



CRAFTWORLD ELДАР

BEL'ANNO THE WRAITHSEER 125 POINTS HQ UNIT

WS BS S T W I A LD Sv

Bel'Anno The Wraithseer 4 4 10 8 3 4 1 10 4+

Unit Composition : 1 Wraith seer (Unique)

Unit Type: Monstrous Creature

Wargear: Two Shuriken Catapults, Wraithsword, Runes of Warding & Witnessing, Ghosthelm

Options: May replace one or both of its Shuriken Catapults with Flamers for free. Must choose between two and four of the Farseer psychic powers from pg 28 in Codex Eldar at the following cost: Fortune +30 points; Doom +25 points; Guide +20 points; Mind War +20 points; Eldritch Storm + 20 points

Special Rules

Fearless

Psyker: The Wraithseer may attempt to cast two different psychic powers each per turn. They must be on the same target if they are shooting attacks

Invulnerable: The Wraithseer's save is invulnerable

ASERIES LIGHTBLADE CORSAIR CAPTAIN 140 points HQ UNIT

WS BS S T W I A LD Sv

Aseries Lightblade 6 5 3 3 3 7 4 10 3+

Unit Composition: 1 Corsair Captain (Unique)

Unit Type: Infantry

Wargear: Executioner (2 Hands, +2 Str Power Weapon), Avenger Shuriken Catapult, Sun Shield

Special Rules

Independent Character, Fleet, Counter Attack (Applies to Squad), Infiltrate

Sun Shield: Wrist mounted projector. 4+ Invulnerable Save and counts as Assault and Defensive Grenades in combat.

Orbital Bombardment: Able to call on firepower from his ship, Eternal Hawk, Lightblade may make the following attack once per game.

If he does not move, the shot may use his BS to reduce the scatter.

Range: Line of Sight Str 10 AP1 Lance Assault 2 Blast

Maedr aell, chosen of Ynnead.....360 points HQ

WS 6 BS 5 S 7 T 4 W 3 I 6 A 4 LD 10 SV 3+/4++

Chosen of Ynnead: 5 eldar dead: re-rolls to hit

10 eldar dead: +2 attacks

20 eldar dead: Attacks as a monstrous creature

Maedr aell is the chosen of Ynnead, eldar god of the dead. The farseers have predicted that when every eldar is dead, Ynnead will come into existence and will have enough power to banish Slannesh forever.

Maedr aell is the

incarnation of the god of the dead, and with every eldar that perishes he and his masters power grows.

Blade of Eternity: fashioned from immaterial of the infinity circuit itself it counts as a witchblade. Any unit that takes a wound from Maedr aell must take a leadership test. If it fails it takes 1d6 wounds with no armor saves allowed.

Breath of death: Maedr aell can unleash death itself in a cloud of pure destruction. This counts as a template weapon which wounds on a 3+, ignores armor saves and has the instant death special rule

Nardhu- 230 HQ

WS 6 BS 6 S 3(6) T 3(5) W 3 I 6 A 3 Ld 10 Sv 2+/4++

Nardhu rides atop a warbike (viper, treat it as a large jetbike) and as such he has increased stats, +2T and a 2+ save (included in profile)

Spear of Saim-hann: Nardhu carries the war spear of his craftworld, and ancient relic from the glory days of old. This spear doubles his S, ignores armor saves, and allows 2D6 for armor penetration

Rider's warcry: Nardhu may only join units mounted on jetbikes. Nardhu and his unit gain the USR:Hit and run, furious charge and skilled rider.

Nardhu's warbike has a modified shuriken cannon with the following stats.

Range 18" S 6 AP 5 Type Assault 5, rending

Nardhu is an autarch and as such has the master strategist rule.

Iyana - 190 HQ

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

Iyana is equipped with a singing spear, shuriken pistol and rune armor.

Iyana has the psychic power Fortitude of the ancients

This power may be cast at the start of the eldar turn, and will last until the start of the next eldar turn.

Any unit consisting of at least one wraith (guard or lord) may gain USR: FNP

Iyana may take up to 2 wraithlords as a retinue, this unit may not be joined by any other characters, these wraithlords may be armed as normal but are WS 5 and BS 5 and cost an extra 25 points. In addition as long as one wraithlord is alive iyana may be ignored for wound allocation.

High Spiritseer: Iyana's spiritseer range is increased to 24"

Stinging Wasps 54 points each fast attack unit

The Stinging Wasps embody the fury of Khaine by utilizing hit and run tactics, repeatedly attacking and retreating in a swarm until their enemy is destroyed. Taking advantage of flip belts similar to those carried by Harlequins and winged jump packs, these highly mobile warriors attack using neural shredding "stingers", able to paralyze even the largest foes or kill man-sized opponents in a single blow.

[WS][BS][S][T][W][I][A][LD][SV]

Exarch] 5 4 4 4 2 5 3 10 4+

Wasp] 4 4 4 4 1 5 2 8 4+

Type: Jump Infantry

Size: 3 -5 stinging wasps

Stinging Wasp Wing Pack, Flip Belts - unit ignores terrain, Wasp Stinger - CCW that wounds on 4+, Shuriken Pistol

options: May upgrade one Stinging Wasp to an Exarch for +15 points. Exarch may exchange Stinger for Lancet (15 pts)- CCW that wounds on 3+. Exarch may exchange Stinger and Shuriken Pistol for Pulsing Barbs (20 pts) - two CCW that wound on 4+; if an unsaved wound does not kill the model, it suffers -2 A (minimum 1) and -2 I until the end of the next player's turn. Walkers suffer these effects on any glancing or penetrating hit. The Exarch may take one of the following powers; Relentless Swarm (+15 pts)- the exarch and his squad have the Hit and Run special rule, Even the Mighty Fall (+20 pts) - the exarch may re-roll failed wound rolls against walkers, Monstrous Creatures, and models of T5 or more. May include 2 additional Stinging Wasps for 18 points each.

TEMPEST GRAV-TANK 400 Points

BS FRONT SIDE REAR

Tempest 4 12 12 11

UNIT: 1 Tempest

TYPE: Super-heavy tank, Skimmer, Fast

STRUCTURE POINTS: 2

WEAPONS AND EQUIPMENT: Turret mounted twin-linked Tempest Cannon; Turret mounted twinlinked

Shuriken Cannon; Two hull mounted Shuriken batteries

SPECIAL RULES

Eldar Titan Holo-fields

Tempest Cannon Range 48" Strength D AP 2 Heavy 2, 3" blast

Shuriken Battery range 12" Strength 4 AP 5 Assault 6

STORM SERPENT 450 POINTS

BS FRONT SIDE REAR

Storm Serpent 4 12 12 11

Unit: 1 Storm Serpent

Vehicle Type: Super Heavy Tank, Skimmer, Fast

Structure Points: 3

Wargear: Two Turret mounted Pulse Lasers, Shuriken Cannon, Eldar Titan Holo-fields

Webway Portal: At the start of each turn after reserve rolls have been made, Eldar units held in reserve that are available may instead be deployed within 6" of the hull of the Storm Serpent. They must be deployed in the rear arc of the tank and may not move in the turn they are deployed. They may run, shoot (counting as moving) and assault as normal. Tanks, Super Heavy Vehicles and Gargantuan Creatures may not be deployed via the Storm Serpent. If a unit cannot be deployed within 6" of the hull

it returns to reserve and must be rolled for next turn. Friendly units that move into contact with the rear of the Storm Serpent may be removed from play and placed back into reserve. If a unit has been placed into reserve in this manner and the game ends before it is deployed again, it counts as destroyed. If there is more than one friendly Storm Serpent in play, units can enter one Storm Serpent and immediately emerge from another Storm Serpent, deploying within 6" as normal. You cannot enter a Storm Serpent with a run move.

Webway Co-Ordination: The Storm Serpent crew are adept at communicating through the Webway so that their supporting units arrive when needed. You may re-roll reserve rolls (both successful and not) to delay or make available reserve units.

TEARS OF ISHA 120 POINTS Elite Unit

WS BS S T W I A LD Sv

Tear of Isha 4 3 3 3 1 4 1 9 5+

Unit Composition: 10 Tears of Isha

Unit Type: Infantry

Wargear: Shuriken Pistol, Rune Armor (4+ Invulnerable Save), Close combat weapon, Krak and Plasma Grenades

Options: The Squad may include up to ten additional Tears for +12 points per model. Up to three Tears may replace their close combat weapon with a power weapon for +10 points each. Up to three Tears may replace both their shuriken pistol and close combat weapon for a fusion gun for +10 points each or flamer for + 5 points each.

Special Rules

Fearless, Fleet, Preferred Enemy: Humans

Marked by Destiny: Tears of Isha count as scoring units

Webway Assault: The Tears of Isha appear without warning in the heart of the enemy's battle line. They must always start the game in Reserve and arrive using the Deep Strike special rule, even if it is not part of the mission being played. The squad always arrives at the start of the Eldar player's first turn and may re-roll the scatter dice and distance rolled. They may assault on the turn they enter play.

ULIC THE DAGGERSNAKE WILDRIDER CHIEFTAIN 135 Points HQ UNIT

WS BS S T W I A LD Sv

Ulic 6 6 3 3 3 10 4 10 3+

Unit Composition: 1 Wildrider Chieftain (Unique)

Unit Type: Infantry

Wargear: Serpent's Fang (Power Weapon, Poisoned 2+), Shuriken Pistol, Sun Shield

Special Rules

Independent Character, Fleet, Hit and Run, Scout

Serpent's Skein: This artefact was found by Ulic as a child on the Exodite World of Es-Thea. It allows him to react with incredible speed allowing him to avoid all attacks, but the device slowly drains his energy as it acts to save him. If he suffers a wound, make an Initiative test. If successful he ignores the wound but his Initiative is reduced by 1 (to a minimum of 1). Once his Initiative drops to 1 the device ceases to function for the remainder of the battle. The device also gives him the Eternal Warrior special rule.

SOLITAIRE 130 Points HQ UNIT

WS BS S T W I A LD Sv

Solitaire 8 5 3 3 2 8 4 10 Unit

Composition: 1 Solitaire

Unit Type: Infantry

Wargear: Shuriken Pistol, Close combat weapon, Haywire and Plasma Grenades, Flip Belt (ignores difficult terrain)

Options: The Solitaire may replace its shuriken pistol with a fusion pistol for +15 points. The Solitaire may replace its close combat weapon with a Harlequin Kiss for +10 points or a Power Weapon for +10 points. The Solitaire may be equipped with Power Blades for +15 points.

Special Rules

Fearless, Fleet, Independent Character, Infiltrate, Dance of Death, Eternal Warrior, Terrifying Visage, Merciless, Supernatural Dodge (3+ Inv Save)

Terrifying Visage. Units in close combat with the Solitaire must take a Leadership test at the start of each Assault phase and if failed attacks will only hit the Solitaire on a 6. This does not extend to vehicles, fearless models or any other model without a Leadership characteristic

Solitary: Although the Solitaire is not an Independent Character it may never join a unit or be joined by one.

Merciless: The Solitaire may re-roll all failed rolls to hit and wound.

WRAITH WARDENS 120 POINTS ELITE UNIT

WS BS S T W I A LD Sv

Wraith Wardens 5 0 5 5 1 4 2 10 3+

Unit Composition: 3 Wraith Warden

Unit Type: Infantry

Wargear: Wraithsword

Options: The Squad may include up to seven additional Wraith Wardens for +40 points per model.

Special Rules

Fearless, Acute Senses

Webway Assault: The Black Library Wraith Wardens appear from the Webway to thwart any attempt to access the secrets of the Black Library. They must always start the game in Reserve and arrive using the Deep Strike special rule, even if it is not part of the mission being played. The squad always arrives at the start of the Eldar player's first turn and may re-roll the scatter dice and distance rolled. They may assault on the turn they Deep Strike.

Guiding Hand: Wraith Wardens suffer the effects of Wraithsight on a 4+. Units within 12" of a Solitaire ignore the effects of Wraithsight. Wardens may Deep Strike within 6" of a Solitaire without scattering.

Slicing Orbs of Zandros 150 points Elites Unit

WS BS S T W I A LD SV

Zandros 5 4 4 3 2 6 3 9 5+

Unit Composition: 3 Slicing Orbs of Zandros

Unit Type: Infantry

Wargear: Slicing Orb (range Template Strength 1 AP 3 Assault 1, poisoned 4+)

Options: The Squad may include up to seven additional Slicing Orbs of Zandros for +50 points each.

Special Rules

Fearless, Acute Senses, Feel No Pain, Fleet

Guardians of the Gate 170 point Fast Attack Unit

WS BS S T W I A LD SV

Gate 8 3 6 4 2 9 4 10 4+

Unit Composition: 5 Guardians of the Gate

Unit Type: Infantry

Wargear: Wraithsword, Fusion Pistol

Options: may include 5 more Guardians of the Gate for 34 points each.

Special Rules

Fleet, Tank Hunters, Stealth, Move Threw Cover, Scouts, Infiltrate, Hit and Run

Golden Beetles 80 Points Fast Attack Unit

Golden Beetle WS-4 BS-4 S-3 T-3 W-1 I-5 A-1 LD-9 AS-4+

Exarch WS-5 BS-5 S-3 T-3 W-1 I-6 A-2 LD-9 AS-3+

Unit Composition: 5 Golden Beetles

Equipment: All Golden Beetles are equipped with Carapace Shields and Krak Grenades.

Options: Golden Beetles may take a Wave Serpent. The squad may upgrade a Beetle to an Exarch for +12 points. The Squad may include up to 5 more Golden Beetles for +16 points each. Exarchs may replace their Carapace Shields for Scarab Shells for an extra +20 points. Or, alternatively, Exarchs may replace their Carapace Shields for Hercules Shields for +15 points.

Exarch Powers: The Exarch may take the Parry Masters power for an extra +15 points. He may also take the Mirror Wall ability for an extra +15 points. And for an extra +20 points, the Exarch may take the Assault Masters power. Note: An Exarch may only take any two of these powers, not all three.

Special Rules

Fleet of Foot.

Defend: The Exarch has trained his squad to such a degree, that they are all exceptional at parrying and dodging attacks. The rules to the ability can be found in the 4th edition Eldar Codex.

Mirror Wall: The squad is trained to be incredibly proficient and dealing back what they receive, making all enemies think twice about attacking a Golden Beetle. For each two wounds received by the Golden Beetles, the enemy squad who dealt such damage take one normal wound. For example, if "unit A" deals 8 wounds on the Beetles, then "unit A" receives 4 normal wounds they can save.

Assault Masters: The squad is especially trained in disembarking high speed vehicles and using their shields to disperse the energy of impacting the ground. A unit who's Exarch has this power counts any transport they're in as being Open-topped for the purpose of disembarking. However, due to how the Golden Beetles roll on the ground to disperse their kinetic energy, units who disembark this way from a vehicle who's transport moved more than 6 inches must disperse their squad 2d6 inches with a dispersion die, the same way any ranged area weapon must disperse. Afterwards, they may move and assault normally.

Carapace Shields: These shields always give the Golden Beetles a 5++ save. In close combat, they count as close combat weapons that give +1 attack.

Scarab Shells: A more advanced shield design that emits a powerful energy field which enhances the performance of nearby shields. These shields benefit 1D3 beetles in the squad with power fields, in addition to the Exarch's own shields. The intense power field makes these shields power weapons. In addition, these shields also give the Exarch a 5++ save. When outside of close combat, the shield's field can be expanded and used to give better cover saves to nearby allies. This translates into giving all allied squads within 6 inches of the GB Exarch a -1 benefit to their cover save, including the GBs themselves. So a unit that would normally get a 4+ cover save, becomes a 3+ cover save.

Hercules Shields: The Exarch is capable of turning his enemies own strength against him by skillfully making use of these shields. This shield doubles the users strength at no cost in Initiative and ignores normal armor saves. In addition, these shields also give the Exarch a 5++ save.

Eldar Assassin 45pts Elite Unit

WS BS S T W I A LD SV

Assassin 5 5 3 3 2 6 3 10 4+

Unit Type: Infantry

Wargear: Avenger Shuriken catapult, Close combat weapon, Assault Grenades

Options: Avenger shuriken catapult may be exchanged for a ranger long rifle for +5 points, an

Assassin's Sniper Rifle (Range 36" strength 9 AP 2 heavy 1, sniper, when hitting vehicles may only cause a crew stunned roll) for +35 points or an assassin long rifle (range 36" Strength X AP 6 Heavy 2, sniper always wounds on a 3+ and rends on a 5+) for +25 points. Close Combat Weapon may be exchanged for a power weapon for +10 points or an Assassin Sword (close combat weapon that always Hits on 3+ and wounds on 4+, if a wound is unsaved it inflicts 2 wounds) for +25 points

Special Rules

Fearless, Fleet, Stealth, Move through Cover, Hit And Run, scout

I work alone: The eldar assassin recognizes that others will just get in his way. The eldar assassin is a one-man unit that can never be joined or join any other models.

Designated Target: At the start of a game, the eldar player must designate at least one target for the assassin to take out. At the end of the game, if the target's have been killed by the assassin, they count as double kill points. If, however, they haven't been killed by the assassin, the opposing player gains a kill point for each surviving target.

Omnipresence: The Eldar Assassin may always be deployed, regardless of mission special rules.

Camo-suit: Any enemy unit wishing to target the Assassin must roll 2d6 x2, this is their spotting distance in inches. If models are not within spotting range, they may not fire that turn. (copied from shadowseer entry) Also, during night fighting scenarios, the spotting distance is dropped to 2d6.

Deep Cover: The Assassin can deploy anywhere on the map.

Superhuman Speed: The Assassin is trained in the arts of quick and exceptionally deadly hand to hand strikes with his blade. In this training the ability to move at twice the speed of a normal Eldar soldier is learned and used to a very precise and skilled level. When an Assassin chooses to Assault an opponent and then use the Hit and Run special rule the Assassin may choose to double his movement distance upon running away from the Assaulted unit.

Designated Target: Before the game starts, but after all units have been placed, the Eldar player must pick a specific unit to be the Assassin's primary target. If the unit is eliminated by the Assassin and the Assassin only, then the unit is worth double kill points in missions where kill points are awarded.

However, if the Assassin fails in his mission and does not eliminate the chosen unit the opposing player gains double the kills points for the surviving unit. In missions where Kill points are not awarded, this special rule does nothing.

Phantom Titan 1900 points super heavy

Front Side Rear WS BS S I A

12 12 12 3 4 10 2 2

UNIT: 1 to 3 Phantom Titans

TYPE: Super-heavy walker

STRUCTURE POINTS: 7

WEAPONS AND EQUIPMENT: 2 arm weapons from the following list: Phantom Pulsar (range 96" strength D AP 2 heavy 3, 5" blast, destroyer, primary weapon), Phantom Sonic Lance (range hailstorm placed within 60" of barrel of weapon strength X models wounded on a 2+ for vehicles roll 3D6 armor pen AP 2 heavy 1, primary weapon), Distortion Cannon (Range G48" strength D AP 2 ordinance 1, 10" blast, primary weapon, destroyer, inflicts instant death on models regardless of toughness or invulnerable saves and ignores holo fields, power fields, and void shields), Heat Lance (range 72" strength D AP 1 Ordinance 1, 7" blast, primary weapon, melta, adds +2 to damage chart), Titan close combat weapon. 2 wing-mounted weapons: 1 Phantom Missile Launcher (range 48" strength 5 AP 3 heavy 6), 1 Phantom Prism Cannon (range 60" strength 10 AP 1 heavy 2, 5" blast)

SPECIAL RULES:

Eldar Titan Holo-fields

Spirit Stone: The titan ignores Driver Stunned critical results on a D6 roll of 4+, and may always fire one weapon per turn that would normally be subject to a Gun-Crew Stunned restriction.

Agile: In the shooting phase the Phantom may divert some of the energy from its primary weapons towards its legs so it can choose to either:

- Fire all available weapons as normal.
- Fire a single Primary Weapon and move an extra D6" (as per the Fleet rule).
- Fire no weapons at all and move an extra 2D6" (as per the Fleet rule).

Warlock Titan 2250 points super heavy

Front Side Rear WS BS S I A

12 12 11 3 4 10 3 2

UNIT: 1 to 3 Warlock Titans

TYPE: Super-heavy walker

STRUCTURE POINTS: 7

WEAPONS AND EQUIPMENT: 2 arm weapons from the following list: Phantom Pulsar (range 96" strength D AP2 heavy 3, 5" blast, destroyer, primary weapon), Phantom Sonic Lance (range hailstorm placed within 60" of barrel of weapon strength X models wounded on a 2+ for vehicles roll 3D6 armor pen AP 2 heavy 1, primary weapon), Distortion Cannon (Range G48" strength D AP 2 ordinance 1, 10" blast, primary weapon, destroyer, inflicts instant death on models regardless of toughness or invulnerable saves and ignores holo fields, power fields, and void shields), Heat Lance (range 72" strength D AP 1 Ordinance 1, 7" blast, primary weapon, melta, adds +2 to damage chart), Titan close combat weapon, Psychic Lance (range 48" heavy 1, 10" blast primary weapon If a hit is scored, determine the position of the marker. Models hit suffer Instant Death on a 4+, ignoring armor and cover saves (Invulnerable saves apply). Vehicles hit suffer a single penetrating hit (ignoring defensive fields of any type and auto-glance abilities such as smoke, hull-down, fast-moving skimmers, etc.)

SPECIAL RULES:

Eldar Titan Holo-fields

Spirit Stone: The titan ignores Driver Stunned critical results on a D6 roll of 4+, and may always fire one weapon per turn that would normally be subject to a Gun-Crew Stunned restriction.

Agile: In the shooting phase the Warlock may divert some of the energy from its primary weapons towards its legs so it can choose to either:

- Fire all available weapons as normal.
- Fire a single Primary Weapon and move an extra D6" (as per the Fleet of Foot rule).
- Fire no weapons at all and move an extra 2D6" (as per the Fleet of Foot rule).

•Infinity Circuit: The Warlock's wraithbone core contains the spirits of many Farseers and Warlocks. It possesses a potent psychic foresight and presence. the following rules apply:

- Foresight: The Warlock may re roll misses.
- Psychic Beacon: While the Warlock is in play; friendly Eldar psychic, and wraithsight tests are passed automatically.

Bonesinger 60 points each HQ

WS BS S T W I A L D S V

5 5 3 3 2 5 1 10 -

Unit Composition: 1 to 5 Bonesingers

Unit Type: Infantry

Wargear: Ghosthelm, Shuriken pistol, Isithra Kasra (Range Template Strength 1 AP 5 assault 1, poisoned 3+ auto glances vehicles), Rune Armor

Options: May take spirit stones for +20 points. Must buy one or two of the following psychic powers; Regrowth for +25 and/or Endurance for +30 points.

SPECIAL RULES

Fleet, Independent character

Regrowth: Psychic power used in the shooting phase in place of firing a ranged weapon. The Eldar player may choose a Eldar vehicle, wraithlord, or Wraithguard within 6". Roll a D6. On a 3+ the lord or guard will recover 1 wound, or in the cases of vehicles will repair a weapon destroyed or immobilized result.

Endurance: Power used at the start of the Eldar turn. Nominate one eldar unit within 12" of the Bonsinger. The Unit has it's armor improved by +1 to a max of 2+. Vehicles have ALL their armor facing improved by +1 to a max of 14.

Lord-Phoenix Fiallathandirel 300 points + a phantom titan

SPECIAL RULES:

Wraith-phantom: Lord-Phoenix Fiallathandirel has long since slipped the surely bonds of flesh and bone. Her blazing will can only be thwarted by crippling damage. The titan ignores all Driver Stunned and Gun Crew Stunned critical table results.

Communion: The Lord-Phoenix is a shining beacon of psychic purity to all nearby Eldar wraith constructs. The titan gains the Spiritseer ability with a 36" radius from its location.

Warp Hunter 125 points Heavy Support Unit

Front Side Rear BS

12 12 10 3

Unit Composition: 1 Warp Hunter

Unit Type: Fast, Skimmer, Tank

Wargear: Twin-linked shuriken catapults, D-cannon (Normal: Range 36" Strength * AP 2 Heavy 1, blast, barrage, always wounds on a 2+ and rolls of a 6 cause instant death regardless of toughness or eternal warrior, against vehicles a 3 or 4 causes a glancing hit and a 5 or 6 causes a penetrating hit.

Aether Rift: Range Template strength * AP 2 Heavy 1, blast, barrage, always wounds on a 2+ and rolls of a 6 cause instant death regardless of toughness or eternal warrior, against vehicles a 2 or 3 causes a glancing hit and a 4 to 6 causes a penetrating hit.)

Options: May Include 4 more Warp Hunters for 125 points each. Any Warp Hunter may replace its twin-linked shuriken catapults with Shuriken cannon for +10 points. Any Warp Hunter May take Spirit stones for +10 points, Star engines for +15 points, Vector engines for +20 points, Holo-field for +35 points

Hornet 65 points Fast Attack Unit

Front Side Rear BS

11 11 10 3

Unit Composition: 1 Hornet

Unit Type: Fast, Skimmer

Wargear: Star Engines, 2 Shuriken cannons

Options: May include 4 additional Hornets for 65 points each. Any Hornet may Replace either of it's Shuriken cannons for Scatter laser for +10 points each, Eldar missile launcher for +15 points each, Starcannon for +20 points each, Bright lance for +25 points each, Pulse laser for +35 points. Any Hornet may take Holo-field for +35 points, Vector Engines for +20 points, and/or Spirit stones for +10 points

Special Rules

Scout, Move Threw Cover

Shadow Spectres 105 points Heavy Support Unit

WS BS S T W I A L D SV

Specter 4 4 3 3 1 5 1 9 4+

Exarch 5 5 3 3 1 6 2 9 3+

Unit Composition: 3 Shadow Spectres

Unit Type: Jump Infantry

Wargear: Jetpack, Holofield (5+ Invulnerable save), prism rifle (range 12" strength 6 AP 2 heavy 1)

Options: may include 3 more Shadow Specters for 35 points each. One Shadow Specter may be upgraded to an Exarch for +12 points. The Exarch may exchange his prism rifle for a Prism Lance for +10 points (range 12" strength 7 AP 2 Heavy 1, lance) or a Haywire Launcher for +10 points (range 36" strength 3 AP 3 heavy 1. When rolling for armor penetration on a 2 to 4 causes a glancing hit on a 5 or 6 causes a penetrating hit). The Exarch may have one of the following powers; Cynosure (re-roll to hit when using Ghostsight) for +15 points, or Withdrawal (Unit Gains Hit And Run special rule) for +15 points.

Special Rules

Deep Strike, Relentless, Acute Senses

Ghostlight: Each member of the squad's Prism rifle is connected to a sophisticated targeting matrix known as the Ghostlight. This combines each individual shot into a single searing blast of energy.

Instead of firing their prism rifles (or prism lance) individually the squad may take a single Ghostlight shot, as follows. Nominate one model in the squad as the focus. Line of sight and range are measured from this model. The Ghostlight's maximum range is equal to 12" +12" per additional model firing. So a full sized squad of 5 Shadow Spectres can fire up to 60", for example. Roll to hit as normal using the squad's majority BS of 4. The Ghostlight's strength is equal to the firing model's weapon +1 per additional model firing, up to a maximum of 10. All the squad must fire into the Ghostlight or none. An Exarch may elect to fire separately or join the squad's shot.

Wave Serpent 80 points dedicated transport

Front Side Rear BS

12 12 10 3

Unit composition: 1 wave serpent

Unit type: tank, skimmer, fast

Access points: one rear assault hatch

Transport capacity: 12, or 6 wraithguard

Wargear: hull mount twin linked shuriken catapult, turret mount twin linked shuriken cannon

Options: May replace the twin linked shuriken catapult for twin linked scatter laser for free, twin linked eldar missile launcher for +5 points, twin linked starcannon for +10 points, or twin linked bright lance for +15 points. May replace the twin linked shuriken catapult for a single shuriken cannon for +10 points. May take Vectored Engines for +20 points, spirit stones for +10 points, and/or star engines for +15 points

Special rules

Energy Field

Viper squadron 30 points each fast attack

Front Side Rear BS

10 10 10 3

Unit composition: between 1 and 10 Vipers

Unit type: skimmer, fast, opened topped

Wargear: hull mounted twin linked shuriken catapult, turret mounted scatter laser

Options: may replace the hull mounted twin linked shuriken catapult for a single shuriken cannon for +5 points. May replace the scatter laser for a shuriken cannon for free, an eldar missile launcher for +5 points, a starcannon for +10 points, or a bright lance for +15 points. May take Vectored Engines for +20 points, spirit stones for +10 points, holo fields for +25 points, heavy armor (increases front and side armor by 1) for +30 points, and/or star engines for +15 points

Special rules

Scout, deep strike

War walker squadron 30 points each fast attack

Front Side Rear WS BS S I A

10 10 10 3 3 5 4 2

Unit composition: between 1 and 10 War walkers

Unit Type: walker, fast

Wargear: 2 shuriken cannons

Options: may replace either shuriken cannon with a scatter laser for free, eldar missile launcher for +5 points, starcannon for +10 points, or a bright lance for +15 points. May take spirit stones for +5 points per model

Special rules

Scout

Falcon Grav tank 100 points each heavy support

Front Side Rear BS

12 12 10 3

Unit composition: between 1 and 5 Falcon grav tanks

Unit type: tank, skimmer, fast

Access points: one rear hatch

Transport capacity: 6

Wargear: hull mounted twin linked shuriken catapults, turret mounted pulse laser, turret mounted scatter laser

Options: may replace the scatter laser with a shuriken cannon for free, eldar missile launcher for +5 points, starcannon for +10 points, or a bright lance for +15 points. May replace the twin linked shuriken catapults for a single shuriken cannon for +10 points. May take Vectored Engines for +20 points, spirit stones for +10 points, holo fields for +25 points, and/or star engines for +15 points

Fire Prism 115 points each heavy support

Front Side Rear BS

13 12 10 4

Unit composition: between 1 and 3 Fire Prisms

Unit type: tank, skimmer, fast

Wargear: hull mounted twin linked shuriken catapults, turret mounted Prism cannon

Options: May replace the twin linked shuriken catapults for a single shuriken cannon for +10 points. May take Vectored Engines for +20 points, spirit stones for +10 points, holo fields for +25 points, and/or star engines for +15 points

Fire Storm 130 points each fast attack

Front Side Rear BS

12 12 12 3

Unit composition: between 1 and 5 Fire Storms

Unit type: tank, skimmer, fast

Wargear: hull mounted twin linked shuriken catapults, turret mounted Fire Storm scatter laser (range 72" strength 6 AP 2 heavy 6, AA)

Options: May replace the twin linked shuriken catapults for a single shuriken cannon for +10 points. May take Vectored Engines for +20 points, spirit stones for +10 points, holo fields for +25 points, and/or star engines for +15 points

Night Spinner 105 points each fast attack

Front Side Rear BS

13 12 10 4

Unit composition: between 1 and 10 Night Spinners

Unit type: tank, skimmer, fast

Wargear: hull mounted twin linked shuriken catapults, turret mounted twin linked doom weaver (Range 72" strength 6 AP 5 heavy 1, large blast, rending, all models hit may not move for 2 turns)

Options: May replace the twin linked shuriken catapults for a single shuriken cannon for +10 points.

May take Vectored Engines for +20 points, spirit stones for +10 points, holo fields for +25 points, and/or star engines for +15 points

Vampire Raider 600 points each super heavy

Front Side Rear BS

10 10 10 4

Unit composition: between 1 and 5 Vampire Raiders

Unit Type: super heavy flyer

Access Points: rear ramp (three units may disembark in one turn)

Transport capacity: 30, or 15 wraithguard

Structure points: 3

Wargear: 2 wing mounted twin linked pulse lances, nose mounted scatter laser

Options: may replace the twin linked pulse lances with twin linked eldar missile launchers or a center mounted Pulsar for free.

Special rules

Eldar titan holo field

Vampire Hunter 650 points each super heavy

Front Side Rear BS

11 10 10 4

Unit composition: between 1 and 5 Vampire Hunters

Unit Type: super heavy flyer

Structure points: 3

Wargear: wing mounted twin linked pulsar, hull mounted twin linked eldar missile launcher, nose mounted scatter laser

Special rules

Eldar titan holo field

Lynx 200 points each super heavy

Front Side Rear BS

12 12 10 4

Unit composition: between 1 and 10 Lynx

Unit Type: super heavy tank, skimmer, fast

Wargear: hull mounted pulsar. Shuriken cannon

Options: may replace the shuriken cannon with a scatter laser for +5 points, a starcannon for +10 points, or a bright lance for +15 points. May replace the Pulsar with a sonic lance for free

Special rules

Eldar titan holo fields

Targeting matrix overdrive: gains +1 BS if it does not move

Phoenix Bomber 225 points each heavy support

Front Side Rear BS

10 10 10 4

Unit composition: between 1 and 10 Phoenix bombers

Unit Type: flyer

Wargear: two shuriken cannons, two phoenix missile launchers (range 48" strength 5 AP 3 Heavy 3), pulse laser

Options: may exchange the pulse laser for twin linked bright lances or twin linked starcannons for free.

May replace the phoenix missile launchers with nightfire missile launchers (range 56" strength 4 AP 5 Heavy 3, 3" blast, ignores cover, pinning) for +10 points

Special rules

Deep strike, supersonic, vector dancer, strafing run

Nightwing Interceptor 145 points each fast attack

Front Side Rear BS

10 10 10 4

Unit composition: between 1 and 10 Nightwing Interceptors

Unit Type: flyer

Wargear: two shuriken cannons, two bright lance

Special rules

Deep strike, supersonic, vector dancer, strafing run

Wasp Assault Walker squadron 45 points each fast attack

Front Side Rear WS BS S I A

11 11 10 3 3 5 4 2

Unit composition: between 1 and 10 Wasp Assault Walkers

Unit Type: walker

Wargear: two shuriken cannons, Wasp jump jets (may move 12" and gains a 5+ cover save while doing so)

Options: may replace either shuriken cannon for a scatter laser for +5 points, an eldar missile launcher for +10 points, a starcannon for +15 points, or a bright lance for +20 points. May take spirit stones for +5 points

Special rules

Deep strike

Scorpion Mark 1 450 points each super heavy

Front Side Rear BS

12 12 11 4

Unit composition: between 1 and 5 scorpions

Unit Type: super heavy tank (skimmer, fast)

Structure points: 3

Wargear: twin linked pulsar, shuriken cannon

Options: may replace the shuriken cannon with a scatter laser for free, an eldar missile launcher for +5 points, a starcannon for +10 points, or a bright lance for +15 points. May take vectored engine for +10 points and/or star engines for +5 points

Special rules

Eldar titan holo fields

Scorpion Mark 2 500 points super heavy

Front Side Rear BS

13 13 11 4

Unit composition: between 1 and 5 scorpions

Unit Type: super heavy tank (skimmer, fast)

Structure points: 4

Wargear: twin linked pulsar, shuriken cannon

Options: may replace the shuriken cannon with a scatter laser for free, an eldar missile launcher for +5 points, a starcannon for +10 points, or a bright lance for +15 points. May take vectored engine for +10 points and/or star engines for +5 points

Special rules

Eldar titan holo fields

Cobra Mark 1 550 points super heavy

Front Side Rear BS

12 12 11 4

Unit composition: between 1 and 5 Cobras

Unit Type: super heavy tank (skimmer, fast)

Structure points: 3

Wargear: D cannon (range 60" strength D AP 2 heavy 2, 5" blast), shuriken cannon

Options: may replace the shuriken cannon with a scatter laser for free, an eldar missile launcher for +5 points, a starcannon for +10 points, or a bright lance for +15 points. May take vectored engine for +10 points and/or star engines for +5 points

Special rules

Eldar titan holo fields

Cobra Mark 2 550 points super heavy

Front Side Rear BS

13 13 11 4

Unit composition: between 1 and 5 Cobras

Unit Type: super heavy tank (skimmer, fast)

Structure points: 4

Wargear: D cannon (range 60" strength D AP 2 heavy 2, 5" blast), shuriken cannon

Options: may replace the shuriken cannon with a scatter laser for free, an eldar missile launcher for +5 points, a starcannon for +10 points, or a bright lance for +15 points. May take vectored engine for +10 points and/or star engines for +5 points

Special rules

Eldar titan holo fields

Revenant Titan 700 points each super heavy

Front Side Rear WS BS I A

12 12 10 3 4 2 1

Unit composition: between 1 and 5 Revenant titans

Unit type: super heavy walker, fast

Structure points: 3

Wargear: 2 sonic lances, revenant missile launcher (range 24" strength 5 AP 3 heavy 4)

Options: may replace both sonic lances for two pulsars for free

Special rules

Eldar titan holo fields

Agile: In the shooting phase the Phantom may divert some of the energy from its primary weapons towards its legs so it can choose to either:

- Fire all available weapons as normal.
- Fire a single Primary Weapon and move an extra D6" (as per the Fleet rule).
- Fire no weapons at all and move an extra 2D6" (as per the Fleet rule).

Jump jets: may move 36" like a jump infantry, it may not land on friendly units but may land on enemy units causing a tank shock. However may not use agile or it's primary weapon.



ELDAR EXODITES

Exodite Special Rules

Fleet, Move Thru Cover, Stealth, Stubborn

Exodite Baron 70 Points HQ

WS BS S T W I A LD SV

Baron 6 5 3 3 3 6 3 9 4+

Unit Composition: 1 Exodite Baron

Unit Type: Infantry

Wargear: Las Pistol, Force shield (4+ invulnerable Save), Power Weapon, Haywire and Plasma Grenades

Options: May replace las pistol for a fusion pistol for +15 points. May replace power weapon for a Power Glaive for +20 points. May take an Avorsaur for +20 points or a Velosaur for +15 points. If mounted on an Avorsaur may replace his power weapon for a Star Lance for +20 points. May take a Scale Shield (provides a 3+ invulnerable save against all weapons, even those that do not allow invulnerable saves) for +10 points

Special Rules

Independent character

Power Glaive: adds +3 to bearer's strength but gains no bonus attacks

Drake Lord 185 Points HQ Unit

WS BS S T W I A LD SV

Drake 6 5 6 6 4 6 4 9 4+

Unit Composition: 1 Drake Lord

Unit Type: Monstrous Creature

Wargear: Scale Shield, Head Mounted Searing Flame, Laspistol, scatter laser, power weapon, Haywire and Plasma Grenades

Options: May replace las pistol for a fusion pistol for +15 points. May replace power weapon for a Power Glaive for +20 points. May be given wing (moves like jump infantry) for +20 points. May replace scatter laser for a bright lance or star cannon for +20 points

Cult of The Maiden 90 Points

WS BS S T W I A LD SV

Maiden 5 4 3 3 1 5 1 8 5+

Upholder 5 4 3 3 1 5 2 8 5+

Unit Composition: 1 upholder of the promise and 4 Maiden Guardians

Unit Type: Infantry

Wargear: Power Glaives, Plasma Grenades

Options: May include up to 7 more maidens for +16 points each. The Upholder may be given a shimmer shield for +20 points.

Special Rules

Preferred enemy

Body Guards: for each Barron of Visionary you take a unit of Maiden Guardians may be taken

Dragoon Kinship 160 points Elite Unit

WS BS S T W I A LD SV

Master 5 4 3 3(4) 1 5 2 8 4+

Dragoon 5 4 3 3(4) 1 5 1 8 4+

Unit Composition: 1 Dragoon Master and 4 Dragoons

Unit Type: Cavalry

Wargear: Lasblaster, Laser lance, Scale Shield

Options: May include up to 5 More dragoons for +30 points each. The Master may exchange his Laser

lance for a star lance for +15 points

Special Rules

Skilled Rider, Hit and Run, Scale Hide (always has a 3+ invulnerable save to ALL template weapons)

Sidhe Kinship 115 points elite units

WS BS S T W I A LD SV

Sidhe 5 4 3 3 1 5 2 8 5+

Crone 5 4 3 3 1 5 3 8 5+

Unit Composition: 1 Sidhe Crone and 4 Sidhe

Unit Type: infantry

Wargear: Barrow sword (poisoned 2+ close combat weapon), Las Pistol, Plasma Grenades

Options: may include 7 additional Sidhe for 20 points each. The Crone may take a power glaive for +20 points

Special Rules

Fearless, Furious charge

Mark of Death: At the start of the shooting phase may nominate a single enemy unit that is not a vehicle within 18" of the Crone. All hits on the enemy unit gain a re-roll to wound until the start of the next Eldar turn.

Visionary 75 points elite unit

WS BS S T W I A LD SV

4 4 3 3 2 5 1 9 5+

Unit Composition: 1 Visionary

Unit Type: infantry

Wargear: Las pistol, power weapon, exodus amulet (5+ invulnerable save), Haywire and plasma grenades

Options: may take a shrine of asuryan for +100 points, a Avorsaur for +20 points or a Velosaur for +15 points.

Special rules

Independent character

Visionary: May re roll reserve rolls and attempts to seize the initiative

Shrine of Asuryan 100 points elite unit

WS BS S T W I A LD SV

Maiden 5 4 3 3 1 5 1 8 5+

Unit Composition: 1 Shrine of Asuryan and 3 Maiden Guardians

Unit Type: Artillery

Wargear: power glaives and plasma grenades

Special rules

Slow and Purposeful, fearless, exodus amulet (5+ invulnerable save to the Maidens, the shrine and any independent characters joining them)

Inspiration of Destiny: All friendly Exodite units within 12" are leadership 10. Furthermore one

Exodite unit that turn within 18" gains preferred enemy special rule and counts as scoring an additional wound for determining combat resolution

Hunter Kinship 60 points troop unit

WS BS S T W I A LD SV

Hunter 4 4 3 3 1 4 1 8 5+

Velosaur 4 4 3 4 1 4 1 8 5+

Unit Composition: 5 Hunters

Unit Type: infantry

Wargear: Lasblaster, close combat weapon, plasma grenade

Options: May include 15 additional hunters for 12 points each. The Hunter may be joined by a heavy weapon Velosaur. The Velosaur must have a heavy weapon from the following list: scatter laser for 20 points, bright lance for 30 points, or a star cannon for 35 points. The Velosaur is relentless but the Squad may not scout. The Squad may be given Scale Cloaks (always has a 3+ invulnerable save to ALL template weapons) for +50 points

Special rules

Scout

Outcast Kinship 120 points Troop Unit

WS BS S T W I A LD SV

3 4 3 3 1 4 1 8 5+

Unit Composition: 5 Outcasts

Unit Type: infantry

Wargear: Ranger Long Rifle, Shuriken Pistol

Options: May include 5 additional outcasts for 24 points each

Special Rules

Infiltrate

Craftworld Exiles: They do not benefit from stubborn special rule. They do gain an additional +1 to cover saves.

Shadow Kinship 55 Points Troop unit

WS BS S T W I A LD SV

4 4 3 3 1 4 1 8 5+

Unit Composition: 5 Shadows

Unit Type: infantry

Wargear: Las pistol, close combat weapon, plasma grenades

Options: May include 5 additional Shadows for 11 points each. Two shadows may replace their lasnpistols for fusion pistol for +10 points. The Squad may be given Scale Cloaks (always has a 3+ invulnerable save to ALL template weapons) for +50 points

Special Rules

Scouts, counter attack

Cloud Runner Kinship 135 points Fast Attack

WS BS S T W I A LD SV

Runner 5 4 3 3 1 4 1 8 5+

Dancer 5 4 3 3 1 4 2 8 5+

Unit Composition: 1 Cloud Dancer and 4 Cloud Runners

Unit Type: jump infantry

Wargear: Power sword, haywire and plasma grenades

Options: May Include 5 more Cloud Runners for 25 points each

Special Rules

Hit and Run, Scout

Above Petty Concerns: may never be joined by any other unit or character

Avrosaur: May deep strike

Velosaur Riders 110 points Fast Attack

WS BS S T W I A LD SV

Rider 4 4 3 3(4) 1 4 1 8 5+

Velosaur 4 4 3 4 1 4 1 8 5+

Unit Composition: 5 Velosaur riders

Unit Type: Cavalry

Wargear: Lasblaster, close combat weapon, las pistol

Options: May include 5 more Velosaur riders for 22 points each. The Velosaur Riders may be joined by a heavy weapon Velosaur. The Velosaur must have a heavy weapon from the following list: scatter laser for 25 points, bright lance for 35 points, or a star cannon for 40 points. The Velosaur is relentless but the Squad may not scout.

Special Rules

Skilled Rider, Scout, Scale Hide (always has a 3+ invulnerable save to ALL template weapons), Counter attack, relentless

Wind Rider Chariot Squadron 100 points Fast Attack

Front Side Rear WS BS S I A

10 10 10 4 4 3 4 3

Unit Composition: 1 Wind Rider Chariot

Unit Type: Opened Topped, Fast, Skimmer

Wargear: Twin Linked Lasblaster, hull mounted Pulse Lance

Options: two additional Chariots may be added for 100 points each. Any Chariot may be given a power glaive for +20 points

Special Rules

Stealth

Scout Walker Squadron 50 points Heavy Support

Front Side Rear WS BS S I A

10 10 10 4 4 5 4 2

Unit Composition: 1 Scout Walker

Unit Type: Walker, Fast

Wargear: Scatter Laser

Options: Nine Additional Scout walkers may be added to the squadron for 50 points each. Any Scout walker may exchange it's scatter laser for a bright lance or star cannon for +20 points. Any scout walker may take an additional heavy weapon from the following list; scatter laser for +20 points, bright lance for +30 points, or a star cannon for +35 points

Special Rules

Scout, move threw cover, fleet

Thundersaur 135 points Heavy support

WS BS S T W I A LD SV

3 2 9 6 4 2 D6+2 5 4+

Unit Composition: 1 Thundersaur

Unit Type: monstrous creature

Wargear: tusks, horns, teeth, head mounted searing flame

Options: May include 2 additional Thundersaurs for 135 points each. Any thundersaur may have a weapons platform with one of the following heavy weapons; scatter laser for +20 points, bright lance for +30 points, star cannon for +35 points. The Back weapon is fired at BS 4. The head weapon may be

upgraded to a lightning fork for +15 points.

Special Rules

Fearless, Furious Charge, 3+ feel no pain, Scale Hide (always has a 3+ invulnerable save to ALL template weapons)

Bestial instinct: at the start of each turn when a Thundersaur is not in assault roll a D6. On a 1 the opposing player may move the Thundersaur in an direction they wish and fire the head weapon at any unit in range.

Bright Stallion 350 points each Super heavy

Front Side Rear WS BS S I A

12 12 10 4 4 10 5 2

UNIT: 1 to 5 Bright Stallion Knight

TYPE: Super-heavy walker, Fast

STRUCTURE POINTS: 2

WEAPONS AND EQUIPMENT: 2 arm-mounted weapons: 1 Knight Pulse laser (range 48" strength 8 AP 2 Heavy 4, lance); 1 Scatter laser

SPECIAL RULES:

Eldar Titan Holo-fields

Gallop: In the shooting phase the Bright Stallion may divert some of the energy from its weapons towards its 4 legs so it can choose to either:

- Fire all available weapons as normal.
- Fire no weapons at all and move up to 12" (for a total of 24" per turn).

Towering Destroyer 450 points each Super heavy

Front Side Rear WS BS S I A

12 12 10 5 3 10 4 3

UNIT: 1 to 3 Towering Destroyer Knight

TYPE: Super-heavy walker

STRUCTURE POINTS: 2

WEAPONS AND EQUIPMENT: 4 arm-mounted weapons: 1 Knight Pulse laser (range 48" strength 8 AP 2 Heavy 4, lance); 1 Scatter laser; 2 Dreadnought close combat weapons

SPECIAL RULES:

•Eldar Titan Holo-fields

•Agile: In the shooting phase the Towering Destroyer may divert some of the energy from its weapons towards its legs, so it can choose to either:

- Fire all available weapons as normal.
- Fire no weapons at all and move an extra 2D6" (as per the Fleet rule).

Fire Gale 500 Points each Super heavy

Front Side Rear WS BS S I A

12 12 10 4 4 10 4 2

Unit Composition: 1 to 3 Fire Gale Knights

Unit Type: Super Heavy Walker

Wargear: Knight Fire Lance (range 60" Strength 10 AP 4 Heavy 2, melta), Scatter laser

SPECIAL RULES:

•Eldar Titan Holo-fields

Warp Hunter 125 points Heavy Support Unit

Front Side Rear BS

12 12 10 3

Unit Composition: 1 Warp Hunter

Unit Type: Fast, Skimmer, Tank

Wargear: Twin-linked shuriken catapults, D-cannon (Normal: Range 36" Strength * AP 2 Heavy 1, blast, barrage, always wounds on a 2+ and rolls of a 6 cause instant death regardless of toughness or eternal warrior, against vehicles a 3 or 4 causes a glancing hit and a 5 or 6 causes a penetrating hit.

Aether Rift: Range Template strength * AP 2 Heavy 1, blast, barrage, always wounds on a 2+ and rolls of a 6 cause instant death regardless of toughness or eternal warrior, against vehicles a 2 or 3 causes a glancing hit and a 4 to 6 causes a penetrating hit.)

Options: May Include 4 more Warp Hunters for 125 points each. Any Warp Hunter may replace its twin-linked shuriken catapults with Shuriken cannon for +10 points. Any Warp Hunter May take Spirit stones for +10 points, Star engines for +15 points, Vector engines for +20 points, Holo-field for +35 points

Hornet 65 points Fast Attack Unit

Front Side Rear BS

11 11 10 3

Unit Composition: 1 Hornet

Unit Type: Fast, Skimmer

Wargear: Star Engines, 2 Shuriken cannons

Options: May include 4 additional Hornets for 65 points each. Any Hornet may Replace either of it's Shuriken cannons for Scatter laser for +10 points each, Eldar missile launcher for +15 points each, Starcannon for +20 points each, Bright lance for +25 points each, Pulse laser for +35 points. Any Hornet may take Holo-field for +35 points, Vector Engines for +20 points, and/or Spirit stones for +10 points

Special Rules

Scout, Move Threw Cover

Ranged Weapons

Lasblaster Range 24" Strength 3 AP 5 Assault 2

Las pistol range 12" Strength 3 AP 5 Pistol

Laser Lance Range 6" Strength 6 AP 4 Assault 1, lance

Lighting Fork range 6" strength 5 AP 3 Heavy D6, pinning

Pulse Lance Range 48" Strength 8 AP 2 Heavy 2, Lance

Searing Flame Range Template Strength 5 AP 4 Assault 1

Star Lance Range 6" Strength 8 AP 4 Assault 1, lance



Eldar Harlequins

Harlequin special rules and equipment

Fleet, Furious Charge, Hit and Run

Flip Belt: Ignore Difficult and dangerous terrain

Holo Suit: 5+ invulnerable save

Great Harlequin 100 Points HQ

WS BS S T W I A LD SV

7 5 4 3 3 7 4 10 Unit

Composition: 1 Great Harlequin

Unit Type: Infantry

Wargear: Shuriken pistol, Domino Field (4+ invulnerable save), power weapon, Harlequin cards (may place cards on a vehicle. If successfully placed the unit moves 2D6" away and the enemy unit may NOT consolidate. Once the Harlequin has disengaged roll a D6. On a 1 to 3 they card has no effect. On a 4 or 5 the vehicle suffers a glancing hit. On a 6 the vehicle suffers a penetration hit) , plasma grenade
Options: may replace Shuriken pistol with a fusion pistol for +15 points or a Neural disruptor for +20 points. May exchange power weapon for a Harlequin kiss for free. May be given power blades (+1 to attacks and ignore armor saves) for +15 points. May take a Harlequin Jetbike (+1 toughness, bike is armed with twin linked Shuriken catapults and becomes a jet bike unit) for +20 points.

Special rules

Independent character, Fearless (applies to any unit it joins)

Rictus Mask: Enemy units with the unit is at -1 leadership

The Trickster 110 points HQ

WS BS S T W I A LD SV

5 4 3 3 2 6 2 10 Unit

Composition: 1 Trickster

Unit Type: Infantry

Wargear: Shuriken pistol, Domino Field (4+ invulnerable save), Close Combat weapon, Harlequin cards (may place cards on a vehicle. If successfully placed the unit moves 2D6" away and the enemy unit may NOT consolidate. Once the Harlequin has disengaged roll a D6. On a 1 to 3 they card has no effect. On a 4 or 5 the vehicle suffers a glancing hit. On a 6 the vehicle suffers a penetration hit) , plasma grenade

Options: may replace Shuriken pistol with a fusion pistol for +15 points or a Neural disruptor for +20 points. May exchange Close Combat weapon for a Harlequin kiss or power weapon for +10 points

Special Rules

Independent character, He's Behind you (C:IG page 61)

Master of Deception: Cover save of a single piece of terrain is reduced by 1 for the duration of the game. May force the opponent to re-roll any failed or successful reserve rolls

Smoke And Mirrors: On the turn the Trickster charges into assault the enemy models may only hit it on a 6+ for that turn.

The Laughing God 400 points HQ

WS BS S T W I A LD SV

5 3 9 8 5 5 4 10 Unit

Composition: 1 Laughing God

Unit Type: Monstrous Creature

Wargear: Assault Grenades, Domino Field (4+ invulnerable save)

Special Rules

Independent character, Eternal Warrior, Fleet, Ignore All Terrain, He's Behind you (C:IG page 61)

Deceive: The power has a range of 24" and clear line of sight. The Unit MUST make a moral or pinning test (owner of the Laughing God's choice), even if they would normally pass such a test.

Misdirect: The laughing god may leave combat before any blows are struck. The enemy unit may only consolidate

Dread: if clear line of sight is made a unit within 24" must make a leadership test or it will only strike on a 6 in close combat.

Master of Deception: Cover save of a single piece of terrain is reduced by 2 for the duration of the game. May force the opponent to re-roll any failed or successful reserve rolls

High Shadowseer 80 points each Elites

WS BS S T W I A LD SV

5 3 9 8 5 5 4 10 Unit

Composition: 1 to 3 High Shadowseers (in all respect they count as independent characters)

Unit Type: Infantry

Wargear: Shuriken pistol, Close Combat Weapon, Harlequin cards (may place cards on a vehicle. If successfully placed the unit moves 2D6" away and the enemy unit may NOT consolidate. Once the Harlequin has disengaged roll a D6. On a 1 to 3 they card has no effect. On a 4 or 5 the vehicle suffers a glancing hit. On a 6 the vehicle suffers a penetration hit) , plasma grenade

Options: may replace Shuriken pistol with a fusion pistol for +15 points or a Neural disruptor for +20 points. May exchange Close Combat weapon for a Harlequin kiss or power weapon for +10 points.

May take a Harlequin Jetbike (+1 toughness, bike is armed with twin linked Shuriken catapults and becomes a jet bike unit) for +20 points or may be given the infiltrate special rule for +15 points.

Special Rules

Independent character

Mastery beyond the Veil: Has the Veil of tears psychic power and is cast automatically at the start of each turn. Additionally it may cast a single shooting psychic power that DOES NOT require s psychic test

The Great Dance: cast on an enemy unit or walker with in 18". Roll to hit as normal. If a hit is made move then enemy model(s) up to D6 inches difficult terrain has no effect on said models, models may not be moved out of combat or into impassable terrain but may be moved into dangerous terrain or off the board.

Veil of Tears: This Power is cast on themselves and any Harlequins within 6". Any enemy model wishing to target them must first roll 2D6x2 inches. This is their spotting distance and if they cannot spot them they may not shoot.

Mockery: May target any non vehicle model within 18". All hits (both shooting and assault) gain the ability to re roll to wound until the start of the next Harlequin turn.

Iridescent: The High Shadowseer and any harlequin units within 12" gain a +1 to their invulnerable save

Mime Troupe 110 points Elite unit

WS BS S T W I A LD SV

Mime 5 4 3 3 1 6 2 9 -

Master 5 4 3 3 1 6 3 9 -

Unit Composition: 5 Mimes

Unit Type: Infantry

Wargear: Shuriken pistol, Close Combat Weapon, Harlequin cards (may place cards on a vehicle. If successfully placed the unit moves 2D6" away and the enemy unit may NOT consolidate. Once the Harlequin has disengaged roll a D6. On a 1 to 3 they card has no effect. On a 4 or 5 the vehicle suffers a glancing hit. On a 6 the vehicle suffers a penetration hit) , plasma grenade

Options: may include 5 more mimes for 22 points each. Any model may exchange Close Combat weapon for a Harlequin kiss for +4 points per model. Two mimes may replace Shuriken pistol with a fusion pistol for +10 points or a Neural disruptor for +15 points. The Unit may be gives Rictus Masks (Enemy units with the unit is at -1 leadership) for +2 points a model. One Mime may be upgraded to a Master Mime for +20 points. The Master Mime may replace their close combat weapon for a Harlequin kiss or power weapon for free.

Special Rules

Infiltrate

Harlequin Troupe 90 points Troop unit

WS BS S T W I A L D S V

Harlequin 5 4 3 3 1 6 2 9 -

Shadowseer 5 4 3 3 1 6 2 9 -

Death Jester 5 4 4 3 1 5 2 9 -

Master 5 4 3 3 2 7 3 10 -

Unit Composition: 5 Harlequins

Unit Type: Infantry

Wargear: Shuriken pistol, Close Combat Weapon

Options: One Harlequin may be upgraded to a Troupe Master for +25 points, replacing his close combat weapon for either a harlequin kiss or power weapon for free. One Harlequin may be upgraded to a Death Jester for +15 points replacing his weapons for a shrieker cannon and Harlequin cards (may place cards on a vehicle. If successfully placed the unit moves 2D6" away and the enemy unit may NOT consolidate. Once the Harlequin has disengaged roll a D6. On a 1 to 3 they card has no effect. On a 4 or 5 the vehicle suffers a glancing hit. On a 6 the vehicle suffers a penetration hit). One Harlequin may be upgraded to a Shadowseer for +30 points, it has the Veil of Tears power, a force weapon and Hallucinogen grenades. May include 5 more Harlequins for 18 points each. Any model may exchange their close combat weapon for a Harlequin kiss for +4 points. 2 models may replace their Shuriken pistol for a Fusion pistol for +10 points each.

Apprentice Troupe 120 points Troop Unit

WS BS S T W I A L D S V

Apprentice 4 3 3 3 1 5 1 8 -

Harlequin 5 4 3 3 1 6 2 9 -

Unit Composition: 1 Harlequin and 9 Apprentices

Unit Type: Infantry

Wargear: Shuriken pistol, Close Combat Weapon, Plasma Grenades

Options: May include 10 more Apprentices for 11 points each. The Harlequin may exchange it's close combat weapon for a Harlequin kiss or power weapon for +10 points. The Apprentices may exchange their Shuriken pistol and Close Combat Weapon for a shuriken catapult for free.

Special Rules

Merely Players: Do not count as a scoring unit

Harlequin Jetbike Troupe 100 points Fast Attack unit

WS BS S T W I A L D S V

Harlequin 5 4 3 3(4) 1 6 2 9 4+

Master 5 4 3 3(4) 1 6 3 9 4+

Unit Composition: 3 Harlequins on jetbikes

Unit Type: Jetbike

Wargear: Shuriken pistol, Close Combat Weapon, Plasma Grenades, twin linked shuriken catapult, Domino field

Options: May include 7 more Harlequin jetbikes for 34 points each. . Any model may exchange their close combat weapon for a Harlequin kiss for +6 points each. Two jetbikes rides may exchange their jetbike twin linked shuriken catapult for a shrieker cannon for +10 points or may exchange their Shuriken pistol for a fusion pistol for +10 points. One Harlequin jetbike may be upgraded to a Troupe master for +20 points and then may exchange their close combat weapon for a Harlequin kiss or power weapon for free.

Special Rules

Skilled Rider

Death Jester Viper Squadron 75 points Fast Attack Unit

Front Side Rear BS

10 10 10 4

Unit Composition: 1 Death Jester Viper

Unit Type: Opened topped, fast, skimmer

Wargear: hull mounted twin linked Shuriken catapult, platform mounted shrieker cannon

Options: may include up to 4 more Death Jester Vipers for 75 points each. Any viper may replace it's twin linked Shuriken catapult with a shrieker cannon for +10 points. Any viper may exchange it's platform mounted shrieker cannon for a Domino lance for +15 points or a Harlequin missile launcher for +20 points.

Special Rules

Domino Field: Vehicle counts as obscured if it moves more then 6"

Harlequin Viper Squadron 90 points Fast attack unit

Front Side Rear WS BS S I A

10 10 10 5 4 3 6 4

Unit Composition: 1 Harlequin Viper

Unit Type: Opened topped, fast, skimmer

Wargear: hull mounted twin linked Shuriken catapult, power weapon, Harlequin cards (may place cards on a vehicle. If successfully placed the unit moves 2D6" away and the enemy unit may NOT consolidate. Once the Harlequin has disengaged roll a D6. On a 1 to 3 they card has no effect. On a 4 or 5 the vehicle suffers a glancing hit. On a 6 the vehicle suffers a penetration hit).

Options: may include up to 9 more Harlequin Vipers for 90 points each. Any viper may replace it's twin linked Shuriken catapult with a shrieker cannon for +10 points.

Special Rules

Furious Charge, Hit and Run (always passes leadership test)

Domino Field: Vehicle counts as obscured if it moves more then 6"

Death Jester Troupe 105 points Heavy Support unit

WS BS S T W I A LD SV

5 4 3 3 1 6 2 9 Unit

Composition: 3 Death Jesters

Unit Type: Infantry

Wargear: shrieker cannon

Options: may include 7 more Death Jesters for 35 points each. Any Death Jester may exchange it shrieker cannon for a Domino lance for +15 points or a Harlequin missile launcher for +20 points.

Special Rules

Relentless

Dealers of Death: The unit is fearless as long as two or more members are alive

Wraithdancer 145 points each Heavy Support

WS BS S T W I A LD SV

6 4 8 7 3 6 2 10 Unit

Composition: 1 to 5 Wraithdancers

Unit Type: Monstrous Creature

Wargear: shrieker cannon, two Shuriken catapults, Wraithsword (re roll to hit), Domino field (4+

invulnerable save)

Options: may exchange 1 or both of its Shuriken catapults for flamers for free or fusion guns for +15 points each. May exchange its shrieker cannon for an additional Wraithsword (gaining +1 to attacks) for free. May Exchange Wraithsword for an additional shrieker cannon for free, but loses 1 attack.

Special Rules

Laughing Avatar: All enemy models in close combat with the Wraithdancer are at -1 to their leadership

Warp Hunter 125 points Heavy Support Unit

Front Side Rear BS

12 12 10 3

Unit Composition: 1 Warp Hunter

Unit Type: Fast, Skimmer, Tank

Wargear: Twin-linked shuriken catapults, D-cannon (Normal: Range 36" Strength * AP 2 Heavy 1, blast, barrage, always wounds on a 2+ and rolls of a 6 cause instant death regardless of toughness or eternal warrior, against vehicles a 3 or 4 causes a glancing hit and a 5 or 6 causes a penetrating hit.

Aether Rift: Range Template strength * AP 2 Heavy 1, blast, barrage, always wounds on a 2+ and rolls of a 6 cause instant death regardless of toughness or eternal warrior, against vehicles a 2 or 3 causes a glancing hit and a 4 to 6 causes a penetrating hit.)

Options: May Include 4 more Warp Hunters for 125 points each. Any Warp Hunter may replace its twin-linked shuriken catapults with Shuriken cannon for +10 points. Any Warp Hunter May take Spirit stones for +10 points, Star engines for +15 points, Vector engines for +20 points, Holo-field for +35 points

Phantom Titan 1900 points each super heavy

Front Side Rear WS BS S I A

12 12 12 3 4 10 2 2

UNIT: 1 to 3 Phantom Titans

TYPE: Super-heavy walker

STRUCTURE POINTS: 7

WEAPONS AND EQUIPMENT: 2 arm weapons from the following list: Phantom Pulsar (range 96" strength D AP2 heavy 3, 5" blast, destroyer, primary weapon), Phantom Sonic Lance (range hailstorm placed within 60" of barrel of weapon strength X models wounded on a 2+ for vehicles roll 3D6 armor pen AP 2 heavy 1, primary weapon), Distortion Cannon (Range G48" strength D AP 2 ordinance 1, 10" blast, primary weapon, destroyer, inflicts instant death on models regardless of toughness or invulnerable saves and ignores holo fields, power fields, and void shields), Heat Lance (range 72" strength D AP 1 Ordinance 1, 7" blast, primary weapon, melta, adds +2 to damage chart), Titan close combat weapon. 2 wing-mounted weapons: 1 Phantom Missile Launcher (range 48" strength 5 AP 3 heavy 6), 1 Phantom Prism Cannon (range 60" strength 10 AP 1 heavy 2, 5" blast)

SPECIAL RULES:

Eldar Titan Holo-fields

Spirit Stone: The titan ignores Driver Stunned critical results on a D6 roll of 4+, and may always fire one weapon per turn that would normally be subject to a Gun-Crew Stunned restriction.

Agile: In the shooting phase the Phantom may divert some of the energy from its primary weapons towards its legs so it can choose to either:

- Fire all available weapons as normal.
- Fire a single Primary Weapon and move an extra D6" (as per the Fleet rule).
- Fire no weapons at all and move an extra 2D6" (as per the Fleet rule).

Hornet 65 points Fast Attack Unit

Front Side Rear BS

11 11 10 3

Unit Composition: 1 Hornet

Unit Type: Fast, Skimmer

Wargear: Star Engines, 2 Shuriken cannons

Options: May include 4 additional Hornets for 65 points each. Any Hornet may Replace either of it's Shuriken cannons for Scatter laser for +10 points each, Eldar missile launcher for +15 points each, Starcannon for +20 points each, Bright lance for +25 points each, Pulse laser for +35 points. Any Hornet may take Holo-field for +35 points, Vector Engines for +20 points, and/or Spirit stones for +10 points

Special Rules

Scout, Move Threw Cover

Domino Lance Range 24" Strength 8 AP 2 Assault 1, lance

Harlequin Missile Launcher melta Ranger 24" Strength 8 AP 1 assault1, melta

Harlequin Missile Launcher Gas Range 24" Strength 1 AP - assault 1, blast, poisoned 4+



Dark Eldar

WARP HAG 120 points Elite Unit

WS BS S T W I A LD Sv

Warp Hag 6 5 3 3 3 6 3 10 5+

Slave Psyker 2 2 3 3 1 3 1 3 -

Unit Composition: 1 Warp Hag and 9 Slave Psykers

Unit Type: Infantry

Wargear: Mesh Armor, Splinter pistol, Agoniser Staff. The Slaves have nothing

Options: may include 10 more slave Psykers for 5 points each.

Special Rules

Soul Shields: Each time the Warp Hag casts a psychic power make a psychic test. On a roll of any double d6 Slave Psykers have their souls consumed by Slaanesh and are removed from play. The Warp Hag herself is immune to Perils of the Warp until she runs out of Slaves. At that point she quite sensibly ceases to use her psychic talent and retires from the battlefield (remove her from play). At that point the unit counts as destroyed.

Psyker – May cast one of the following each shooting phase:

Mind Lash: Range 48” Str 9 Ap 1 Causes Instant Death

Black Horror: Range 36” Str 6 Ap 4 Large Blast

Despair: All enemy models within 24” -2 Ld

Barge of Pleasure 750 points each Super Heavy

[Front] [Side] [Rear] [BS]

12 12 10 4

Unit Composition: 1 to 2 Barge of Pleasures

Structure points: 4

Type: flyer

Dark eldar shadow field: works as eldar titan holofield

Weapons: 2 dark lances, 2 twin linked long barreled splinter cannons, Desolator

Dark Lance: Range 36” STR 8 AP 2 Heavy 1, lance

LB Splinter cannon: Range 36” STR 4 AP 5 assault 4, poisoned 4+

Desolator: Range 36” STR 6 AP 2 heavy 1, large blast

Slaverbringer assault boat 250 points each Super heavy

Front] [side] [rear] [BS]

11 10 10 4

Unit Composition: 1 to 5 Slaverbringer assault boats

Structure points: 2

Type: flyer

Dark eldar shadow field: works as eldar titan holofield

Weapons: 2 twin linked dark lances, splinter cannon

Vessel of Pain 700 points each Super Heavy

Front] [Side] [Rear] [BS]

10 10 10 4

Unit Composition: 1 to 10 Vessel's of Pain

Structure points: 2

Type: flyer

Dark eldar shadow field: works as eldar titan holofield

Weapons: 2 Shadow Lances, 2 long barreled splinter cannons, Desolator
LB Splinter cannon: Range 36" STR 4 AP 5 assault 4, poisoned 4+
Desolator: Range 36" STR 6 AP 2 heavy 1, large blast
Shadow Lance: Range 120" Strength D AP 1 Heavy 2, blast, lance, destroyer

Tormentor Titan 650 points Each Super Heavy

Front] [Side] [Rear] [BS][WS][S][I][A]
13 11 10 4 4 10 5 4

Unit Composition: 1 to 10 Tormentor Titans

Structure points: 2

Type: Fast Super Heavy Walker

Weapons: 2 Shadow Lances, Hail of splinters, 2 dreadnought close combat weapons

Shadow Lance: Range 120" Strength D AP 1 Heavy 2, blast, lance, destroyer

Hail of Splinters: Range 48" Strength 6 AP 4 Assault 6, poisoned 4+

URENOMOS: FLENS ENGINE 180 points each Heavy Support

WS BS S T W I A LD SV

4 3 7 7 5 4 5 10 3+

Unit Composition: 1 to 3

Unit Type" Monstrous Creature

Wargear: Armored Carapace, Four Close Combat Weapon (attacks already included in profile), Four

Flensing Shrouds, Two Twin Linked Liquefier Guns

Special Rules

Night Vision, Power From Pain, Fearless

Flensing Shrouds: These razor-sharp nets hang under the arms of the Urenomos slashing at all who come into contact with them. But their true horror lies in their effect on their victims after death. Each shroud acts as a soul ensnaring web which moans and shrieks with the promise of further torment yet to be inflicted. In battle each Shroud counts as a Casket of Flensing.

Absorption: In combat, the Urenomos can regenerate damage sustained earlier in the battle by absorbing material (both organic and otherwise) from its foes. At the end of each assault phase, roll a D6 for each wound caused by the Urenomos in combat that turn. Each roll of a 6 regenerates it a single wound.

Kharon Catalyst Engine 80 points dedicated transport

WS BS S T W I A LD SV

3 3 5 7 4 4 2 10 3+

UNIT TYPE: Monsterous Creature

TRANSPORT: The Kharon has a transport capacity of 7. It has the assault rule. If the Kharon is killed, any unit within D6 of the Kharon, including the embarked one, takes a S4 AP- hit as the Kharon's burning ichor splatters them.

WARGEAR: Amoured carapace, close combat weapon, Stinger pod

OPTIONS: May replace Splinter pod with two Shredders for + 7points. May be armed with one of the following: Twin-linked Liquifier gun for +10 points, Twin-linked Splinter cannon for +15 points, or Twin-linked Disintegrator for +30 points.

SPECIAL RULES

Night vision, power from pain, fearless, move through cover, jump

TORMENT RACKS: The embarked unit is held in a harness lined with acid-coated barbs, which invigorates them with exquisite anguish. The unit gains a pain token when they disembark. If the torment racks are used the unit may not assault on the turn that they disembark, as the process of

disengaging from the racks takes too long.

ABADDON NIGHTMARE ENGINE 100 points each fast attack

WS BS S T W I A LD SV

3 3 5 7 3 4 2 10 3+

Unit composition: between 1 and 3

UNIT TYPE: Flying Monstrous Creature

WARGEAR: Armoured carapace, close combat weapon, Psyker cage and Dreadbeam

PSYCHER CAGE AND DREADBEAM: An enemy psyker is held in utter psychic torment within a cruel enclosure in an Abaddon's chest. The Abaddon absorbs the psyker's anguish and projects it into the minds of its chosen target. This attack is a template attack that for each model hit causes the effected unit(s) to take one test which is both a pinning test and a fear test.

SPECIAL RULES

Night vision, power from pain, fearless, move through cover

PROMETHEUS ARCANE ENGINE 100 points each, heavy support

WS BS S T W I A LD SV

5 5 5 7 2 4 2 10 3+

Unit composition: between 1 and 3

UNIT TYPE: Monstrous Creature

WARGEAR: Armored carapace, close combat weapon

options: May select two pieces of Arcane wargear at Haemonculi prices; Animus Vitae for +5 points, Casket of Flensing for +10points, Liquifier Gun for +10 points, Vexator Mask for +10 points, Scissorhand for +15 points, Archangel of Pain for +15 points, Hexrifle for +15 points, Shattershard for +15 points, Crucible of Malediction for +20 points, Orb of Despair for +20 points, Dark gate for +25 points. May swap out its close combat weapon for two Blast pistols for +30 points. May be armed with any two of the following: Splinter Cannon for +10 points, Haywire blaster for +15 points, Dark lance for +20 points, Disintegrator for +20 points

SPECIAL RULES

Night vision, power from pain, fearless, move through cover, fearless

AWAKENED SLAVE: Because of the heightened awareness that the Prometheus has of its situation, there is always the possibility that the slave's mind will awaken and it will turn on its masters. If a Haemonculus is not within 12" of the Prometheus during its shooting phase roll a D6, on a roll of two or less the slave awakens. The opponent may control the Prometheus for that shooting phase.

ATLAS SYMBIOTE ENGINE 80 points HQ

WS BS S T W I A LD SV

2 2 7 7 3 1 1 10 3+

UNIT TYPE: Monstrous Creature

WARGEAR: Armoured carapace, Close combat weapon, HELLWOMB (The Haemonculus may inflict a wound on the Atlas to burst its Hellwomb. A flood of searing acids and toxins held within gush out, covering a large area in a deadly pool of bile. This attack takes place automatically against the embarked Haemonculus with no scatter upon the Atlas' death if it has not yet been used. Range 3"

Strength 2D6 AP D3 Large blast, dangerous terrain, one shot, Scatters D6 on Atlas BS)

OPTIONS: May take an additional close combat weapon for +15 points. May replace one close combat weapon with one of the following: Ichor injector for +5 points, Scissorhand for +15 points, Flesh gauntlet for +20 points

SPECIAL RULES

Night vision, power from pain, fearless, move through cover, jump

HQ CHOICE: When you select an Atlas as an HQ you must take a single Haemonculus or Haemonculus Ancient as its passenger. No other Haemonculi may be taken in this slot.

TRANSPORT: The Atlas has a transport capacity of 1. It has the assault rule. If the Atlas is killed, any unit within D6 of the Atlas, including the embarked one, takes a S4 AP- hit as the Atlas's burning ichor splatters them.

FLESH CHARIOT: The Atlas Symbiote engines act as a giant armoured warsuits for the Haemonculi, granting them far more power and endurance during raids than they would otherwise have. The Haemonculus uses the Atlas's S, T, W, Ld, and Sv stats and close combat weapons while embarked, but its own WS, BS, I, A.

ALOOOF: Haemonculi who use such devices often do so because they desire to distance themselves from the ravel of their own raiding parties as well as the enemy. For as long as the Haemonculus is embarked on the Atlas they do not act as an independent character, or a character at all. Furthermore they may not use any of their own close combat weapons while embarked.

MINDLESS: Once the Haemonculus has disembarked the Atlas will wander the battlefield aimlessly until it happens upon an enemy. Enough awareness was left to it that it will charge, but it is easily distracted and might turn away before it gets there. Roll the scatter dice to determine the Atlas' movements. On a hit move it forward 2D6, otherwise move it 2D6 in the direction indicated. If the Atlas comes within 9" of an enemy unit role for a charge.

Raider 50 points dedicated transport

Front Side Rear BS

10 10 10 4

Unit composition: 1 raider

Unit type: skimmer, fast, opened topped

Transport capacity: 10

Wargear: dark lance

Options: may replace the dark lance with a disintegrator cannon for free. May take a shock prow, torment grenade launcher, enhanced aethersails, retrofire jets, chain snares, grisly trophies, and/or envenomed blades for +5 points, and/or splinter racks, night shields, or flicker fields for +10 points

Special rules

Night vision

Venom 45 points dedicated transport

Front Side Rear BS

10 10 10 4

Unit composition: 1 Venom

Unit type: skimmer, fast, opened topped

Transport capacity: 5

Wargear: twin linked splinter rifle, splinter cannon, flickerfield

Options: may replace the twin linked splinter rifle with a splinter cannon for +5 points. May take a retrofire jets, chain snares, grisly trophies, and/or envenomed blades for +5 points, and/or night shields for +10 points

Special rules

Night vision

Ravager 100 points each heavy support

Front Side Rear BS

11 11 10 4

Unit composition: between 1 and 20 Ravagers

Unit type: skimmer, fast, opened topped

Wargear: 3 dark lances

Options: may replace any dark lance with a disintegrator cannon for free. May take a shock prow, torment grenade launcher, enhanced aethersails, retrofire jets, chain snares, grisly trophies, and/or venomous blades for +5 points, and/or splinter racks, night shields, or flicker fields for +10 points

Special rules

Night vision, Aerial assault

Razorwing 130 points fast attack

Front Side Rear BS

10 10 10 4

Unit composition: between 1 and 20 Razorwings

Unit type: skimmer, fast

Wargear: twin linked splinter rifle, two wing mounted dark lances, 4 monoscythe missiles

Options: may replace any dark lance with a disintegrator cannon for free. May replace twin linked splinter rifle for a splinter cannon for +5 points. May replace any monoscythe missile with a necrotoxin missile for +5 points or shatterfield missile for +5 points. May take night shields or flicker fields for +10 points

Special rules

Night vision, Aerial assault, deep strike, supersonic

Voidraven bomber 140 points each heavy support

Front Side Rear BS

11 11 10 4

Unit composition: between 1 and 10 Voidraven bombers

Unit type: skimmer, fast

Wargear: two void lances, one sonic mine

Options: may take four monoscythe missile, necrotoxin missile, shatterfield missile for +5 points, or Implosion missile for +15 points. May take night shields or flicker fields for +10 points

Special rules

Night vision, Aerial assault, deep strike, supersonic

Raven Strike Fighter 120 points each fast attack

Front Side Rear BS

10 10 10 4

Unit composition: between 1 and 20 Raven strike fighters

Unit Type: flyer

Wargear: 2 wing mounted dark lances, tail mounted splinterstorm cannon (range 56" strength X AP 5 Heavy 10, poisoned 3+)

Options: May take night shields or flicker fields for +10 points

Special rules

Night vision, Aerial assault, deep strike, supersonic, evasive, strafing run, vector dancer

Venomwing 150 points each fast attack

Front Side Rear BS

11 11 10 4

Unit composition: between 1 and 20 Venomwings

Unit Type: flyer

Wargear: 2 wing mounted dark lances, 2 tail mounted splinterstorm cannon (range 56" strength X AP 5 Heavy 10, poisoned 3+)

Options: May take night shields or flicker fields for +10 points

Special rules

Night vision, Aerial assault, deep strike, supersonic, evasive, strafing run, vector dancer

Reaper 125 points each heavy support

Front Side Rear BS

11 11 10 4

Unit composition: between 1 and 25 Reapers

Unit type: skimmer, fast, opened topped

Wargear: Storm Vortex Projector (blast: range 24" strength 5 AP 4 heavy 1, 5" blast, pinning, when hitting vehicles roll a D6. On 2-4 the vehicle suffers a glancing hit, on a 5 or 6 it suffers a penetrating hit. Beam: range 48" strength 7 AP 3 heavy 1, , when hitting vehicles roll a D6. On 2-4 the vehicle suffers a glancing hit, on a 5 or 6 it suffers a penetrating hit. Suffers D3 of these attacks and causes instant death on a 4+)

Options: May take a shock prow, torment grenade launcher, enhanced aethersails, retrofire jets, chain snares, grisly trophies, and/or envenomed blades for +5 points, and/or splinter racks, night shields, or flicker fields for +10 points

Special rules

Night vision, Aerial assault

Tantalus 200 points each heavy support

Front Side Rear BS

13 12 10 4

Unit composition: between 1 and 5 Tantalus

Unit type: skimmer, fast, opened topped

Wargear: two pulse disintegrators (range 36" strength 5 AP 2 heavy 6), flickerfield, enhanced aethersails, scythvanes (strength 10 D6 ramming attack against vehicles and D6 strength 7 AP 2 hits against infantry who come into contact)

Options: May take a shock prow, torment grenade launcher, , retrofire jets, chain snares, grisly trophies, and/or envenomed blades for +5 points, and/or splinter racks or night shields for +10 points

Special rules

Night vision, Aerial assault, deep strike

Rampage 200 points each heavy support

Front Side Rear BS

13 12 10 4

Unit composition: between 1 and 20 Rampages

Unit type: skimmer, fast, opened topped

Wargear: 2 hull mounted splinter cannons, hull mount quad dark lance (range 48" strength 9 AP 2 heavy 6, tank hunter, all armors above 11 count as 11)

Options: May take a shock prow, torment grenade launcher, enhanced aethersails, retrofire jets, chain

snare, grisly trophies, and/or envenomed blades for +5 points, and/or splinter racks, night shields, or flicker fields for +10 points

Special rules

Night vision, deep strike