATTLEHOST

### Effects

- All scoring units of the army can only be denied by other scoring units
- The first reserve roll in each own player turn is automatically successful if the player wishes.

### Limitations

- The army must contain 3 compulsory Troops choices
- The army may only contain one unit of the following list per 1000 points of game size: Crimson Hunters, Dark Reapers, Dire Avengers, Fire Dragons, Howling Banshees, Shadow Spectres, Shining Spears, Striking Scorpions, Swooping Hawks, Warp Spiders

*Their recent downfall scarred the Eldar not just by greatly reducing their number, but also in much more subtle ways. Not only do they now have to avoid costly engagements to survive as a race, they are also keenly aware of the predatory malignance lurking just beneath the surface of reality to feast upon their souls once more.*

- If at the end of the game all Troops choices of the Craftworlds Eldar were destroyed (not counting units falling back or those that left the battlefield), they lose d3 Victory points
- All non-Vehicle models subtract 1 from their Leadership as long as there is a model with the Daemon special rule from the Lurid Onslaught Dominion or a Kakophonii model within 6"
- All models have the Hatred special rule against models with the Daemon special rule from the Lurid Onslaught Dominion and Kakophonii

*The Eldar are rarely concerned with the common strategic or tactical objectives of a battle. They seldom care for making ground or gathering supplies from the debris. Instead their machinations are guided by the divination of their Farseers in order to influence events that sometimes lie years or even millenia in the future. Therefore it is not always immediately apparent, what their plans are, but the Eldar never will engage combat and risk their lives without due cause.*

Right before determining Warlord Traits and Psychic Powers, an army whose Primary Detachment is built from the Craftworld army list may choose to ignore all other Primary Objectives in any mission and instead roll on the following table to determine a new one (their opponent's objectives remain unchanged, as do any Secondary Objectives in play):

### D3 Primary Objective

#### 1 A destiny unfulfilled

*In some distant future, a handful of the enemy leaders might become a threat to the Eldar. They might lead a campaign of extinction or make some discovery that must be kept from the eyes of the lesser races. Their destiny must not come to pass!*

After deployment, choose three enemy characters. If there are not enough enemy characters in the enemy force, you may choose any other model instead, after designating all character models. For every chosen enemy character you get Victory points at the end of the game, when they are removed from play or falling back. The number of Victory points depends on their role in the force organization chart:

HQ: 3 Victory points

Elite: 2 Victory points

Others: 1 Victory point

#### 2 To much power for their own good

*An artifact from the ruins of the old empire was unearthed and is now under threat of falling into the hands of the lesser races. It has to be destroyed to save countless Eldar lives.*

Place an Objective marker as close to the center battlefield as possible and afterwards scatter it 2d3" in a random direction. At the start of every own player turn in that you are controlling the objective, you gain 2 Victory points.

#### 3 A place not to be spoiled

*Intruders landed on a world belonging to the Eldar and now they are defiling it with their mere presence. They must be irradicated from the most important sites so that they can be cleansed of this taint later.*

Place 3 Objective markers at least 6" away from any table edge and deployment zone and at least 12" away from one another. At the end of the game you gain 3 Victory points for every objective with no enemy unit within 6".

## WINDRIDER HOST

### Effects

- Wind Riders may be taken as Troops choices and must be the compulsory Troops choices in the army
- When determining which player goes first, a force using this Host may re-roll the result.

### Limitations

- All Infantry units (of any type) in the army must begin the game inside of a Transport Vehicle.
- The army may only contain Vehicles with either the Fast or the Flyer subtype
- The army may not contain units with the Artillery type and no Monstrous or Gargantuan Creatures
- All HQ choices of the army must be mounted on an Eldar jetbike

## WRAITH HOST

### Effects

- Wraithguard may be taken as Troops choices and must be the compulsory Troops choices in the army
- When casting the Awake the Spirits psychic power, Warp Charges are successfully channeled on a 3+ instead of a 4+

### Limitations

- Spirit Seers are a compulsory HQ choice for the army and a Spirit Seer must be the army's Warlord
- The army may not ally with Dark Kin
- The army must contain one Spirit Seer or Wraith Seer per 1000 points game size. This can lead to more HQ choices in the form of Spirit Seers as normally would be allowed by the force organization chart.  
*This means you need 2 for 1001 to 2000 points, 3 for 2001 to 3000 points etc.*

# CRAFTWORLDS WARLORD TRAITS

When generating their Warlord Trait, a Craftworlds army may either roll on one of the Warlord Traits tables in the core rule book, or instead on the following table:

## THE CRAFTWORLD WARLORD TRAIT TABLE

D6	Warlord Trait
1	<p><b>A Glimpse of the Future</b></p> <p><i>All Eldar share some small portion of psychic capability, even among their common citizens. Often this is so small to manifest in any meaningful way, sometimes however even an untrained Eldar is gifted with short flashes of things to come and it allows him to anticipate an event long before it is even set in motion.</i></p> <p>Once per game you may either add or distract 1 from a reserve roll made by you or the enemy.</p>
2	<p><b>Supernatural Reflexes</b></p> <p><i>The reactions of an Eldar are far faster than what any human could achieve, even with substantial augmentation. Due to this, skilled fighters of this race are able parry lightning fast blows or even dodge shots at close ranges.</i></p> <p>The Warlord has a 5+ invulnerable save in the close combat phase, including Overwatch. If he already has an invulnerable save, he may instead re-roll any rolls of 1 when using it in the close combat phase.</p>
3	<p><b>Unfailing Marksman</b></p> <p><i>The sharp senses, fast reflexes and high dexterity of the Eldar makes them deadly marksmen on any range. They can pick out targets in the heat of battle in a way other warriors would only be able to emulate in the calm of an exercise, and they therefore rarely ever miss their mark.</i></p> <p>The Warlord has the Precision Shots special rule and makes Precision Shots on a to Hit roll of 5+. If the model already has the Precision Shots special rule, it will instead make them on a to Hit roll of 4+.</p> <p>Look Out, Sir rolls can only be passed on a 5+ against attacks from the Warlord.</p>
4	<p><b>Deadly Grace</b></p> <p><i>In close combat even a regular Eldar becomes a bladed whirlwind of death. Their most skilled duelists however combine an almost unnerving fluidity of motion, blinding speed and flawless precision into a web of steel, that only the most able opponents can hope to survive.</i></p> <p>The Warlord may re-roll all failed to Hit and to Wound rolls in a challenge.</p>
5	<p><b>Bright Soul</b></p> <p><i>Even among the Eldar there are differing degrees of power between them in regards of raw psychic might. Some of them surpass their peers and even when not formally trained, they can use their inherent abilities to great effect when called upon.</i></p> <p>If the Warlord has the Psyker special rule, his Mastery level is improved by 1. If the Warlord is not a Psyker, he gets the Psyker special rule with Mastery level 1 and access to Sanctic Daemonology, however he can only successfully channel Warp Charges on a 5+.</p>
6	<p><b>Hollowed</b></p> <p><i>Some Eldar lived through the calamity that befell their race and even though they survived, they lost more than just their kin. Ever since the event they seem distant even to their closest and an aura of futility and despair shrouds them wherever they walk. In the meanwhile they themselves seem to be set on a path that will finally grant them peace from the torment of their existence, no longer caring about injuries to their mortal frame.</i></p> <p>The Warlord has the Adamantium Will, Fear and Feel no Pain special rules. If the Warlord already causes Fear, the enemy Leadership value additionally is reduced by -1 while within 6" of the Warlord.</p> <p>If this Warlord Trait is rolled for a model with the Psyker special rule, its Mastery level is reduced by 1, however you may re-roll the result if you wish to. In this case however you will have to accept the second roll no matter the result.</p>



## HQ

The Cabal is an ancient organization whose goal is to eradicate Chaos and its many forms from the galaxy. It is made up of members of many different races, and while they may not always agree on the methods to be used in pursuit of this great goal, they are united by the desire to live free of the gods of the warp and their corrupting influence.

Slau Dha holds a seat in the innermost circle of the Cabal and is one of its most militant members at the time of the Great Crusade. He had insisted early on the extermination of humanity as the only sure means of averting a catastrophe such as the Horus Heresy, and the unfolding events led to a deep bitterness on his part that allows little more than contempt for the Imperium and mankind in general.

## SLAU DHA

SWIFT BLADE OF THE CABAL

130 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Slau Dha	6	5	3	3	3	6	4	10	3+

### Unit Composition

- 1 Slau Dha (Unique)

### Unit Type

- Infantry (Character)

### Wargear

- Heavy aspect armour
- Mastercrafted dire sword
- Combat blade
- Plasma grenades

### Special Rules

- Dazzling Swiftness
- Walker of many Paths (Dire Avengers, Howling Banshees, Striking Scorpions)
- Rampage
- Acrobatics
- Parry
- Independent Character
- Warlord (If Slau Dha is your army's Warlord, he has the Harlequine Entourage Trait rather than rolling randomly)

### Harlequine Entourage

Slau Dha is accompanied by a mysterious group of Eldar that was never before encountered by the Imperium. When he is the Warlord, a unit of Harlequin Troups may be taken without using up an HQ slot of the army.

# HARLEQUIN TROUPE

MESSENGERS OF THE LAUGHING GOD

170 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Harlequin	5	5	3	3	2	5	3	10	-

## Unit Composition

- 5 Harlequins

## Unit Type

- Infantry (Character)

## Wargear

- Holo-suit
- Mastercrafted power sword
- Fusion pistol
- Plasma grenades

## Special Rules

- Dazzling Swiftiness
- Acrobatics
- Preferred Enemy (Traitors)
- Webway Assault
- Watchers of the Black Library

### Holo-suit

A Holo-suit provides the model with a 5+ invulnerable save, increased to a 4+ invulnerable save on any turn, in which the model ended its movement in the movement phase more than 5" from where it started (or more than 4" away from the Access Point of a Vehicle when disembarking).

### Webway Assault

When Slau Dha begins the game deployed on the battlefield or in a Transport Vehicle, this unit may choose to start in Reserve. If it does so using this special rule, do not roll for this unit to be brought in from Reserve. Instead it automatically enters the game as if Deep Striking immediately when Slau Dha enters close combat for the first time or is reduced to 1 Wound.

The unit must arrive as close as possible to Slau Dha and does not scatter. If the unit enters the game within 2" of Slau Dha, he automatically joins this unit.

If Slau Dha is in close combat when this unit arrives, it is immediately engaged in the same combat as Slau Dha, however it does not count as having charged.

### Watchers of the Black Library

This unit can be taken once if Slau Dha is the Warlord of the army.

No model other than Slau Dha may join this unit.



## HQ

During the Fall, nearly all of the Eldar gods were devoured by a new, hungry warp entity, while Kaela Mensha Khaine, the Eldar god of war, was shattered and scattered across the galaxy. In all this turmoil, however, Cegorach, the Laughing God, managed to escape unnoticed into the Webway and hide there from She Who Thirsts.

In this exile, the great deceiver soon began to advance his own plans to help the Eldar achieve ultimate victory over this new enemy in a distant future.

He gathered warriors from across the galaxy around him and showed them how they could not only escape the taint of Chaos, but even be able to fight it.

These warriors would become known as the Harlequins, the guardians of the Webway, of the secret knowledge that still lurks within it and of the ancient myths and legends of the Eldar race.

At the time of the Horus Heresy, it would be several millennia before they would be ready to openly reveal themselves to the galaxy, but through unknown pacts, the Autarch Slau Dha was able to convince the Harlequins of his vision, so that a small number of them were available as his constant, hidden companions.



## HQ

Eldrad of the Craftworld Ulthwé is a former member of the Cabal and an extremely powerful, albeit young, Farseer.

He strongly disagrees with the Cabal's plan that humanity should be consumed in the fires of the Horus Heresy, first to help Chaos achieve unimagined power, and then to burn out in an ensuing infight, wiping itself from the galaxy forever.

In his visions of a distant future he has seen another way. And on this Path, a rotting empire, but one that is still strong at its core, will be the key to an alliance of races that will ultimately achieve victory against the forces of the Warp.

Convinced of this future, he will stop at nothing to make it a reality, seeking allies in the most unlikely places to save mankind from its fall into darkness.

# ELDRAD ULTHRAN

FARSEER OF ULTHWÉ

180 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Eldrad Ulthran	4	4	3	3	3	5	2	10	5+

### Unit Composition

- 1 Eldrad Ulthran (Unique)

### Unit Type

- Infantry (Character)

### Wargear

- Eldar Runic Armour
- Shuriken pistol
- Witchblade
- Force stave
- Ghosthelm

### Special Rules

- Dazzling Swiftness
- Psyker Level 4 (Eldrad Ulthran may select his powers from the Divination, Telekinesis and the Sanctic Daemonology disciplines)
- Independent Character
- Marked by Dark Fates
- Warlord (If Eldrad Ulthran is your army's Warlord, he has the Visions of Tomorrow Trait rather than rolling randomly)

### Marked by Dark Fates

In campaign games where character casualties and injury between battles is a factor, any such chart results for Eldrad Ulthran may be re-rolled.

### Warlord: Visions of Tomorrow

When using the Craftworld specific mission table, you may re-roll the result to determine the Primary Objective.

# ASURMEN

THE HAND OF ASURYAN

300 POINTS



	WS	BS	S	T	W	I	A	Ld	Sv
Asurmen	7	7	4	4	4	7	4	10	2+

### Unit Composition

- 1 Asurmen (Unique)

### Unit Type

- Infantry (Character)

### Wargear

- Phoenix armour
- Twin-linked avenger shuriken catapult
- Blade of Asur
- Plasma grenades

### Special Rules

- Dazzling Swiftness
- Phoenix Lord (Dire Avengers)
- Implacable Advance
- Counter Attack
- Shielded by Grace
- Hand of Asuryan
- Independent Character

	Range	Str	AP	Type
Blade of Asur	-	+1	2	Melee, Mastercrafted, Soul Cut

### Soul Cut

On a to Wound roll of 6 the wounded model suffers 2 Wounds. Both of these Wounds must be saved separately but cannot carry over to other models.

### Shielded by Grace

Asurmen has a 4+ invulnerable save, increased to a 3+ when fighting in a challenge.

### Hand of Asuryan

Asurmen always may roll twice for his Warlord Trait and apply both results. You can roll both times on the same or different tables, but both rolls must be made simultaneously. If you roll doubles while using the same table for both roles, you may re-roll one of the results until two different Traits were determined. If Asurmen for any reason is able to choose his Warlord Trait, he may choose one Trait and roll for a second as normal.

## HQ

The Phoenix King Asuryan was the mightiest of all the gods of the Eldar, he was the king of all Eldar gods. Asurmen, meaning „Asuryan's Hand“ was the first of all the Phoenix Lords and in his eternal existence he embodies Asuryan and the way of the warrior like no-one else. Asurmen is the inventor of the Path of the Warrior and the founder of the first Aspect Shrine which then became that of the Dire Avengers. He fit founding more Aspect Shrines on the Craftworlds than any other Phoenix Lord for his Aspect of the „Dire Avengers“. The Asurya, Asurmens first pupils, were also the first Exarchs, which then later became the other Phoenix Lords of the other Aspects.

Asurmen, like all the Phoenix Lords, has defied mortality through the use of Spirit Stones. A Spirit Stone embedded in his Exarch-Armour holds his personality and memories. Whenever he is killed in battle, the new wearer of the suit will fuse with these memories and will finally become him again.

Asurmen wears an exquisite set of Exarch Armor with integrated Shuriken Catapults, a mastercrafted Shuriken Pistol and the Sword of Asur, the first known Diresword, containing the Spirit Stone of Asurmens brother Tethesis.



## HQ

Jain Zar was the first Phoenix Lord trained by Asurmen, and their fates had been entwined since the beginning, where Jain Zar was just a girl, being rescued by her future teacher. Her name means „The Storm of Silence“, and she is known for her ferocious, acrobatic and quick way to fight her enemies. Like Asurmen she has founded numerous Aspect Shrines for her Aspect of the „Howling Banshees“ on many Craftworlds, which she visits frequently. She has extensively traveled the webway and knows her way around the galaxy like few others. Jain Zar's foremost fight is against Chaos and its minions.

Jain Zar has invented the psychosonic weapon that she and her Aspect, the Howling Banshees, use. It is called „The Scream that Steals“ and can destroy organic matter and kill or stun a foe with ease - making use of a special mask integrated into the helmet, it is a formidable and feared weapon.

Through her Phoenix armour Jain Zar is, like all Phoenix Lords, basically immortal. Her mask is the first-built and most effective version of this weapon known. Jain Zar also wields a light and deadly spear-like weapon by the name of „Zhai Morenn“, „Blade of Destruction“, made before the Fall. Her triple-bladed throwing weapon „Jainas Mor“, „The Silent Death“ always returns to her hand and kills her enemies with its unnaturally sharp, warp-forged blades.

# JAIN ZAR

THE STORM OF SILENCE

## 260 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Jain Zar	7	6	4	4	3	8	5	10	2+

### Unit Composition

- 1 Jain Zar (Unique)

### Unit Type

- Infantry (Character)

### Wargear

- Phoenix armour
- Death and Destruction
- Siren's wail
- Plasma grenades

### Special Rules

- Dazzling Swiftness
- Phoenix Lord (Howling Banshees)
- Fear
- Precision Strikes
- Disarm
- Dance of Blades
- Acrobatics
- The Storm of Silence
- Independent Character

	Range	Str	AP	Type
Death	12"	User	2	Assault 4
Destruction	-	User	2	Melee, Shred

### Siren's wail

Siren's wail is a Banshee mask, however its wearer counts as 3 models for the effect of the mask instead of 1.

### The Storm of Silence

Jain Zar may choose a Warlord Trait from the Personal table instead of rolling randomly.

### Disarm

At the start of any close combat phase in which Jain Zar is in a challenge you may choose one of the weapons of her opponent. Roll a d6. On a 1 to 4 nothing happens, on a 5+ the opponent cannot benefit of any effect of this weapon until the end of the turn.

# ARHRA

THE FATHER OF THE SCORPIONS

220 POINTS



	WS	BS	S	T	W	I	A	Ld	Sv
Arhra	7	6	4	4	4	7	5	10	2+

### Unit Composition

- 1 Arhra (Unique)

### Unit Type

- Infantry (Character)

### Wargear

- Phoenix armour
- Scorpion's Fangs
- Mandiblaster
- Plasma grenades

### Special Rules

- Dazzling Swiftness
- Phoenix Lord (Striking Scorpions)
- Infiltrate
- Stealth
- Shrouded
- Hatred (Traitors)
- Rampage
- Lurker in the Dark
- Warlord (If Arhra is your army's Warlord, he has the The Father of the Scorpions Trait rather than rolling randomly)

	Range	Str	AP	Type
Scorpions Fangs	-	+1	2	Melee, Two-handed, Paired Weapons, Rending

### Paired Weapons

The Scorpions Fangs count as two close combat weapons and therefor add +1 to Arhras attacks.

### Lurker in the Dark

When fighting in close combat inside of terrain, Arhra gets a 3+ invulnerable save.

In addition no friendly model may ever join Arhra.

### Warlord: The Father of the Scorpions

When Arhra is inside of terrain and out of sight of every enemy model at the start of the movement phase, he may forego his movement and instead be relocated up to 18" from his current position as long as this relocation places him in a terrain piece.

## HQ

Arhra, the „Father of the Scorpions“ excels in the war in the shadows, slowly approaching and then swiftly, hard and brutally striking his enemies out of the dark. He is the founder of the Aspect of the Striking Scorpions, and he chooses each member of his Aspect personally only from among those, who are audacious enough to stand up against him.

Other than his fellow Phoenix Lords he believes the Drukhari to be important allies for the survival of the Eldar race as a whole, and is rumored to have secretly spread the ways of its shrine to their domain.

His armour has a Mandiblaster implemented into the helmet. He expertly wields two power-claws resembling those of a Scorpion named the „Scorpion's Fangs“, ripping apart his enemies with ease while peppering them with a stream of projectiles from his Mandiblaster.



## HQ

Fuegan, the „Burning Lance“, founded the shrine of the Fire Dragon on many Craftworlds. The path of this Aspect is to fight by making precise and accurate strikes with fire and flame and to quickly disable or destroy the vital parts of the enemy and its army. Fuegan is part of an Eldar prophecy said to be the last of the Phoenix Lords to die in the final battle between Chaos and the Eldar.

In Eldar mythology the Dragon is a symbol for utter destruction and the forces of destruction, likewise Fuegan symbolizes like none other of the Phoenix Lords the relentless obsession all Aspect Warriors, from whichever path they may be, have with their own way of life to kill and destroy their enemies.

Fuegan wields the Fire Axe for close combat, a powerful weapon which has retained the heat of the fires it was forged in. For ranged attacks he uses the „Torch“, the first of the Fire pikes of his shrine, a fusion weapon which lets its targets explode in a ball of fire.

## FUEGAN THE BURNING LANCE

250 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Fuegan	6	7	4	4	4	6	3	10	2+

### Unit Composition

- 1 Fuegan (Unique)

### Unit Type

- Infantry (Character)

### Wargear

- Phoenix armour
- Torch
- Axe of Fire
- Melta bombs
- Plasma grenades

### Special Rules

- Dazzling Swiftness
- Phoenix Lord (Fire Dragons)
- Hardened Armour
- Feel no Pain
- Burn it Down
- Independent Character
- Warlord (If Fuegan is your army's Warlord, he has the The Burning Lance Trait rather than rolling randomly)

	Range	Str	AP	Type
Axe of Fire	-	User	1	Melee, Armour Bane
Torch				
- Dispersed	Template	5	4	Assault 1
- Focused	18"	8	1	Assault 1, Melta

### Burn it Down

Fuegan may ignore the effects of Armored Ceramite.

### Warlord: The Burning Lance

Every time Fuegan suffers an unsaved Wound, his Strength and Attacks are increased by 1 for the remainder of the battle.

# DRASTANTA

THE TEMPEST OF STARLIGHT

270 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Drastanta	6	6	4	5	3	7	3	10	2+

### Unit Composition

- 1 Drastanta (Unique)

### Unit Type

- Jetbike (Character)

### Wargear

- Phoenix armour
- Firmament Ray
- Star lance
- Plasma grenades

### Special Rules

- Dazzling Swiftness
- Phoenix Lord (Shining Spears)
- Swirling Formation
- Hit & Run
- Move Through Cover
- Independent Character
- Warlord (If Drastanta is your army's Warlord, he has the The Tempest of Starlight Trait rather than rolling randomly)

### Firmament Ray

Firmament Ray is an Eldar jetbike (bonuses already included in the profile) that lets Drastanta perform Vector Strikes like a Flying Monstrous Creature with S5 AP3 and the Blind special rule. In addition Drastanta makes 2 Hammer of Wrath attacks instead of 1.

### Warlord: The Tempest of Starlight

Drastanta has a movement distance of 18" instead of 12".



### HQ

The Aspect of the Shining Spears was founded by the blue- and white clad Phoenix Lord Drastanta. He is famous for quick hit-and-run attacks on jetbikes, first peppering the enemy with shuriken, then hitting them hard with his Star lance in close combat.

Drastanta is less engaged in building numerous shrines than many other Phoenix Lords and so far has done so only on craftworlds which have the relevant resources to maintain an adequate amount of Shining Spears Aspect Warriors and their highly sophisticated armament.

Drastanta's wargear consist of the Celestial Lance, his Armour with the especially beautiful helmet known as the Crown of the Seventh Sky, and of his bespoke jetbike, the Firmament Ray.



## HQ

Baharroth means „The Cry of the Wind“, a fitting description for the Phoenix Lord of the Swooping Hawk Aspect. He has a brother-like relation to Maugan Ra, and together they have studied the arts of war under Asurmen. Baharroth is known for his grace and for his speed, being the fastest ever known among the all of the Eldar.

Baharroth has invented a special form of attack, the Tempest, for which he collects the fastest of his Aspect Warriors and together they perform a swift plunge onto their enemies just at the right point of a battle. This maneuver is known as a Bahurkan or „Hawk's Strike“.

Baharroth's famous weapons are the Bright Blade, said to have been forged in the fire of a Super Nova, and the Talons of the Hawk, a highly efficient and deadly Laserblaster.

# BAHARROTH

THE CRY OF THE WIND

## 250 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Baharroth	6	7	4	4	3	7	4	10	2+

### Unit Composition

- 1 Baharroth (Unique)

### Unit Type

- Jump Infantry (Character)

### Wargear

- Phoenix armour
- Swooping hawk wings
- The Bright Blade
- Talons of the Hawk
- Haywire grenades
- Plasma grenades

### Special Rules

- Dazzling Swiftness
- Phoenix Lord (Swooping Hawks)
- Hit & Run
- Crusader
- Hawk's Strike
- Independent Character
- Warlord (If Baharroth is your army's Warlord, he has the The Cry of the Wind Trait rather than rolling randomly)

	Range	Str	AP	Type
The Bright Blade	-	+1	3	Melee, Blind, Rending
Talons of the Hawk	24"	5	3	Assault 3

### Hawk's Strike

When deployed via Deep Strike, Baharroth and his unit do not scatter. He and his unit may re-roll any Reserve rolls.

### Warlord: The Cry of the Wind

When using a grenade in close combat, Baharroth may make 3 attacks instead of one.

# AMON HARAKHT

THE WINGS OF DAWN

270 POINTS



HQ

Not much is known about Amon Harakht, apart from the fact that he chose a much closer connection to war machines than all other Phoenix Lords. He excels in the art of piloting the efficient, fast and deadly Eldar aircraft, raining death on his enemies either from a customized Nightwing Interceptor or his bespoke Phoenix Strike Craft known as the „Rising Phoenix“.

Amon Harakht is the founder of the Shrines of the Aspect of the Eagle Pilots, and they thrive to master the art of aerial combat just as expertly as their Phoenix Lord does.

	BS	Armour			HP
		Front	Side	Rear	
Amon Harakht in Fall of Night	7	11	11	11	3
Amon Harakht in Rising Phoenix	7	11	11	11	4

### Unit Composition

- 1 Amon Harakht in Fall of Night (Unique)

### Unit Type

- Super-heavy Flyer (Character)

### Wargear

- (Fall of Night)
- 2 Star cannons
  - 2 Pulse lasers
  - Holofields

### Wargear

- (Rising Phoenix)
- 2 Star cannons
  - 2 Night Phoenix missile launchers
  - Pulse laser
  - Holofields

### Special Rules

- Phoenix Lord (Eagle Pilots)
- Supersonic
- Deep Strike
- Warlord (If Amon Harakht is your army's Warlord, he has the The Wings of Dawn Trait rather than rolling randomly)

### Special Rules

- (Fall of Night)
- Tank Hunter
  - Monster Hunter
  - Impossible Maneuvers

### Special Rules

- (Rising Phoenix)
- Methodical Bombardement
  - Preferred Enemy (Infantry)

### Options

Amon Harakht either flies in his custom Nightwing Interceptor, the Fall of Night, or a heavily modified Phoenix Strikecraft, the Rising Phoenix. In both cases he combines his personal special rules and unit type with the special rules and wargear of his Vehicle.

- Amon Harakht may exchange Fall of Night for Rising Phoenix.....+100 points

	Range	Str	AP	Type
Night Phoenix missile launcher	48"	6	3	Heavy 2, Blast (3"), Ignore Cover

### Warlord: The Wings of Dawn

Amon Harakht may roll to arrive from Reserve from the beginning of the first of the game (rather than the second).



## HQ

Maugan Ra, the „Harvester of Souls“, is the the Phoenix Lords who has dedicated himself most to a Path which rather avoids close encounters and tries to kill the enemy from afar with deadly precision. Already during his training under Aурmen, Maugan Ra developed an interest in arcane and heavy weapons and soon mastered their use.

Maugan Ra has founded the Aspect of the Dark Reapers and built many shrines on many different Craftworlds, large and small. He has a special bond to Baharroth, their styles of fighting perfectly complementing each other. The Pheonix Lord's especially effective armor consists of parts of the shrine he built on his Craftworld Altansar, which was lost in the massive Warp Storm that now engulfs the former centre of the Eldar empire.

As his weapon he wields the Maugetar, an ancient Shuriken Cannon fused with a power blade for close combat.

## MAUGAN RA THE HARVESTER OF SOULS

## 250 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Maugan Ra	6	7	4	4	3	7	3	10	2+

### Unit Composition

- 1 Maugan Ra (Unique)

### Unit Type

- Infantry (Character)

### Wargear

- Phoenix armour
- The Maugetar
- Plasma grenades

### Special Rules

- Dazzling Swiftness
- Phoenix Lord (Dark Reapers)
- Scything Volley
- Independent Character
- Warlord (If Maugan Ra is your army's Warlord, he has the The Harvester of Souls Trait rather than rolling randomly)

	Range	Str	AP	Type
The Maugetar				
- Shuriken	36"	6	5	Assault 4, Rending
- Screamer blades	36"	1	5	Assault 2, Poison (2+), Rending, Pinning, Bio-cataclysm
- Close combat blades	-	+2	3	Melee

### Bio-cataclysm

When a non-Vehicle model gets slain by this weapon, place a Large Blast (5") template on top of its position. Every unit receives an amount of hits equal to their amount of models beneath the Blast with the Strength of the slains models Toughness and an AP value equal to the slains models armour save. In addition this attack has the Ignore Cover special rule.

### Scything Volley

Maugan Ra may fire the Maugetar three times in a shooting phase. You may declare the second and third target after completely resolving the previous shooting attack but must use the same weapons profile for the additional attacks.

When using this special rule, Maugan Ra may not shoot any weapon until the end of his next turn.

### Warlord: The Harvester of Souls

Maugan Ra has the Precision Shots special rule and causes Precision Shots on a roll of 4+ instead of 6.

## IRILLYTH

THE SHADE OF TWILIGHT

## 250 POINTS



HQ

The „Shade of Twilight“, Irillyth has founded many shrines for his Aspect, the Shadow Spectres on many Craftworlds, while searching through the Webway for the Craftworld Mymeara, which is said to have appeared to him in a vision. There he has built his largest shrine and remains to train many Eldar and to set them on his Path.

Irillyth is a restless and impatient character, who seems to carry the burden of a dark secret, making him relentlessly train his followers and bring them to ever higher efficiency in fighting in unison, appearing as a single mind while merging their long-ranged weapons.

The Phoenix Lord Irillyth makes use of a special Holo-field technology through his robes, engaging his enemies with the help of a jetpack. His Prism Rifle is a smaller version of the laser weapon technology normally used on Eldar Fire Prism tanks.

	WS	BS	S	T	W	I	A	Ld	Sv
Irillyth	6	7	4	4	3	7	4	10	2+

### Unit Composition

- 1 Irillyth (Unique)

### Unit Type

- Jetpack Infantry (Character)

### Wargear

- Phoenix armour
- Shadow spectre jetpack
- Spear of Star Light
- Shadow spectre holo-field
- Plasma grenades

### Special Rules

- Dazzling Swiftness
- Phoenix Lord (Shadow Spectres)
- Independent Character
- Warlord (If Irillyth is your army's Warlord, he has the The Shade of Twilight Trait rather than rolling randomly)

	Range	Str	AP	Type
Spear of Star Light				
- Shooting	24"	8	3	Heavy 3, Ghostlight
- Melee	-	+1	3	Melee

### Ghostlight

If there are multiple models part of a unit while declaring a shooting attack with a weapon with this special rule, then each of them may instead declare to perform a Ghostlight attack. They cannot use this ability while being forced to perform Snap Shots.

When doing this, every model with a weapon with this special rule may forego their own shooting and by this increase the Strength and AP of another weapon with this special rule in the same unit by +1 (to a maximum of S10 and AP1).

*Example: In a unit with four models wielding a weapon with S5 AP6 and the Ghostlight special rule, they could combine in multiple different ways. Two models could empower one other model each, resulting in those two models using their weapon with S6 AP5. Instead they could all combine into a single shooting attack performed with S8 AP3 etc.*

### Warlord: The Shade of Twilight

After both sides are deployed, but before which side gets the first turn is determined, Irillyth and his unit may redeploy within the limitations of the mission being played. This may place him and his unit in or out of reserve.



## HQ

Not all of the Eldar do remain fixed to a single Path of the Warrior, instead they go on a journey to master more of them. Since the Eldar lifespan is extremely long in comparison to most other races in the galaxy, it is understandable that some minds find their way in learning more things of a different kind. These individuals are the Autarchs. They set their own Path, known as the „Path of the Leader“, to learn as many different Warrior Paths as they can. This was never intended when the system of the Paths was originally laid out. Therefore such a narrow focus is viewed with some suspicion by the Phoenix Lords. As of now, however, Autarchs have proven themselves time and again as valuable assets to the cause of the Eldar and so they continue to establish their role in the military hierarchies of the Craftworlds as a corner stone of effective leadership.

When an Autarch has finished a specific Path, a ceremony is held in its shrine. There the Autarch can choose a small array of equipment, most often a single weapon, specific to the Path he just finished, and take it with him. This often is to become a weapon to accompany him for the rest of his life.

The Autarchs are foremost military commanders, through their deep knowledge of the capabilities of the different Aspects able to orchestrate a battle in a way which makes the most of the capabilities of all the troop types he can muster.

# AUTARCH

# 80 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Autarch	6	5	3	3	3	6	4	10	4+

### Unit Composition

- 1 Autarch

### Unit Type

- Infantry (Character)

### Wargear

- Aspect armour
- Shuriken pistol
- Chainsword/Combat blade
- Plasma grenades

### Special Rules

- Dazzling Swiftness
- Walker of many Paths
- Independent Character

### Options

- The Autarch may exchange its Aspect armour for Heavy aspect armour.....+10 points

The Autarch may only take options from the following list associated with the Aspects as chosen by the Walker of many Paths special rule. He has to take at least one option from the list of each Aspect he has chosen and can never take more than one option that changes his unit type. In addition when taking an Eldar jetbike, all options for ranged weapons that require the Autarch to give up both his Shuriken pistol and his Chainsword/Combat blade, may instead be taken by exchanging the Twin-linked shuriken catapult of the Eldar jetbike for the same costs.

### Crimson Hunters

- The Autarch may get the Precision Shots special rule.....+5 points

### Dark Reapers

- The Autarch may exchange its Shuriken pistol and Chainsword/Combat blade for:
  - Eldar missile launcher.....+15 points
  - Shuriken cannon.....+15 points
  - Reaper launcher.....+15 points
  - Tempest launcher.....+25 points
- The Autarch may get:
  - the Deadly Aim special rule.....+10 points
  - the Split Fire special rule.....+15 points

### Dire Avengers

- The Autarch may exchange its Shuriken pistol and/or Chainsword/Combat blade for:
  - Avenger shuriken catapult.....+5 points
  - Power weapon.....+10 points
  - Shimmershield.....+15 points
  - Dire sword.....+20 points
- The Autarch may get:
  - the Counter-attack special rule.....+15 points
  - the Implacable Advance special rule.....+20 points

### Eagle Pilots

- The Autarch may get:
  - the Methodical Bombardement special rule.....+5 points
  - the Sky Hunter special rule.....+15 points

### Fire Dragons

- The Autarch may exchange its Shuriken pistol and/or Chainsword/Combat blade for a Fusion pistol.....+15 points
- The Autarch may exchange its Shuriken pistol and Chainsword/Combat blade for:
  - Flamer.....free
  - Dragon's breath flamer.....+10 points
  - Fusion gun.....+15 points
  - Fire pike.....+25 points
- The Autarch may take Melta bombs.....+5 points
- The Autarch may get:
  - the Hardened Armour special rule.....+5 points
  - the An Eye for Weakspots special rule.....+20 points

#### Howling Banshees

- The Autarch may exchange its Shuriken pistol and/or Chainsword/ Combat blade for a Triskele.....+15 points
- The Autarch may exchange its Shuriken pistol and Chainsword/ Combat blade for:
  - 2 Mirror swords.....+15 points
  - Executioner.....+25 points
- The Autarch may take a Banshee mask.....+5 points
- The Autarch may get:
  - the Fear special rule.....+2 points
  - the Parry special rule.....+5 points
  - the Acrobatics special rule.....+10 points
  - the Dance of Blades special rule.....+15 points

#### Shadow Spectres

- The Autarch may exchange its Shuriken pistol and Chainsword/ Combat blade for:
  - Prism rifle.....+15 points
  - Prism lance.....+20 points
  - Haywire launcher.....+30 points
- The Autarch may take:
  - Shadow spectre holofield.....+15 points
  - Shadow spectre jetpack.....+25 points

#### Shining Spears

- The Autarch may exchange its Shuriken pistol and/or Chainsword/ Combat blade for:
  - Laser lance.....+20 points
  - Star lance.....+30 points
- The Autarch may take an Eldar jetbike.....+35 points
- The Autarch may get the Swirling Formation special rule.....+5 points

#### Striking Scorpions

- The Autarch may exchange its Shuriken pistol and/or Chainsword/ Combat blade for:
  - Scorpion chainsword.....+5 points
  - Scorpion's claw.....+35 points
- The Autarch may exchange its Shuriken pistol and Chainsword/ Combat blade for:
  - 2 Chainsabres.....+10 points
  - Biting blade.....+20 points
- The Autarch may take a Mandiblaster.....+10 points
- The Autarch may get:
  - the Infiltrate special rule.....+10 points
  - the Stealth special rule.....+25 points

#### Swooping Hawks

- The Autarch may exchange its Shuriken pistol and Chainsword/ Combat blade for:
  - Lasblaster.....+2 points
  - Cloudsweeper.....+10 points
  - Sunrifle.....+10 points
- The Autarch may take:
  - Haywire grenades.....+5 points
  - Swooping hawk wings.....+20 points
- The Autarch may get:
  - the Crusader rule.....+15 points
  - the Hit & Run special rule.....+25 points

#### Warp Spiders

- The Autarch may exchange its Shuriken pistol and Chainsword/ Combat blade for:
  - Death spinner.....+10 points
  - Spinneret rifle.....+15 points
- The Autarch may take:
  - up to 3 Weave grenades.....+15 points each
  - Warp jump generator.....+30 points

#### Skyhunter

At the start of the shooting phase, the model may choose to get the Skyfire special rule until the end of the phase for all of its weapons with at least 18" range.



## HQ

In the early days of the Craftworlds, before the Aspect Shrines were more than isolated curiosities and the Eldar military was desperate for new strategies to survive in a now hostile galaxy, individuals stepped forward to bring order and discipline to the ranks of largely inexperienced warriors.

From these informal leaders, a rank system gradually emerged with Guardian Commanders at the top to lead the defenders of the Craftworlds into battle should they come under attack.

With the rise in popularity of the Aspect Shrines and the emergence of a new caste, the Autarchs, the star of the Commanders is gradually declining, as there are now more and more formally trained generals and lieutenants to take over their duties.

However, a few veteran Commanders continue to hold on to their posts, using their battle hardened experience to support the Guardians' regular forces.

# GUARDIAN COMMANDER

# 40 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Guardian Commander	4	4	3	3	2	5	3	9	5+
Weapons Platform	-	-	-	5	2	-	-	-	3+

### Unit Composition

- 1 Guardian Commander

### Unit Type

- Guardian Commander: Infantry (Character)
- Weapons Platform: Infantry

### Wargear

#### (Guardian Commander)

- Eldar battle armour
- Shuriken pistol
- Chainsword/Combat blade
- Plasma grenades

### Wargear

#### (Weapons Platform)

- Shuriken cannon

### Special Rules (all)

- Dazzling Swiftess

### Special Rules

#### (Guardian Commander)

- Independent Character

### Special Rules

#### (Weapons Platform)

- Relentless

### Options

- The Guardian Commander may replace its Shuriken pistol and/or Combat blade for:
  - Power weapon.....+15 points
  - Fusion pistol.....+15 points
- The Guardian Commander may take one of the following:
  - Skydancer jetpack.....+15 points
  - Weapons platform-controller.....+20 points
  - Eldar jetbike.....+30 points
- The Guardian Commander may take Haywire grenades.....+5 points
- The Weapons Platform may exchange its Shuriken cannon for:
  - Eldar missile launcher.....free
  - Scatterlaser.....free
  - Star cannon.....+10 points
  - Bright lance.....+15 points

# FARSEER

# 130 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Farseer	4	4	3	3	3	5	3	10	5+

### Unit Composition

- 1 Farseer

### Unit Type

- Infantry (Character)

### Wargear

- Eldar runic armour
- Shuriken pistol
- Witchblade
- Ghosthelm

### Special Rules

- Dazzling Swiftness
- Psyker Level 3 (Farseers may select their powers from the Divination, Telekinesis and the Sanctic Daemonology disciplines)
- Independent Character

### Options

- The Farseer may exchange its Witchblade with a Singing spear.....+5 points
- The Farseer may take:
  - Additional spirit stones.....+10 points
  - Wraithbone runes.....+20 points
  - Eldar jetbike.....+30 points

#### Additional spirit stones

Once per game in any psychic phase this model may use the Additional Spirit stones, to count as having an additional level of Psychic Mastery until the end of the turn. Note that the model does not receive additional psychic powers due to this.

#### Wraithbone runes

Before rolling for channeling warp energy the the model may choose to lower the Warp Charge cost of the next power it is trying to channel by 1 (to a minimum of 1).

If the model does so, it may not use the invulnerable save of its Eldar runic armour until its next psychic phase.



## HQ

The Eldar are a race with exceptionally high psychic potential. Every single member of this species possesses at least a modicum of psychic talent, and more than a few follow one of the new Paths to use it, at least in part, in a controlled manner.

Few, however, have the talent, raw power, and dedication to follow the Path of the Farseer. These individuals are able to unravel the complex strands of the future and thus find a way that will guarantee the continued existence of the Eldar in the time to come. These visions of the Farseers do not always coincide with each other and not infrequently it comes to heated debates, but in the end it is they who at least in the background, on some of the Craftworlds even openly, hold the control over the destinies and decisions of the entire population in their hands.

At their behest, warriors are sent into battle, assassinations are carried out, and seemingly insignificant events are initiated so that in a distant tomorrow their plans and visions can finally take shape to help the Eldar in their struggle to survive.



## HQ

The Fall not only had disastrous consequences for the culture and, quite literally, soul of the Eldar, but also took the lives of billions of their people. Thus weakened and barely able to replace these numbers quickly, many Craftworlds, especially in the early years, were forced to resort to practices that under normal circumstances would have been a social taboo even in the old empire. The newly developed technology to save the souls of the deceased from a cruel fate in the warp and to bind them to the structure of the Craftworlds itself can also be utilized to transfer those very essences into new bodies. In this way, the Eldar are able to bring powerful constructs of wraithbone to false life. Controlled by the minds of the dead, these wraiths are a powerful weapon on the battlefield: nearly indestructible, absolutely fearless, and armed with weapons too heavy for any regular infantry. The only drawback these tireless engines of destruction possess is that their previous demise makes them perceive reality as if through a haze or veil. Spirit Seers help them penetrate this fog and gain clarity, at least for the duration of their mission, before they can return into the fold of the Craftworld.

## SPIRIT SEER

80 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Spirit Seer	4	4	3	3	2	5	2	9	5+

### Unit Composition

- 1 Spirit Seer

### Unit Type

- Infantry (Character)

### Wargear

- Eldar runic armour
- Shuriken pistol
- Witchblade
- Ghosthelm

### Special Rules

- Dazzling Swiftness
- Support Officer
- Psyker Level 1 (Spirit Seers may select their powers from the Telepathy and the Sanctic Daemonology disciplines and in addition always know the Awake the Spirits psychic power instead of benefiting from Psychic Focus)
- Independent Character

### Awake the Spirits

Awake the Spirits is a Blessing with a range of 24" and costs 1 Warp Charge to manifest. Only units with the Walking Dreamer special rule may be targeted with this psychic power.

When successfully casted, the target unit loses the Walking Dreamer special rule until the beginning of the next psychic phase.

When this psychic power is in effect at the end of the game the affected unit is able to score for the purpose of the mission's objectives, as long as it has a battlefield role or special rule that allows it to do so.

## WARLOCK CONCLAVE

45 POINTS PER MODEL

	WS	BS	S	T	W	I	A	Ld	Sv
Warlock	4	3	3	3	1	5	2	9	5+

### Unit Composition

- 1-10 Warlocks may be taken as a single Elites choice for the army. Each Warlock may be assigned to a unit of Craftworld Guardians (without Skydancer jet-packs) or one Vaul's Wrath Support Battery. There may only ever be one Warlock in such a unit and the Warlock may never voluntarily leave it during the game.
- Warlocks on an Eldar jetbike may instead join a unit of Wind Riders in the same manner
- All Warlocks not attached to a unit in the way described above instead form their own unit. Of these Warlocks however all or none have to be equipped with Eldar jetbikes. Doing this, they lose the Psyker special rule and instead gain the Brotherhood of Psykers rule with a Level equal to the number of Warlocks in the unit (up to a maximum of 6) with the same disciplines open to them.

### Unit Type

- Infantry (Character)

### Wargear

- Eldar runic armour
- Witchblade

### Special Rules

- Dazzling Speed
- Psyker Level 1 (Warlocks may select their powers from the Pyromancy, Telekinesis and the Sanctic Daemonology disciplines)

### Options

- Every Warlock may take an Eldar jetbike.....+15 points
- Every Warlock may exchange its Witchblade with a Singing spear.....+5 points



### Elites

Eldar who have followed a martial Path in the past, such as an Aspect Shrine, and then wish to turn to one of the Paths that focus on their natural psychic gifts, often become Warlocks as a result. In this role, they assist the more powerful psykers, such as Farseers, in complicated rituals, or they support units of Guardians with both their psychic and military skills and experience. On rare occasions, however, several warlocks join forces to combine their power and directly rain destruction down upon their foes. In peacetime, they are often advisors to the leaders of their respective Craftworlds.



## Elites

Almost all Eldar constructs, both in everyday life and in the military, are made of a substance called wraithbone. This is a psychoreactive material that can be shaped through the proper application of psychic energy, and is subsequently more durable than conventional steel while being unusually light. Many Eldar Paths focus on crafting various things from wraithbone, and nearly every individual of the race possesses this ability to at least a small degree. Bonesingers, however, are not only capable of creating much larger and more complex forms, they can also do so in significantly less time. This not only makes them indispensable in the production of new vehicles and weapons for the Eldar war machine, but they are also excellent at repairing damaged equipment in the field.

# BONE SINGER

# 45 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Bone Singer	3	3	3	3	1	5	1	8	5+

### Unit Composition

- 1-5 Bone Singers may be taken as a single Elites choice for the army.

### Unit Type

- Infantry (Character)

### Wargear

- Eldar runic armour

### Special Rules

- Dazzling Swiftness
- Psyker Level 1 (Bone Singers do not generate powers as normal. Instead they always know the Bone Mending psychic power)
- Independent Character

### Bone Mending

Bone Mending is a Blessing with a Range of 6", costs 1 Warp Charge to manifest and has a single friendly Vehicle or model with a Wraithbone body as a target. When successfully manifested, you may do one of the following:

- Restore a lost Hullpoint or Wound
- Repair a Weapon Destroyed result
- Repair an Immobilised result

to the attendant model.

If a Weapon Destroyed result is repaired, the weapon can be fired in the following shooting phase.

If an Immobilised result is repaired, the Vehicle can flat out in the following shooting phase.

# DIRE AVENGERS

90 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Dire Avenger	4	4	3	3	1	5	2	9	3+
Dire Avenger Exarch	5	5	3	3	2	5	3	10	3+

### Unit Composition

- 5 Dire Avengers

### Unit Type

- Dire Avenger: Infantry
- Dire Avenger Exarch: Infantry (Character)

### Wargear

- Heavy aspect armour
- Avenger shuriken catapult
- Plasma grenades

### Special Rules

- Dazzling Swiftness
- Implacable Advance

### Special Rules

(Dire Avenger Exarch)

- Counter-attack

### Dedicated Transport

- A unit of Dire Avengers numbering six or less models may take a Falcon as a Dedicated Transport, or a Wave Serpent if ten models or fewer.

### Options

- The unit may include:
  - Up to 5 additional Dire Avengers.....+12 points each
- One Dire Avenger may be upgraded to a Dire Avenger Exarch.....+20 points
- The Dire Avenger Exarch may exchange its Avenger shuriken catapult for:
  - Power weapon and Shuriken pistol.....+5 points
  - Dire sword and Shuriken pistol.....+15 points
  - Power weapon and Shimmershield.....+15 points
  - Dire sword and Shimmershield.....+25 points
- The Dire Avenger Exarch may instead take one of the following:
  - Avenger shuriken catapult.....+5 points
  - Power weapon.....+5 points
  - Dire sword.....+15 points
  - Shimmershield.....+15 points
- The Dire Avenger Exarch may take Haywire grenades.....+5 points



## Elites

The Dire Avengers represent like no other Eldar Warrior Aspect the archetype of the noble warrior. A central part of their existence is meditating in their shrines, mentally preparing for the next battle, practicing and studying. Whenever the Eldar Farseers have critical missions to undertake, it is the Dire Avengers they turn to. Their methodical and reliable effectiveness is most helpful for the schemes the Eldar are plotting.

Dire Avengers generally deploy in squads of between five to ten. They very often make use of Wave Serpents, which will bring them close to the enemy lines and also give them some fire support. The Dire Avengers are masters in reading the flow of battles, knowing exactly when best to strike or withdraw.

The Dire Avengers rely on their sophisticated blue Aspect armour with white helmets, whose crests often show the colors of their Craftworld. They make use of special range finding systems which are linked to their Shuriken catapults, their main weapon.



## Elites

Howling Banshees excel in the arts of close combat, their athletic swiftness being their mainstay in battle. Most of the Howling Banshees, their name referring to an old legend about a creature who's scream brought along death, are female. Only rarely males are found in their ranks, usually those who try to master several aspects. They often rely on fast transport tanks like the Wave Serpent or the Falcon to bring them into the fray of battle.

The Howling Banshees usually deploy as a shock assault force, running into the lines of the enemies, stunning them with their psychosonic scream and then engaging the survivors of this brutal attack in close combat, hacking through even thickest armour, while out-dancing the attacks of their foes.

The Aspect armour's helmet of the Howling Banshees incorporates a device known as the Banshee mask. It intensifies the battle scream of the wearers to such an extent that it emits shockwaves which are even capable of destroying their foes' minds. What is left of the enemy is killed with their Shuriken pistols and Power swords and a dizzying flurry of razor sharp blades.

# HOWLING BANSHEES

80 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Howling Banshee	5	4	3	3	1	5	2	9	4+
Howling Banshee Exarch	5	4	3	3	2	6	3	10	4+

### Unit Composition

- 5 Howling Banshees

### Unit Type

- Howling Banshee: Infantry
- Howling Banshee Exarch: Infantry (Character)

### Wargear

- Aspect armour
- Shuriken pistol
- Power sword
- Banshee mask
- Plasma grenades

### Special Rules (all)

- Dazzling Swiftness
- Fear
- Acrobatics
- Dance of Blades

### Special Rules

(Howling Banshee Exarch)

- Parry

### Dedicated Transport

- A unit of Howling Banshees numbering six or less models may take a Falcon as a Dedicated Transport, or a Wave Serpent if ten models or fewer.

### Options

- The unit may include:
  - Up to 5 additional Howling Banshees.....+12 points each
- One Howling Banshee may be upgraded to a Howling Banshee Exarch.....+20 points
- The Howling Banshee Exarch may exchange its Shuriken pistol and/or Power sword for a Triskele.....+5 points
- The Howling Banshee Exarch may exchange its Shuriken pistol and Power sword for:
  - 2 Mirror swords.....+10 points
  - Executioner.....+20 points

## STRIKING SCORPIONS

110 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Striking Scorpion	4	4	3	3	1	5	2	9	3+
Striking Scorpion Exarch	5	4	3	3	2	5	3	10	3+

### Unit Composition

- 5 Striking Scorpions

### Unit Type

- Striking Scorpion: Infantry
- Striking Scorpion Exarch: Infantry (Character)

### Wargear

- Heavy aspect armour
- Shuriken pistol
- Scorpion chainsword
- Mandiblaster
- Plasma grenades

### Special Rules

- Dazzling Swiftness
- Infiltrate
- Stealth

### Special Rules

(Striking Scorpion Exarch)

- Shadow Strike

### Dedicated Transport

- A unit of Striking Scorpions numbering six or less models may take a Falcon as a Dedicated Transport, or a Wave Serpent if ten models or fewer.

### Options

- The unit may include:
  - Up to 5 additional Striking Scorpions.....+17 points each
- One Striking Scorpion may be upgraded to a Striking Scorpion Exarch.....+20 points
- The Striking Scorpion Exarch may exchange its Shuriken pistol and Scorpion chainsword for:
  - 2 Chainsabres.....+5 points
  - Biting blade.....+15 points
- The Striking Scorpion Exarch may exchange its Shuriken pistol and/or Scorpion chainsword for a Scorpion's claw.....+25 points

### Shadowstrike

When a unit contains at least one model with this special rule and is using its Infiltrate special rule during deployment (either by infiltrating or outflanking), Striking Scorpions get the Shrouded special rule for the first game turn and have the Hatred special rule until the end of the turn when they make their first successful charge during a battle.



### Elites

Striking Scorpions excel - like the Howling Banshees - in close combat, but unlike them they do not confront the enemy in a swift assault but rather sneak up to him, making use of terrain and shadows, to then suddenly strike at the right moment. They rarely make use of transports to bring the to the battlefield and rather rely on infiltration tactics and hidden, undetected movement to the front line in small groups.

These Aspect Warriors are usually of a stronger, sturdier physique than the other ones, and are able to compete with stronger enemies such as the Orks or even Space Marines, even in a brawl, where their fast Eldar-typical reflexes give them an edge in overwhelming their foes.

Just like the Howling Banshees, the Striking Scorpions sport a helmet-based weapon which they use in close combat, called a Mandiblaster, or Sting of the Scorpion. It fires several small metal needles at short range, which act as a conduct medium for a stronger laser blast. Their attack is complemented by a Scorpion chainsword and a Shuriken pistol.



## Elites

Fire Dragons are experts in close range firefights. They rejoice in watching the destruction they bring to their enemies through fire and flame. Given the relatively short range of the weapons they deploy, they often make use of Falcon and Wave Serpent transports which bring them to a specific location on the battlefield, where their potent weaponry destroys fortifications and heavy vehicles as well as strongly armoured infantry with ease.

For close quarter fighting the Fire Dragons usually aim at heavily armored foes, making extensive use of Melta bombs. Once the enemy position is breached or destroyed the Fire Dragons happily kill any emerging survivors with their fusion guns.

The helmets of the Fire Dragon's Aspect armours do not incorporate a weapon, but the crest mimics a Dragon's back, and gives them a fearsome look. They use fusion guns as their main weaponry, but sometimes entire squads also make use of flamers.

# FIRE DRAGONS

# 125 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Fire Dragon	4	4	3	3	1	5	2	9	3+
Fire Dragon Exarch	4	5	3	3	2	5	2	10	3+

### Unit Composition

- 5 Fire Dragons

### Unit Type

- Fire Dragon: Infantry
- Fire Dragon Exarch: Infantry (Character)

### Wargear

- Heavy aspect armour
- Flamer
- Melta bombs

### Special Rules

- Dazzling Swiftiness
- Hardened Armour

### Special Rules

(Fire Dragon Exarch)

- Split Fire
- An Eye for Weakspots

### Dedicated Transport

- A unit of Fire Dragons numbering six or less models may take a Falcon as a Dedicated Transport, or a Wave Serpent if ten models or fewer.

### Options

- The unit may include:
  - Up to 5 additional Fire Dragons.....+20 points each
- The entire unit may exchange their Flamers with Fusion guns.....+15 points per model
- One Fire Dragon may be upgraded to a Fire Dragon Exarch.....+20 points
- The Fire Dragon Exarch may instead exchange its Flamer for:
  - Dragon's breath flamer.....+10 points
  - Fire pike.....+25 points

# WASP ASSAULT WALKER

100 POINTS



## Elites

The Wasp Assault Walker is an improved version of the common War Walker. It has a reinforced cockpit to better protect the pilot from incoming enemy fire and is also equipped with jets that give it jumping and even limited flying capabilities. Only experienced War Walker pilots are allowed access to these comparatively complex war machines, making them a relatively rare sight in the field.

	WS	BS	S	Armour			I	A	HP
				Front	Side	Rear			
Wasp Assault Walker	3	3	6	11	10	10	5	1	2

### Unit Composition

- 1 Wasp Assault Walker

### Unit Type

- Vehicle (Jetpack Walker, Open-Topped)

### Wargear

- 2 Shuriken cannons
- War walker force field

### Special Rules

- Dazzling Swiftiness
- Fleet
- Scout

### Options

- The Wasp Assault Walker may exchange each of its Shuriken cannons for:
  - Scatterlaser.....free
  - Eldar missile launcher.....free
  - Star cannon.....+10 points
  - Bright lance.....+15 points
- The Wasp Assault Walker may take:
  - Ghost walk matrix.....+5 points
  - Spirit stones.....+10 points
  - Holo-fields.....+10 points
  - Targeting matrix.....+15 points



## Elites

While most Wraith constructs are animated with the help of the souls of particularly brave Guardians, Aspect Warriors or generals, former Spirit Seers often find themselves as so-called Wraithseers after their death. These walkers are almost identical to the more common Wraithlords, but their pilot allows them not only to carry heavy weapons into battle themselves, but also to assist other Wraith constructs on their way into the fray. Compared to other revenants, they are characterized by a much more sharp mind and even retain a large part of their psychic powers, which in combination with their Wraithbone body makes them absolutely deadly opponents in direct combat.

# WRAITHSEER

200 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Wraithseer	4	4	8	7	4	4	3	10	3+

### Unit Composition

- 1 Wraithseer

### Unit Type

- Monstrous Creature (Character)

### Wargear

- Wraithbone body
- Singing spear
- Wraithshield

### Special Rules

- Awakened Dreamer
- Fearless
- Psyker Level 1 (Wraithseers may select their powers from the Telepathy and the Sanctic Daemonology disciplines and in addition always know the Awake the Spirits psychic power instead of benefiting from Psychic Focus)

### Options

- The Wraithseer may take one of the following:
  - Shuriken cannon.....+15 points
  - Scatterlaser.....+15 points
  - Eldar missile launcher.....+15 points
  - Star cannon.....+25 points
  - Bright lance.....+30 points
  - D-cannon.....+50 points

### Awakened Dreamer

A unit with this special rules never counts as scoring. At the end of every own psychic phase, the unit must pass a Leadership test. If the test is failed, the Weapons and Ballistic Skill of all models in the unit is reduced to 2.

### Awake the Spirits

Awake the Spirits is a Blessing with a range of 24" and costs 1 Warp Charge to manifest. Only units with the Walking Dreamer special rule may be targeted with this psychic power. When successfully casted, the target unit loses the Walking Dreamer special rule until the beginning of the next psychic phase. When this psychic power is in effect at the end of the game the affected unit is able to score for the purpose of the mission's objectives, as long as it has a battlefield role or special rule that allows it to do so.

# WRAITHGUARD

180 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Wraithguard	4	4	6	6	2	4	2	9	3+

### Unit Composition

- 3 Wraithguard

### Unit Type

- Infantry

### Wargear

- Wraithbone body
- D-blaster

### Special Rules

- Walking Dreamer
- Fearless
- Bulky

### Dedicated Transport

- A unit of Wraithguard numbering six or less models may take a Wave Serpent as a Dedicated Transport.

### Options

- The unit may include:
  - Up to 7 additional Wraithguard.....+50 points each
- Every model may exchange its D-blaster for a D-scythe.....free



## Elites

The Wraithguard are the smallest Wraith constructs of the Eldar and serve the Craftworlds as heavy infantry and shock troops, advancing almost unstopably on a position, clearing it and eventually holding it. Their artificial bodies are neither as fast nor as dexterous as an Eldar's, but they make up for this with a resilience and pure physical strength that is usually found on light walkers. They are armed by default with D-blasters, a compact distortion weapon capable of tearing unstable holes in reality, effortlessly ripping apart and collapsing even large and heavily armored targets. In the early days of their creation, mainly the souls of outstandingly heroic Guardians were used for their construction, but with the rise of the Aspect Shrines, more and more souls of suitable Aspect Warriors are starting to take their place.



## Elites

Wraithblades are basically Wraithguards with the difference that the souls in these constructs in their former lives belonged to warriors who excelled in direct hand-to-hand combat. Originally, the Wraithblades were relatively rare as a result, since while there were occasionally capable duelists among the ranks of the Guardians of the Craftworlds, the majority focused their efforts on using their varied war machines. The Aspect Shrines and their respective focus, however, have, so to say, breathed new life into this class of warrior, as the art of close combat is now widely practiced among the Eldar. The basic strength of the Wraithblades makes them ideal for use in bloody melee, and often it seems that these revenants require the least motivation of all to stay focused in battle.

# WRAITHBLADES

160 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Wraithblades	4	4	6	6	2	4	2	9	3+

### Unit Composition

- 3 Wraithblades

### Unit Type

- Infantry

### Wargear

- Wraithbone body
- 2 Ghostswords

### Special Rules

- Walking Dreamer
- Fearless
- Bulky

### Dedicated Transport

- A unit of Wraithblades numbering six or less models may take a Wave Serpent as a Dedicated Transport.

### Options

- The unit may include:
  - Up to 7 additional Wraithguard.....+45 points each
- Every model may exchange both its Ghostswords for:
  - 2 Ghostaxes.....free
  - Ghostaxe and Wraithshield.....+5 points
  - Ghostsword and Wraithshield.....+5 points
  - Ghostspear and Wraithshield.....+5 points
  - Ghostglave.....+10 points

# CRAFTWORLD GUARDIANS

70 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Guardian	3	3	3	3	1	5	1	8	5+
Weapons Platform	-	-	-	5	2	-	-	-	3+

### Unit Composition

- 10 Guardians

### Unit Type

- Guardian: Infantry
- Weapons Platform: Infantry

### Wargear (Guardians)

- Eldar battle armour
- Shuriken pistol
- Chainsword/Combat blade
- Plasma grenades

### Wargear (Weapons Platforms)

- Shuriken cannon

### Special Rules (all)

- Dazzling Swiftness

### Special Rules (Weapons Platforms)

- Relentless

### Dedicated Transport

- A unit of Craftworld Guardians numbering twelve or less models and not equipped with Skydancer jetpacks may take a Wave Serpent as a Dedicated Transport.

### Options

- The unit may include:
  - Up to 10 additional Guardians.....+5 points each
- The entire unit may exchange its Shuriken pistol and Chainsword/Combat blade for:
  - Lasblaster.....+15 points
  - Shuriken catapult.....+30 points
- For every five Guardians in the unit, one Guardian may instead exchange their Shuriken pistol and Chainsword/Combat blade for:
  - Flamer.....+5 points
  - Fusion gun.....+15 points
  - Shuriken cannon.....+15 points
  - Eldar missile launcher.....+15 points
- Alternatively for every five Guardians in the unit, one Guardian may instead exchange their Shuriken pistol and/or Chainsword/Combat blade for one of the following:
  - Power weapon.....+10 points
  - Fusion pistol.....+10 points
- Alternatively, when not equipped with a Skydancer jetpack, for every five Guardians in the unit, one Guardian may take a Weapons platform-controller (even when equipped with Lasblaster or Shuriken catapult).....+20 points
- Every Weapons Platform may exchange its Shuriken cannon for:
  - Scatterlaser.....free
  - Eldar missile launcher.....free
  - Star cannon.....+10 points
  - Bright lance.....+15 points
- The entire unit may be equipped with Skydancer jetpacks...+50 points



## Troops

Shortly after the Fall, the Craftworld Guardians were the only force standing between the Eldar and the galaxy's many dangers. Technically, the Guardians are a militia formed from the civilian population of each Craftworld. They serve, as the name suggests, primarily to defend the Craftworld's facilities and possessions, and are rarely used for more aggressive operations. Although the members of the Guardians receive little actual training to perform their function, they are a significantly more competent fighting force than the comparable Planetary Defense Forces of the Imperium of Man. This is made possible by the fact that the physiology of the Eldar is significantly less prone to decay when not subjected to regular exercise. In addition, their lack of combat experience is often compensated for by extensive psychoindocination, which also protects individual warriors from most of the long-term effects of traumatic events on the battlefield. However, since the rise of the Aspect Shrines, the need for Guardians has been steadily decreasing, as the growing number of much better trained Aspect Warriors makes for a much more potent military without endangering the primary population of the Craftworld itself.



### Troops

The introduction of the strict Path system solved many of the problems of the early Craftworlds. Not only did it control the maximum population on the limited size ships and limit the worst effects of the Fall, it also provided strict discipline and fixed hierarchies that protected the population from anarchy when it was in dire need of stability. Some Eldar, however, were less appreciative of all these benefits than others and had trouble adjusting to the new society. For them, therefore, a Path of their own was opened: The Path of the Exile. Eldar on this Path leave their Craftworld and often join with like-minded individuals to roam the galaxy on their own. Some find their new purpose and a suitable way of life in it. Others eventually return with the experiences they have gained to serve society in other ways. Even those Eldar who actively follow this Path, however, rarely break all ties with their origins. They are often used by the Craftworlds as excellent scouts or assassins due to the skills they have gained, and are always available should their home come under attack.

## RANGER TASKFORCE

90 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Ranger	4	4	3	3	1	5	2	9	5+

#### Unit Composition

- 5 Ranger

#### Options

- The unit may include:  
- Up to 5 additional Rangers.....+12 points each

#### Unit Type

- Ranger: Infantry

#### Wargear

- Eldar battle armour
- Shuriken pistol
- Eldar sniper rifle
- Plasma grenades

#### Special Rules

- Dazzling Swiftness
- Stealth
- Scout
- Infiltrate
- Support Squad

# WAVE SERPENT

110 POINTS



## Dedicated Transport

Named after a beast from ancient Eldar mythology, the Wave Serpent is the basic transport vehicle of the Eldar military forces.

In contrast to its imperial counterparts, it has significantly higher speed and surprisingly robust armor. Its mobility is drastically increased by the Eldar's mastery of anti-gravitic technology, and its capabilities border on flight rather than mere hovering.

With its heavy turret-mounted weaponry, it can provide excellent support for its charges once it has delivered them. The real heart of this vehicle, however, is the Serpent shield. It greatly enhances the defensive capabilities of the Warithbone chassis by slowing incoming fire and can also be hurled at the enemy in a powerful discharge to immobilize them.

BS	Armour			HP	
	Front	Side	Rear		
Wave Serpent	3	12	12	10	3

### Unit Composition

- 1 Wave Serpent

### Unit Type

- Vehicle (Fast, Skimmer, Tank, Transport)

### Wargear

- Twin-linked shuriken cannon
- Twin-linked shuriken catapult
- Serpent shield

### Special Rules

- Dazzling Swiftness
- Deep Strike

### Transport Capacity

- The Wave Serpent can transport 12 models.

### Access Points

- The Wave Serpent has one Access Point in the rear.

### Options

- The Wave Serpent may exchange its Twin-linked shuriken cannon for:
  - Twin-linked scatterlaser.....free
  - Twin-linked eldar missile launcher.....free
  - Twin-linked star cannon.....+10 points
  - Twin-linked bright lance.....+15 points
- The Wave Serpent may exchange its Twin-linked shuriken catapult for a Shuriken cannon.....+10 points
- The Wave Serpent may take:
  - Ghost walk matrix.....+5 points
  - Spirit stones.....+10 points
  - Holofields.....+15 points
  - Vector engines.....+15 points
  - Targeting matrix.....+15 points
  - Star engines.....+30 points

### Serpent shield

If the Vehicle suffers a penetrating hit from the front or side arcs, roll a d6. On a 4+ it is a glancing hit instead.

Once per game you may use the Serpent shield for a shooting attack with the profile listed below. After resolving this attack, the Vehicle loses the Serpent shield for the remainder of the battle.

	Range	Str	AP	Type
Serpent shield	24"	6	-	Heavy 1, Concussive, Strike Down, Pinning, Force Wave

### Force Wave

Pick a point anywhere on the front or side arcs of the Vehicle. Draw a 1" wide, straight line from there in any direction. Every model on this line in range of the weapon and in line of sight of the shooting Vehicle receives an automatic hit with the profile of the weapon.



## SHINING SPEARS

180 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Shining Spear	4	4	3	4	1	5	2	9	3+
Shining Spear Exarch	5	4	3	4	2	5	3	10	3+

### Fast Attack

A relatively rare sight are the Aspect Warriors of the Shining Spears, having their Shrines only on a few Craft-worlds. They are an absolute elite force, striking the enemy when and wherever they want, not hindered by terrain of any sort in their assault. They ride into battle on their Eldar jetbikes, able to perform the most complex of flight maneuvers with a single hand gesture, able to easily take up the most difficult flight formations with ease.

In many battles the Eldar have fought, the arrival of a squadron of Shining Spears was able to turn the tide within a few moments, hitting the most important enemy unit with brutal force and utterly destroying them in an instant.

Apart from the Twin-linked shuriken catapult mounted to their jetbikes, the Shining Spears make use of a weapon called Laser lance, which emits a very short ranged, but extremely powerful laser beam. In addition this weapon can also be used in close combat to rip enemies apart with ease.

#### Unit Composition

- 5 Shining Spears

#### Unit Type

- Shining Spear: Jetbike
- Shining Spear Exarch: Jetbike (Character)

#### Wargear

- Aspect armour
- Laser lance
- Eldar jetbike (bonus included in profile)
- Plasma grenades

#### Special Rules

- Dazzling Swiftess
- Outflank
- Swirling Formation
- Move Through Cover

#### Special Rules

- (Shining Spear Exarch)
- Hit & Run

#### Options

- The unit may include:
  - Up to 5 additional Shining Spears.....+30 points each
- One Shining Spear may be upgraded to a Shining Spear Exarch.....+20 points
- The Shining Spears Exarch may exchange its Laser lance for:
  - Power weapon.....free
  - Star lance.....+15 points

#### Swirling Formation

As long as the unit consists only models with this special rule, is at least five model strong and ends its movement phase at least 10" from where it started it, it adds +1 to all its cover saves until the start of its next movement phase.

# SWOOPING HAWKS

110 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Swooping Hawk	4	4	3	3	1	5	2	9	4+
Swooping Hawk Exarch	4	5	3	3	2	5	3	10	4+

### Unit Composition

- 5 Swooping Hawks

### Unit Type

- Swooping Hawk: Jump Infantry
- Swooping Hawk Exarch: Jump Infantry (Character)

### Wargear

- Aspect armour
- Lasblaster
- Swooping hawk wings
- Haywire grenades
- Plasma grenades

### Special Rules

- Dazzling Swiftness
- Hit & Run
- Crusader

### Special Rules

(Swooping Hawk Exarch)

- To the Skies!

### Options

- The unit may include:
  - Up to 5 additional Swooping Hawks.....+14 points each
- One Swooping Hawk may be upgraded to a Swooping Hawk Exarch.....+20 points
- The Swooping Hawk Exarch may exchange its Lasblaster for:
  - Power weapon and Shuriken pistol.....free
  - Cloudsweeper.....+10 points
  - Sun Rifle..... +10 points

### To the Skies!

When the unit contains at least one model with this special rule and is not locked in close combat, it may leave the battlefield at the start of its movement phase and enter Ongoing Reserve, being able to be deployed via Deepstrike in the next turn.



### Fast Attack

The Swooping Hawks are, together with the Shining Spears, the most noble units the Eldar deploy to battle. Rising up high above the battlefield, they suddenly strike down at the foes the selected as important targets in the overall scheme. They take their enemies always by surprise, making hit-and-run attacks from above, quickly disappearing into unreachable heights. Their agility and speed more than compensate for their light armour.

Making use of different special kinds of attack formations, the Swooping Hawks excel in fast movement and redeployment, always hitting quickly in short row at different places of a battle, peppering the enemy with unpredictable and unnerving attacks.

The swooping Hawks use advanced anti-gravitic jetpacks known as the Swooping hawk wings. The have fast vibrating feather-like components, combining lifting field-emitters with propulsion jets. When diving from the air they can create a specific shriek, which often spread terror among the attacked. They make use of different kinds of grenades which they drop onto their foes, and fire at them with Lasblasters.



### Fast Attack

The Warp Spider Aspect Warriors are known for their defensive capabilities, like their eponym small spider-like creatures protecting the psychic integrity of the wraith bone of Craftworlds. By using their Warp jump generators these Aspect Warriors are able to make completely unexpected attacks on advancing enemies, jumping into and out of the warp itself. This however will put them at an ever higher danger the longer they stay in the warp and the more often they perform their jumps.

Operating in squads of five to ten warriors, the Warp Spiders never make use of transports, rather using their sophisticated gear to jump to where they are needed, then harassing the enemies out of nowhere before disappearing back into the nothingness they had appeared to come from.

Warp Spiders make use of heavy Aspect armour usually fire at their targets with a Death spinner. This weapon emits a cloud of monofilament wire, formed into a dense web by the weapon's magnetic field generator and hurled at the enemy, ripping him apart.

## WARP SPIDERS

150 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Warp Spider	4	4	3	3	1	5	2	9	3+
Warp Spider Exarch	4	5	3	3	2	5	3	10	3+

#### Unit Composition

- 5 Warp Spiders

#### Unit Type

- Warp Spider: Jetpack Infantry
- Warp Spider Exarch: Jetpack Infantry (Character)

#### Wargear

- Heavy aspect armour
- Death spinner
- Warp jump generator

#### Special Rules

- Dazzling Swiftness
- Hit & Run
- Stubborn

#### Special Rules

(Warp Spider Exarch)

- Spiders Lair

#### Options

- The unit may include:
  - Up to 5 additional Warp Spiders.....+22 points each
- One Warp Spider may be upgraded to a Warp Spider Exarch.....+20 points
- The Warp Spider Exarch may exchange its Death spinner for:
  - Twin-linked death spinner.....+5 points
  - Spinneret rifle.....+15 points
- The Warp Spider Exarch may take:
  - up to 3 Weave grenades.....+15 points each
  - 2 Power swords.....+15 points

#### Spiders Lair

When charging a unit that contains a model with this special rule, the attacker has to treat all open terrain as Difficult and all Difficult als Dangerous Terrain.

# CRIMSON HUNTERS

200 POINTS



## Fast Attack

The Crimson Hunters fight in packs of up to three fast and agile aircraft equipped with Bright lances and Pulse lasers. They excel at air-to-air combat, outperforming even the best pilots of the other races in the galaxy with ease. Not much is known about these secretive Aspect Warriors, but that their shrines are huge crystalline structures built around their Craft-worlds, connected by tunnels. It is in these structures where they train every single night with mock-fights among themselves.

	BS	Armour			HP
		Front	Side	Rear	
Crimson Hunter	4	10	10	10	2
Crimson Hunter Exarch	5	10	10	10	2

### Unit Composition

- Crimson Hunter

### Unit Type

- Crimson Hunter: Vehicle (Flyer)
- Crimson Hunter Exarch: Vehicle (Flyer, Character)

### Wargear

- 2 Bright lances
- Pulse laser

### Special Rules

- Fighter Squadron
- Vector Dancer
- Agile
- Deep Strike

### Special Rules

(Crimson Hunter Exarch)

- Airborne Hunter

### Options

- The unit may include:
  - Up to 2 additional Crimson Hunters.....+200 points each
- One Crimson Hunter may be upgraded to a Crimson Hunter Exarch.....+25 points
- The Crimson Hunter Exarch may exchange both its Bright lances for 2 Star Cannons.....free

### Airborne Hunter

This model has the Precision Shot special rule and does Precision Shots at 5+ instead of 6+. In addition it has the Tank Hunter special rule against Flyers and Skimmers.



## Fast Attack

The secluded Eagle Pilots are using the Nightwing Interceptor and the Phoenix Strikecraft to support their own ground-troops as well as to pick out specific enemy targets, be they on the ground or airborne, and swiftly destroy them. Fighting in packs of up to three aircraft, they are able to execute difficult maneuvers and to maintain complicated formations in the heat of battle, always staying on target and the goal of their mission.

## EAGLE PILOTS

SEE BELOW

BS	Armour			HP
	Front	Side	Rear	
Eagle Pilot	4	*	*	*
Eagle Pilot Exarch	5	*	*	*
Nightwing Interceptor	*	10	10	2
Phoenix Strikecraft	*	10	10	3

### Unit Composition

- 1 Eagle Pilot

### Unit Type

- Eagle Pilot: Vehicle (Flyer)
- Eagle Pilot Exarch: Vehicle (Flyer, Character)

### Wargear

(Nightwing Interceptor)

- 2 Shuriken cannons
- 2 Bright lances

### Wargear

(Phoenix Strikecraft)

- 2 Shuriken cannons
- 2 Phoenix missile launchers
- Holofields
- Pulse laser

### Special Rules (All)

- Fighter Squadron
- Agile
- Supersonic
- Deep Strike

### Special Rules

(Nightwing Interceptor)

- Aerial Superiority

### Special Rules

(Phoenix Strikecraft)

- Double Matrix Targeting

### Special Rules

(Exarch in Nightwing Interceptor)

- Impossible Maneuvers

### Special Rules

(Exarch in Phoenix Strikecraft)

- Methodical Bombardment

### Options

Every Eagle Pilot and Eagle Pilot Exarch in the unit must be equipped with either a Nightwing Interceptor or a Phoenix Strikecraft. By doing this they combine their unit type, Ballistic Skill and all special rules with this Vehicle and its Wargear

- The unit may include:
  - Up to 2 additional Eagle Pilots.....free
- One Eagle Pilot may be upgraded to a Eagle Pilot Exarch.....+25 points
- Every model in the unit must take one of the following:
  - Nightwing Interceptor.....+180 points
  - Phoenix Strikecraft.....+225 points
- An Eagle Pilot Exarch in a Phoenix Strikecraft may exchange both its Phoenix missile launchers for 2 Night fire missile launchers.....+10 points
- An Eagle Pilot Exarch in a Phoenix Strikecraft may exchange its Pulse laser for:
  - Twin-linked star cannon.....free
  - Twin-linked bright lance.....free

### Aerial Superiority

A model with this special rule may roll to come in from Reserve from the beginning of turn 1 as long as there is an enemy Flyer or Skimmer on the battlefield.

In addition it may re-roll all failed Reserve Rolls when such an enemy model is on the battlefield.

### Double Matrix Targeting

The Phoenix Strikecraft may fire its Phoenix missile launchers and Night fire missile launchers on a different target than the rest of its weaponry.

## WIND RIDERS

80 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Wind Riders	3	3	3	4	1	5	1	8	4+

### Unit Composition

- 3 Wind Riders

### Unit Type

- Wind Rider: Jetbike

### Wargear

- Eldar battle armour
- Eldar jetbike (bonus included in profile)
- Plasma grenades

### Special Rules

- Dazzling Swiftness

### Options

- The unit may include:
  - Up to 7 additional Wind Riders.....+20 points each
- Every model may exchange the Shuriken catapult on their Eldar jetbike for:
  - Shuriken cannon.....+10 points
  - Scatterlaser.....+10 points
- The entire unit may take a Shuriken pistol and a Chainsword/Combat blade.....+2 points per model
- For every three models in the unit, one Wind Rider may exchange their Chainsword/Combat blade for a Power weapon.....+10 points



### Fast Attack

The widespread use of anti-gravitic technology allows the Eldar to equip even their most basic troops with jetbikes whose capabilities far exceed those of the Imperium. Due to the superhuman reflexes of their race, the riders of these bikes can travel at speeds that would be absolutely suicidal for any human.

Moreover, with their help, even a simple Guardian can wield a heavy weapon, the operation of which would slow him down enormously when being on foot.

The use of jetbikes has proven to be so effective that some Craftworlds have nearly completely abandoned the use of regular infantry and rely almost exclusively on these lightning fast crafts.



# WAR WALKER SQUADRON

80 POINTS

## Fast Attack

At first glance, these walkers resemble the imperial Sentinels, but apart from their appearance, they could hardly be more different.

They have the ability to carry much heavier armament due to their sturdy wraithbone chassis. In addition, the Eldar War Walkers have greater speed and a potent force field that protects the otherwise exposed pilot. In the meanwhile their open constructions allows said pilot to have a great view of the surrounding battlefield while he is assisted by the many automatic systems of the walker.

With their formidable firepower, these units serve as heavy support to Guardians and can often be brought into the field in large numbers by Craftworlds.

	WS	BS	S	Armour			I	A	HP
				Front	Side	Rear			
War Walker	3	3	6	10	10	10	5	1	2

### Unit Composition

- 1 War Walker

### Unit Type

- Vehicle  
(Walker, Open-Topped)

### Wargear

- 2 Shuriken cannons
- War walker force field

### Special Rules

- Dazzling Swiftness
- Fleet
- Scout

### Options

- The unit may include:
  - Up to 4 additional War Walkers.....+80 points each
- Every model may exchange each of its Shuriken cannons for:
  - Scatterlaser.....free
  - Eldar missile launcher.....free
  - Star cannon.....+10 points
  - Bright lance.....+15 points
- Every model may take:
  - Ghost walk matrix.....+5 points
  - Spirit stones.....+10 points
  - Holo-fields.....+10 points
  - Targeting matrix.....+15 points

# VYPER SQUADRON

60 POINTS



## Fast Attack

The Vyper is effectively a heavy jetbike with a crew of one pilot and a gunner, and often serves as a rapid fire support for a Craftworld's Wind Riders. It has only light armor, but easily makes up for this with its immense speed and maneuverability, making it an extremely popular addition, especially among Craftworlds forces with a large focus on jetbikes.

BS	Armour			HP
	Front	Side	Rear	
Vyper	3	10	10	2

### Unit Composition

- 1 Vyper

### Unit Type

- Vehicle (Fast, Skimmer, Open-topped)

### Wargear

- Shuriken cannon
- Twin-linked shuriken catapult

### Special Rules

- Dazzling Swiftiness
- Deep Strike

### Options

- The unit may include:
  - Up to 4 additional Vypers.....+60 points each
- Every model may exchange its Shuriken cannon for:
  - Scatterlaser.....free
  - Eldar missile launcher.....free
  - Star cannon.....+10 points
  - Bright lance.....+15 points
- Every model may exchange its Twin-linked shuriken catapult for a Shuriken cannon.....+10 points
- Every model may take:
  - Ghost walk matrix.....+5 points
  - Spirit stones.....+10 points
  - Holo-fields.....+15 points
  - Targeting matrix.....+15 points
- The entire unit may take:
  - Vector engines.....+10 points per model
  - Star engines.....+20 points per model



# HORNET SQUADRON

100 POINTS

## Fast Attack

The Hornet is a relatively recent development of the much more common Vyper and is an improvement on the basic principle in almost every aspect.

Its built-in star engines allow it to reach higher speeds despite its greater weight, a feature that is essential for Craftworld tactics. In addition, it can carry nearly twice the firepower, has a closed and more heavily armored cockpit, and finally requires only one pilot instead of two for effective operations.

The Hornet, in contrast to the Vyper, is used less as a support for Wind Riders, but much more often forms its own formations, which flank the enemy and attack independently with their heavy weapons. Subsequently, due to their superior speed, these units can easily break away from that enemy and to plan and engage in another attack.

A major disadvantage of the Hornet is that not only does it require more capable pilots to operate all the complex systems on their own, but it is also much more difficult to manufacture and only experienced Bonesingers are capable of crafting this vehicle.

	BS	Armour			HP
		Front	Side	Rear	
Hornet	3	11	11	10	2

### Unit Composition

- 1 Hornet

### Unit Type

- Vehicle (Fast, Skimmer)

### Wargear

- 2 Shuriken cannons
- Star engines

### Special Rules

- Dazzling Swiftness
- Deep Strike

### Options

- The unit may include:
  - Up to 4 additional Hornets.....+90 points each
- Every model may exchange its Shuriken cannons for:
  - 2 Scatterlasers.....free
  - 2 Eldar missile launchers.....free
  - 2 Star cannons.....+20 points
  - 2 Bright lances.....+30 points
  - 2 Pulse lasers.....+40 points
- Every model may take:
  - Ghost walk matrix.....+5 points
  - Spirit stones.....+10 points
  - Holo-fields.....+15 points
  - Targeting matrix.....+15 points
- The entire unit may take Vector engines.....+10 points per model

# HEMLOCK WRAITHFIGHTER

200 POINTS



## Fast Attack

The Hemloc Wraithfighter is not so much a Wraith construct in the sense like the various walkers that usually bear this title, but it still shares some common features with them. First of all, it is always flown by a Spirit Seer. This is primarily a warrior who has previously either been a pilot of one of the Eldar's various hover tanks or even followed the path of an Aspect Shrine such as the Crimson Hunters or Eagle Pilots.

Within the fighter itself is a scaled-down replica of the infinity circuit, the matrix that holds the souls of the deceased on each Craftworld. With the help of these souls, the pilot's psychic powers are amplified and focused, leaving his enemies almost helpless against the horror of this mental terror weapon. Already the regular Wraith constructs are met with little affection by the Eldar, as the use of their souls after death is viewed by them in much the same way as necromancy is in human cultures. However, when a Craftworld's survival is at stake, it will use any means to crush its enemies, and the Hemloc is just another tool in the Eldar's rich arsenal of destruction.

	BS	Armour			HP
		Front	Side	Rear	
Hemlock Wraithfighter	4	10	10	10	2

### Unit Composition

- Hemlock Wraithfighter

### Unit Type

- Vehicle (Flyer)

### Wargear

- Twin-linked heavy D-scythe
- Mindshock pod
- Spirit stones

### Special Rules

- Agile
- Deep Strike
- Psychic Pilot Level 1 (Hemlock Wraithfighters do not generate powers as normal. Instead they always know the Psychic Scream psychic power)

### Mindshock pod

Enemy models within 18" reduce their leadership value by 1.



## Heavy Support

Clad in heavy, dark Aspect armour, the Dark Reapers are among the most feared of the Eldar warriors. They are proud of their accuracy with their long-ranged weapons, easily kill even heavily armored foes and take out the heaviest vehicles at distance long before they themselves are discovered by the enemy. Their helmets are linked into the targeting and range finding system of their weapons, making their almost super natural precision even better.

With their heavy gear the Dark Reapers are comparatively cumbersome and slow. However, since they usually are further away from their enemies this is rarely a problem. They often cooperate directly with the Swooping Hawks, which relay enemy positions to them from far above.

The main weapon of the Dark Reapers is the Reaper launcher. This extremely effective missile launcher can either fire a salvo of swarming missiles to pepper the enemy with strong projectiles, or it can fire a single shot, against which only the heaviest of armours can withstand.

# DARK REAPERS

180 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Dark Reaper	4	4	3	3	1	5	2	9	3+
Dark Reaper Exarch	4	5	3	3	2	5	3	10	3+

### Unit Composition

- 5 Dark Reapers

### Unit Type

- Dark Reaper: Infantry
- Dark Reaper Exarch: Infantry (Character)

### Wargear

- Heavy aspect armour
- Reaper launcher
- Plasma grenades

### Special Rules

- Slow and Purposeful
- Deadly Aim

### Special Rules

(Dark Reaper Exarch)

- Split Fire

### Dedicated Transport

- A unit of Dark Reapers numbering six or less models may take a Falcon as a Dedicated Transport, or a Wave Serpent if ten models or fewer.

### Options

- The unit may include:
  - Up to 5 additional Dark Reapers.....+30 points each
- One Dark Reaper may be upgraded to a Dark Reaper Exarch.....+20 points
- The Dark Reaper Exarch may exchange its Reaper launcher for:
  - Eldar missile launcher.....free
  - Shuriken cannon with Screamer blades.....+5 points
  - Tempest launcher.....+15 points

	Range	Str	AP	Type
Shuriken cannon				
- Shuriken	30"	6	5	Heavy 3, Bladestorm
- Screamer blades	30"	1	5	Heavy 2, Poison (3+), Bladestorm, Pinning, Bio-cataclysm

**Blade Storm**  
On a to Wound roll of 6 the Wound is dealt with AP2.

**Bio-cataclysm**  
When a non-Vehicle model gets slain by this weapon, place a Large Blast (5") template on top of its position. Every unit receives an amount of hits equal to their amount of models beneath the Blast with the Strength of the slain model's Toughness and an AP value equal to the slain model's armour save. In addition this attack has the Ignore Cover special rule.

# SHADOW SPECTRES

165 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Shadow Spectre	4	4	3	3	1	5	2	9	4+
Shadow Spectre Exarch	4	5	3	3	2	5	3	10	4+

### Unit Composition

- 5 Shadow Spectres

### Unit Type

- Shadow Spectre: Jetpack Infantry
- Shadow Spectre Exarch: Jetpack Infantry (Character)

### Wargear

- Aspect armour
- Prism rifle
- Shadow spectre jetpack
- Shadow spectre holofield
- Plasma grenades

### Special Rules

- Dazzling Swiftness

### Special Rules

(Shadow Spectre Exarch)

- Shifting Shadows

### Options

- The unit may include:
  - Up to 5 additional Shadow Spectres.....+25 points each
- One Shadow Spectre may be upgraded to a Shadow Spectre Exarch.....+20 points
- The Shadow Spectre Exarch may exchange its Prism rifle for:
  - Haywire launcher.....+5 points
  - Prism lance.....+10 points

### Shifting Shadows

If a unit contains at least one model with this special rule, it may immediately move d3" when a charge is declared against this unit.



## Heavy Support

The Shadow Spectres are famed for being very difficult to be detected. They often are able to take out enemies without making their presence noticed to anyone in the enemy force. This is not only because they have mastered the art of hiding on a battlefield, but also to the fact that they make use of holofield technology, which makes it not only difficult to spot them in the first place, but also extremely difficult to target them, once they should be detected.

Shadow Spectres are always equipped with a special, silenced jetpack, making it easy for them to change location quickly and to surprise their foes. They excel in hunting down heavy armour, but are likewise a formidable force to take out enemy heavy infantry and walkers.

The main weapon of this Aspect is the Prism rifle, a weapon using the same technology as the tank-mounted Prism cannon. The Shadow Spectres can combine their shots to make a single stronger shooting attack, able to penetrate everything but the thickest armour of spaceships.



## Heavy Support

Many Craftworld Guardians units have their own weapon platforms to withstand heavy enemy resistance. However, should an enemy prove unusually resilient, Eldar forces can call upon heavier support weapons in the form of Vaul's Wrath platforms. These hovering gun emplacements have armament that is otherwise only found on Eldar hover tanks, but can be deployed in locations that would be inaccessible to larger vehicles. They are not particularly fast compared to other vehicles in the Craftworlds, but they are of robust construction, making them an ideal anchor point for forces tasked with defending a stationary target.

# Vaul's Wrath Support Battery 55 Points

	WS	BS	S	T	W	I	A	Ld	Sv
Guardian	3	3	3	3	1	5	1	8	5+
Support Weapon	-	-	-	7	2	-	-	-	3+

### Unit Composition

- 2 Guardian
- 1 Support Weapon

### Unit Type

- Guardian: Infantry
- Support Weapon: Artillery

### Wargear (Guardians)

- Eldar battle armour
- Shuriken catapult
- Plasma grenades

### Wargear (Support Weapons)

- Doom weaver

### Special Rules (Guardians)

- Dazzling Swiftess

### Special Rules (Support Weapons)

- Slow and Purposeful

### Options

- The unit may include:
  - Up to 2 additional Support Weapons with 2 Guardians each.....+55 points each
- Every Support Weapon may exchange its Doom weaver for:
  - Vibro cannon.....+20 points
  - D-cannon.....+25 points

# FALCON SQUADRON

# 140 POINTS



## Heavy Support

The Falcon is the most widely used battle tank of the Eldar and can be utilized for a variety of tasks. Its armament is highly configurable so that it can effectively engage any enemy, like the Serpent it is extremely fast and maneuverable, and besides its impressive array of weapons it also has a small transport capacity for infantry. Especially the latter is becoming increasingly important with the growing prominence of Aspect Warriors in the order of battle of the Eldar, as they can achieve unprecedented results on the battlefield even in small numbers.

BS	Armour			HP	
	Front	Side	Rear		
Falcon	3	12	12	10	3

### Unit Composition

- 1 Falcon

### Unit Type

- Vehicle (Fast, Skimmer, Tank, Transport)

### Wargear

- Shuriken cannon
- Twin-linked shuriken catapult
- Pulse laser

### Special Rules

- Dazzling Swiftiness
- Deep Strike

### Transport Capacity

- The Falcon can transport 6 models.

### Access Points

- The Falcon has one Access Point in the rear.

### Options

- The unit may include:
  - Up to 2 additional Falcons.....+140 points each
- Every model may exchange its Shuriken cannon for:
  - Scatterlaser.....free
  - Eldar missile launcher.....free
  - Star cannon.....+10 points
  - Bright lance.....+15 points
- Every model may exchange its Twin-linked shuriken catapult for a Shuriken cannon.....+10 points
- Every model may take:
  - Ghost walk matrix.....+5 points
  - Spirit stones.....+10 points
  - Holo-fields.....+15 points
  - Targeting matrix.....+15 points
- The entire unit may take:
  - Vector engines.....+15 points per model
  - Star engines.....+30 points per model



## FIRE PRISM SQUADRON

160 POINTS

### Heavy Support

The Fire Prism hover tank is the Eldar's primary tank hunter. Its signature Prism cannon is capable of focusing light more powerfully than any other laser weapon of comparable size, allowing it to pierce even the heaviest armor with ease. The only limiting factor of this weapon is the limited power supply of the vehicle's generators. However, this can be compensated for by the fact that this class of weapon has an external feeding mechanism. With its help, the destructive power of one Prism cannon can be used to charge a second one, creating a focused beam that cuts through the armor of imperial Titans as easily as it does through exposed flesh. Combined with the typical mobility of Eldar vehicles, even a single Fire Prism with an experienced crew can easily outmaneuver and destroy whole squadrons of lesser vehicles.

	BS	Armour			HP
		Front	Side	Rear	
Fire Prism	3	12	12	10	3

#### Unit Composition

- 1 Fire Prism

#### Unit Type

- Vehicle (Fast, Skimmer, Tank)

#### Wargear

- Prism cannon
- Twin-linked shuriken catapult

#### Special Rules

- Dazzling Swiftness
- Deep Strike

#### Options

- The unit may include:
  - Up to 2 additional Fire Prisms.....+160 points each
- Every model may exchange its Twin-linked shuriken catapult for a Shuriken cannon.....+10 points
- Every model may take:
  - Ghost walk matrix.....+5 points
  - Spirit stones.....+10 points
  - Holo-fields.....+15 points
  - Targeting matrix.....+15 points
- The entire unit may take:
  - Vector engines.....+15 points per model
  - Star engines.....+30 points per model

# NIGHT SPINNER SQUADRON

# 150 POINTS



## Heavy Support

The Night Spinner is a variant of the Eldar tanks that relies on the subtle but nonetheless devastating effect of monofilament. The Night Spinner fires large clusters of this substance over long ranges. These clusters spread out in the air and descend upon the enemy as a deadly net. The net itself is not very destructive, but because the individual threads are extremely thin and at the same time incredibly tear-resistant, they cut deeper and deeper into the flesh and armor of the target with even the slightest of their own movements. Especially unarmored foes are quickly torn into bloody shreds and even lightly armored vehicles getting caught in this deadly trap will eventually come to a sputtering halt.

BS	Armour			HP	
	Front	Side	Rear		
Night Spinner	3	12	12	10	3

### Unit Composition

- 1 Night Spinner

### Unit Type

- Vehicle (Fast, Skimmer, Tank)

### Wargear

- 2 Doom weaver
- Twin-linked shuriken catapult

### Special Rules

- Dazzling Swiftiness
- Deep Strike

### Options

- The unit may include:
  - Up to 2 additional Night Spinners.....+150 points each
- Every model may exchange its Twin-linked shuriken catapult for a Shuriken cannon.....+10 points
- Every model may take:
  - Ghost walk matrix.....+5 points
  - Spirit stones.....+10 points
  - Holo-fields.....+15 points
  - Targeting matrix.....+15 points
- The entire unit may take:
  - Vector engines.....+15 points per model
  - Star engines.....+30 points per model



## FIRE STORM SQUADRON

120 POINTS

### Heavy Support

The Fire Storm is a specialized anti-aircraft platform. With the help of its high rate of fire, it can fill entire swaths of the sky with concentrated laser bursts, making it ideal for defending allied forces from enemy air attacks. With its potent salvos, it effortlessly shreds light fighters and even heavier gun boats are not safe from its devastating bombardment of blinding destruction. Heavier ground vehicles, however, can shrug off its attacks with relative ease. For this reason, Fire Storm squadrons rarely appear alone and are often found only as supporting elements for other Elar forces.

	BS	Armour			HP
		Front	Side	Rear	
Fire Storm	3	12	12	10	3

#### Unit Composition

- 1 Fire Storm

#### Unit Type

- Vehicle (Fast, Skimmer, Tank)

#### Wargear

- Starsweap scatterlaser
- Twin-linked shuriken catapult

#### Special Rules

- Dazzling Swiftness
- Deep Strike

#### Options

- The unit may include:
  - Up to 2 additional Fire Storms.....+120 points each
- Every model may exchange its Twin-linked shuriken catapult for a Shuriken cannon.....+10 points
- Every model may take:
  - Ghost walk matrix.....+5 points
  - Spirit stones.....+10 points
  - Holo-fields.....+15 points
  - Targeting matrix.....+15 points
- The entire unit may take:
  - Vector engines.....+15 points per model
  - Star engines.....+30 points per model

# WARP HUNTER SQUADRON

170 POINTS



## Heavy Support

The Warp Hunter is a rare specialist tank that utilizes the utterly devastating forces of Eldar D-weaponry to rip open holes in reality and thereby fling the very matter and essence of its foes directly into the warp. The Eldar generally abhor the use of such brutal and unpredictable weapons, but should an enemy prove too resilient to be brought down by conventional means, they will not hesitate to send a squadron of Warp Hunters after them. With its superior speed and destructive power, it can easily wipe out even the largest targets from the universe, and few can claim to have ever escaped such an attack.

BS	Armour			HP
	Front	Side	Rear	
3	12	12	10	3

Warp Hunter

### Unit Composition

- 1 Warp Hunter

### Unit Type

- Vehicle (Fast, Skimmer, Tank)

### Wargear

- D-flail
- Twin-linked shuriken catapult

### Special Rules

- Dazzling Swiftiness
- Deep Strike

### Options

- The unit may include:
  - Up to 2 additional Warp Hunters.....+170 points each
- Every model may exchange its Twin-linked shuriken catapult for a Shuriken cannon.....+10 points
- Every model may take:
  - Ghost walk matrix.....+5 points
  - Spirit stones.....+10 points
  - Holo-fields.....+15 points
  - Targeting matrix.....+15 points
- The entire unit may take:
  - Vector engines.....+15 points per model
  - Star engines.....+30 points per model



## Heavy Support

Wraithlords are large walkers, comparable in sheer strength and resilience to the Dreadnoughts of the Legiones Astartes, but at the same time capable of moving in a much more agile and quick manner. As with all other Wraith constructs, they are controlled by the souls of the dead. In the early days, these were often deserving Guardian Commanders, but more and more often, particularly capable Exarchs and Autarchs can be found in their ranks. They can be equipped with a wide variety of weapons, reflecting past life preferences, and can thus fill all roles from massive shock troops to break up enemy ranks while shaking off heavy fire themselves, to marching platforms for heavy fire support.

# WRAITHLORD CONVOCATION

# 170 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Wraithlord	5	5	8	7	4	4	3	10	3+

### Unit Composition

- 1 Wraithlord

### Unit Type

- Monstrous Creature

### Wargear

- Wraithbone body
- 2 Shuriken catapults

### Special Rules

- Walking Dreamer
- Fearless

### Options

- The unit may include:
  - Up to 2 additional Wraithlords.....+170 points each
- Every Wraithlord may exchange any of its Shuriken catapults for a Flamer.....free
- Every Wraithlord may take a Ghostglaive.....+10 points
- Every Wraithlord has 2 hard points. Each may be mounted with one of the following:
  - Shuriken cannon.....+15 points
  - Scatterlaser.....+15 points
  - Eldar missile launcher.....+15 points
  - Star cannon.....+25 points
  - Bright lance.....+30 points

# LYNX

400 POINTS



## Lords of War

The Lyncx is not a true Engine of Vaul, a vehicle class equivalent to imperial super-heavy tanks, but it is still significantly larger and more heavily armed than most regular Eldar hover tanks.

Unlike its larger counterparts, it comes standard with star engines and is thus not only significantly faster, but also has limited flight capabilities.

The Pulsar, which forms the heart of this vehicle, is a much more powerful variant of the more common Pulse laser and is capable of taking out even the most heavily armored opponents in a single blinding salvo.

BS	Armour			HP	
	Front	Side	Rear		
Lyncx	3	12	12	11	6

### Unit Composition

- 1 Lyncx

### Unit Type

- Vehicle (Super Heavy Tank, Skimmer)

### Wargear

- Pulsar
- Shuriken cannon
- Star engines
- Titan holofields

### Options

- The unit may include:
  - Up to 2 additional Lyncx' .....+400 points each
- Every model may exchange its Pulsar for a Sonic lance.....free
- Every model may exchange its Shuriken cannon for:
  - Scatterlaser.....free
  - Eldar missile launcher.....free
  - Star cannon.....+10 points
  - Bright lance.....+15 points
- Every model may take a Targeting matrix.....+35 points
- The entire unit may take Vector engines.....+25 points per model



# SCORPION

# 600 POINTS

## Lords of War

The Scorpion, equipped with two powerful Pulsars, is one of the largest hover tanks the Eldar take into the field. Despite its enormous size, like all Eldar vehicles it is surprisingly agile and can still reach impressive maximum speeds. Its compared to imperial vehicles very weak armor is compensated for by an advanced form of holofields that blur its silhouette, making it little more than a deadly spectre when moving quickly.

### Unit Composition

- 1 Scorpion

### Unit Type

- Vehicle (Super Heavy Tank, Skimmer)

### Wargear

- 2 Pulsars
- Shuriken cannon
- Titan holofields

### Armour

	BS	Front	Side	Rear	HP
Scorpion	3	12	12	11	9

### Options

- The Scorpion may exchange its Shuriken cannon for:
  - Scatterlaser.....free
  - Eldar missile launcher.....free
  - Star cannon.....+10 points
  - Bright lance.....+15 points
- The Scorpion may take:
  - Vector engines.....+35 points
  - Targeting matrix.....+35 points

# COBRA

500 POINTS



## Lords of War

The Cobra is, next to the Eldar Titans, the rarest and dangerous of the mighty Engines of Vaul, constructs that fall into the category of super heavy vehicles. It is equipped with one of the most powerful distortion weapons available to the Craftworlds and is primarily used to combat enemy super heavy tanks and Titans. Like all other Eldar hover tanks, it is significantly faster than any comparable vehicle of the lesser races and uses this not only to maneuver itself into advantageous positions, but also to become an extremely difficult target to pin down with the help of its advanced Holo-fields.

BS	Armour			HP	
	Front	Side	Rear		
Cobra	3	12	12	11	9

### Unit Composition

- 1 Cobra

### Unit Type

- Vehicle (Super Heavy Tank, Skimmer)

### Wargear

- D-bombard
- Shuriken cannon
- Titan holofields

### Options

- The Cobra may exchange its Shuriken cannon for:
  - Scatterlaser.....free
  - Eldar missile launcher.....free
  - Star cannon.....+10 points
  - Bright lance.....+15 points
- The Cobra may take:
  - Vector engines.....+35 points
  - Targeting matrix.....+35 points



### Lords of War

The Raider variant of the Vampire is a heavy drop ship of the Eldar and is mainly used against targets that cannot be reached by a nearby access to the Webway. It is able to enter the atmosphere from low orbit at supersonic speeds, unload or pick up its cargo within moments, and be out of range of enemy air defenses shortly thereafter. Its relatively light standard armament is used more to secure a landing zone than to actively engage in combat, and it usually relies on escorts of allied fighters for defense against enemy interceptors.

## VAMPIRE RAIDER

600 POINTS

	BS	Armour			HP
		Front	Side	Rear	
Vampire Raider	3	11	11	11	9

#### Unit Composition

- Vampire Raider

#### Unit Type

- Vehicle (Super Heavy Flyer, Hover)

#### Wargear

- 2 Twin-linked phoenix missile launchers
- Scatterlaser
- Titan holofields

#### Special Rules

- Supersonic
- Assault Vehicle
- Deep Strike

#### Transport Capacity

- The Vampire Raider can transport 30 models. If it is equipped with a Pulsar, it can transport 20 models instead.

The Vampire Raider can transport Jetpack and Jump Infantry.

#### Options

- The Vampire Raider may exchange both its Twin-linked phoenix missile launchers for:
  - 2 Twin-linked night fire missile launchers.....+10 points
  - 2 Twin-linked pulse lasers.....+10 points
  - Pulsar.....+30 points
- The Vampire Raider may take a Targeting matrix.....+35 points

# VAMPIRE HUNTER

500 POINTS



## Lords of War

The Hunter is a version of the Vampire that gives up its transport capacity to make room for additional heavy weapons and the necessary generators.

Its main armament consists of a twin Pulsar, making it a formidable ground attack craft. It is mainly used by the Eldar against large targets such as fortifications or super heavy vehicles after the enemy air defenses have been knocked out, bringing them down almost defenseless with only a few salvos.

BS	Armour			HP
	Front	Side	Rear	
Vampire Raider	3	11	11	9

### Unit Composition

- Vampire Raider

### Unit Type

- Vehicle (Super Heavy Flyer, Hover)

### Wargear

- 2 Phoenix missile launchers
- Twin-linked Pulsar
- Scatterlaser
- Titan holofields

### Special Rules

- Supersonic
- Deep Strike

### Options

- The Vampire Hunter may exchange both of its Phoenix missile launcher for 2 Night fire missile launchers.....+10 points
- The Vampire Raider may take a Targeting matrix.....+35 points



## Lords of War

Wraithknights are a very rare sight on the battlefield. This is not because they are significantly harder to craft than some of the Eldar's more complex armor, but instead because of the particular way they are controlled. In the Eldar Titans, a conglomerate of the souls of previous pilots helps the helmsman control the multiple systems. The multitude of different personalities creates a general good will rather than an actual gestalt, thus facilitating communication.

In a Wraithknight, only a single soul is used instead. For a harmonious connection to nevertheless develop, the pilot and its support must have been closely related and exceedingly familiar with each other. Only in this way can their distinct thoughts align and guarantee fluid control of the Knight. For this reason, twins, one of the sibling already deceased, are almost exclusively used for this task. Eldar tend to produce few children, and so these circumstances are exceedingly rare.

In compensation, Wraithknights are one of the most dangerous weapons that can be encountered on a battlefield. They have the speed and sharp reflexes of the lesser Wraith constructs and combine them with some of the resilience and sheer destructive power of a true Titan to make a formidable foe for absolutely any enemy.

# WRAITHKNIGHT

530 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Wraithknight	5	5	10	8	6	4	4	10	3+

### Unit Composition

- 1 Wraithknight

### Unit Type

- Gargantuan Creature

### Wargear

- Wraithbone body
- 2 Deathshroud cannons

### Special Rules

- Fearless
- Wrath of Vault

### Options

- The Wraithknight may exchange any of its Deathshroud cannons for:
  - Sun cannon.....+10 points
  - Heavy D-blasters.....+10 points
  - Inferno lance.....+10 points
  - Ghostblade.....+20 points
  - Wraithshield.....+20 points
- The Wraithknight has 2 hard points. Each may be mounted with one of the following:
  - Shuriken cannon.....+15 points
  - Scatterlaser.....+15 points
  - Eldar missile launcher.....+15 points
  - Star cannon.....+25 points
  - Bright lance.....+30 points
- The Wraithknight may take a Warp shunt generator.....+50 points

### Wrath of Vault

The Wraithknight may fire up to 4 weapons instead of 2.

### Warp shunt generator

A Wraithknight with a Warp shunt generator gains the Deep Strike special rule.

In addition it may forego moving in the movement phase and instead make a warp jump.

When doing this, the Wraithknight is immediately redeployed within 18". Afterwards roll a d6. On a roll of 5+ the Wraithknight loses 1 Wound.

Instead the Wraithknight may also decide to enter Ongoing Reserve, being able to be deployed via Deepstrike in the next turn.

When deploying in this manner, roll a d6. On a roll of 4+, the Wraithknight loses d3 Wounds.

# REVENANT TITAN

700 POINTS



## Lords of War

The Eldar Titans are far more agile and elegant than their imperial counterparts, capable of maneuvers that would simply break apart the giant colossi. Made of the light yet sturdy Wraithbone, supported by anti-gravitic technology, these giant walkers stride gracefully across the field, bringing death and destruction almost casually. Revenant Titans are the smallest class of Eldar Titans and are additionally equipped with oversized jump jets. With their help, the Titan is able to make long leaps across the battlefield, allowing it to deploy its devastating weapons where they will be most effective.

	WS	BS	S	Armour			I	A	HP
				Front	Side	Rear			
Revenant Titan	4	5	10	12	12	11	3	1	9

### Unit Composition

- Revenant Titan

### Unit Type

- Vehicle (Super-heavy Walker)

### Wargear

- 2 Revenant pulsars
- Revenant missile launcher
- Jump jets
- Titan holofields

### Special Rules

- Nimble
- Engine of Vault

### Options

- The Revenant Titan may exchange each of its Revenant pulsars for a Revenant sonic lance.....free

#### Jump jets

Instead of shooting, the Revenant Titan can instead engage its Jump jets. Doing this it may move up to 24", ignoring all intervening terrain and models. It may still assault as normal.

#### Nimble

In the shooting phase, the Revenant Titan may perform one of the following actions:

- Shoot all weapons as normal
- Fire a single of its arm mounted weapons and run d6"
- Run 2d6"

#### Engine of Vault

The Revenant Titan may always move freely out of any close combat it is locked in during its movement phase. All units that are not Super heavy Vehicles, Walkers, Monstrous creatures, Gargantuan creatures or Primarchs never hit the Revenant Titan better than on a roll of 5+ in close combat.

The Revenant Titan has a 3+ invulnerable save against attacks made with the Haywire special rule.



## Lords of War

Phantom Titans are only slightly larger than an imperial Reaver Titan, but their superior construction, advanced weaponry, and comparatively great speed make them a worthy opponent for much larger Titan classes.

Despite its towering stature, the Phantom Titan is an exceedingly difficult target to acquire thanks to its holofields, and its agility allows it to exploit their properties perfectly by keeping it constantly on the move.

Even with its multiple weapons and systems, this formidable figure can be controlled by just one pilot. Where Imperial Titans of this size require at least a half-dozen crew members and a host of servitors to function optimally, a Phantom Titan is led into battle by just one Eldar alone through the implementation of spirit stones and its superior psycho-reactive control unit.

# PHANTOM TITAN

# 2000 POINTS

	WS	BS	S	Armour			I	A	HP
				Front	Side	Rear			
Phantom Titan	4	5	D	13	13	11	3	1	25

### Unit Composition

- Phantom Titan

### Unit Type

- Vehicle (Super-heavy Walker)

### Wargear

- 2 Phantom pulsars
- Star cannon
- Phantom missile launcher
- Phantom AA missile launcher
- Titan holofields

### Special Rules

- Nimble
- Greater Engine of Vault

### Options

- The Phantom Titan may exchange its Star cannon for a Puls laser.....free
- The Phantom Titan may exchange any of its Phantom pulsars for:
  - Phantom glaive with inbuilt Star cannon.....free
  - Phantom d-cannon.....free

### Nimble

In the shooting phase, the Phantom Titan may perform one of the following actions:

- Shoot all weapons as normal
- Fire a single of its arm mounted weapons and run d6".
- Run 2d6"

### Greater Engine of Vault

The Phantom Titan can target any spot on the battlefield with its Blast weapons, instead of just enemy models. However the normal rules for the need of line of sight are still in place and in case of a weapon with multiple shots, all shots of this weapon must target the same spot.

The Phantom Titan may always move freely out of any close combat it is locked in during its movement phase. All units that are not Super heavy Vehicles or Gargantuan creatures never hit the Phantom Titan better than on a roll of 6 in close combat.

The Phantom Titan is immune to the effects of Haywire, Dangerous Terrain and is unaffected by all psychic powers other than Witchfire powers.

The Phantom Titans Stomp Attacks use the Large Blast (5") template.

The Phantom Titan has a 5+ invulnerable save against all attacks that are not carried out with strength D.

The shoulder-mounted weapons of the Phantom Titan cannot draw line of sight to any target that is either a zooming Flyer or Flying monstrous creature or a Super heavy vehicle or Gargantuan creature, unless it is further away than 12".

When being destroyed, do not use the normal rules for Catastrophic Damage. Instead, measure distances from the Phantom Titans hull as starting point with the following Blast ranges and profiles:

Range	Str	AP
6"	D	1
12"	10	2
24"	8	3

# AVATAR OF KHAINE

SHARD OF THE BLOODY HANDED

400 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Avatar of Khaine	10	10	8	7	6	8	6	10	3+

## Unit Composition

- 1 Avatar of Khaine (Unique)

## Unit Type

- Monstrous Creature (Character)

## Wargear

- Molten Body
- Wailing Doom

## Special Rules

- Dazzling Swiftiness
- Fragment of a God
- Beacon of Fury
- Scolding Charge
- Warriors Pride

### Molten Body

Molten Body grants a 3+ invulnerable save. All volkite, plasma, flame and melta weapons (including Melta bombs) half their strength (rounded down) when being used against the Avatar of Khaine.

Flame based psychic powers have no effect against the Avatar. All models (friend or foe) in base contact with the Avatar of Khaine suffer an automatic hit with S4 AP5 and the Ignore Cover special rule at the beginning of the shooting phase of the Avatar of Khaine.

In regards to weapons wounding on the armour save, the model has a 3+ save but successful to Wound rolls must be re-rolled. The Avatar of Khaine is immune to the Poison and Fleshbane special rules and ignores all effects that would lower any of its characteristics.

	Range	Str	AP	Type
Wailing Doom				
- Focused	18"	8	1	Assault 1, Melta, Blind
- Dispersed	Template	5	3	Assault 1, Blind
- Melee	-	User	1	Melee, Armourbane, Blind

### Fragment of a God

The Avatar of Khaine has the Eternal Warrior, Fearless and It Will Not Die special rules.

### Beacon of Fury

All Survivors of the Fall, regardless of subfaction, that are able to draw line of sight to the Avatar of Khaine get the Fearless and Rage special rules. When the Avatar of Khaine is removed as a casualty, all friendly units on the battlefield immediately have to pass a Pinning Check with a penalty of -2 on their Leadership value. All Psykers, friend or foe, channel Warp energy with a penalty of -1 (so in most cases at 5+ instead of 4+) when they are within 12" of the Avatar of Khaine.

### Scolding Charge

The Avatar of Khaine deals d6 instead of 1 Hammer of Wrath attacks which are performed with S6 AP3.

### Warriors Pride

The Avatar of Khaine always must accept issued challenges, as long as the issuing model has at least WS6, even if other models in the fight could accept that challenge. If the issuing model has less than WS6, the Avatar of Khaine may refuse the challenge and still fight normally, even if it is the only friendly model in this close combat.



## Lords of War

When the new, previously dormant deity awoke in the Warp and began devouring the old gods of the Eldar, Khaine, the Bloody Handed, stood against this entity. The battle between these two colossal beings shook the very fabric of reality, but even with all the power and fury of the Eldar God of War, the Fall of the race could ultimately not be stopped.

Unlike its brothers and sisters, Khaine was not devoured, but instead shattered and its essence dispersed throughout the galaxy in the form of crystalline shards. One by one, these shards found their way onto the scattered Craftworlds where they quickly became the center of a new ideology.

The Eldar were always restrained in their worship of the bloody god, but they realized that for the path to their future they now had to grasp all the help they could get. Out of this desperation a ritual was born: When the signs are bad for an impending battle, or the very existence of a Craftworld is threatened, the most able and brave warrior of this Craftworld is determined and led into the chamber with the shard. Shortly thereafter, screams of terrible agony pierce the sealed doors of the chamber until finally, after hours or even days of torment, the Eldar's soul is reborn. Wreathed in the flames of a destroyed god's fury, the giant figure strides with a body of molten metal to bring unstoppable destruction to every enemy of the Eldar and rekindle the thirst for battle in the hearts of its comrades-in-arms.



## Fortifications

The Webway is a construct that even the Eldar have only a limited understanding of. They alone are able to navigate its depths safely, and they alone know the access points to its vast network of pathways. Even this advanced race, however, is unable to explain how it was created, and if they know the secret of who originally devised it, they guard it jealously.

The net itself is an intermediate dimension, neither warp nor reality, and combines properties of both. In it, long distances can be covered within a short time without having to face the dangers and vagaries of a warp jump, but in return, one needs fixed points of entry and exit. These are the so called webway gates and they can be found in the billions everywhere in the galaxy. As with the web itself, no one can - or wants to - say who built them or for what purpose at all these places, but currently they allow the Eldar a safe and fast transport of troops, material and at some large access points even spaceships.

# WEBWAY GATE

# 70 POINTS

### Composition

- 1 Webway Gate.  
If an additional Webway Gate is purchased (see opposite), each is deployed as a separate fortification

### Terrain Type

- Large impassable building (Armour Value 14)

### Access Points & Fire Points

- None

### Special Rules

- Webway Entrance

### Options

- May add one additional Webway Gate.....+70 points

### Webway Entrance

The Webway Gate may be used by any friendly model, except for Superheavy Walkers.

The gateway of the Webway Gate may be used instead of your own board edge for units entering the game from reserve.

In addition, when multiple Webway Gates are set up, a unit can enter the gateway of one of them and immediately exit the gateway of any other Webway Gate on the table, as if it is disembarking from a Building.

If at the end of the game a scoring enemy unit is within 6" of a Webway Gate while no friendly models are within the same distance of it, the enemy player receives d3-1 Victory points.





# II

## CRAFTWORLDS WARGEAR & SPECIAL RULES

# CRAFTWORLDS WARGEAR & SPECIAL RULES

## SPECIAL RULES

### Acrobatics

A model with this special rule may move freely through Difficult Terrain, ignore models in the path of its movement and pass freely over impassable terrain with a maximum height of 6".

### An Eye for Weakspots

The Exarch in the unit may opt not to shoot its weapon in the shooting phase. When he does so, all Fusion guns and Flamers in the unit receive +1 to their Strength until the end of the phase.

### Dazzling Swiftness

All Infantry, Jump Infantry, Jetpack Infantry, Monstrous Creature and Walker (including Jetpack Walker) units completely comprised of models with this special rule may always add +1 to all their movement distances, no matter the phase or situation. This also allows them to end their movement up to 7" from the Access Point of a Vehicle when disembarking.

Models with this special rule also receive +1 to any cover save until the start of their next movement phase when they end their movement in the movement phase more than 5" away from where they started (or more than 4" away from the Access Point of a Vehicle when disembarking). If they do not have a cover save, they will get a 6+ cover save instead.

In addition they benefit from the Fleet and Move Through Cover special rules.

All models with the Jetbike or Skimmer type with this special rule receive +1 to any cover save, until the start of their next movement phase, when they end their movement in the movement phase more than 10" away from where they started. If they do not have a cover save, they will get a 6+ cover save instead.

### Dance of Blades

Any to Hit roll of 6 does not roll to Wound, but instead causes an automatic Wound to the target, regardless of its Toughness value, when fighting in close combat with a weapon from the following list:

Biting blade, Chainsabre, Chainsword, Combat blade, Dire sword, Executioner, Mirror sword, Power sword, Scorpion chainsword, Triskele

### Deadly Aim

Jink saves may not be taken against shooting attacks from models with this special rule.

### Fighter Squadron

The unit must enter play as a squadron, but afterwards all models are treated as individual models for all purposes.

### Hardened Armour

Hardened armour automatically counts as being Void Hardened (see Cold Void mission special rules in *The Horus Heresy Book One – Betrayal*) in missions where this is appropriate, and failed armour saves against Template and Blast weapons may be re-rolled. Units with Hardened Armour reduce the distance rolled for charges, Sweeping Advances and Run moves by 1".

### Implacable Advance

The unit counts as scoring in any mission, in which troops are scoring units as well.

### Impossible Maneuvers

A Flyer with this special rule may turn normally, instead of just 90° when changing its facing before moving in the movement phase.

### Methodical Bombardement

All shooting weapons of a model with this special rule have the pinning special rule.

### Parry

A model with this special rule has a 5+ invulnerable save against close combat attacks when fighting in a challenge.

### Phoenix Lord

A model with this special rule has the Fearless and Eternal Warrior special rules.

This rule also will always have an addition regarding one of the Aspect Shrines of the Eldar (for example Phoenix Lord (Dire Avengers)). The unit referred to in brackets may be taken once as a non-compulsory HQ choice, without needing a slot in the force organization chart. If it has the Independent Character special rule, a model with the Phoenix Lord special rule cannot join units from a differing Aspect Shrine.

A model with this special rule must always be the Warlord of the army. If multiple units with this special rule are part of the force, one of them can be chosen freely.

The only exception for this is when Asurmen is one of your HQ choices. In this case, Asurmen must always be your Warlord.

You may never take more than one model with the Walker of many Paths or the Phoenix Lord special rule per full 1000 points games size.

### Support Squad

A unit with this special rule may not be taken as compulsory choice.

### Support Officer

A unit with this special rule may not be taken as compulsory HQ choice.

### Swirling Formation

As long as the unit consists only models with this special rule, is at least five model strong and ends its movement phase at least 10" from where it started it, it adds +1 to all its cover saves (to a maximum of 3+) until the start of its next movement phase.

### Walking Dreamer

A unit with this special rule never counts as scoring. At the end of every own psychic phase, the unit must pass a Leadership test with -2 to its Leadership value. If the test is failed, the Weapons and Ballistic Skill of all models in the unit with this special rule in the unit are reduced to 2 until the beginning of the units next psychic phase. If a model with this special rule has a weapon that hits automatically while suffering from this effect, it must roll a d6 everytime it attempts to make a shooting attack. On a roll of 1-4 it will not fire the weapon and cannot act in any other capacity during the same shooting phase. On a roll of 5+ it will act normally. A unit with this special rule may not be joined by friendly independent characters other than Spirit Seers.

### Walker of many Paths

An Autarch must choose at least two, and may choose up to three Aspects from the following list:

Crimson Hunters  
Dark Reapers  
Dire Avengers  
Eagle Pilots  
Fire Dragons  
Howling Banshees  
Shadow Spectres  
Shining Spears  
Striking Scorpions  
Swooping Hawks  
Warp Spiders

The model must be modelled and/or painted to represent all taken Aspects. You may never take more than one model with the Walker of many Paths or the Phoenix Lord special rule per full 1000 points games size.

If the model is your Warlord and does not have a predetermined Warlord Trait, you may roll twice on the same table when determining his Warlord Trait and choose one of the result rolled. If you roll doubles you may re-roll one of the results until you have two different Traits to choose from.

## WARGEAR

### Power weapons

The Craftworlds may use Power swords, Power axes and Power lances as Power weapons.

### Aspect armour

Aspect armour grants the wielder a 4+ armour save.

### Banshee mask

The effect of this war gear is determined by the number of models in a unit equipped with it.

1-4 models: When successfully charging a unit, every model in this unit reduces its Leadership by 1 until the end of the turn (to a minimum of 1)

5-8 models: When successfully charging a unit, every model in this unit reduces its Leadership by 2 until the end of the turn (to a minimum of 1)

9+ models: When successfully charging a unit, every model in this unit reduces its Leadership by 3 until the end of the turn (to a minimum of 1)

### Eldar battle armour

Eldar battle armour grants the wielder a 5+ armour save.

### Eldar jetbike

An Eldar jetbike grants the user +1 to their armour save (to a maximum of 3+) and Toughness and changes its unit type to Jetbike.

It also includes a Twin-linked shuriken catapult.

### Eldar runic armour

Eldar Runic Armour grants the wielder a 5+ armour save and a 4+ invulnerable save.

### Ghosthelm

Whenever a model with a Ghosthelm suffers a Perils of the Warp, instead of rolling for the result it may immediately spend one Warp Charge point to completely ignore this Perils of the Warp.

You need to have at least one Warp Charge point left to be able to use this ability.

### Ghost walk matrix

A Vehicle with this equipment may re-roll failed Dangerous Terrain tests.

### Heavy aspect armour

Heavy aspect armour grants the wielder a 3+ armour save.

### Holofields

Holofields provide the Vehicle with a 6+ invulnerable save, increased to a 5+ invulnerable save on any turn in which the Vehicle ended its movement in the movement phase more than 10" from where it started.

### Mandiblaster

When fighting in close combat and having at least one enemy model in base contact, a model equipped with a Mandiblaster deals a single automatic hit with S3 after its Pile in move.

On a to Wound roll of 6 this hit is resolved with AP3.

### Phoenix armour

Phoenix armour grants the wielder a 2+ armour save and a 5+ invulnerable save.

### Plasma grenades

Plasma grenades are assault grenades with the following profile when thrown in the shooting phase:

	Range	Str	AP	Type
Plasma grenade	8"	4	4	Assault 1, Blast (3")

### Shadow spectre holofield

A Shadow spectre holofield provides the model with a 5+ invulnerable save, increased to a 4+ invulnerable save on any turn in which the model ended its movement in the movement phase more than 5" from where it started (or more than 4" away from the Access Point of a Vehicle when disembarking).

### Shadow spectre jetpack

A Shadow spectre jetpack is changing the user's unit type to Jetpack Infantry. When all models in a unit are equipped with a Shadow spectre jetpack, they gain the Hit & Run special rule and automatically pass any Initiative test when using it.

### Shimmershield

A Shimmershield grants the user and its unit a 5+ invulnerable save against shooting attacks.

### Skydancer jetpack

Skydancer jetpack changes the user's unit type to Jetpack Infantry, however the model does not benefit from the Relentless special rule of this unit type.

### Spirit stones

A Vehicle with this equipment ignores damage results of Crew shaken on a roll of 2+ and Crew stunned on a roll 4+. Note that it still suffers a penetrating hit and loses hullpoints accordingly.

### Star engines

Once per game a Vehicle with this equipment may activate its Star engines, even if it is currently in Reserve. If it does so, it may do one of the following:

- The unit type of the model is changed to Vehicle (Flyer, Hover) until the beginning of its next movement phase. If it is a Tank and/or Transport, it will keep these subtypes as well. All shooting attacks made by a vehicle that is currently using its Star engines are performed as Snap Shots.
- When Deep Striking, the model scatters d6" instead of 2d6".

### Swooping hawk wings

Swooping hawk wings are changing the user's unit type to Jump Infantry. A unit completely equipped with Swooping Hawk Wings may attack Flyers and Flying Monstrous Creatures in close combat even when they are zooming or swooping and the unit may always use its Jump Pack in both the Movement and the Assault Phase.

When a unit completely equipped with Swooping hawk wings arrives via Deep Strike, it may perform a fast dive. When doing this, roll a d6 for every model in the unit. On a roll of a 1 the model suffers an automatic Wound against which cover saves cannot be taken. In the turn of the arrival and the subsequent enemy turn, the unit then can only be shot at with Snap Shots.

### Targeting matrix

A Vehicle with this equipment has a Ballistic Skill of 4.

### Titan holofields

Holofields provide the Vehicle with a 5+ invulnerable save, increased to a 4+ invulnerable save on any turn in which the Vehicle ended its movement in the movement phase more than 10" from where it started.

### Weapons platform-controller

If a model is equipped with a Weapons platform-controller, a Weapons Platform is added to its unit for free. During your shooting phase a model with Weapons platform-controller may choose not to shoot. Instead it may give its Ballistic Skill to one Weapons Platform in the same unit.

All Weapons Platforms may choose to shoot at a different target than the rest of their unit. All Platforms in one unit however must shoot at the same enemy unit.

When all models with a Weapons platform-controller in a unit are destroyed, all Weapons Platforms in this unit are removed from play.

### Note on Weapons Platforms and Independent Characters:

Being accompanied by a Weapons Platform does not stop the Independent Character from joining or leaving units as normal. Every time he does so, the Weapons Platform belonging to this Independent Character will also join or leave the unit to stay with the Independent Character. When the Independent Character is slain, the Weapons Platform associated with him is immediately removed from play, regardless of any other model with a Weapons platform-controller in its current unit.

### Vector engines

A Vehicle with this equipment causes all non-Vehicle models, that are not Monstrous or Gargantuan Creatures, attacking it in close combat to suffer -2 to their hit rolls unless it is immobilised.

### War walker force field

A Vehicle with this equipment has a 5+ invulnerable save against any shooting attacks hitting it from the front.

### Warp jump generator

A Warp jump generator is changing the user's unit type to Jetpack Infantry. In its movement phase, a unit completely comprised of models equipped with Warp jump generators may decide to make a Warp Jump, instead of moving normally. When doing this, roll 2d6+6. This is the maximum movement distance for that Warp Jump. Ignore all terrain and every unit when making this move. In addition roll a d6 after the move is completed, on a roll of 1 a random model from the unit model is removed from play. After making a Warp Jump the unit may not charge in the assault phase.

### Weave grenade

A Weave grenade is a piece of equipment that can be used in one of two ways once per game:

- The model can declare the use of a Weave grenade when an enemy unit is charging the models unit. The model counts as being equipped with defensive grenades while the enemy is treated as charging through Difficult Terrain.
- The model can throw a Weave grenade in the shooting phase with the following profile:

	Range	Str	AP	Type
Weave grenade	8"	3	-	Assault 1, Blast (3"), Ignore Cover, Fleshbane, Pinning, Monofilament

### Wraithbone body

A Wraithbone Body grants the wielder a 3+ armour save and the Feel no Pain (6+) special rule.

### Wraithshield

A Wraithshield grants the wielder a 5+ invulnerable save.



# CRAFTWORLDS WEAPONS SUMMARY

Weapon	Range	Str	AP	Type
Avenger shuriken catapult	24"	4	5	Assault 2, Akimbo, Blade Storm
Biting blade	-	+2	3	Melee, Two-handed, Armour Bane
Bright lance	36"	8	2	Heavy 1, Lance
Chainsabre	-	+1	4	Melee, Rending, Shred
Chainsword/Combat blade	-	User	-	Melee
Cloudsweeper	24"	5	5	Assault 3
D-blaster	12"	10	1	Assault 1, Warp Rift
D-bombard	36"	D	1	Heavy 1, Large Blast (5"), Barrage
D-cannon	24"	10	1	Heavy 1, Blast (3"), Barrage, Warp Rift
D-flail				
- Blast	18"	7	2	Heavy 3, Blast (3"), Barrage, Warp Rift
- Rift	Template	6	2	Heavy 2, Warp Rift
D-scythe	Template	6	2	Assault 1, Warp Rift
Death spinner	12"	6	-	Assault 2, Fleshbane, Pinning, Monofilament
Deathshroud cannon				
- Dispersed	12-72"	6	-	Heavy 1, Massive Blast (7"), Barrage, Ignore Cover, Fleshbane, Pinning, Monofilament
- Focused	Hellstorm	6	-	Heavy 1, Fleshbane, Pinning, Monofilament
Dire sword	-	User	2	Melee, Soul Cut
Doom weaver				
- Dispersed	12-48"	6	-	Heavy 1, Large Blast (5"), Barrage, Ignore Cover, Fleshbane, Pinning, Monofilament
- Focused	Template	6	-	Heavy 1, Torrent, Fleshbane, Pinning, Monofilament
Dragon's breath flamer	Template	5	4	Assault 1
Eldar missile launcher				
- Krak missile	48"	8	3	Heavy 1
- Plasma missile	48"	4	4	Heavy 1, Blast (3")
- Anti air missile	48"	7	4	Heavy 1, Sky Fire
Eldar sniper rifle	36"	X	6	Salvo 1/2, Sniper
Executioner	-	+2	2	Melee, Two-handed
Fire pike	18"	8	1	Assault 1, Melta
Flamer	Template	4	5	Assault 1
Fusion gun	12"	8	1	Assault 1, Melta
Fusion pistol	6"	8	1	Pistol, Melta
Ghostaxe	-	+1	2	Melee, Unwieldy
Ghostblade	-	D	2	Melee
Ghostglaive	-	+2	2	Melee, Unwieldy
Ghostspear	-	+1/User	3/4	Melee
Ghostsword	-	User	3	Melee
Haywire launcher	18"	3	4	Heavy 2, Haywire
Heavy d-blaster	24"	D	1	Heavy 1
Heavy d-scythe	Template	6	2	Heavy 1, Torrent, Warp Rift
Inferno lance	36"	10	1	Ordnance 1, Melta, Lance
Lasblaster	24"	3	5	Assault 3
Laser lance				
- Shooting	12"	6	3	Assault 1, Lance
- Melee	-	User	3	Melee, Lance
- Charge	-	+3	3	Melee, Lance, Joust
Mirror sword	-	User	3	Melee, Mastercrafted, Rending, Shred
Night fire missile launcher	48"	5	4	Heavy 3, Blast (3"), Ignore Cover, Pinning
Phantom AA missile launcher	72"	7	3	Heavy 6, Skyfire

Weapon	Range	Str	AP	Type
Phantom d-cannon	48"	D	1	Heavy 1, Apocalyptic Blast (10"), Barrage
Phantom glaive	-	D	1	Melee, Titan Slayer
Phantom missile launcher	120"	7	3	Heavy 5, Large Blast (5"), Barrage
Phantom pulsar	120"	10	1	Heavy 2, Massive Blast (7")
Phoenix missile launcher	48"	5	3	Heavy 3
Prism cannon				
- Dispersed	60"	5	4	Heavy 2, Large Blast (5"), Ghostlight
- Focused	60"	7	3	Heavy 2, Blast (3"), Ghostlight
- Lance	60"	9	2	Ordnance 2, Lance, Ghostlight
Prism rifle	24"	6	5	Heavy 2, Ghostlight
Prism lance	24"	7	4	Heavy 2, Ghostlight
Pulsar	60"	10	2	Ordnance 2, Blast (3")
Pulse laser	48"	8	2	Heavy 2
Reaper launcher				
- Star strike missile	48"	8	3	Heavy 1
- Star swarm missile	48"	5	3	Salvo 1/2
Revenant missile launcher	72"	5	3	Heavy 3, Blast (3"), Barrage
Revenant pulsar	120"	10	1	Heavy 2, Large Blast (5")
Revenant sonic lance	Hellstorm	9	2	Ordnance 1, Pinning, Sonic Desolation
Scatterlaser	36"	6	6	Heavy 4
Scorpion chainsword	-	+1	6	Melee
Scorpion's claw				
- Shuriken thrower	12"	4	5	Assault 2, Blade Storm
- Claw	-	x2	2	Melee, Specialist Weapon
Shadow weaver	48"	6	6	Heavy 3, Blast (3"), Monofilament, Barrage
Shuriken cannon	30"	6	5	Heavy 3, Blade Storm
Shuriken catapult	18"	4	5	Assault 2, Blade Storm
Shuriken pistol	12"	4	5	Pistol, Blade Storm
Singing spear	-	User	-	Melee, Flesh Bane, Armour Bane
Sonic lance	Hellstorm	8	3	Ordnance 1, Sonic Desolation, Pinning
Spinneret rifle	18"	6	2	Rapid Fire, Fleshbane
Star cannon	36"	7	2	Heavy 2
Star lance				
- Shooting	12"	8	2	Assault 1, Lance
- Melee	-	User	2	Melee, Lance
- Charge	-	+5	3	Melee, Lance, Joust
Starsweap scatterlaser	48"	6	6	Heavy 6, Twin-linked, Skyfire
Sun cannon				
- Rapid fire	36"	6	2	Heavy 4, Blast (3")
- Burst	36"	8	2	Heavy 1, Massive Blast (7")
Sun rifle	24"	3	3	Assault 3, Blind
Tempest launcher	36"	4	3	Heavy 3, Blast (3"), Barrage
Triskele				
- Thrown	12"	3	3	Assault 3
- Melee	-	User	3	Melee
Vibro cannon	24"	7	4	Heavy 1, Sonic Desolation, Pinning
Witchblade	-	+1	3	Melee, Force

**Akimbo**

If a model is equipped with two weapons with this special rule, it may fire both during a shooting attack.

**Blade Storm**

On a to Wound roll of 6 the Wound is dealt with AP2.

**Ghostlight**

If there are multiple models with a weapon with this special rule part of a unit while declaring a shooting attack, each of them may instead declare to perform a Ghostlight attack, unless they are forced to perform Snap Shots with the weapon with the Ghostlight special rule.

When doing this, every model with a weapon with this special rule may forego their own shooting and by this increase the Strength and AP of another weapon with this special rule in the same unit by +1 (to a maximum of S10 and AP1).

*Example: In a unit with four models wielding a weapon with S5 AP6 and the Ghostlight special rule, they could combine in multiple different ways. Two models could empower one other model each, resulting in those two models using their weapon with S6 AP5. Instead they could also all combine into a single shooting attack performed with S8 AP3 etc.*

**Joust**

On a turn the user of this weapon successfully charged into close combat, it may opt to use a weapon profile with this special rule for its Hammer of Wrath attack.

A weapon profile with this special rule cannot be used for the regular attacks of the model.

**Monofilament**

On a to Wound roll of 6 the Wound is dealt with AP2.

A unit hit by a weapon with this special rule treats all terrain, including open ground, as Difficult Terrain until the end of its next movement phase. If a weapon with this special rule also has the Blast special rule (of any kind), leave a marker with the size of the Blast where it was placed after scattering. All terrain under this marker counts as Difficult and Dangerous Terrain until the end of the next enemy's movement phase.

**Sonic Desolation**

When shooting with multiple weapons with this special rule in one unit, resolve all to Hit rolls first.

For every successful hit the Strength of all weapons with this special rule will increase by +2 and the AP will increase by +1. If the Strength of a shot is increased to 11 or higher, it becomes S D instead.

Units hit by this weapon may never make use of Void shields or invulnerable saves.

**Soul Cut**

On a to Wound roll of 6 the wounded model suffers 2 Wounds. Both of these Wounds must be saved separately, but cannot carry over to other models.

**Titan Slayer**

When attacking with the weapon, a model gains +3 Attacks. In addition each successful to Hit roll causes 2 hits instead of one.

**Warp Rift**

On a to Wound roll or an armour penetration roll of 6 no save may be taken against the damage of the weapon.

# SURVIVORS OF THE FALL

## CRAFTWORLDS

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The Eldar in the Horus Heresy

The Eldar are a race that was ancient aeons before mankind first set foot into the realm of stars. They were the undisputed masters of the galaxy for longer than most other species even existed and have unravelled much of what there is to know about our reality - and the one beyond. They fought wars so apocalyptic, that even the fires of the Horus Heresy or the battles that set the end of the Dark of Technology pale in comparison, and they formed the stars themselves for their pleasure.

However all this power corrupted their hearts and souls, and so after millennia of increasingly malevolent, egocentric debauchery and excess they fell prey to a doom that even they could never have anticipated: The birth of a new god from the fabric of the warp. A new force that would become their very own hell and deepest terror, consuming their essence from then into eternity.

After this cataclysmic event their fall was dizzying and low. Most of them died in the opening moments and only those that severed their links to the old ways of decadence even had a chance to escape. One of those factions are the Craftworlds. Enormous vessels in space, former trade ships of the old empire, that carry now not goods, but people and their hopes and dreams into the darkness.

They will do anything to keep this small candle of hope aflame, no matter the cost: their own or in the blood of the lesser races, that have by now usurped the dominion that was by rights of the Eldar.

Presented in this book you will find a complete army list that is fully capable to be played on its own.