

NetEPIC 5.0 Army Book
Eldar Exodites
Version of September 4th, 2005

- @ : Combine barrage points from all battery

| BP | to-hit |
|-----------|---------------|
| 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

| | | | | | | | | | | | | | | | | | | | | | | |
|---|--|--------------|-----------|----------|---------------|--------------|--------------|---------------|------|------------|-----------------|-----|--------------|------------|-----------|----------|---------------|--------------|--------------|----------|------|-----------|
| <p>Plains Dragon Host</p> <p><i>Eldar Exodites</i></p> <p>Plains Dragon Banner Bearer</p> <p>5 Plains Dragons</p> <p>5 Plains Dragons</p> <p>Cost : 750</p> | <p>Plains Dragon <i>Walker (3)</i></p> <table border="1"> <tr> <td>Move : 20cm</td> <td>Save : 3+</td> <td>CAF : +6</td> </tr> <tr> <td>Weapon</td> <td>Range</td> <td>Shoot</td> </tr> <tr> <td>Thermal Lance</td> <td>20cm</td> <td>1d 3+ (-3)</td> </tr> </table> <p><i>Terror, Lance, Always completes charge</i></p> <p>Banner Bearer <i>gains HQ, Inspirational</i></p> <p>Break : 6 <i>Morale : 3</i></p> <p>Victory Points : 8</p> | Move : 20cm | Save : 3+ | CAF : +6 | Weapon | Range | Shoot | Thermal Lance | 20cm | 1d 3+ (-3) | | | | | | | | | | | | |
| Move : 20cm | Save : 3+ | CAF : +6 | | | | | | | | | | | | | | | | | | | | |
| Weapon | Range | Shoot | | | | | | | | | | | | | | | | | | | | |
| Thermal Lance | 20cm | 1d 3+ (-3) | | | | | | | | | | | | | | | | | | | | |
| <p>Sky Dragon Host</p> <p><i>Eldar Exodites</i></p> <p>Sky Dragon Banner Bearer</p> <p>5 Sky Dragons</p> <p>5 Sky Dragons</p> <p>Cost : 600</p> | <p>Sky Dragon <i>Flyer (3)</i></p> <table border="1"> <tr> <td>Move : 50cm</td> <td>Save : 5+</td> <td>CAF : +3</td> </tr> <tr> <td>Weapon</td> <td>Range</td> <td>Shoot</td> </tr> <tr> <td>Shuriken</td> <td>25cm</td> <td>2d 5+ (0)</td> </tr> <tr> <td>Thrown Stones *</td> <td>0cm</td> <td>D6+1BP ⊗ (0)</td> </tr> </table> <p><i>* one per detachment, Flyer, All detachment can CC on the fly a single enemy detachment (enemy wins in case of tie)</i></p> <p>Landed Sky Dragon <i>Vehicle (3)</i></p> <table border="1"> <tr> <td>Move : 5cm</td> <td>Save : 5+</td> <td>CAF : +1</td> </tr> <tr> <td>Weapon</td> <td>Range</td> <td>Shoot</td> </tr> <tr> <td>Shuriken</td> <td>25cm</td> <td>2d 5+ (0)</td> </tr> </table> <p><i>Can claim objective until they take off</i></p> <p>Banner Bearer <i>gains HQ, Inspirational</i></p> <p>Break : 6 <i>Morale : 3</i></p> <p>Victory Points : 8</p> | Move : 50cm | Save : 5+ | CAF : +3 | Weapon | Range | Shoot | Shuriken | 25cm | 2d 5+ (0) | Thrown Stones * | 0cm | D6+1BP ⊗ (0) | Move : 5cm | Save : 5+ | CAF : +1 | Weapon | Range | Shoot | Shuriken | 25cm | 2d 5+ (0) |
| Move : 50cm | Save : 5+ | CAF : +3 | | | | | | | | | | | | | | | | | | | | |
| Weapon | Range | Shoot | | | | | | | | | | | | | | | | | | | | |
| Shuriken | 25cm | 2d 5+ (0) | | | | | | | | | | | | | | | | | | | | |
| Thrown Stones * | 0cm | D6+1BP ⊗ (0) | | | | | | | | | | | | | | | | | | | | |
| Move : 5cm | Save : 5+ | CAF : +1 | | | | | | | | | | | | | | | | | | | | |
| Weapon | Range | Shoot | | | | | | | | | | | | | | | | | | | | |
| Shuriken | 25cm | 2d 5+ (0) | | | | | | | | | | | | | | | | | | | | |

| | | | | | | | | | | | | | |
|---|---|--------------|-----------|----------|---------------|--------------|--------------|----------------|------|------------|----------|------|-----------|
| <p>Stone Dragon Host</p> <p><i>Eldar Exodites</i></p> <p>Stone Dragon Banner Bearer</p> <p>5 Stone Dragons</p> <p>5 Stone Dragons</p> <p>Cost : 600</p> | <p>Stone Dragon <i>Vehicle (3)</i></p> <table border="1"> <tr> <td>Move : 15cm</td> <td>Save : 2+</td> <td>CAF : +2</td> </tr> <tr> <td>Weapon</td> <td>Range</td> <td>Shoot</td> </tr> <tr> <td>Thermal Cannon</td> <td>50cm</td> <td>1d 4+ (-2)</td> </tr> <tr> <td>Shuriken</td> <td>25cm</td> <td>3d 5+ (0)</td> </tr> </table> <p>Banner Bearer <i>gains HQ, Inspirational</i></p> <p>Break : 6 <i>Morale : 3</i></p> <p>Victory Points : 6</p> | Move : 15cm | Save : 2+ | CAF : +2 | Weapon | Range | Shoot | Thermal Cannon | 50cm | 1d 4+ (-2) | Shuriken | 25cm | 3d 5+ (0) |
| Move : 15cm | Save : 2+ | CAF : +2 | | | | | | | | | | | |
| Weapon | Range | Shoot | | | | | | | | | | | |
| Thermal Cannon | 50cm | 1d 4+ (-2) | | | | | | | | | | | |
| Shuriken | 25cm | 3d 5+ (0) | | | | | | | | | | | |
| <p>Swamp Dragon Host</p> <p><i>Eldar Exodites</i></p> <p>Swamp Dragon Banner Bearer</p> <p>5 Swamp Dragons</p> <p>5 Swamp Dragons</p> <p>Cost : 600</p> | <p>Swamp Dragon <i>Infantry (3)</i></p> <table border="1"> <tr> <td>Move : 20cm</td> <td>Save : 5+</td> <td>CAF : +3</td> </tr> <tr> <td>Weapon</td> <td>Range</td> <td>Shoot</td> </tr> <tr> <td>Laser Lance</td> <td>20cm</td> <td>2d 4+ (-1)</td> </tr> </table> <p><i>triple movement on Charge, Lance</i></p> <p>Banner Bearer <i>gains HQ, Inspirational</i></p> <p>Break : 6 <i>Morale : 3</i></p> <p>Victory Points : 6</p> | Move : 20cm | Save : 5+ | CAF : +3 | Weapon | Range | Shoot | Laser Lance | 20cm | 2d 4+ (-1) | | | |
| Move : 20cm | Save : 5+ | CAF : +3 | | | | | | | | | | | |
| Weapon | Range | Shoot | | | | | | | | | | | |
| Laser Lance | 20cm | 2d 4+ (-1) | | | | | | | | | | | |

| <p>Tigerbeast Host</p> <p><i>Eldar Exodites</i></p> <p>Tigerbeast Banner Bearer</p> <p>5 Tigerbeasts</p> <p>5 Tigerbeasts</p> | <p>Tigerbeast <i>Walker (2)</i></p> <table border="1"> <tr> <td>Move : 20cm</td> <td>Save : 4+</td> <td>CAF : +4</td> </tr> <tr> <th>Weapon</th> <th>Range</th> <th>Shoot</th> </tr> <tr> <td>Sonic Lance</td> <td>20cm</td> <td>3d 5+ (0)</td> </tr> </table> <p>+D6 CAF against infantry or cavalry</p> <p>Banner Bearer gains HQ, Inspirational</p> | Move : 20cm | Save : 4+ | CAF : +4 | Weapon | Range | Shoot | Sonic Lance | 20cm | 3d 5+ (0) |
|--|--|-------------|-----------|----------|--------|-------|-------|-------------|------|------------|
| Move : 20cm | Save : 4+ | CAF : +4 | | | | | | | | |
| Weapon | Range | Shoot | | | | | | | | |
| Sonic Lance | 20cm | 3d 5+ (0) | | | | | | | | |
| <p>Wood Dragon</p> <p><i>Eldar Exodites</i></p> <p>Wood Dragon</p> | <p>Wood Dragon <i>Vehicle (3)</i></p> <table border="1"> <tr> <td>Move : 20cm</td> <td>Save : 1+</td> <td>CAF : +8</td> </tr> <tr> <th>Weapon</th> <th>Range</th> <th>Shoot</th> </tr> <tr> <td>Gas Attack</td> <td>25cm</td> <td>SB 4+ (-1)</td> </tr> </table> <p>Fear, 3+ Psychic Save, Skimmer, ignores cover, must roll 4+ or shoot is forfeit, not targetable further than 50cm when in woods</p> | Move : 20cm | Save : 1+ | CAF : +8 | Weapon | Range | Shoot | Gas Attack | 25cm | SB 4+ (-1) |
| Move : 20cm | Save : 1+ | CAF : +8 | | | | | | | | |
| Weapon | Range | Shoot | | | | | | | | |
| Gas Attack | 25cm | SB 4+ (-1) | | | | | | | | |
| <p>Cost : 600</p> | <p>Break : 6 Morale : 2</p> <p>Victory Points : 6</p> | | | | | | | | | |
| <p>Cost : 350</p> | <p>Break : Model Morale : -</p> <p>Victory Points : 4</p> | | | | | | | | | |

| <p>Flame Dragon</p> <p><i>Eldar Exodites</i></p> <p>Flame Dragon</p> | <p>Flame Dragon <i>Vehicle (3)</i></p> <table border="1"> <tr> <td>Move : 20cm</td> <td>Save : 1+</td> <td>CAF : +10</td> </tr> <tr> <th>Weapon</th> <th>Range</th> <th>Shoot</th> </tr> <tr> <td>Fire Breath</td> <td>75cm</td> <td>LT 4+ (-1)</td> </tr> </table> <p>Fear, 3+ Psychic Save, Skimmer, ignores cover, -1 CAF within 10cm, Ranged 4+f save</p> | Move : 20cm | Save : 1+ | CAF : +10 | Weapon | Range | Shoot | Fire Breath | 75cm | LT 4+ (-1) |
|---|--|-------------|-----------|-----------|--------|-------|-------|-----------------|------|------------|
| Move : 20cm | Save : 1+ | CAF : +10 | | | | | | | | |
| Weapon | Range | Shoot | | | | | | | | |
| Fire Breath | 75cm | LT 4+ (-1) | | | | | | | | |
| <p>Cost : 350</p> | <p>Break : Model Morale : -</p> <p>Victory Points : 4</p> | | | | | | | | | |
| <p>Night Dragon</p> <p><i>Eldar Exodites</i></p> <p>Night Dragon</p> | <p>Night Dragon <i>Vehicle (3)</i></p> <table border="1"> <tr> <td>Move : 20cm</td> <td>Save : 1+</td> <td>CAF : +8</td> </tr> <tr> <th>Weapon</th> <th>Range</th> <th>Shoot</th> </tr> <tr> <td>Lightning Bolts</td> <td>35cm</td> <td>2d 3+ (-2)</td> </tr> </table> <p>Fear, 3+ Psychic Save, Skimmer, almost holo-field (3+f when moving, else 4+)</p> | Move : 20cm | Save : 1+ | CAF : +8 | Weapon | Range | Shoot | Lightning Bolts | 35cm | 2d 3+ (-2) |
| Move : 20cm | Save : 1+ | CAF : +8 | | | | | | | | |
| Weapon | Range | Shoot | | | | | | | | |
| Lightning Bolts | 35cm | 2d 3+ (-2) | | | | | | | | |
| <p>Cost : 350</p> | <p>Break : Model Morale : -</p> <p>Victory Points : 4</p> | | | | | | | | | |

Mineral Dragon

Eldar Exodites

Mineral Dragon

Mineral Dragon

Vehicle (3)

| | | | | | |
|---------------|------|--------|----|-------|---------|
| Move : | 10cm | Save : | 1+ | CAF : | +12 |
| Weapon | | Range | | Shoot | |
| Tremor Attack | | 50cm | | SB | 4+ (-1) |

Fear, 3+ Psychic Save, +2 CAF against 4+ Pinning Class, Ignore Shields, Titan/Praetorian trapped on 6, Ignore Wound on 4+

Cost : 350

Break : Model Morale : -
Victory Points : 4

Cave Bear Pack

Eldar Exodites

Beastmaster stand
5 Cave Bears

Beastmaster

Infantry (1)

| | | | | | |
|--------|------|--------|---|-------|--------|
| Move : | 15cm | Save : | - | CAF : | +4 |
| Weapon | | Range | | Shoot | |
| Lasgun | | 50cm | | 1d | 4+ (0) |

HQ

Cave Bear

Walker (2)

| | | | | | |
|--------|------|--------|----|-------|----|
| Move : | 10cm | Save : | 6+ | CAF : | +5 |
| Weapon | | Range | | Shoot | |
| - | | - | | - | |

The will of the Beastmaster keeps the pack in fight. While the Beastmaster is alive the pack is immune to morale checks. If the Beastmaster is killed, the pack disperses and is removed. The pack must stay within 30 cm of the Beastmaster at all times. Any animals outside this radius lose interest and wander off the battlefield.

Cost : 200

Break : Stand Morale : Special
Victory Points : 2

Great Wolf Pack

Eldar Exodites

Beastmaster stand
5 Great Wolves

Beastmaster

Infantry (1)

| | | | | | |
|--------|------|--------|---|-------|--------|
| Move : | 15cm | Save : | - | CAF : | +4 |
| Weapon | | Range | | Shoot | |
| Lasgun | | 50cm | | 1d | 4+ (0) |

HQ

Great Wolf

Infantry (1)

| | | | | | |
|--------|------|--------|---|-------|----|
| Move : | 15cm | Save : | - | CAF : | +3 |
| Weapon | | Range | | Shoot | |
| - | | - | | - | |

Hit & Run

The will of the Beastmaster keeps the pack in fight. While the Beastmaster is alive the pack is immune to morale checks. If the Beastmaster is killed, the pack disperses and is removed. The pack must stay within 30 cm of the Beastmaster at all times. Any animals outside this radius lose interest and wander off the battlefield.

Cost : 225

Break : Stand Morale : Special
Victory Points : 2

Pteraraptor Pack

Eldar Exodites

Beastmaster stand
5 Pteraraptors

Beastmaster

Infantry (1)

| | | | | | |
|--------|------|--------|---|-------|--------|
| Move : | 15cm | Save : | - | CAF : | +4 |
| Weapon | | Range | | Shoot | |
| Lasgun | | 50cm | | 1d | 4+ (0) |

HQ

Pteraraptor

Flyer (3)

| | | | | | |
|--------|------|--------|---|-------|----|
| Move : | 30cm | Save : | - | CAF : | +1 |
| Weapon | | Range | | Shoot | |
| - | | - | | - | |

Flyer, Hard to Hit

The will of the Beastmaster keeps the pack in fight. While the Beastmaster is alive the pack is immune to morale checks. If the Beastmaster is killed, the pack disperses and is removed. The pack must stay within 30 cm of the Beastmaster at all times. Any animals outside this radius lose interest and wander off the battlefield.

Cost : 225

Break : Stand Morale : Special
Victory Points : 2

Dragon Warrior Host

Eldar Exodites

5 Dragon Warriors

Dragon Warrior

| Walker (2) | |
|----------------|------------|
| Move | Save : 4+ |
| Weapon | Range |
| Thermal Cannon | 50cm |
| Shoot | 1d 5+ (-2) |

Waystone Spirit

Cost : 175

Break : 5 Morale : -
Victory Points : 2

Mounted Pathfinders

Eldar Exodites

3 Mounted Pathfinders

Mounted Pathfinder

| Walker (2) | |
|------------|-----------|
| Move | Save : 5+ |
| Weapon | Range |
| Lasgun | 50cm |
| Shoot | 1d 4+ (0) |

Infiltration, Sniper, Stealth

Cost : 175

Break : 2 Morale : 3
Victory Points : 2

Spiritdancer Host

Eldar Exodites

5 Spiritdancers

Spirit Dancer

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

Elite, Can choose (in order phase) one different ability each turn for the whole host

- 1) **Swift as the Wind:** cant be pinned.
- 2) **Unshakeable:** Immune to morale checks.
- 3) **Fury of the Spirits:** +D6 CAF on Charge.

Cost : 175

Break : 3 Morale : 3
Victory Points : 2

Spirit Priest

Eldar Exodites

Spirit Priest stand

Spirit Priest

| Infantry (1) | |
|--------------|----------|
| Move | Save : - |
| Weapon | Range |
| - | - |
| Shoot | - |

HQ, Medic, Psyker, 3+ Psychic Save

- 1) **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 target can move and shoot. Removed in End Phase. Ethereal Psychic power.
- 2) **Wisdom of the Ancestors:** One unmoved Exodite detachment within 50cm may shift their orders along the line: Charge-Advance-FirstFire. Ethereal Psychic power.
- 3) **Primal Fury:** An enemy detachment within 25cm must pass a morale check with 1 modifier or go on fall back orders. Ethereal Psychic power.
- 4) **Chain Lightning:** Hit (1 TSM) one target within LoS and 25cm on 4+, and jump to another model within 6cm until the first miss.

Cost : 175

Break : Stand Morale : -
Victory Points : 2

Fire Gale Host

Eldar Exodites

Banner Bearer

3 Fire Gales

3 Fire Gales

Cost : 550

Break : 4 Morale : 3
Victory Points : 6

Fire Gale

Knight (4)

| Move : 20cm | Save : 3+ | CAF : +2 |
|-----------------|-----------|------------|
| Weapon | Range | Shoot |
| Maelstrom Laser | 75cm | 2d 4+ (-2) |
| Scatter Laser | 25cm | 3d 5+ (0) |

Holo-field, Psychic Lance

Banner Bearer gains HQ, Inspirational

Fire Storm Host

Eldar Exodites

3 Fire Storms

Cost : 250

Break : 2 Morale : 3
Victory Points : 3

Fire Storm

Knight (4)

| Move : 20cm | Save : 3+ | CAF : +2 |
|-------------|-----------|-------------|
| Weapon | Range | Shoot |
| Missiles | 100cm | 4BP 5+ (-2) |
| Shurikens | 25cm | 2d 6+ (0) |

Holo-field, Psychic Lance

Bright Stallion Host

Eldar Exodites

3 Bright Stallions

Cost : 300

Break : 2 Morale : 3
Victory Points : 3

Bright Stallion

Knight (4)

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

Holo-field, Psychic Lance

Towering Destroyer Host

Eldar Exodites

3 Towering Destroyers

Cost : 350

Break : 2 Morale : 3
Victory Points : 4

Towering Destroyer

Knight (4)

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

Holo-field, Psychic Lance

Tempest Host

Eldar Exodites

Tempest Squadron

3 Tempest SuperHeavy Grav-Tanks

Tempest Squadron

3 Tempest SuperHeavy Grav-Tanks

Cost : 900

Break : 3 Morale : 3

Victory Points : 9

Tempest

SuperHeavy (4)

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

* *Turret, Skimmer, PD(1)*

Tempest Squadron

Eldar Exodites

3 Tempest SuperHeavy Grav-Tanks

Cost : 450

Break : 2 Morale : 3

Victory Points : 5

Tempest

SuperHeavy (4)

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

* *Turret, Skimmer, PD(1)*

Guardian Host

Eldar Exodites

10 Guardian stands
5 Falcon Grav-tanks

Cost : 500

Break : 8 Morale : 3

Victory Points : 5

Guardian

Infantry (1)

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

Falcon

Vehicle (3)

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

Skimmer, Transport 2

Nightwing

Flyer (3)

| Move : 100cm | Save : 3+ | CAF : +4 |
|--------------|-----------|------------|
| Weapon | Range | Shoot |
| Lascannon | 75cm | 1d 4+ (-2) |
| Shuriken | 25cm | 4d 5+ (0) |
| Missiles | 50cm | 4BP 5+ (0) |

Flyer

Nightwing Squadron

Eldar Exodites

3 Nightwings

Cost : 300

Break : 2 Morale : 3

Victory Points : 3

Phoenix

Eldar Exodites

Phoenix Bomber

Cost : 300

Break : 1 Morale : 3
Victory Points : 3

Phoenix

Flyer (3)

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

* Ignores Cover, Flyer, 2 barrage attacks during movement

Wraithguard Host

Eldar Exodites

Spirit Priest stand

5 Wraithguards

5 Wraithguards

Cost : 375

Break : Stand Morale : -
Victory Points : 4

Spirit Priest

Infantry (1)

| Move : 10cm | Save : - | CAF : +3 |
|-------------|----------|----------|
| Weapon | Range | Shoot |
| - | - | - |

HQ, Medic, Psyker, 3+ Psychic Save

1) 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 target can move and shoot. Removed in End Phase. Ethereal Psychic power.

2) Wisdom of the Ancestors: One unmoved Exodite detachment within 50cm may shift their orders along the line: Charge-Advance-FirstFire. Ethereal Psychic power.

3) Primal Fury: An enemy detachment within 25cm must pass a morale check with 1 modifier or go on fall back orders. Ethereal Psychic power.

4) Chain Lightning: Hit (1 TSM) one target within LoS and 25cm on 4+, and jump to another model within 6cm until the first miss.

Wraithguard

Infantry (1)

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

Waystone Spirit

Jet Bike Squadron

Eldar Exodites

5 Jetbikes

Cost : 200

Break : 3 Morale : 3
Victory Points : 2

Jetbike

Cavalry (2)

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

Skimmer

War Walker Host

Eldar Exodites

5 War Walkers

Cost : 250

Break : 3 Morale : 3
Victory Points : 3

War Walker

Walker (2)

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

Defender Host
Eldar Exodites

10 Defender stands

Cost : 250

Break : 5 Morale : 3
Victory Points : 3

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

Infantry (1)

Avenger Host
Eldar Exodites

10 Avenger stands

Cost : 250

Break : 6 Morale : 3
Victory Points : 3

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

Infantry (1)

Pathfinder Host
Eldar Exodites

3 Pathfinder stands
You may not have more pathfinder detachments than your combined amount of Defender and avenger detachments.

Cost : 100

Break : 2 Morale : 3
Victory Points : 1

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

Infantry (1)
Infiltration, Sniper, Stealth

Anti-grav Shuriken
Eldar Exodites

5 Anti-grav Shuriken platforms

Cost : 125

Break : 3 Morale : 3
Victory Points : 1

| Anti-grav Shuriken | | | |
|--------------------|-----------------------|----------|-----------|
| Move | 10cm | Save : - | CAF : -3 |
| Weapon | Heavy Shuriken Cannon | Range | 50cm |
| | | Shoot | 3d 5+ (0) |

Light Art. (1)

Anti-grav Lascannon
Eldar Exodites

5 Anti-grav Lascannon platforms

Cost : 175

Break : 3 Morale : 3
Victory Points : 2

| Anti-grav Lascannon | | | |
|---------------------|-----------|----------|------------|
| Move | 10cm | Save : - | CAF : -3 |
| Weapon | Lascannon | Range | 75cm |
| | | Shoot | 1d 4+ (-2) |

Light Art. (1)

Transport Saurian Host
Eldar Exodites

5 Transport Saurians

Cost : 300

Break : 6 Morale : 2
Victory Points : 3

| Transport Saurian | | | |
|-------------------|----------|-----------|-----------|
| Move | 20cm | Save : 4+ | CAF : +1 |
| Weapon | Shuriken | Range | 25cm |
| | | Shoot | 3d 5+ (0) |

Vehicle (3)
Transport 2