

NetEPIC 5.1 Army Book  
Eldar  
Version of January 8th, 2009

- @ : Combine barrage points from all battery

<b>BP</b>	<b>to-hit</b>
1-2	6+
3-4	5+
5-6	4+
7-8	3+
9+	2+

- ⊗ : refer table to compute to-hit :

- Army indication is between parenthesis for optional units.
- PD is point defense (15cm 1d 6+ (0), 360°, always on First Fire)
- Templates are :
  - SB : Standard Barrage, 6cm diameter circle
  - LB : Large Barrage, 12cm diameter circle
  - ST : Small Teardrop, 5cm diameter circle ending a 10cm long triangle
  - LT : Large Teardrop, 6cm diameter circle ending a 25cm long triangle

# Standard Eldar List

Guardian *Infantry (1)*

Move: 10cm	Save: -	CAF: +0
Weapon	Range	Shoot
Shuriken	50cm	1d 5+ (0)

Guardian Host

*Eldar*

Guardian Detachment

6 Guardian stands

Guardian Detachment

6 Guardian stands

Guardian Detachment

6 Guardian stands

Cost: 450

Break: 9    Morale: 3  
Victory Points: 5

Defender Warhost

*Eldar*

Defender Detachment

6 Guardian stands  
3 Falcons

Defender Detachment

6 Guardian stands  
3 Falcons

Defender Detachment

6 Guardian stands  
3 Falcons

Cost: 850

Break: 14    Morale: 3  
Victory Points: 9

Guardian

Move: 10cm	Save: -	CAF: +0
Weapon	Range	Shoot
Shuriken	50cm	1d 5+ (0)

Falcon

*Skimmer (3+)*

Move: 25cm	Save: 3+	CAF: +1
Weapon	Range	Shoot
Lascannon	75cm	1d 4+ (-2)

*pop-up attack, Transport 2*

Falcon *Skimmer (3+)*

Move: 25cm	Save: 3+	CAF: +1
Weapon	Range	Shoot
Lascannon	75cm	1d 4+ (-2)

Falcon Host

*Eldar*

Falcon Detachment

3 Falcons

Falcon Detachment

3 Falcons

Falcon Detachment

3 Falcons

Cost: 450

Break: 5    Morale: 3  
Victory Points: 5

Vyper

*Skimmer (2+)*

Move: 35cm	Save: 6+	CAF: +1
Weapon	Range	Shoot
Shuriken Cannon	25cm	2d 5+ (0)
Shuriken Catapult	15cm	1d 5+ (0)

*pop-up attack*

Jetbike Host

*Eldar*

Vyper Squadron

5 Vypers

Jetbike Squadron

5 Jetbikes

Jetbike Squadron

5 Jetbikes

Cost: 550

Break: 8    Morale: 3  
Victory Points: 6

Jetbike

*Skimmer (2+)*

Move: 35cm	Save: -	CAF: +3
Weapon	Range	Shoot
Shuriken Catapult	15cm	1d 5+ (0)

*pop-up attack*

## Spirit Host

Eldar

Warlock stand

Wraithguard Detachment

4 Wraithguard stands

Wraithlord Detachment

4 Wraithlord

Wraithlord Detachment

4 Wraithlord

Cost: 500

## Warlock

Infantry (1)

Move:	10cm	Save:	6+f	CAF:	+2
Weapon	Shuriken Pistol	Range	25cm	Shoot	1d 5+ (0)

Command, HQ, Elite, Psyker

1) **Mind Blast:** Destroy (no save) a model within 25cm and LoS on 4+. Roll for head / bridge damage. Ethereal Psychic power.

2) **Psychic Lock:** Lock a model (no move, no fire, CC without die) within 75cm and LoS on 4+. Rest of detachment may move away. Can repair / raise shields. Lasts until 4+ in End Phase or Warlock do something. Ethereal Psychic power.

3) **Eldritch Storm:** Place a SB template within 50cm and LoS and throw models to a random edge, which do nothing for the turn (rest of detachment may move). It blocks LoS. Take down one shield or hit one lowest location (-2 TSM) but can move and shoot. Removed in End Phase.

## Wraithguard

Infantry (1)

Move:	10cm	Save:	5+	CAF:	+2
Weapon	Wraithcannon	Range	50cm	Shoot	1d 5+ (-2)

Waystone Spirit

## Wraithlord

Walker (2)

Move:	10cm	Save:	5+	CAF:	+4
Weapon	Lascannon	Range	75cm	Shoot	1d 5+ (-2)
Weapon	Shuriken Cannon	Range	25cm	Shoot	2d 5+ (0)

Waystone Spirit

Break: Warlock Morale: -

Victory Points: 5

## Tempest

Skimmer (4+)

Move:	25cm	Save:	1+	CAF:	+4
Weapon	Tempest Laser *	Range	100cm	Shoot	2d 4+ (-3)
Weapon	Shuriken Cannon	Range	25cm	Shoot	2d 5+ (-1)

\* Turret, Superheavy, pop-up attack, PD(1)

Eldar

Tempest Squadron

3 Tempest Grav-Tanks

Tempest Squadron

3 Tempest Grav-Tanks

Cost: 900

Break: 3 Morale: 3

Victory Points: 9

## Bonesinger

(Eldar)

Bonesinger

Bonesinger stand  
Command Falcon

## Bonesinger

Infantry (1)

Move:	10cm	Save:	-	CAF:	+1
Weapon	Laspistols	Range	25cm	Shoot	1d 5+ (0)

HQ, Mechanic

## Falcon

Skimmer (3+)

Move:	25cm	Save:	3+	CAF:	+1
Weapon	Lascannon	Range	75cm	Shoot	1d 4+ (-2)

pop-up attack, Transport 2

Cost: 125

Break: Stand Morale: 3

Victory Points: 1

## Exarch

Infantry (1)

Move:	20cm	Save:	5+f	CAF:	+8
Weapon	Ancient Artifacts	Range	75cm	Shoot	2d 3+ (-1)

Elite, Command, HQ

Exarchs

4 Exarch stands

## Exarchs

Eldar

Cost: 400

Break: 2 Morale: -

Victory Points: 4

## Farseer

(Eldar)

Farseer

Farseer stand  
Command Falcon

Farseer Infantry (1)

Move:	10cm	Save:	6+F	CAF:	+3
Weapon		Range		Shoot	
Shuriken Pistol	25cm			1d 5+	(0)

Command, HQ, Psyker

- Mind Blast:** Target any model within 25cm and LoS, it is destroyed (no save) on 4+. Roll on the head / bridge damage table. Ethereal Psychic power.
- Precognitive Direction:** One Eldar detachment within 10cm may shift their orders along the line: Charge-Advance-FirstFire. Optional power **2) Guide:** One Eldar infantry detachment within 25cm gains a +1 To-Hit bonus this turn.
- Coercion:** Choose an unmoved enemy unit within 50cm. Roll D6+Moral, on 6+ the order may be changed one step along Charge-Advance-FirstFire. Ethereal Psychic power.

Falcon

Skimmer (3+)

Move:	25cm	Save:	3+	CAF:	+1
Weapon		Range		Shoot	
Lascannon	75cm			1d 4+	(-2)

pop-up attack, Transport 2

Cost: 150

Break: Stand Morale: -  
Victory Points: 2

## Forward Observer

(Eldar)

Forward Observer

Forward Observer stand  
Command Falcon

Forward Observer

Infantry (1)

Move:	10cm	Save:	-	CAF:	+0
Weapon		Range		Shoot	
Shuriken Pistol	25cm			1d 5+	(0)

HQ, Stealth, Forward Observer

Falcon

Skimmer (3+)

Move:	25cm	Save:	3+	CAF:	+1
Weapon		Range		Shoot	
Lascannon	75cm			1d 4+	(-2)

pop-up attack, Transport 2

Cost: 150

Break: Stand Morale: -  
Victory Points: 2

## Harlequin Troupe

Eldar

Harlequin Troupe

4 Harlequin stands

Harlequin

Infantry (1)

Move:	10cm	Save:	-	CAF:	+6
Weapon		Range		Shoot	
Shuriken Pistol	25cm			1d 5+	(0)

Can reroll CC, No Chaos Moral effect, Hard to Hit

Cost: 150

Break: 2 Morale: 2  
Victory Points: 2

## Master Mime

(Eldar)

Master Mime

Master Mime Card

Master Mime

Move: - Save: - CAF: -

Play during the order phase. Aimed unit loses its order, and can't get any order until it success in a moral check, tested every end phase.

Cost: 50

Break: - Morale: -  
Victory Points: 1

## Pathfinders

Eldar

Pathfinders

4 Pathfinder stands

### Pathfinder

Infantry (1)

Move: 10cm	Save: 6+f	CAF: +1
Weapon	Range	Shoot
Lasgun	50cm	1d 4+ (0)

*Infiltration, Sniper, Stealth*

Cost: 100

Break: 2    Morale: 2  
Victory Points: 1

## Warlock

Eldar

Warlock stand  
Command Falcon

### Warlock

Infantry (1)

Move: 10cm	Save: 6+f	CAF: +2
Weapon	Range	Shoot
Shuriken Pistol	25cm	1d 5+ (0)

*Command, HQ, Elite, Psyker*

- Mind Blast:** Destroy (no save) a model within 25cm and LoS on 4+. Roll for head / bridge damage. Ethereal Psychic power.
- Psychic Lock:** Lock a model (no move, no fire, CC without die) within 75cm and LoS on 4+. Rest of detachment may move away. Can repair / raise shields. Lasts until 4+ in End Phase or Warlock do something. Ethereal Psychic power.
- Eldritch Storm:** Place a SB template within 50cm and LoS and throw models to a random edge, which do nothing for the turn (rest of detachment may move). It blocks LoS. Take down one shield or hit one lowest location (-2 TSM) but can move and shoot. Removed in End Phase.

### Falcon

Skimmer (3+)

Move: 25cm	Save: 3+	CAF: +1
Weapon	Range	Shoot
Lascannon	75cm	1d 4+ (-2)

*pop-up attack, Transport 2*

Cost: 125

Break: Stand    Morale: -  
Victory Points: 1

## Peregrine Option

(Eldar)

Command Peregrine

Replaces one Command Falcon.

### Peregrine

Skimmer (3+)

Move: 25cm	Save: 3+	CAF: +2
Weapon	Range	Shoot
Lascannon (Turret)	75cm	1d 4+ (-2)
Scatter Laser	25cm	3d 5+ (0)

*pop-up attack, PD(1), Transport 2*

Cost: 25

Break: -    Morale: -  
Victory Points: -

## Phantom Titan

Eldar

Phantom hull

### Phantom Titan

Titan (5)

Move: 25cm	Save: Card	CAF: +12
Purchase 2 Weapons + 2 Wings		

*Agile, Holo-field*

Cost: 300

Break: Model    Morale: -  
Victory Points: Varies

# Phantom Titan Host

(Eldar)

3 Phantom hulls  
25cm coherency

Cost: 900

Phantom Titan *Titan (5)*  
Move: 25cm Save: Card CAF: +12  
Purchase 2 Weapons + 2 Wings  
*Agile, Holo-field*

Break: Each Morale: -  
Victory Points: Varies

# Revenants Titans

(Eldar)

Revenant Scout Titan  
Revenant Scout Titan

Cost: 400

Revenant Scout Titan *Titan (5)*  
Move: 30cm Save: Card CAF: +7  
Weapon Range Shoot  
See card  
*Agile, Holo-field, Hard to Hit on Charge, Jump Jets, Special*

Break: Each Morale: -  
Victory Points: 2 Each

# Warlock Titan

Eldar

Warlock hull

Cost: 400

Warlock Titan *Titan (5)*  
Move: 20cm Save: Card CAF: +12  
Purchase 2 Weapons + 2 Wings  
*Agile, Holo-field, 3+ Psychic Save, Psychic Powers, Special*

Break: Model Morale: -  
Victory Points: Varies

# Guardian Detachment

Eldar

6 Guardian stands

Cost: 150

Guardian *Infantry (1)*  
Move: 10cm Save: - CAF: +0  
Weapon Range Shoot  
Shuriken 50cm 1d 5+ (0)

Break: 3 Morale: 3  
Victory Points: 2

# Defender Detachment

Eldar

6 Guardian stands  
3 Falcons

Cost: 300

Guardian *Infantry (1)*  
Move: 10cm Save: - CAF: +0  
Weapon Range Shoot  
Shuriken 50cm 1d 5+ (0)  
Falcon *Skimmer (3+)*  
Move: 25cm Save: 3+ CAF: +1  
Weapon Range Shoot  
Lascannon 75cm 1d 4+ (-2)  
*pop-up attack, Transport 2*

Break: 5 Morale: 3  
Victory Points: 3



**Wraithguard Detachment**

*Eldar*

4 Wraithguard stands

**Cost: 100**

**Break: 4** **Morale: -**  
**Victory Points: 1**

**Wraithguard** *Infantry (1)*

Move: 10cm	Save: 5+	CAF: +2
Weapon	Range	Shoot
Wraithcannon	50cm	1d 5+ (-2)

*Waystone Spirit*

**Dark Reapers**

*Eldar*

4 Dark Reaper stands

**Cost: 250**

**Break: 2** **Morale: 2**  
**Victory Points: 3**

**Dark Reaper** *Infantry (1)*

Move: 10cm	Save: 5+	CAF: +1
Weapon	Range	Shoot
Missile Launcher	75cm	2d 4+ (-1)

*Elite, Quickdraw*

**Dire Avengers**

*Eldar*

4 Dire Avenger stands

**Cost: 125**

**Break: 2** **Morale: 2**  
**Victory Points: 1**

**Dire Avenger** *Infantry (1)*

Move: 10cm	Save: -	CAF: +2
Weapon	Range	Shoot
Shuriken	50cm	3d 4/5/6+ (0)

*Elite*

**Fire Dragons**

*Eldar*

4 Fire Dragon stands

**Cost: 100**

**Break: 2** **Morale: 2**  
**Victory Points: 1**

**Fire Dragon** *Infantry (1)*

Move: 10cm	Save: -	CAF: +2
Weapon	Range	Shoot
Thermal Gun	25cm	1d 4+ (-2)

*Elite, Ignores Cover*

**Howling Banshees**

*Eldar*

4 Howling Banshee stands

**Cost: 150**

**Break: 2** **Morale: 2**  
**Victory Points: 2**

**Howling Banshee** *Infantry (1)*

Move: 10cm	Save: -	CAF: +6
Weapon	Range	Shoot
Power Sword	25cm	1d 5+ (0)

*Elite, destroy charged unarmored model on 5+ (before CC)*

**Shining Spears**

*Eldar*

4 Shining Spear Jetbikes

**Cost: 200**

**Break: 2** **Morale: 2**  
**Victory Points: 2**

**Shining Spear** *Skimmer (2+)*

Move: 35cm	Save: 6+	CAF: +5
Weapon	Range	Shoot
Shuriken Catapult	15cm	1d 5+ (0)

*Elite, pop-up attack, Charged models are hit on 5+ with 0 TSM (before CC)*

**Striking Scorpions**

*Eldar*

4 Striking Scorpion stands

**Cost: 150**

**Break: 2** **Morale: 2**  
**Victory Points: 2**

**Striking Scorpion** *Infantry (1)*

Move: 10cm	Save: -	CAF: +6
Weapon	Range	Shoot
Mandi-Blaster	25cm	1d 5+ (0)

*Elite, CC with 3D6 but only 1D6 against vehicle or larger*

**Swooping Hawks**

*Eldar*

4 Swooping Hawk stands

**Cost: 150**

**Break: 2** **Morale: 2**  
**Victory Points: 2**

**Swooping Hawk** *Infantry (1)*

Move: 25cm	Save: -	CAF: +2
Weapon	Range	Shoot
Lasgun	25cm	1d 5+ (0)

*Elite, Deep Strike, Hard to Hit, Jump Pack*

**Warp Spiders**  
(Eldar)

4 Warp Spider stands

**Cost: 200**

**Break: 2** **Morale: 2**  
**Victory Points: 2**

**Warp Spider**  
*Infantry (1)*

Move: 30cm	Save: 5+	CAF: +2
Weapon	Range	Shoot
Web Spinners	ST	- 3+ (0)

*Elite, No double move on Charge, Fire on the Fly, never pinned, lost on D6 roll of 1 if moving more than 15cm*

**Jetbike Squadron**  
(Eldar)

5 Jetbikes

**Cost: 200**

**Break: 3** **Morale: 3**  
**Victory Points: 2**

**Jetbike**  
*Skimmer (2+)*

Move: 35cm	Save: -	CAF: +3
Weapon	Range	Shoot
Shuriken Catapult	15cm	1d 5+ (0)

*pop-up attack*

**Vyper Squadron**  
(Eldar)

5 Vypers

**Cost: 250**

**Break: 3** **Morale: 3**  
**Victory Points: 3**

**Vyper**  
*Skimmer (2+)*

Move: 35cm	Save: 6+	CAF: +1
Weapon	Range	Shoot
Shuriken Cannon	25cm	2d 5+ (0)
Shuriken Catapult	15cm	1d 5+ (0)

*pop-up attack*

**War Walker Squadron**  
(Eldar)

3 War Walkers

**Cost: 150**

**Break: 2** **Morale: 3**  
**Victory Points: 2**

**War Walker**  
*Walker (2)*

Move: 25cm	Save: 6+	CAF: +1
Weapon	Range	Shoot
Lascannon	75cm	1d 5+ (-2)
Scatter Laser	25cm	3d 5+ (0)

**Wraithlord Squadron**  
(Eldar)

4 Wraithlords

**Cost: 200**

**Break: 4** **Morale: -**  
**Victory Points: 2**

**Wraithlord**  
*Walker (2)*

Move: 10cm	Save: 5+	CAF: +4
Weapon	Range	Shoot
Lascannon	75cm	1d 5+ (-2)
Shuriken Cannon	25cm	2d 5+ (0)

*Waystone Spirit*

**Fire Prism**  
(Eldar)

Fire Prism Grav-Tank

**Cost: 50**

**Break: Model** **Morale: 3**  
**Victory Points: 1**

**Fire Prism**  
*Skimmer (3+)*

Move: 25cm	Save: 3+	CAF: +1
Weapon	Range	Shoot
Prism Cannon	75cm	1d 3+ (-2)

*Penetrating +1, pop-up attack, Special*

**Firestorm Anti-Aircraft**  
(Eldar)

Firestorm

**Cost: 150**

**Break: Model** **Morale: 3**  
**Victory Points: 2**

**Firestorm Anti-Aircraft**  
*Skimmer (3+)*

Move: 25cm	Save: 3+	CAF: +1
Weapon	Range	Shoot
Laser Battery	100cm	3d 4+ (-2)

*pop-up attack, Anti-Aircraft*

**Falcon Squadron**  
(Eldar)

3 Falcons

**Cost: 150**

**Break: 2** **Morale: 3**  
**Victory Points: 2**

**Falcon**  
*Skimmer (3+)*

Move: 25cm	Save: 3+	CAF: +1
Weapon	Range	Shoot
Lascannon	75cm	1d 4+ (-2)

*pop-up attack, Transport 2*

**Peregrine Squadron**  
(Eldar)

3 Peregrine Grav-Tanks

**Cost: 200**

*Break: 2    Morale: 3*  
**Victory Points: 2**

Peregrine				Skimmer (3+)			
Move:	25cm	Save:	3+	CAF:	+2	Weapon	Shoot
Lascannon (Turret)	75cm	Range	75cm	1d	4+ (-2)	Scatter Laser	25cm
pop-up attack, PD(1), Transport 2							

**Wave Serpent Squadron**  
(Eldar)

2 Wave Serpents

**Cost: 150**

*Break: 1    Morale: 3*  
**Victory Points: 2**

Wave Serpent				Skimmer (3+)			
Move:	25cm	Save:	3+	CAF:	+1	Weapon	Shoot
Warp Wave	2d6x10cm	Range	75cm	Special	4+ -	pop-up attack, Transport 2, Special	

**Bright Lance Battery**  
(Eldar)

3 Bright Lances

**Cost: 100**

*Break: 2    Morale: 3*  
**Victory Points: 1**

Bright Lance				Light Art. (1)			
Move:	10cm	Save:	-	CAF:	-3	Weapon	Shoot
Lascannon	75cm	Range	75cm	1d	4+ (-2)		

**Vibro-Cannon Battery**  
(Eldar)

3 Vibro-Cannons

**Cost: 100**

*Break: 2    Morale: 3*  
**Victory Points: 1**

Vibro-Cannon				Light Art. (1)			
Move:	10cm	Save:	-	CAF:	-3	Weapon	Shoot
Vibro-Cannon	75cm	Range	75cm	Special		Special	

**Doomweaver Battery**  
(Eldar)

2 Doomweavers

**Cost: 150**

*Break: 1    Morale: 3*  
**Victory Points: 2**

Doomweaver				Skimmer (3+)			
Move:	25cm	Save:	3+	CAF:	+1	Weapon	Shoot
Wire Thread	Special	Range	Special	Special	4+ None	pop-up attack, Heavy Artillery, Special	

**Unicorn Battery**  
(Eldar)

2 Unicorns

**Cost: 150**

*Break: 1    Morale: 3*  
**Victory Points: 2**

Unicorn				Skimmer (3+)			
Move:	25cm	Save:	3+	CAF:	+2	Weapon	Shoot
Vibro-Cannon	75cm	Range	75cm	Special		pop-up attack, Heavy Artillery, Special	

**Warp Hunter Battery**  
(Eldar)

2 Warp Hunters

**Cost: 200**

*Break: 1    Morale: 3*  
**Victory Points: 2**

Warp Hunter				Skimmer (3+)			
Move:	25cm	Save:	3+	CAF:	+1	Weapon	Shoot
Warp Cannon	75cm	Range	75cm	Special		pop-up attack, Heavy Artillery, Special	

**Pulse Laser Barrage**  
(Eldar)

One Orbital Barrage Round

**Cost: 2 VP**

*Break: -    Morale: -*  
**Victory Points: -**

Pulse Laser Barrage				Skimmer (3+)			
Move:	Orbital Barrage <th>Range</th> <th>Special <th>CAF:</th> <th>1d 2+ (-2) <th>Weapon</th> <th>Shoot</th> </th></th>	Range	Special <th>CAF:</th> <th>1d 2+ (-2) <th>Weapon</th> <th>Shoot</th> </th>	CAF:	1d 2+ (-2) <th>Weapon</th> <th>Shoot</th>	Weapon	Shoot
Costs 2 VP							

**Web Bomb**  
(Eldar)

One Orbital Barrage Round

**Cost: 2 VP**

*Break: - Morale: -*  
**Victory Points: -**

**Web Bomb**

Weapon	Range	Shoot
Orbital Barrage	Special	Special 4+ None

*Costs 2 VP*

**All Fire Knights** *Knight (4)*  
**Move:** 20cm **Save:** 3+ **CAF:** +2/+3  
*Holo-field, Psychic Lance*

**Fire Gale** *CAF: +2*

Maelstrom Laser	75cm	2d 4+ (-2)
Scatter Laser	25cm	3d 5+ (0)

**Fire Reaper** *CAF: +3*

Lascannon	50cm	3d 5+ (-1)
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**Fire Storm** *CAF: +2*

Missiles	100cm	4SB 5+ (-2)
Shurikens	25cm	2d 6+ (0)

*Break: 2 Morale: 2*  
**Victory Points: 3**

**Bright Warrior Detachment**  
(Eldar)

3 Bright Warriors of any type

**Cost: 250**

*Break: 2 Morale: 2*  
**Victory Points: 3**

**All Bright Warriors** *Knight (4)*  
**Move:** 25cm **Save:** 4+ **CAF:** +3  
*Holo-field, Psychic Lance*

**Bright Stallion**

Maelstrom Laser	75cm	2d 4+ (-2)
Scatter Laser	25cm	3d 5+ (0)

**Bright Stalker**

Maelstrom Laser	75cm	2d 4+ (-2)
Lascannon	50cm	1d 5+ (-1)

*Break: 2 Morale: 2*  
**Victory Points: 3**

**All Towering Knights** *Knight (4)*  
**Move:** 25cm **Save:** 2+ **CAF:** +5  
*Holo-field, Psychic Lance*

**Towering Destroyer**

Maelstrom Laser	75cm	2d 4+ (-2)
Scatter Laser	25cm	3d 5+ (0)

**Towering Fury**

Maelstrom Laser	75cm	2d 4+ (-2)
Lascannon	50cm	1d 5+ (-1)

*Break: 2 Morale: 2*  
**Victory Points: 4**

**Towering Knight Detachment**  
(Eldar)

3 Towering Knights of any type

**Cost: 350**

*Break: 2 Morale: 2*  
**Victory Points: 4**

**Phoenix Fighter Bomber**  
(Eldar)

Phoenix Fighter Bomber

**Cost: 300**

*Break: Model Morale: 3*  
**Victory Points: 3**

**Phoenix** *Flyer (3+)*

Move:	75cm	Save:	3+	CAF:	+2
<b>Weapon</b>	<b>Range</b>	<b>Shoot</b>			
Sonic Cannon *	75cm	2d 4+ (-3)			
Shuriken	50cm	4d 5+ (0)			
Plasma Bombs	Special	8SB 3+ (-3)			

*\* Ignores Cover, Flyer, 2 barrage attacks during movement*

**Vampire Troop Carrier**  
(Eldar)

Vampire Troop Carrier

**Cost: 100**

*Break: Model Morale: 3*  
**Victory Points: 1**

**Vampire** *Flyer (3+)*

Move:	100cm	Save:	4+	CAF:	+0
<b>Weapon</b>	<b>Range</b>	<b>Shoot</b>			
Shuriken	25cm	6d 5+ (-1)			
Missiles	25cm	4SB 5+ (-1)			

*Flyer, Transport 6*

**Nightwing Squadron**  
(Eldar)

3 Nightwings

**Cost: 300**

*Break: 2 Morale: 3*  
**Victory Points: 3**

**Nightwing** *Flyer (3+)*

Move:	100cm	Save:	3+	CAF:	+4
<b>Weapon</b>	<b>Range</b>	<b>Shoot</b>			
Lascannon	75cm	1d 4+ (-2)			
Shuriken	25cm	4d 5+ (0)			
Missiles	50cm	4SB 5+ (0)			

*Flyer*

**Cobra**  
(Eldar)

Cobra Grav-Tank

**Cost: 250**

*Break: Model Morale: 3*  
**Victory Points: 3**

**Cobra** *Skimmer (4+)*

Move:	20cm	Save:	1+	CAF:	+5
<b>Weapon</b>	<b>Range</b>	<b>Shoot</b>			
D-Cannon *	75cm	SB 3+ -			
Shuriken Cannon	25cm	2d 5+ (-1)			

*\* Scatters 2D6cm @ Penetrating +3 @ Destroy Buildings (do not affect shields), Superheavy, pop-up attack, PD(3)*

<p><b>Scorpion</b></p> <p>(Eldar)</p> <p>Scorpion Grav-Tank</p> <p><b>Cost: 250</b></p>	<p><b>Scorpion</b> <i>Skimmer (4+)</i></p> <table border="1"> <thead> <tr> <th>Move:</th> <th>20cm</th> <th>Save:</th> <th>1+</th> <th>CAF:</th> <th>+5</th> </tr> </thead> <tbody> <tr> <td><b>Weapon</b></td> <td>Shuriken Cannon</td> <td><b>Range</b></td> <td>25cm</td> <td><b>Shoot</b></td> <td>2d 5+ (-1)</td> </tr> <tr> <td></td> <td>Pulse Laser x 2</td> <td></td> <td colspan="3">Choose one mode</td> </tr> <tr> <td></td> <td>Concentrated *</td> <td></td> <td>75cm</td> <td></td> <td>1d 3+ (-2)</td> </tr> <tr> <td></td> <td>Spread</td> <td></td> <td>75cm</td> <td></td> <td>8SB 3+ (0)</td> </tr> </tbody> </table> <p>* D3 hits &amp; Damages Buildings, Superheavy, pop-up attack, PD(3)</p> <p><b>Break: Model Morale: 3</b></p> <p><b>Victory Points: 3</b></p>	Move:	20cm	Save:	1+	CAF:	+5	<b>Weapon</b>	Shuriken Cannon	<b>Range</b>	25cm	<b>Shoot</b>	2d 5+ (-1)		Pulse Laser x 2		Choose one mode				Concentrated *		75cm		1d 3+ (-2)		Spread		75cm		8SB 3+ (0)
Move:	20cm	Save:	1+	CAF:	+5																										
<b>Weapon</b>	Shuriken Cannon	<b>Range</b>	25cm	<b>Shoot</b>	2d 5+ (-1)																										
	Pulse Laser x 2		Choose one mode																												
	Concentrated *		75cm		1d 3+ (-2)																										
	Spread		75cm		8SB 3+ (0)																										
<p><b>Storm Serpent</b></p> <p>(Eldar)</p> <p>Storm Serpent Grav-Tank</p> <p><b>Cost: 300</b></p>	<p><b>Storm Serpent</b> <i>Skimmer (4+)</i></p> <table border="1"> <thead> <tr> <th>Move:</th> <th>20cm</th> <th>Save:</th> <th>1+</th> <th>CAF:</th> <th>+3</th> </tr> </thead> <tbody> <tr> <td><b>Weapon</b></td> <td>Shuriken Cannon</td> <td><b>Range</b></td> <td>25cm</td> <td><b>Shoot</b></td> <td>4d 5+ (-1)</td> </tr> </tbody> </table> <p><i>Holo-field, Superheavy, pop-up attack, PD(3), Special</i></p> <p><b>Break: Model Morale: 3</b></p> <p><b>Victory Points: 3</b></p>	Move:	20cm	Save:	1+	CAF:	+3	<b>Weapon</b>	Shuriken Cannon	<b>Range</b>	25cm	<b>Shoot</b>	4d 5+ (-1)																		
Move:	20cm	Save:	1+	CAF:	+3																										
<b>Weapon</b>	Shuriken Cannon	<b>Range</b>	25cm	<b>Shoot</b>	4d 5+ (-1)																										
<p><b>Tempest Squadron</b></p> <p>Eldar</p> <p>3 Tempest Grav-Tanks</p> <p><b>Cost: 500</b></p>	<p><b>Tempest</b> <i>Skimmer (4+)</i></p> <table border="1"> <thead> <tr> <th>Move:</th> <th>25cm</th> <th>Save:</th> <th>1+</th> <th>CAF:</th> <th>+4</th> </tr> </thead> <tbody> <tr> <td><b>Weapon</b></td> <td>Tempest Laser *</td> <td><b>Range</b></td> <td>100cm</td> <td><b>Shoot</b></td> <td>2d 4+ (-3)</td> </tr> <tr> <td></td> <td>Shuriken Cannon</td> <td></td> <td>25cm</td> <td></td> <td>2d 5+ (-1)</td> </tr> </tbody> </table> <p>* Turret, Superheavy, pop-up attack, PD(1)</p> <p><b>Break: 2 Morale: 3</b></p> <p><b>Victory Points: 5</b></p>	Move:	25cm	Save:	1+	CAF:	+4	<b>Weapon</b>	Tempest Laser *	<b>Range</b>	100cm	<b>Shoot</b>	2d 4+ (-3)		Shuriken Cannon		25cm		2d 5+ (-1)												
Move:	25cm	Save:	1+	CAF:	+4																										
<b>Weapon</b>	Tempest Laser *	<b>Range</b>	100cm	<b>Shoot</b>	2d 4+ (-3)																										
	Shuriken Cannon		25cm		2d 5+ (-1)																										
<p><b>Void Spinner</b></p> <p>(Eldar)</p> <p>Void Spinner Grav-Tank</p> <p><b>Cost: 200</b></p>	<p><b>Void Spinner</b> <i>Skimmer (4+)</i></p> <table border="1"> <thead> <tr> <th>Move:</th> <th>20cm</th> <th>Save:</th> <th>1+</th> <th>CAF:</th> <th>+3</th> </tr> </thead> <tbody> <tr> <td><b>Weapon</b></td> <td>Void Spinner</td> <td><b>Range</b></td> <td>100cm</td> <td><b>Shoot</b></td> <td>8SB 3+ (-3)</td> </tr> <tr> <td></td> <td>Shuriken Cannon</td> <td></td> <td>25cm</td> <td></td> <td>2d 5+ (-1)</td> </tr> </tbody> </table> <p><i>Superheavy, pop-up attack, PD(1)</i></p> <p><b>Break: Model Morale: 3</b></p> <p><b>Victory Points: 2</b></p>	Move:	20cm	Save:	1+	CAF:	+3	<b>Weapon</b>	Void Spinner	<b>Range</b>	100cm	<b>Shoot</b>	8SB 3+ (-3)		Shuriken Cannon		25cm		2d 5+ (-1)												
Move:	20cm	Save:	1+	CAF:	+3																										
<b>Weapon</b>	Void Spinner	<b>Range</b>	100cm	<b>Shoot</b>	8SB 3+ (-3)																										
	Shuriken Cannon		25cm		2d 5+ (-1)																										

# Codex Craftworld List

## Avatar

All Craftworlds

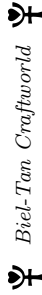


Avatar

Does not count as a company/support/special card.

Cost: Free

## Biel-Tan Phoenix Host



Biel-Tan Craftworld

Phoenix Lord  
Any Aspect Detachment

Phoenix Lord  
Any Aspect Detachment

Phoenix Lord  
Any Aspect Detachment

Cost: 200+

## Avatar

Infantry (4)

Move: 15cm	Save: 2+f	CAF: +10
Weapon	Range	Shoot
Spear	15cm	1d 2+ (-3)

Command, Fear, Fearless, Hard to Hit.

2+ save against absolutely everything.

Compulsory 15cm move to engage the nearest enemy in Close Combat. If not engaged, fire at the nearest enemy model.

Break: Model Morale: -

Victory Points: 2

## Phoenix Lord

Command, HQ, CAF +8

### Swooping Hawk

Infantry (1)

Move: 25cm	Save: -	CAF: +2
Weapon	Range	Shoot
Lasgun	25cm	1d 5+ (0)

Elite, Deep Strike, Hard to Hit, Jump Pack

### Dark Reaper

Elite, Quickdraw

Move: 10cm	Save: 5+	CAF: +1
Weapon	Range	Shoot
Missile Launcher	75cm	2d 4+ (-1)

### Dire Avenger

Elite

Move: 10cm	Save: -	CAF: +2
Weapon	Range	Shoot
Shuriken	50cm	3d 4/5/6+ (0)

### Fire Dragon

Elite, Ignores Cover

Move: 10cm	Save: -	CAF: +2
Weapon	Range	Shoot
Thermal Gun	25cm	1d 4+ (-2)

### Howling Banshee

Elite, Special

Move: 10cm	Save: -	CAF: +6
Weapon	Range	Shoot
Power Sword	25cm	1d 5+ (0)

### Striking Scorpion

Elite, Special

Move: 10cm	Save: -	CAF: +6
Weapon	Range	Shoot
Mandi-Blaster	25cm	1d 5+ (0)

### Warp Spider

Elite, Special

Move: 30cm	Save: 5+f	CAF: +2
Weapon	Range	Shoot
Web Spinners	ST	- 3+ (0)

Break: 8 Morale: 1

Victory Points: Varies

## Iyanden Wraith Host



Iyanden Craftworld

Warlock stand

Wraithguard Detachment

4 Wraithguard stands

Wraithguard Detachment

4 Wraithguard stands

Wraithlord Detachment

4 Wraithlord

Wraithlord Detachment

4 Wraithlord

Cost: 500

## Spiritseer



Iyanden Craftworld

Spiritseer stand  
Command Falcon

Cost: 100

## Warlock

Infantry (1)

Move: 10cm	Save: 6+f	CAF: +2
Weapon	Range	Shoot
Shuriken Pistol	25cm	1d 5+ (0)

Command, HQ, Elite, Psyker

1) **Mind Blast:** Destroy (no save) a model within 25cm and LoS on 4+. Roll for head / bridge damage. Ethereal Psychic power.

2) **Psychic Lock:** Lock a model (no move, no fire, CC without die) within 75cm and LoS on 4+. Rest of detachment may move away. Can repair / raise shields. Lasts until 4+ in End Phase or Warlock do something. Ethereal Psychic power.

3) **Eldritch Storm:** Place a SB template within 50cm and LoS and throw models to a random edge, which do nothing for the turn (rest of detachment may move). It blocks LoS. Take down one shield or hit one lowest location (-2 TSM) but can move and shoot. Removed in End Phase.

**Wraithguard**

Infantry (1)

Move: 10cm Save: 5+ CAF: +2

Wraithcannon 50cm 1d 5+ (-2)

Waystone Spirit

Wraithlord

Walker (2)

Move: 10cm Save: 5+ CAF: +4

Lascannon 75cm 1d 5+ (-2)

Shuriken Cannon 25cm 2d 5+ (0)

Waystone Spirit

Break: Warlock Morale: -

Victory Points: 5

## Spiritseer

Infantry (1)

Move: 10cm	Save: 6+f	CAF: +3
Weapon	Range	Shoot
Shuriken Pistol	25cm	1d 5+ (0)

Command, HQ, Psyker

1) **Mind Blast:** Target any model within 25cm and LoS, it is destroyed (no save) on 4+. Roll on the head / bridge damage table. Ethereal Psychic power.

2) **Psychic Node:** Eldar spirits (Wraithguard, Dreadnaughts, Ghost Warriors, etc) within 25cm may be given orders.

3) **Coercion:** Choose an unmoved enemy unit within 50cm. Roll D6+Moral, on 6+ the order may be changed one step along Charge-Advance-FirstFire. Ethereal Psychic power.

## Falcon

Skimmer (3+)

Move: 25cm	Save: 3+	CAF: +1
Weapon	Range	Shoot
Lascannon	75cm	1d 4+ (-2)

pop-up attack, Transport 2

Break: Stand Morale: -

Victory Points: 1

## Ulthwe Black Guardien Host



Ulthwe Craftworld

Guardian Detachment

6 Guardian stands

Guardian Detachment

6 Guardian stands

Guardian Detachment

6 Guardian stands

Guardian Detachment

6 Guardian stands

Cost: 450

Guardian

Infantry (1)

Move:	10cm	Save:	-	CAF:	+0
Weapon	Shuriken	Range	50cm	Shoot	1d 5+ (0)

Break: 12 Morale: 3

Victory Points: 5

## Guardian Storm Squadron



Ulthwe Craftworld

4 Guardian Heavy Weapon stands

Cost: 200

Guardian Heavy Weapon

Infantry (1)

Move:	10cm	Save:	-	CAF:	+0
Weapon	Lascannon	Range	75cm	Shoot	2d 5+ (-1)

Break: 2 Morale: 3

Victory Points: 2

## Saim-Hann Wind Rider Host



Saim-Hann Craftworld

Vyper Squadron

5 Vypers

Vyper Squadron

5 Vypers

Jetbike Squadron

5 Jetbikes

Jetbike Squadron

5 Jetbikes

Jetbike Squadron

5 Jetbikes

There may only be one Wind Rider Host per 3000 points

Cost: 650

Vyper

Skimmer (2+)

Move:	35cm	Save:	6+	CAF:	+1
Weapon	Shuriken	Range	25cm	Shoot	2d 5+ (0)
	Shuriken	Range	15cm	Shoot	1d 5+ (0)

pop-up attack

Jetbike

Skimmer (2+)

Move:	35cm	Save:	-	CAF:	+3
Weapon	Shuriken	Range	15cm	Shoot	1d 5+ (0)

pop-up attack

Break: 13 Morale: 3

Victory Points: 7

Farseeer on Jetbike

Cavalry (2)

Move:	35cm	Save:	6+f	CAF:	+3
Weapon	Shuriken	Range	25cm	Shoot	1d 5+ (0)

Command, HQ, Psyker

Farseeer on Jetbike

**1) Mind Blast:** Target any model within 25cm and LoS, it is destroyed (no save) on 4+. Roll on the head / bridge damage table. Ethereal Psychic power.

**2) Precognitive Direction:** One Eldar detachment within 10cm may shift their orders along the line: Charge-Advance-FirstFire.

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

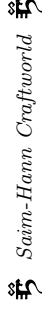
**3) Coercion:** Choose an unmoved enemy unit within 50cm. Roll D6+Moral, on 6+ the order may be changed one step along Charge-Advance-FirstFire. Ethereal Psychic power.

Cost: 150

Break: Model Morale: -

Victory Points: 2

## Farseeer on Jetbike



Saim-Hann Craftworld

Farseeer on Jetbike



# Warlock on Jetbike

☞ *Saim-Hamm Craftworld* ☞

Warlock on Jetbike

## Warlock on Jetbike

*Cavalry (2)*

Move: 35cm	Save: 6+f	CAF: +2
Weapon	Range	Shoot
Shuriken Pistol	25cm	1d 5+ (0)

*Command, HQ, Elite, Psyker*

- 1) Mind Blast:** Destroy (no save) a model within 25cm and LoS on 4+. Roll for head / bridge damage. Ethereal Psychic power.
- 2) Psychic Lock:** Lock a model (no move, no fire, CC without die) within 75cm and LoS on 4+. Rest of detachment may move away. Can repair / raise shields. Lasts until 4+ in End Phase or Warlock do something. Ethereal Psychic power.
- 3) Eldritch Storm:** Place a SB template within 50cm and LoS and throw models to a random edge, which do nothing for the turn (rest of detachment may move). It blocks LoS. Take down one shield or hit one lowest location (-2 TSM) but can move and shoot. Removed in End Phase.

Cost: 125

*Break: Model* *Morale: -*  
**Victory Points: 1**

# Revenant Scout Titans

☞ *Saim-Hamm Craftworld* ☞

Revenant Scout Titan

Revenant Scout Titan

Cost: 400

## Revenant Scout Titan

*Titan (5)*

Move: 30cm	Save: Card	CAF: +7
Weapon	Range	Shoot
See card		

*Agile, Holo-field, Hard to Hit on Charge, Jump Jets, Special*

*Break: Each* *Morale: -*  
**Victory Points: 2 Each**

# Alaitoc Rangers

☞ *Alaitoc Craftworld* ☞

4 Pathfinder stands

Cost: 100

## Alaitoc Ranger

*Infantry (1)*

Move: 10cm	Save: 6+f	CAF: +1
Weapon	Range	Shoot
Lasgun	50cm	1d 4+ (0)

*Infiltration, Sniper, Stealth, Deploy Anywhere*

*Break: 2* *Morale: 2*  
**Victory Points: 1**

# Titan Weapons

**Distortion Cannon**

Arm  
This deadly weapon funnels warp energy into a devastating attack that destroys even the most powerful armor.

**Cost: 125**

**Psychic Lance**

Arm  
This weapon harnesses the mental psychic energy of powerful warlocks into a beam capable of destroying heavily armored targets.

**Cost: 75**

**Flamewind**

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

**Cost: 45**

**Pulse Laser**

Arm  
This is a sophisticated rapid-fire laser weapon and an example of the Eldars technological skill. The Pulse Laser can be fired in two ways.

**Cost: 150**

**Heat Lance**

Arm  
This weapon is extremely deadly at close range.

**Cost: 50**

**Tremor Cannon**

Arm  
This weapon is larger version than the one used by Eldar infantry, it is powerful enough to recreate the damage cause by a full battery of the lesser weapons.

**Cost: 85**

**Power Fist**

Arm  
This weapon can make special Grab Attacks, and also carries a battery of Shuriken cannons for ranged support.

**Cost: 50**

**Missile Launchers**

Wing  
Missile Launchers mounted on the wing housing the Holo-field mechanisms.

**Cost: 25**

**Distortion Cannon** | 75cm | SB 3+ | None  
Always scatters, Penetrating +3, destroys buildings.

**Psychic Lance** | 50cm | SB 4+ | None  
Non-physical psychic attack, Warlock Titans hit on 3+.

Praetorian take damage to the head/bridge location.  
Psychic saving throws apply to resist this attack. Models with robotically controlled minds or equipment are immune.

**Flamewind** | 100cm | 1d 4+ | (-2)  
Anti-Aircraft

**Pulse Laser**  
Choose one mode  
Concentrated \* | 75cm | 1d 3+ | (-2)  
Spread | 75cm | 8SB 3+ | (0)  
\* D3 hits & Damages Buildings.

**Heat Lance**  
Short Range | 0-25cm | 1d 2+ | (-5)  
Medium Range | 26-50cm | 1d 3+ | (-4)  
Long Range | 50-75cm | 1d 4+ | (-3)  
Penetrating +5/+4/+3.

**Tremor Cannon** | 100cm | 1d 3+ | (-2)  
Ignores Shields, intervening models hit on 5+, Destroys Buildings with -6 modifier, can only select lowest portion of Praetorian/titan template.  
A Titan armed with two of these weapons may cross the beams, automatically hitting the primary target (where the beams meet).

**Power Fist**  
Power Fist | 50cm | 4d 4+ | (-1)  
Shoot or do a Grab Attack at +1 in Close Combat. Destroy Buildings with -4 modifier.

**Missile Launchers**  
Missile Launchers | 100cm | 4SB 5+ | (0)  
**Optional Rule** : If a titan is equipped with two Missile Launcher wings, they may be combined as per the artillery rules.

## Lascannons

Wing

*Lascannons mounted on the wing housing the Holo-field mechanisms .*

Cost: 75

Lascannons

Lascannons | 75cm | 2d 3+ (-2)

# Harlequin Masque

## Harlequin Masque



Great Harlequin stand  
Command Venom

Harlequin troupe

4 Harlequin stands

Harlequin troupe

4 Harlequin stands

Harlequin troupe

4 Harlequin stands

Death Jester Troupe

4 Death Jesters stands

Cost: 650

## Shadowseer



Shadowseer stand  
Command Venom

Cost: 150

### Great Harlequin

Infantry (1)

Move: 10cm	Save: -	CAF: +8
Pistol/Kiss	25cm	1d 4+ (-2)

can reroll CC, No Chaos Moral effect, Hard to Hit, Command, HQ, Elite, 1 mask

1) **Dread Mask:** All enemy units within 10cm suffer a -1 Morale penalty. Do not affect AI.

2) **Mask of Fear:** Causes Fear.

3) **Rictus Mask:** An enemy detachment within 10cm must pass a Morale check to be given orders this turn. Do not affect AI.

**Venom** Skimmer (3+)

Move: 35cm	Save: 6+	CAF: +1
Shuriken Catapult	15cm	1d 5+ (0)

No Chaos Moral effect, Hard to Hit, Holo-field, Open-Top Vehicle, pop-up attack, Transport 1

**Harlequin** Infantry (1)

Move: 10cm	Save: -	CAF: +6
Shuriken Pistol	25cm	1d 5+ (0)

Can reroll CC, No Chaos Moral effect, Hard to Hit

**Death Jester** Infantry (1)

Move: 10cm	Save: -	CAF: +3
Shrieker Cannon *	50cm	2d 4+ (-1)
Death Explosion	0cm	SB 5+ (0)

\* D3 Wounds & explode on death, can reroll CC, No Chaos Moral effect, Hard to Hit

Break: 9 Morale: 2

Victory Points: 7

### Shadowseer

Infantry (1)

Move: 10cm	Save: -	CAF: +0
Splinter Pistol	25cm	1d 5+ (0)

can reroll CC, No Chaos Moral effect, Hard to Hit, HQ, Psyker

1) **Misdirection:** During the Movement Phase, target an enemy infantry or cavalry detachment within 25cm and LoS. If the detachment fails a Morale check, the Eldar player may activate and move them according to their orders. This counts as the Eldar players activation, but the misdirected detachment still belongs to the opponent. Ethereal Psychic power.

2) **Turmoil:** All infantry, cavalry and walker models in contact make an Armor save or are flung D6cm in random direction and do nothing for the remainder of the turn.

3) **Veil of Tears:** Give 4+f save to a Harlequin infantry detachment within 50cm and loS until end of turn.

**Venom** Skimmer (3+)

Move: 35cm	Save: 6+	CAF: +1
Shuriken Catapult	15cm	1d 5+ (0)

No Chaos Moral effect, Hard to Hit, Holo-field, Open-Top Vehicle, pop-up attack, Transport 1

Break: Stand Morale: 1

Victory Points: 2

## Solitaire



Solitaire stand

Cost: 150

## Venom Squadron



4 Venoms

Cost: 150

## Death Jester Troupe



4 Death Jester stands

Cost: 250

### Solitaire

Infantry (1)

Move: 15cm	Save: 4+f	CAF: +10
Weapon	Range	Shoot
Neuro-Destructor	SF	Moral or death

can reroll CC, No Chaos Moral effect, Hard to Hit, 4+f save in CC, HQ, Elite

Break: Stand Morale: -

Victory Points: 2

### Venom

Skimmer (3+)

Move: 35cm	Save: 6+	CAF: +1
Weapon	Range	Shoot
Shuriken Catapult	15cm	1d 5+ (0)

No Chaos Moral effect, Hard to Hit, Holo-field, Open-Top Vehicle, pop-up attack, Transport 1

Break: 2 Morale: 3

Victory Points: 2

### Death Jester

Infantry (1)

Move: 10cm	Save: -	CAF: +3
Weapon	Range	Shoot
Shrieker Cannon *	50cm	2d 4+ (-1)
Death Explosion	0cm	SB 5+ (0)

\* D3 Wounds & explode on death, can reroll CC, No Chaos Moral effect, Hard to Hit

Break: 2 Morale: 2

Victory Points: 3

<p><b>Harlequin Troupe</b></p> <p>⌘ Harlequin ⌘</p> <p>4 Harlequin stands</p> <p><b>Cost: 150</b></p>	<p><b>Harlequin</b> <i>Infantry (1)</i></p> <table border="1"> <tr> <td>Move:</td> <td>10cm</td> <td>Save:</td> <td>-</td> <td>CAF:</td> <td>+6</td> </tr> <tr> <td>Weapon</td> <td>Shuriken Pistol</td> <td>Range</td> <td>25cm</td> <td>Shoot</td> <td>1d 5+ (0)</td> </tr> </table> <p><i>Can reroll CC, No Chaos Moral effect, Hard to Hit</i></p> <p><b>Break: 2</b> <b>Morale: 2</b></p> <p><b>Victory Points: 2</b></p>	Move:	10cm	Save:	-	CAF:	+6	Weapon	Shuriken Pistol	Range	25cm	Shoot	1d 5+ (0)
Move:	10cm	Save:	-	CAF:	+6								
Weapon	Shuriken Pistol	Range	25cm	Shoot	1d 5+ (0)								
<p><b>Harlequin Jetbike Squadron</b></p> <p>⌘ Harlequin ⌘</p> <p>5 Harlequin Jetbikes stands</p> <p><b>Cost: 250</b></p>	<p><b>Harlequin Jetbike</b> <i>Skimmer (2+)</i></p> <table border="1"> <tr> <td>Move:</td> <td>35cm</td> <td>Save:</td> <td>-</td> <td>CAF:</td> <td>+5</td> </tr> <tr> <td>Weapon</td> <td>Shuriken Catapult</td> <td>Range</td> <td>15cm</td> <td>Shoot</td> <td>1d 5+ (0)</td> </tr> </table> <p><i>No Chaos Moral effect, Hard to Hit, pop-up attack</i></p> <p><b>Break: 3</b> <b>Morale: 2</b></p> <p><b>Victory Points: 3</b></p>	Move:	35cm	Save:	-	CAF:	+5	Weapon	Shuriken Catapult	Range	15cm	Shoot	1d 5+ (0)
Move:	35cm	Save:	-	CAF:	+5								
Weapon	Shuriken Catapult	Range	15cm	Shoot	1d 5+ (0)								
<p><b>Master Mime</b></p> <p>⌘ Harlequin ⌘</p> <p>Master Mime Card</p> <p><b>Cost: 50</b></p>	<p><b>Master Mime</b></p> <p>Move: - Save: - CAF: -</p> <p><i>Play during the order phase. Aimed unit loses its order, and can't get any order until it success in a moral check, tested every end phase.</i></p> <p><b>Break: -</b> <b>Morale: -</b></p> <p><b>Victory Points: 1</b></p>												
<p><b>Mime Troupe</b></p> <p>⌘ Harlequin ⌘</p> <p>4 Mimes stands</p> <p><b>Cost: 125</b></p>	<p><b>Mime</b> <i>Infantry (1)</i></p> <table border="1"> <tr> <td>Move:</td> <td>10cm</td> <td>Save:</td> <td>-</td> <td>CAF:</td> <td>+3</td> </tr> <tr> <td>Weapon</td> <td>Pistols/Sword</td> <td>Range</td> <td>25cm</td> <td>Shoot</td> <td>1d 5+ (0)</td> </tr> </table> <p><i>can reroll CC, No Chaos Moral effect, Hard to Hit, Deep Strike</i></p> <p><b>Break: 2</b> <b>Morale: 3</b></p> <p><b>Victory Points: 1</b></p>	Move:	10cm	Save:	-	CAF:	+3	Weapon	Pistols/Sword	Range	25cm	Shoot	1d 5+ (0)
Move:	10cm	Save:	-	CAF:	+3								
Weapon	Pistols/Sword	Range	25cm	Shoot	1d 5+ (0)								

# Dark Eldar



## Raider Kabal

Dark Eldar

6 Dracon  
Incubi stand  
Command Raider

Warrior Cadre

6 Warrior stands  
3 Raiders

Warrior Cadre

6 Warrior stands  
3 Raiders

Warrior Cadre

6 Warrior stands  
3 Raiders

Cost: 900

**Dracon** *Infantry (1)*

Move: 10cm	Save: -	CAF: +5
Weapon	Range	Shoot
Terrorfex/Agoniser	35cm	2d 5+ (-1)

*Elite, HQ, Dodge*

**Incubi** *Infantry (1)*

Move: 10cm	Save: 6+	CAF: +4
Weapon	Range	Shoot
Tormentor Helm	25cm	1d 5+ (0)

*Elite, Dodge*

**Warrior** *Infantry (1)*

Move: 10cm	Save: -	CAF: +0
Weapon	Range	Shoot
Splinter Rifles	50cm	1d 5+ (0)

**Raider** *Skimmer (3+)*

Move: 30cm	Save: 5+	CAF: +0
Weapon	Range	Shoot
Dark Lance	75cm	1d 4+ (-2)

*Open Top Vehicle, pop-up attack, Transport 2*

Break: 15 Morale: 3

Victory Points: 9

**Dracite** *Infantry (1)*

Move: 10cm	Save: -	CAF: +5
Weapon	Range	Shoot
Terrorfex/Agoniser	35cm	2d 5+ (-1)

*Elite, HQ, Dodge*

**Wyches** *Infantry (1)*

Move: 10cm	Save: -	CAF: +3
Weapon	Range	Shoot
Pistols/Blades	25cm	1d 5+ (0)

*Dodge*

**Beastmaster** *Infantry (1)*

Move: 15cm	Save: -	CAF: +3
Weapon	Range	Shoot
Pistol/Agoniser	25cm	1d 5+ (0)

*HQ, Dodge, Triple Charge*

**Warp Beasts** *Cavalry (2)*

Move: 20cm	Save: -	CAF: +4
Weapon	Range	Shoot
Claws	-	-

*Triple move on Charge*

Break: 14 Morale: 3

Victory Points: 8

## Wych Cult

Dark Eldar

6 Dracite  
Wych stand  
Command Raider

Wych Cadre

6 Wych stands

Wych Cadre

6 Wych stands

Wych Cadre

6 Wych stands

Warp Beasts Pack  
Beastmaster stand  
5 Warp Beast stands

Cost: 800

## Grotesque Cult

Dark Eldar

Haemonculus

5 Grotesque stands  
3 Raiders

Talos Battery

6 Talos

**Haemonculus** *Infantry (1)*

Move: 10cm	Save: -	CAF: +4
Weapon	Range	Shoot
Destructor	0cm	1d 4+ (-1)

*Elite, HQ, kill Psyker using Psychic power within 50cm on 4+*

**Grotesque** *Infantry (1)*

Move: 10cm	Save: 6+f	CAF: +3
------------	-----------	---------

*Stupid, Terror*

**Raider** *Skimmer (3+)*

Move: 30cm	Save: 5+	CAF: +0
Weapon	Range	Shoot
Dark Lance	75cm	1d 4+ (-2)

*Open Top Vehicle, pop-up attack, Transport 2*

**Talos** *Skimmer (2+)*

Move: 10cm	Save: 4+	CAF: +5
Weapon	Range	Shoot
Talos Stinger	50cm	D6d 5+ (-1)

*pop-up attack, AI*

Break: 8 Morale: 3

Victory Points: 6

**Reaver Jetbike** *Skimmer (2+)*

Move: 35cm	Save: -	CAF: +3
Weapon	Range	Shoot
Blasters	15cm	1d 4+ (-1)

*pop-up attack*

## Reaver Kabal

Dark Eldar

Reaver Jetbike Squadron

6 Reaver Jetbike stands

Reaver Jetbike Squadron

6 Reaver Jetbike stands

Reaver Jetbike Squadron

6 Reaver Jetbike stands

Cost: 600

Break: 9 Morale: 3

Victory Points: 6

## Ravager Kabal

Dark Eldar

Ravager Squadron

3 Ravagers

Ravager Squadron

3 Ravagers

Ravager Squadron

3 Ravagers

Cost: 650

Break: 5    Morale: 3  
Victory Points: 7

### Ravager

Skimmer (3+)

Move:	30cm	Save:	4+	CAF:	+2
Weapon		Range		Shoot	
Dark Lance		75cm		1d 4+	(-2)
Disintegrators		50cm		2d 5+	(-1)

pop-up attack

## Archon

Dark Eldar

Command

Archon

Incubi stand

Combat Barge

Cost: 100

Break: Archon    Morale: 1  
Victory Points: 1

### Archon

Infantry (1)

Move:	10cm	Save:	-	CAF:	+7
Weapon		Range		Shoot	
Xenospasm		35cm		2d 5+	(-2)

Command, Elite, HQ, Shadow Field, Dodge

### Incubi

Infantry (1)

Move:	10cm	Save:	6+	CAF:	+4
Weapon		Range		Shoot	
Tormentor Helm		25cm		1d 5+	(0)

Elite, Dodge

### Combat Barge

Skimmer (3+)

Move:	30cm	Save:	4+	CAF:	+4
Weapon		Range		Shoot	
Dark Lance		75cm		1d 4+	(-2)
Disintegrators		50cm		2d 5+	(-1)

Open Top Vehicle, Shadow Field, pop-up attack, Transport 2

## Archite

Dark Eldar

Command

Archite

Wych stand

Combat Barge

Cost: 100

Break: Archite    Morale: 1  
Victory Points: 1

### Archite

Infantry (1)

Move:	10cm	Save:	-	CAF:	+7
Weapon		Range		Shoot	
Xenospasm		35cm		2d 5+	(-2)

Command, Elite, HQ, Shadow Field, Dodge

### Wyches

Infantry (1)

Move:	10cm	Save:	-	CAF:	+3
Weapon		Range		Shoot	
Pistols/Blades		25cm		1d 5+	(0)

Dodge

### Combat Barge

Skimmer (3+)

Move:	30cm	Save:	4+	CAF:	+4
Weapon		Range		Shoot	
Dark Lance		75cm		1d 4+	(-2)
Disintegrators		50cm		2d 5+	(-1)

Open Top Vehicle, Shadow Field, pop-up attack, Transport 2

### Incubi

Infantry (1)

Move:	10cm	Save:	6+	CAF:	+4
Weapon		Range		Shoot	
Tormentor Helm		25cm		1d 5+	(0)

Elite, Dodge

## Incubi Cadre

Dark Eldar

6 Incubi Stands

Cost: 150

Break: 6    Morale: 1  
Victory Points: 2

## Shadow Spinner

Dark Eldar

Shadow Spinner Scout Titan

Cost: 200

Shadow Spinner Titan (5)

Move: 35cm	Save: Card	CAF: +6
Weapon	Range	Shoot
See card		

Agile, Shadow Field, Dodge

Break: Model  
Morale: -  
Victory Points: 2

## Shadow Spinner Squadron

Dark Eldar

Shadow Spinner Scout Titan

Shadow Spinner Scout Titan

Cost: 400

Shadow Spinner Titan (5)

Move: 35cm	Save: Card	CAF: +6
Weapon	Range	Shoot
See card		

Agile, Shadow Field, Dodge

Break: Each  
Morale: -  
Victory Points: 2 Each

## Webway Portal

Dark Eldar

This is a mobile form of the portal used by the Dark Eldar to link together places via the webway.

Allow teleport to all detachments of the company card and its support cards.

Only one Webway Portal may be taken in a Dark Eldar army.

Cost: +300

Break: -  
Morale: -  
Victory Points: +3

**Webway Portal :** The Webway Portal may be activated at the start of any Orders phase : place a Barrage template on any point of the table and scatter it twice, determining the final position of the portal. All teleporting units exit from the portal in the subsequent Compulsory Movement phase, and must be placed within 5cm of it. Though considered teleported units, they can be assigned any order.

Take one random effect at the start of the game :

- +1 CAF
- Unit becomes Fearless
- [Wych or Beastmaster only] Triple movement on charge

Break: -  
Morale: -  
Victory Points: -

## Combat Drugs

Dark Eldar

Give Combat Drugs to one Wych, Reaver or Hellion detachment or to one Beastmaster.

Cost: +50

Break: -  
Morale: -  
Victory Points: -

Hellion

Skimmer (2+)

Move: 25cm	Save: 6+f	CAF: +2
Weapon	Range	Shoot
Hellistaives 50cm 1d 5+ (0)		

pop-up attack

## Hellion Cadre

Dark Eldar

6 Hellion stands

Cost: 250

Break: 3  
Morale: 3  
Victory Points: 3

**Mandrake Cadre**  
Dark Eldar

6 Mandrake stands

**Cost: 200**

**Break: 3** **Morale: 3**  
**Victory Points: 2**

**Mandrake** *Infantry (1)*

Move: 10cm	Save: 6+f	CAF: +2
Weapon	Range	Shoot
Pistol/Blades	25cm	1d 5+ (0)

*Infiltrate, Stealth*

**Scourge Cadre**  
Dark Eldar

6 Scourge stands

**Cost: 300**

**Break: 3** **Morale: 3**  
**Victory Points: 3**

**Scourge** *Infantry (1)*

Move: 15cm	Save: -	CAF: +0
Weapon	Range	Shoot
Splinter Cannons	75cm	2d 5+ (-1)

*Jump Pack*

**Warrior Cadre**  
Dark Eldar

6 Warrior stands  
3 Raiders

**Cost: 300**

**Break: 5** **Morale: 3**  
**Victory Points: 3**

**Warrior** *Infantry (1)*

Move: 10cm	Save: -	CAF: +0
Weapon	Range	Shoot
Splinter Rifles	50cm	1d 5+ (0)

**Raider** *Skimmer (3+)*

Move: 30cm	Save: 5+	CAF: +0
Weapon	Range	Shoot
Dark Lance	75cm	1d 4+ (-2)

*Open Top Vehicle, pop-up attack, Transport 2*

**Wych Cadre**  
Dark Eldar

6 Wych stands

**Cost: 200**

**Break: 3** **Morale: 3**  
**Victory Points: 2**

**Wyches** *Infantry (1)*

Move: 10cm	Save: -	CAF: +3
Weapon	Range	Shoot
Pistols/Blades	25cm	1d 5+ (0)

*Dodge*

**Warp Beasts Pack**  
Dark Eldar

Beastmaster stand  
5 Warp Beast stands

**Cost: 200**

**Beastmaster** *Infantry (1)*

Move: 15cm	Save: -	CAF: +3
Weapon	Range	Shoot
Pistol/Agoniser	25cm	1d 5+ (0)

*HQ, Dodge, Triple Charge*

**Warp Beasts** *Cavalry (2)*

Move: 20cm	Save: -	CAF: +4
Weapon	Range	Shoot
Claws	-	-

*Triple move on Charge*

**Break: 3** **Morale: 3**  
**Victory Points: 2**

**Shadow Raider**  
Dark Eldar

Shadow Raider

**Cost: 150**

**Shadow Raider** *Skimmer (3+)*

Move: 30cm	Save: 5+	CAF: +2
Weapon	Range	Shoot
Shadow Cannon *	100cm	1d 3+ (-4)
Heavy Disintegrators	75cm	2d 5+ (-2)

*\* Penetrating +3, pop-up attack, Shadow Field*

**Talos Battery**  
Dark Eldar

6 Talos

**Cost: 300**

**Talos** *Skimmer (2+)*

Move: 10cm	Save: 4+	CAF: +5
Weapon	Range	Shoot
Talos Stinger	50cm	D6d 5+ (-1)

*pop-up attack, AI*

**Break: 3** **Morale: -**  
**Victory Points: 3**

**Reaver Jetbike Squadron**  
Dark Eldar

6 Reaver Jetbike stands

**Cost: 250**

**Reaver Jetbike** *Skimmer (2+)*

Move: 35cm	Save: -	CAF: +3
Weapon	Range	Shoot
Blasters	15cm	1d 4+ (-1)

*pop-up attack*

**Break: 3** **Morale: 3**  
**Victory Points: 3**

**Ravager Squadron**  
Dark Eldar

3 Ravagers

**Cost: 225**

*Break: 2    Morale: 3*  
**Victory Points: 2**

Ravager				Skimmer (3+)			
Move:	30cm	Save:	4+	CAF:	+2	Weapon	Shoot
Dark Lance	75cm	Range	50cm	1d 4+	(+2)		
Disintegrators	50cm	Range	50cm	2d 5+	(-1)		

*pop-up attack*

**Raider Squadron**  
Dark Eldar

3 Raiders

**Cost: 150**

*Break: 2    Morale: 3*  
**Victory Points: 2**

Raider				Skimmer (3+)			
Move:	30cm	Save:	5+	CAF:	+0	Weapon	Shoot
Dark Lance	75cm	Range	75cm	1d 4+	(-2)		

*Open Top Vehicle, pop-up attack, Transport 2*

**Banshee Battery**  
Dark Eldar

3 Banshee AA Raiders

**Cost: 225**

*Break: 2    Morale: 3*  
**Victory Points: 2**

Banshee				Skimmer (3+)			
Move:	30cm	Save:	5+	CAF:	+0	Weapon	Shoot
Splinterstorm	75cm	Range	75cm	3d 4+	(-1)		

*Anti-Aircraft, pop-up attack*

**Enslaver Battery**  
Dark Eldar

3 Enslaver Raiders

**Cost: 225**

*Break: 2    Morale: 3*  
**Victory Points: 2**

Enslaver Raider				Skimmer (3+)			
Move:	30cm	Save:	5+	CAF:	+1	Weapon	Shoot
Net-thrower	75cm	Range	50cm	LoS	Special		

*Heavy Artillery, pop-up attack*

**Phoenix Fighter Bomber**  
Dark Eldar

Phoenix Fighter Bomber

**Cost: 300**

*Break: Model    Morale: 3*  
**Victory Points: 3**

Phoenix				Flyer (3+)			
Move:	75cm	Save:	3+	CAF:	+2	Weapon	Shoot
Sonic Cannon *	75cm	Range	75cm	2d 4+	(-3)		
Shuriken	50cm	Range	50cm	4d 5+	(0)		
Plasma Bombs	Special	Range	Special	8SB 3+	(-3)		

*\* Ignores Cover, Flyer, 2 barrage attacks during movement*

**Raven Squadron**  
Dark Eldar

3 Raven Interceptors

**Cost: 275**

*Break: 2    Morale: 3*  
**Victory Points: 3**

Raven Interceptor				Flyer (3+)			
Move:	115cm	Save:	5+	CAF:	+5	Weapon	Shoot
Dark Lances	25cm	Range	25cm	2d 4+	(-2)		
Splinter Cannon	25cm	Range	25cm	2d 5+	(0)		

*Flyer, Shadow Field*

**Razorwing**  
Dark Eldar

Razorwing Fighter-Bomber

**Cost: 200**

*Break: Model    Morale: 3*  
**Victory Points: 2**

Razorwing Fighter-Bomber				Flyer (3+)			
Move:	90cm	Save:	5+	CAF:	+2	Weapon	Shoot
Dark Lances	25cm	Range	25cm	2d 4+	(-2)		
Splinter Cannons	25cm	Range	25cm	2d 5+	(-1)		
Horrorfex *	LoS	Range	LoS	SB			

*\* Pass a Morale test at -1 per affected model in excess of one or Rout (cancelled by a Psychic save), Flyer, Shadow Field*

**Spectre Assault Transport**  
Dark Eldar

Spectre transport

**Cost: 150**

*Break: Model    Morale: 3*  
**Victory Points: 1**

Spectre Assault Transport				Flyer (3+)			
Move:	100cm	Save:	4+	CAF:	+1	Weapon	Shoot
Splinter Cannon	25cm	Range	25cm	6d 5+	(-1)		
Missiles	25cm	Range	25cm	4SB 5+	(-1)		

*Flyer, Shadow Field, Transport 6*

<p><b>Raptor Missile</b> <i>(Dark Eldar)</i></p> <p>One Orbital Barrage Round</p> <p><b>Cost: 2 VP</b></p>	<p><b>Raptor Missile</b></p> <table border="1"> <thead> <tr> <th>Weapon</th> <th>Range</th> <th>Shoot</th> </tr> </thead> <tbody> <tr> <td>Orbital Barrage</td> <td>Special</td> <td>SSB 3+ (-3)</td> </tr> </tbody> </table> <p><i>Special, Costs 2 VP, Scatters 1D6cm, Destroy Buildings</i></p> <p><b>Break: - Morale: -</b></p> <p><b>Victory Points: -</b></p>	Weapon	Range	Shoot	Orbital Barrage	Special	SSB 3+ (-3)
Weapon	Range	Shoot					
Orbital Barrage	Special	SSB 3+ (-3)					
<p><b>Web Bomb</b> <i>(Dark Eldar)</i></p> <p>One Orbital Barrage Round</p> <p><b>Cost: 2 VP</b></p>	<p><b>Web Bomb</b></p> <table border="1"> <thead> <tr> <th>Weapon</th> <th>Range</th> <th>Shoot</th> </tr> </thead> <tbody> <tr> <td>Orbital Barrage</td> <td>Special</td> <td>Special 4+ None</td> </tr> </tbody> </table> <p><i>Costs 2 VP</i></p> <p><b>Break: - Morale: -</b></p> <p><b>Victory Points: -</b></p>	Weapon	Range	Shoot	Orbital Barrage	Special	Special 4+ None
Weapon	Range	Shoot					
Orbital Barrage	Special	Special 4+ None					

# Eldar Knights

## Eldar Knight Warhost

Eldar Knights

Fire Knight Detachment

3 Fire Knights of any type

Bright Warrior Detachment

3 Bright Warriors of any type

Towering Knight Detachment

3 Towering Knights of any type

Cost: 800

**Fire Knight** *Holo-field, Psychic Lance*

Move : 20cm Save : 3+ CAF : +2/+3

**Fire Gale** CAF : +2

Maelstrom Laser 75cm 2d 4+ (-2)

Scatter Laser 25cm 3d 5+ (0)

**Fire Reaper** CAF : +3

Lascannon 50cm 3d 5+ (-1)

**Fire Storm** CAF : +2

Missiles 100cm 4SB 5+ (-2)

Shurikens 25cm 2d 6+ (0)

**Bright Warrior** *Holo-field, Psychic Lance*

Move : 25cm Save : 4+ CAF : +3

**Bright Stallion**

Maelstrom Laser 75cm 2d 4+ (-2)

Scatter Laser 25cm 3d 5+ (0)

**Bright Stalker**

Maelstrom Laser 75cm 2d 4+ (-2)

Lascannon 50cm 1d 5+ (-1)

**Towering Knight** *Holo-field, Psychic Lance*

Move : 25cm Save : 2+ CAF : +5

**Towering Destroyer**

Maelstrom Laser 75cm 2d 4+ (-2)

Scatter Laser 25cm 3d 5+ (0)

**Towering Fury**

Maelstrom Laser 75cm 2d 4+ (-2)

Lascannon 50cm 1d 5+ (-1)

Break: 5 Morale: 2

Victory Points: 8

**Guardian** *Infantry (1)*

Move: 10cm Save: - CAF: +0

Weapon Range Shoot

Shuriken 50cm 1d 5+ (0)

**Falcon** *Skimmer (3+)*

Move: 25cm Save: 3+ CAF: +1

Weapon Range Shoot

Lascannon 75cm 1d 4+ (-2)

pop-up attack, Transport 2

Break: 14 Morale: 3

Victory Points: 9

## Jetbike Host

Eldar Knights

Vyper Squadron

5 Vypers

Jetbike Squadron

5 Jetbikes

Jetbike Squadron

5 Jetbikes

Cost: 550

**Vyper**

*Skimmer (2+)*

Move: 35cm Save: 6+ CAF: +1

Weapon Range Shoot

Shuriken Cannon 25cm 2d 5+ (0)

Shuriken Catapult 15cm 1d 5+ (0)

pop-up attack

**Jetbike**

*Skimmer (2+)*

Move: 35cm Save: - CAF: +3

Weapon Range Shoot

Shuriken Catapult 15cm 1d 5+ (0)

pop-up attack

Break: 8 Morale: 3

Victory Points: 6

**Harlequin**

*Infantry (1)*

Move: 10cm Save: - CAF: +6

Weapon Range Shoot

Shuriken Pistol 25cm 1d 5+ (0)

Can reroll CC, No Chaos Moral effect, Hard to Hit

## Harlequin Troupe

Eldar Knights

Harlequin Troupe

4 Harlequin stands

Cost: 150

Break: 2 Morale: 2

Victory Points: 2

## Defender Warhost

Eldar Knights

Defender Detachment

6 Guardian stands

3 Falcons

Defender Detachment

6 Guardian stands

3 Falcons

Defender Detachment

6 Guardian stands

3 Falcons

Cost: 850



## Pathfinders

Eldar Knights

Pathfinders

4 Pathfinder stands

Pathfinder

Infantry (1)

Move:	10cm	Save:	6+f	CAF:	+1
Weapon	Range	Shoot			
Lasgun	50cm	1d 4+	(0)		

*Infiltration, Sniper, Stealth*

Cost: 100

Break: 2    Morale: 2  
Victory Points: 1

## Warlock

Eldar Knights

Warlock stand  
Command Falcon

Warlock

Infantry (1)

Move:	10cm	Save:	6+f	CAF:	+2
Weapon	Range	Shoot			
Shuriken Pistol	25cm	1d 5+	(0)		

*Command, HQ, Elite, Psyker*

- Mind Blast:** Destroy (no save) a model within 25cm and LoS on 4+. Roll for head / bridge damage. Ethereal Psychic power.
- Psychic Lock:** Lock a model (no move, no fire, CC without die) within 75cm and LoS on 4+. Rest of detachment may move away. Can repair / raise shields. Lasts until 4+ in End Phase or Warlock do something. Ethereal Psychic power.
- Eldritch Storm:** Place a SB template within 50cm and LoS and throw models to a random edge, which do nothing for the turn (rest of detachment may move). It blocks LoS. Take down one shield or hit one lowest location (-2 TSM) but can move and shoot. Removed in End Phase.

Falcon

Skimmer (3+)

Move:	25cm	Save:	3+	CAF:	+1
Weapon	Range	Shoot			
Lascannon	75cm	1d 4+	(-2)		

*pop-up attack, Transport 2*

Cost: 125

Break: Stand    Morale: -  
Victory Points: 1

## Knight Baron

Eldar Knights

Baron in Towering Destroyer

Knight Baron

Knight (4)

Move:	25cm	Save:	2+	CAF:	+9
Weapon	Range	Shoot			
Maelstrom Laser	75cm	2d 4+	(-2)		
Scatter Laser	25cm	3d 5+	(0)		

*Holo-field, Psychic Lance, Command, HQ*

Cost: 200

Break: Model    Morale: -  
Victory Points: 2

## Guardian Detachment

Eldar Knights

6 Guardian stands

Cost: 150

Guardian

Infantry (1)

Move:	10cm	Save:	-	CAF:	+0
Weapon	Range	Shoot			
Shuriken	50cm	1d 5+	(0)		

Break: 3    Morale: 3  
Victory Points: 2

## Defender Detachment

Eldar Knights

6 Guardian stands  
3 Falcons

Cost: 300

Guardian

Infantry (1)

Move:	10cm	Save:	-	CAF:	+0
Weapon	Range	Shoot			
Shuriken	50cm	1d 5+	(0)		

Falcon

Skimmer (3+)

Move:	25cm	Save:	3+	CAF:	+1
Weapon	Range	Shoot			
Lascannon	75cm	1d 4+	(-2)		

*pop-up attack, Transport 2*

Break: 5    Morale: 3  
Victory Points: 3

**Jetbike Squadron**  
*Eldar Knights*

5 Jetbikes

**Cost: 200**

**Break: 3**   **Morale: 3**  
**Victory Points: 2**

Jetbike				Skimmer (2+)				
Move:	35cm	Save:	-	CAF:	+3	Weapon	Range	Shoot
Shuriken Catapult	15cm	15cm	1d 5+	(0)				

*pop-up attack*

**Vyper Squadron**  
*Eldar Knights*

5 Vypers

**Cost: 250**

**Break: 3**   **Morale: 3**  
**Victory Points: 3**

Vyper				Skimmer (2+)				
Move:	35cm	Save:	6+	CAF:	+1	Weapon	Range	Shoot
Shuriken Cannon	25cm	25cm	2d 5+	(0)				
Shuriken Catapult	15cm	15cm	1d 5+	(0)				

*pop-up attack*

**War Walker Squadron**  
*Eldar Knights*

3 War Walkers

**Cost: 150**

**Break: 2**   **Morale: 3**  
**Victory Points: 2**

War Walker				Walker (2)				
Move:	25cm	Save:	6+	CAF:	+1	Weapon	Range	Shoot
Lascannon	75cm	75cm	1d 5+	(-2)				
Scatter Laser	25cm	25cm	3d 5+	(0)				

**Firestorm Anti-Aircraft**  
*Eldar Knights*

Firestorm

**Cost: 150**

**Break: Model**   **Morale: 3**  
**Victory Points: 2**

Firestorm Anti-Aircraft				Skimmer (3+)				
Move:	25cm	Save:	3+	CAF:	+1	Weapon	Range	Shoot
Laser Battery	100cm	100cm	3d 4+	(-2)				

*pop-up attack, Anti-Aircraft*

**Falcon Squadron**  
*Eldar Knights*

3 Falcons

**Cost: 150**

**Break: 2**   **Morale: 3**  
**Victory Points: 2**

Falcon				Skimmer (3+)				
Move:	25cm	Save:	3+	CAF:	+1	Weapon	Range	Shoot
Lascannon	75cm	75cm	1d 4+	(-2)				

*pop-up attack, Transport 2*

**Bright Lance Battery**  
*Eldar Knights*

3 Bright Lances

**Cost: 100**

**Break: 2**   **Morale: 3**  
**Victory Points: 1**

Bright Lance				Light Art. (1)				
Move:	10cm	Save:	-	CAF:	-3	Weapon	Range	Shoot
Lascannon	75cm	75cm	1d 4+	(-2)				

**Fire Knight Detachment**  
*Eldar Knights*

3 Fire Knights of any type

**Cost: 250**

**Break: 2**   **Morale: 2**  
**Victory Points: 3**

All Fire Knights				Knight (4)				
Move:	20cm	Save:	3+	CAF:	+2/+3	Holo-field, Psychic Lance		
<b>Fire Gale</b>				<b>Fire Reaper</b>				
Maelstrom Laser	75cm	75cm	2d 4+	(-2)	Lascannon	50cm	3d 5+	(-1)
Scatter Laser	25cm	25cm	3d 5+	(0)	<b>Fire Storm</b>			
				Missiles 100cm 4SB 5+ (-2)				
				Shurikens 25cm 2d 6+ (0)				

**Bright Warrior Detachment**  
*Eldar Knights*

3 Bright Warriors of any type

**Cost: 300**

**Break: 2**   **Morale: 2**  
**Victory Points: 3**

All Bright Warriors				Knight (4)				
Move:	25cm	Save:	4+	CAF:	+3	Holo-field, Psychic Lance		
<b>Bright Stallion</b>				<b>Bright Stalker</b>				
Maelstrom Laser	75cm	75cm	2d 4+	(-2)	Lascannon	50cm	1d 5+	(-1)
Scatter Laser	25cm	25cm	3d 5+	(0)				

## Towering Knight Detachment

*Eldar Knights*

3 Towering Knights of any type

Cost: 350

All Towering Knights *Knights (4)*

Move: 25cm Save: 2+ CAF: +5

*Holo-field, Psychic Lance*

### Towering Destroyer

Maelstrom Laser	75cm	2d 4+ (-2)
Scatter Laser	25cm	3d 5+ (0)

### Towering Fury

Maelstrom Laser	75cm	2d 4+ (-2)
Lascannon	50cm	1d 5+ (-1)

Break: 2 Morale: 2

Victory Points: 4

# Exodites

Fusilier

Infantry (1)

Move:	10cm	Save:	-	CAF:	+0
Weapon	Blast Carbine	Range	50cm	Shoot	1d 5+ (0)

Defender Host

Eroditas

Fusilier Detachment

6 Fusilier stands

Fusilier Detachment

6 Fusilier stands

Fusilier Detachment

6 Fusilier stands

Cost: 450

Break: 9 Morale: 3

Victory Points: 5

Warrior

Infantry (1)

Move:	10cm	Save:	-	CAF:	+1
Weapon	Blast Pistols/Swords	Range	25cm	Shoot	1d 5+ (0)

War Host

Eroditas

Warrior Detachment

6 Warrior stands

Warrior Detachment

6 Warrior stands

Warrior Detachment

6 Warrior stands

Cost: 350

Break: 9 Morale: 3

Victory Points: 4

Dragon Knight

Cavalry (2)

Move:	20cm	Save:	6+f	CAF:	+3
Weapon	Blast Carabines	Range	50cm	Shoot	1d 5+ (0)

Laser Lance, Wraithbone shield

Dragon Host

Eroditas

Dragon Knight Squadron

5 Dragon Knight stands

Dragon Knight Squadron

5 Dragon Knight stands

Dragon Knight Squadron

5 Dragon Knight stands

Cost: 600

Break: 8 Morale: 3

Victory Points: 6

Pentasaaur

Cavalry (2)

Move:	15cm	Save:	3+	CAF:	+6
Weapon	Maelstrom Laser	Range	75cm	Shoot	2d 4+ (-2)

PD(2)

Pentasaaur Host

Eroditas

Pentasaaur Squadron

3 Pentasaurs

Pentasaaur Squadron

3 Pentasaurs

Pentasaaur Squadron

3 Pentasaurs

Cost: 550

Break: 5 Morale: 3

Victory Points: 6

## Scout Host

*Eroditics*

Lethosaur Knight Squadron

5 Lethosaur Knight stands

Raptor Knight Squadron

5 Raptor Knight stands

Raptor Knight Squadron

5 Raptor Knight stands

Cost: 500

### Lethosaur Knight

*Cavalry (2)*

Move:	25cm	Save:	-	CAF:	+1
Weapon	Carbines	Range	35cm	Shoot	1d 4+ (-1)

*Infiltration, Hit & Run*

### Raptor Knight

*Cavalry (2)*

Move:	25cm	Save:	-	CAF:	+3
Weapon	Blast Pistols/Swords	Range	25cm	Shoot	1d 5+ (0)

*Infiltration*

Break: 8    Morale: 3

Victory Points: 5

### Scout Walker

*Walker (2)*

Move:	30cm	Save:	-	CAF:	+1
Weapon	Scatter Laser	Range	25cm	Shoot	3d 5+ (0)

*Holo-field*

### War Walker

*Walker (2)*

Move:	25cm	Save:	6+	CAF:	+1
Weapon	Lascannon	Range	75cm	Shoot	1d 5+ (-2)
Scatter Laser	25cm			Shoot	3d 5+ (0)

## Walker Host

*Eroditics*

Scout Walker Squadron

3 Scout Walkers

Scout Walker Squadron

3 Scout Walkers

War Walker Squadron

3 War Walkers

War Walker Squadron

3 War Walkers

Cost: 400

## Baron

*Eroditics*

Baron stand  
2 Dragoon stands

### Baron

*Cavalry (2)*

Move:	20cm	Save:	4+/6+f	CAF:	+6
Weapon	Blast Pistol	Range	25cm	Shoot	2d 5+ (0)

*Elite, Command, HQ, Laser Lance, Wraithbone shield*

### Dragoon

*Cavalry (2)*

Move:	20cm	Save:	5+/6+f	CAF:	+4
Weapon	Plasma Carbines	Range	35cm	Shoot	1d 4+ (-1)

*Elite, Exodite Shock Lance, Wraithbone shield*

Cost: 100

Break: Baron    Morale: 1

Victory Points: 1

### Dragon Serpent

*Skimmer (3+)*

Move:	25cm	Save:	3+	CAF:	+1
Weapon	Warp Wave	Range	2d6x10cm	Shoot	Special 4+ -

*pop-up attack, Transport 2, Special*

## Dragon Serpent Squadron

*Eroditics*

3 Dragon Serpents

Cost: 225

Break: 2    Morale: 3

Victory Points: 2

Break: 6    Morale: 3

Victory Points: 4

## Exo-Suit Squadron

Exodites

3 Exo-Suits

Cost: 300

Break: 2    Morale: 2  
Victory Points: 3

**Exo-Suit** *Knight (4)*

Move:	20cm	Save:	3+/6+f	CAF:	+4
<b>Weapon</b>	Reaper	<b>Range</b>	75cm	<b>Shoot</b>	Special 4+ (-2)
	Scatter Laser		25cm		3d 5+ (0)

*Holo-field, Wraithbone Shield*

## Visionary

Exodites

Visionary stand

Cost: 175

Break: Stand    Morale: 1  
Victory Points: 2

**Visionary** *Cavalry (2)*

Move:	20cm	Save:	6+f	CAF:	+4
<b>Weapon</b>	Pistol/Witchblade	<b>Range</b>	25cm	<b>Shoot</b>	1d 5+ (0)

*Command, HQ, Psyker*

- 1) Executioner:** Pick an enemy stand within 50cm (LoS not needed) and fight a round of CC against a Spirit (ethereal psychic attack) with +4 CAF. The enemy counts as having fought a round of CC. Make any psychic saves before the Close Combat.
- 2) Fortune:** One Eldar unit within 10cm may re-roll any failed Armor and To-Hit rolls until end of turn. The unit may not re-roll CC.
- 3) Heal:** The Visionary gains the Medic ability until the end of the turn.

## Megadon

Exodites

Megadon

Cost: 300

Break: Model    Morale: 2  
Victory Points: 3

**Megadon** *Superheavy (4)*

Move:	10cm	Save:	1+	CAF:	+8
<b>Weapon</b>	Bright Lance	<b>Range</b>	75cm	<b>Shoot</b>	1d 4+ (-2)
	Starcannons		75cm		4d 5+ (-1)
	Psychic Blaster *		0cm		LT Special

\* pass a Moral check or get destroyed, Bloodlust, Superheavy, PD(6)

## Fusilier Detachment

Exodites

6 Fusilier stands

Cost: 150

Break: 3    Morale: 3  
Victory Points: 2

**Fusilier** *Infantry (1)*

Move:	10cm	Save:	-	CAF:	+0
<b>Weapon</b>	Blast Carbine	<b>Range</b>	50cm	<b>Shoot</b>	1d 5+ (0)

## Warrior Detachment

Exodites

6 Warrior stands

Cost: 125

Break: 3    Morale: 3  
Victory Points: 1

**Warrior** *Infantry (1)*

Move:	10cm	Save:	-	CAF:	+1
<b>Weapon</b>	Blast Pistols/Swords	<b>Range</b>	25cm	<b>Shoot</b>	1d 5+ (0)

**Pathfinder Squadron**  
*Exodites*

4 Pathfinder stands

**Cost: 100**

**Break: 2**   **Morale: 2**  
**Victory Points: 1**

**Pathfinder**   *Infantry (1)*

Move: 10cm	Save: 6+f	CAF: +1
Weapon	Range	Shoot
Lasgun	50cm	1d 4+ (0)

*Infiltration, Sniper, Stealth*

**Dragon Knight Squadron**  
*Exodites*

5 Dragon Knight stands

**Cost: 200**

**Break: 3**   **Morale: 3**  
**Victory Points: 2**

**Dragon Knight**   *Cavalry (2)*

Move: 20cm	Save: 6+f	CAF: +3
Weapon	Range	Shoot
Blast Carbines	50cm	1d 5+ (0)

*Laser Lance, Wraithbone shield*

**Lethosaur Knight Squadron**  
*Exodites*

5 Lethosaur Knight stands

**Cost: 200**

**Break: 3**   **Morale: 3**  
**Victory Points: 2**

**Lethosaur Knight**   *Cavalry (2)*

Move: 25cm	Save: -	CAF: +1
Weapon	Range	Shoot
Plasma Carbines	35cm	1d 4+ (-1)

*Infiltration, Hit & Run*

**Raptor Knight Squadron**  
*Exodites*

5 Raptor Knight stands

**Cost: 175**

**Break: 3**   **Morale: 3**  
**Victory Points: 2**

**Raptor Knight**   *Cavalry (2)*

Move: 25cm	Save: -	CAF: +3
Weapon	Range	Shoot
Blast Pistols/Swords	25cm	1d 5+ (0)

*Infiltration*

**Pentasaurs Squadron**  
*Exodites*

3 Pentasaurs

**Cost: 200**

**Break: 2**   **Morale: 3**  
**Victory Points: 2**

**Pentasaurs**   *Cavalry (2)*

Move: 15cm	Save: 3+	CAF: +6
Weapon	Range	Shoot
Maelstrom Laser	75cm	2d 4+ (-2)

*PD(2)*

**Pterosaur Knight Squadron**  
*Exodites*

5 Pterosaur Knight stands

**Cost: 200**

**Break: 3**   **Morale: 3**  
**Victory Points: 2**

**Pterosaur Knight**   *Skimmer (2+)*

Move: 30cm	Save: -	CAF: +1
Weapon	Range	Shoot
Blast Carbines	50cm	1d 5+ (0)

*Deep Strike, pop-up attack*

**Dragoon Squadron**  
*Exodites*

5 Dragoon stands

**Cost: 250**

**Break: 3**   **Morale: 2**  
**Victory Points: 3**

**Dragoon**   *Cavalry (2)*

Move: 20cm	Save: 5+/6+f	CAF: +4
Weapon	Range	Shoot
Plasma Carbines	35cm	1d 4+ (-1)

*Elite, Exodite Shock Lance, Wraithbone shield*

**Scout Walker Squadron**  
*Exodites*

3 Scout Walkers

**Cost: 100**

**Break: 2**   **Morale: 3**  
**Victory Points: 1**

**Scout Walker**   *Walker (2)*

Move: 30cm	Save: -	CAF: +1
Weapon	Range	Shoot
Scatter Laser	25cm	3d 5+ (0)

*Holo-field*



**War Walker Squadron**  
*Exodites*

3 War Walkers

**Cost: 150**

**Break: 2**   **Morale: 3**  
**Victory Points: 2**

War Walker			
Move:	25cm	Save: 6+	CAF: +1
Weapon	Range	Shoot	
Lascannon	75cm	1d 5+ (-2)	
Scatter Laser	25cm	3d 5+ (0)	

*Walker (2)*

**Vyper Carrier Squadron**  
*Exodites*

6 Vyper Carriers

**Cost: 175**

**Break: 3**   **Morale: 3**  
**Victory Points: 2**

Vyper Carrier			
Move:	35cm	Save: 6+	CAF: +1
Weapon	Range	Shoot	
Shuriken Catapults	15cm	1d 5+ (0)	

*Skimmer (3+)*  
*Open Top Vehicle, pop-up attack, Transport 1*

**Bright Lance Travois**  
*Exodites*

Bright Lance Travois stand

**Cost: 50**

**Break: 3**   **Morale: 3**  
**Victory Points: 1**

Bright Lance Travois			
Move:	15cm	Save: -	CAF: -3
Weapon	Range	Shoot	
Bright Lance	75cm	1d 4+ (-2)	

*Light Art. (1)*  
*Fire on the Fly*

**Missile Launcher Travois Battery**  
*Exodites*

3 Missile Launcher Travois stands

**Cost: 125**

**Break: 2**   **Morale: 3**  
**Victory Points: 1**

Missile Launcher Travois			
Move:	15cm	Save: -	CAF: -3
Weapon	Range	Shoot	
Missile Launcher	100cm	3SB 5+ (0)	

*Light Art. (1)*  
*Fire on the Fly*

**Starcannon AA Travois Battery**  
*Exodites*

3 Starcannon AA Travois stands

**Cost: 125**

**Break: 2**   **Morale: 3**  
**Victory Points: 1**

Starcannon AA Travois			
Move:	15cm	Save: -	CAF: -3
Weapon	Range	Shoot	
Starcannon	75cm	2d 5+ (-1)	

*Light Art. (1)*  
*Anti-Aircraft, Fire on the Fly*

**Hellbender Squadron**  
*Exodites*

3 Hellbenders

**Cost: 150**

**Break: 2**   **Morale: 3**  
**Victory Points: 2**

Hellbender			
Move:	15cm	Save: 6+	CAF: +1
Weapon	Range	Shoot	
Fire Breath	0cm	LT 4+ (0)	

*Heavy Art. (3)*  
*Ignores Cover*

**Carnosaur**  
*Exodites*

Carnosaur

**Cost: 200**

**Break: Model**   **Morale: 2**  
**Victory Points: 2**

Carnosaur			
Move:	20cm	Save: 1+	CAF: +12
Weapon	Range	Shoot	
Starcannon	75cm	2d 5+ (-1)	

*Superheavy (4)*  
*Bloodlust, Superheavy, PD(2)*