

ELDAR

004

Removed rending (redundant) from long rifle.

Added dragons breath flamer (fire dragons entry updated, made it 5 points).

Shuriken cannon no rending vs tank types.

Updated melta bomb attacking rules.

Updated psychic power costs to be new system. Removed ignores cover for mind war. Finalized eldritch storm.

Changed conceal to be +1 cover save instead of -1 to hit. So it doesnt stack on bikes.

Buffed quicken to 2" from 1".

Re-wrote shield of grace to work backwards, just a bit more clear this way.

Cleaned up warp jump generators to be more tasteful and less clunky.

Removed extra attack from power blades (just counts as regular dual wielding now).

Surprise assault (warp spiders) now scatters 1d6 instead of none on deep strike.

Nerfed striking scorpion predator upgrade to be +1 or +2 attacks.

Missile launchers are now 15 points baseline instead of 20.

Corrected overpriced bright lance on wave serpent -5 points.

Added back in shuriken cannon upgrade option to all eldar tanks.

Added in power sword option to shining spear exarch.

Reworked on wings of a feather (swooping hawks), cause it was too strong. +1 to hit for now.

Corrected (reduced by 5 points) gun costs on vyper.

Put war walker back in heavy support, dont know how it slipped into fast attack. Dont want it to directly compete with vyper.

Corrected (reduced by 5 points) gun costs on war walkers. Increased base cost by 5 points.

Normalized cost of shuriken cannon (+5 points) on wraith lord.

Added back in option for hull mounted shuriken catapults on falcon and wave serpent (-10 points base).

Reduced initiative of all aspect warriors from 6 to 5 (not exarchs).

Added shoot two targets rule to wraithlord.

Shadow spectres dont have withdraw (typo, supposed to be fast shot). Updated the wording of ghostlight attacks. Now can do as many as you want in any combination you feel like it.

003

Fixed some spellcheck/copy paste errors. e.g. firedragons called darkreapers Fixed War walker hull points to 2. Added 5++ notation to power field.

002

Fixed the armour save of swooping hawks to 4+.

THE DYING FLAME

Eldar are cool. Here is fluff about the eldar and their army special rules.

ELDAR CRAFTWORLDS

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THREADS OF FATE

When the Eldar don their war masks, they become the aspect of death. They flow across the battlefield like quicksilver, killing their foes without breaking stride. But the gnawing fear of of the fated doom of the eldar is like a hooked web of fear that slowly sink into their psyche.

Eldar gain ancient doom and battle focus tokens every time a unit fails or passes a moral or pinning check. Starting with zero, there is no special effect. But as they gain tokens the Eldar unit becomes subject to the following special rules.

Ancient Doom

No. of Tokens	Effect
1	Hesitant, but no significant effect
2	Subject to to the Fear special rule, whilst gaining hatred
3	The unit is shaken, and will flee upon failing any moral check

Battle Focus

No. of Tokens	Effect
1	Asuryan's haste - +1 movement
2	sword wind's grace - grants one single re-roll when attacking for a unit
3	battle focus - shoot and run in the same turn.

Additionally, at the start of your turn you may roll one dice for every Ancient Doom token a unit possesses, and on a 6 the token one token is removed.

AN ELDAR'S LITHENESS

blah blah eldar are fast nimble and lithe

All eldar impose a -1 to hit penalty when attacking them in close combat. This has no effect when attacking or being attacked by an opponent with the same ability.

THE ELДАР FORGE

ELDAR BODY ARMOUR



In place of thick armour plates used by foot soldiers of the Imperium, the Eldar use psychically activated bodysuits. The armour is formed of psycho-composites which stiffen with the impact of a shot or blow. Heavier armour is outfitted with fitted plates on the exterior of the suit which provide additional protection. The Eldar always equip with the best armour, ancient in design, both light and maneuverable while protective from most small arms fire.

Mesh Armour

Mesh armour is comprised of thousands of tiny pieces of thermoplastic that harden on impact to form an effective lightweight armour.

Mesh armour confers a 4+ Armour Save.

Heavy Mesh Armour

Heavy mesh armour is based on the standard Eldar mesh armour suit, but with additional stiffened psycho-active plates along vulnerable areas, providing excellent unhindered protection as it molds and shapes to fit the wearer.

Combat armour confers a 3+ Armour Save.

Light Aspect Armour

A lighter form of Aspect armour worn by banshees and swooping hawks is nearly as defensive as the heavier form, but its

lightness makes it the choice for these more acrobatic aspects. Made of psycho-reactive material that reacts to the movements of the wearer, providing excellent unhindered protection as it moulds and shapes to fit the wearer.

Aspect armour confers a 4+ armour save, and has an inbuilt shield generator providing a 5+ invulnerable save.

Heavy Aspect Armour

The warsuits worn by most aspect warriors are near the pinnacle of technology for the eldar, only surpassed by phoenix armour. Ancient in design these suits offer protection that surfaces even a space marines armoured carapace, all while remaining slender and nimble in form.

Aspect armour confers a 3+ armour save, and has an inbuilt shield generator providing a 5+ invulnerable save.

CLOSE COMBAT WEAPONS



Eldar Chain sword

The wiring hum of the Eldar chain sword is so faint – nearly impossible to hear in the shouts and screams of battle. These are the common hand weapon used by all Eldar, enhancing their natural physical prowess enabling them to go toe to toe with most opponents.

Range	S	AP	Type
-	+1	-	Melee, cleave

Diresword

These swords each have a vengeful spirit stone set into their hilts, and a single blow from a diresword can even separate the victims soul from his body.

Range	S	AP	Type
-	user	2	melee

Soulrazor: When a model suffers one or more unsaved wounds from this weapon, it must pass a leadership test or be removed from play with no saves allowed of any kind.

Scorpion Chain sword

First amongst the ritual weapons of the scorpion aspect, wielded

with deadly use these distinctive chainswords tear silently through their prey.

Range	S	AP	Type
-	+1	-	Melee, cleave, rending

Biting Blade

The teeth of the biting blade tears through flesh as if it were parchment, shredding muscle and bone.

It is a two handed close combat weapon that when rolling to wound against a model with more than one wound, for each successful wound continue to roll to wound until you fail, ad nauseam. These wounds cannot be allocated to another model if the target is removed as a casualty.

Range	S	AP	Type
-	+2	4	Melee, cleave, rending

Chainsabres

Some exarchs train in the use of blades paired with ancient gauntlets that each house a shruiken pistol, allowing them to unleash a storm of attacks at their foes.

Models attacking with a pair of chainsabers can additionally fire with both pistols in combat atop the normal bonus for dual

wielding melee weapons. The pistols may also be made as a ranged attack in the shooting phase.

Range	S	AP	Type
-	+1	-	Melee, cleave, eviscerate, rending
12"	4	5	Pistol 2

Eviscerate: A model with chainsabers may reroll all failed to hits and wounds with them.

Scorpions Claw

Perhaps the most iconic weapon of the striking scorpions, only wielded by the most veteran exarchs, the scorpions claw is gauntlet sheathed in a powerfield in which the user can tear through even the hull of a tank.

This weapon can also be used to make a ranged attack in the shooting phase via its in build shuriken launcher.

Range	S	AP	Type
-	x2	2	Melee
12"	4	5	Assault 2

Triskele

An arane throwing weapon used by Howling Banshee exarchs, the triskele has these blades that scythe through armour with ease, carving a path of bloody death in their wake when thrown.

Range	S	AP	Type
-	user	3	Melee
12"	3	3	Assault 3

Laser Lance

These super cool pointy sticks are used exclusively by the shining spears aspect, an aspect who watched too much my little pony growing up on their illegal hacked xfinity black boxes. Even in adult hood they can be seen clopping around with coconuts while they fly through the skies stabbing people.

Laser and Star lances use the following profile when making a charge or vector strike, but in subsequent rounds of combat they count as close combat weapons with no extra bonus.

	Range	S	AP	Type
Laser Lance	melee	+3	2	Melee, lance
Star Lance	melee	+5	1	Melee, lance

Power Weapons

generic power weapons

	Range	S	AP	Type
Power weapon	-	user	2	Melee

Mirror Swords

A gleaming pair of spectral blades, dancing and whirling as the Exarch sings death to those unfortunate enough to face her.

A bearer of mirror swords gains +2 attacks when attacking with the pair instead of the usual +1.

Range	S	AP	Type
-	user	2	melee

Executioner

An executioner is an elegant two handed power glaive used only by a few of the Exarchs of the howling banshees, weaving bloody arcs as they dance across the battlefield.

Range	S	AP	Type
-	+2	2	melee, two handed

Wraithblade

The ancient and massive blade wielded only by the towering wraith lords, the rudimentary sentience within the spirit stone core of each ghost weapon, whether axe, glaive, or sword, guides the wielders blows into his targets.

The wraithblade allows the wraithlord to reroll failed hits in close combat.

Range	S	AP	Type
-	+2	2	Melee

Witchblades

Witchblades are arcane Eldar weapons that augment the wielder's physical might with that of his mind. They are the favoured weapons of Farseers and Warlocks alike.

Range	S	AP	Type
-	x3	2	Melee

Singing Spear

When hurled by a psychic user, a singing spear can sunder both armour and flesh and will always return to its wielder burst a burst of mist and light with only a single thought.

Range	S	AP	Type
-	x3	-3	Melee
12"	x3	-3	Assault 1

RANGED WEAPONS



Distort Weapons

The most dangerous of all Eldar weapons enable their users to open a rift to the Warp atop their target. Often called D-weapons, these technological terrors collapse an area of the material universe. The result is invariably fatal for those nearby, for if the target is not wholly swept into the Immaterium, it is usually torn to pieces by the violent forces acting upon it, leaving huge spherical voids ripped out of it. Distort weapons

are weapons are elegantly efficient.

	Range	S	AP	Type
Wraith cannon	18"	10	2	Heavy 1
Distort Cannon	24"	10	2	Heavy 1, Blast

Distort: When rolling a 6 to wound with distort weapons, the target suffers an additional wound or hull point with no saves allowed of any kind.

Eldar Long Rifle

Eldar long rifles are precision implements designed for anti material purposes. They fire high impact EMP rounds capable of penetrating all but the heaviest of armour with a well placed shot. So armed, a rangers can square up a shot from thousands of paces.

Range	S	AP	Type
36"	5	-1	Heavy 1, sniper

Eldar Missile Launchers

Eldar missile launches are elegant and well balanced. They use complex chambered pods that contain several different kinds of ammunition all but eliminating the need to reload in battle.

	Range	S	AP	Type
Missile Launcher				
- Starshot missile	48"	8	3	Heavy 1
- Plasma missile	48"	4	4	Heavy 1, Blast

Flamer

While mundane the effectiveness of standard issue flame weapons is outstanding. The Eldar make great use of these close quarters weapons while boarding enemy cruisers and engaging in dense terrain.

	Range	S	AP	Type
Flamer	template	4	5	Assault 1
Dragon breath flamer	template	5	4/-1	Assault 1

Fusion Weapons

Fusion weapons cause the molecules of the target to hyper-vibrate, generating so much heat that their targets burst into flames before suddenly liquefying and evaporating into nothingness.

	Range	S	AP	Type
Fusion Pistol	6"	8	1	Pistol 1, melta
Fusion Gun	12"	8	1	Assault 1, melta
Fire Pike	18"	8	1	Assault 1, melta

Laser Weapons

Eldar lasers use psychically grown crystals to refine their already intense bursts to their optimum potency.

	Range	S	AP	Type
Lasblaster	24"	3	5	Assault 3
Sun Rifle	24"	3	5	Assault 6, pinning
Scatter laser	36"	6	-	Heavy 4, Laserlock
Firestorm laser array	60"	8	-	Heavy 6, Laserlock
Bright Lance	36"	8	2	Heavy 1
Pulse Laser	48"	8	2	Heavy 2

Laserlock: Other weapons from the same model directed toward the target of a scatter laser become twin linked.

Monofilament Spinners

Warp spiders use man portable specialized monofilament weapons, which work in a similar fashion to the massive doomweaver — by creating a dense mesh of monofilament mesh from a condenser field. Releasing it through thousands of molecular sized firing ducts and woven into a stream of writhing death.

	Range	S	AP	Type
Deathspinner	12	6	-	Assault 2, Rending
Spinnerett Rifle	18	6	1	Rapid Fire
Doom Weaver	48"	7	6	Heavy 1, Large blast, barrage

Prism Weapons

Prism weapons are the pinnacle of Eldar weapons technology. Under the psychic control of their wielder, prism weapons greatly amplify the power of high intensity lasers though priceless psycrystal to generate a devastating blast. They are also the focal point of the shadow spectres aspect.

	Range	S	AP	Type
Prism Cannon				
- Dispersed	60"	5	3	Heavy 1, Large Blast
- Focused	60"	7	2	Heavy 1, Blast
- Beam	60"	9	1	Heavy 1, lance, armourbane
Prism Rifle				
- Focused	18"	4	3	Heavy 1, Blast
- Beam	18"	6	2	Heavy 1, lance

Reaper Launcher

Use to deadly effect by the dark reaper aspect, reaper launchers fire a fusillade of small but potent armour piercing missiles.

Range	S	AP	Type
48"	5	3	Heavy 2

Shuriken Weapons

Shuriken weapons fire monomolecular bladed discs at an astonishing rate, each near invisible to the naked eye, but hard enough to scythe through even adamantium armour. This ammunition is stored as a solid core of plasti-crystal material. A series of high energy impulses originate at the rear of the weapon and fly through the barrels energy solenoid detaching a slice of the ammunition core with each pass. The result is an elegant weapon of war that fires these shurikens at terrific speeds.

	Range	S	AP	Type
Shuriken Pistol	12"	4	-	Pistol 1
Shuriken Catapult	18"	4	-	Assault 2
Avenger Catapult	24"	4	-	Assault 2
Shuriken Cannon	24"	6	5	Assault 4, Razor

Razor: This weapon gains rending, but has no bonus effect against vehicles with the tank type.

Starcannons

The Adepts of the Imperium have never really harnessed the full power of plasma technology; Only the Eldar have truly mastered its potential. To the Eldar, it is further testament to the idiocy of Man that he has created a weapon that frequently maims or even kills the wielder. The starcannons of the El-

dar have no such flaws. Each weapon's plasma core produces the incandescent heat of a star, but sophisticated containment fields ensure that the gun's exterior remains cool to the touch.

	Range	S	AP	Type
Starcannon	36"	6	2	Heavy 3

WARGEAR

The wargear used by the Eldar is a defining point behind their battle strategy and tactics. Numerous jump jets allow fast orbital insertions from their troops, and assist in surprise attacks.

Eldar Jetbike

Eldar jetbikes are swift, graceful mounts that enable their riders to soar across the battlefield.

A model riding an Eldar jetbike has a 3+ Armour Save and +1 toughness, and are equipped with a twin-linked shuriken catapult. Their unit type also changes to Jetbike.

Forceshield

The Eldar favor sleek energy field devices to protect themselves over the heavy and restrictive armour used by other races.

A forceshield confers a 4+ invulnerable save.

Ghosthelm

A ghosthelm conceals the presence of the wearer in the warp

A model with a ghost helm is protected from the first perils of the warp caused each turn. Note that if the power failed to cast, it is still a failure.

Runes of Warding

A farseer can use the runes of warding to throw up a psychic interference to hinder his foe.

All enemy psychic tests targeting a friendly unit within deny range of the farseer must be reroll the highest dice.

Runes of Witnessing

Shiny, and Chrome

When taking psychic tests the farseer can re-roll any or all dice.

Homing Beacon

Homing Beacons are often carried by Rangers to provide pinpoint encrypted signaling for precision orbital strikes. These

are broad spectrum high power transmitters capable of piercing even the harshest of conditions.

Friendly units do not scatter when they Deep Strike so long as they are placed within 6" of a model with a Homing Beacon. The Homing Beacon must have been on the battlefield at the start of the turn in order for it to be used.

Plasma Grenades

Eldar plasma grenades are sophisticated devices detonating into hot blue plasma balls.

Eldar plasma grenades are assault grenades.

Melta bombs

Melta bombs are used by specialist Eldar raiding parties to breach enemy armour. Slow to use, once they ignite they melt and burn causing catastrophic damage completely through even the thickest armour leaving only a smoldering wreck in its place.

Melta bombs may only be used to attack a vehicle or monstrous creature. Only a single attack may be made when using melta bombs, and no other attacks may be made this combat round. When attacking with melta bombs against a monstrous creature you must subtract 1 from the hit roll.

Range	S	AP	Type
-	8	2	Melee, unwieldy

Shimmershield

This is an advanced field projector that emanates a defensive screen that protects the user and his squad.

A model with a shimmershield and all members in his unit gains a 5+ invulnerable save.

ELDAR VEHICLE EQUIPMENT

Crystal Targeting Matrix

Utilizing advanced scanner technologies, this targeting matrix enables the crew of Eldar vehicles to lend pinpoint fire even when moving at top speed.

One use only. The vehicle can operate and fire its weapons even in a turn which it moved flat out.

Ghostwalk Matrix

A ghostwalk matrix utilizes the knowledge and wisdom contained within spirit stone to guide the vehicle on its path.

A vehicles with this upgrade has the Move Through Cover special rule and so do not need to make dangerous terrain tests

when moving through difficult terrain such as ruins.

Holo-Fields

Holo-fields project outward multi-spectrum images and distort the vehicles silhouette producing multiple holographic projections of the vehicle to confuse and disorient the enemy. Holo-fields prevent the foe from targeting vulnerable areas.

As long as the vehicle is not immobilized, ranged attacks against these vehicles from outside of 12" are at -1 to hit.

Power Field

A limmering sheild protects the pilot of eldar warwalkers.

War walkers have a 5+ invulnerable save.

Serpent Shield

The prow of a Wave Serpent is protected by an energy field to ward off enemy shots.

Any ranged attack against the Wave Serpent from the front or side arc with a Strength greater than 8 is resolved at S8. In addition all ranged attacks never roll more than a single d6 for armour penetration. Attacks in close combat or from the rear are unaffected by the Serpent Shield.

Spirit Stones

Some Eldar vehicles incorporate large spirit stones with a captive animus that can control the vehicle should it be disabled.

A vehicle with this upgrade ignores Crew Shaken results on a roll of 2+. Roll immediately when the result is suffered.

Star Engines

Whilst all Eldar vehicles are swift, those that mount star engines are often able to move faster than the eye can follow.

A non-Walker vehicle with this upgrade can move an additional 12" when advancing. Walkers run an extra 3"

RUNES OF FATE

The incredible discipline that the Eldar possess makes them amongst the most formidable psykers in the galaxy. They bring myriad powers to the battlefield from those that curse the foe to raw destructive force. Before the battle, Eldar Farseers psykers select their powers from the following list. For each mastery level choose one power, plus one.

Eldar psyker see the future bro

Guidewarp level 1

The Farseer twists the strands of destiny, guiding the shots of his allies onto the proper target.

Guide can be used at any point during your turn. Targeting a single friendly unit within 24". Whilst the power is in effect, the target unit can re-roll all failed To Hit rolls when shooting.

Doomwarp level 2

With a simple manipulation of that which is to come, the Farseer grants a darkened fate to a chosen foe.

Doom can be used at any point during your turn. Targeting a single enemy unit within 24". Until the end of the turn, all failed to wound or armour penetration rolls can be re-rolled.

Fortunewarp level 1

The Farseer scries possible futures to foresee where the enemy will attack, alerting his fellows to the emergent danger.

Fortune can be used at any point during your turn. Targeting a single friendly unit within 12", the target can re-roll all failed saving throws until the end of the next turn.

Will of Asuryanwarp level 1

Sensing the approaching crux of destiny, the farseer summons the certainty and confidence of Asuyan, steeling his own mind and those of his companions.

This power can be used at any point during your turn. Allies within 12 inches can re-roll leadership test

Preciencewarp level 2

Reading the strands of fate, the farseer can see the battlefield clearly in his minds eye. With the vantage point of a hunting hawk, he can manipulate the and twist the strands to his whim.

This power can be used at any point during your turn. Between now and the end of the following turn, You may reroll 3 of your dice for any purpose, but not dice rolled by your opponent.

Hemoplaguewarp level 2

With an outstretched fist the psycher entraps his foe, focusing his mind a series of cavitating explosions rips through the enemy ranks

Hemoplague is used in the shooting phase. Targeting an enemy unit within 12", the target unit must pass 3 toughness tests or suffer wounds with no armour or cover saves allowed. If at least one model is removed as a casualty repeat the process with 2 toughness tests, and if another model was removed than again with 1 more test.

Eldritch stormwarp level 2

The farseer summons a swirling corona of energy that strikes out with arcs of lightning and hurls enemies in all directions.

This psychic power is a psychic shooting attack with the following profile

Range	S	AP	Type
18	6	-1	Pinning, Large Blast, Haywire

Vehicles struck by the power are spun to face a random direction using the scatter die – if hit is rolled then the eldar player may choose how its spun and they suffer -1 to their armour facings until the end of the turn.

Mind Warwarp level 3

The farseer reaches out to destroy the mind of an enemy with an irresistible mental onslaught.

This psychic power is used in the shooting phase, the eldar player may select any enemy model in line of sight within 18", even those engaged in close combat. Both players roll a d6 and adds their leadership. If the farseer is a higher psychic mastery than his opponent he adds +1 to his roll, and if the opponent is in combat he adds -1 to his. If the scores are a tie, the target suffers a -1 penalty to his weapon skill and ballistic skill until the end of the following turn. If the farseers score is higher, the target also suffers wounds equal to the delta, with no armour saves allowed.

RUNES OF BATTLE

All warlocks know destructor, and one other power.

Eldar psyker see the future bro

Destructor **warp level 1**

The warlock focuses his anger and hatred, unleashing it at the enemy in a roiling blast of raw psychic power

Destructor is used in the shooting phase with the following profile

Range	S	AP	Type
template	5	4	Assault 1

Conceal **warp level 1**

The warlock clouds the minds of the enemy, creating shifting psychic mists that conceal his allies.

Used at any point during their turn, conceal grants the warlock and his unit +1 cover save.

Perfect Timing **warp level 1**

The warlock searches for the path ahead, leading his allies forward to swift victory.

Used at any point during their turn, this power grants the warlock and his unit -1 rend to their shooting and melee attacks until the end of the turn.

Quicken **warp level 1**

The warlock twists time to his liking

Used at any point during your turn, the warlock and his unit gain the move through cover special rule, and can move, run, and charge 2 extra inches until the end of the turn.

Empower **warp level 1**

Calling upon Khaine's favor, the warlock grants battle skill to his allies.

Used at any point during your turn, the warlock and his unit gain either +1 strength, +1 initiative, or +1 Weapon skill until the end of the turn.

Chapter 3

THE ELDAR WARHOST

HQ

(0-1) The Avatar of Khaine **225 points**
The heart of the craftworld.

The avatar may not be taken in games of less than 1000 points.

Avatar	WS BS S T W I A Ld Sv 10 10 6 6 5 8 5 10 3+	Unit Composition 1 Avatar Unit Type Monstrous Creature Wargear • The wailing doom	Special Rules • Fleet • Deamon (4++)
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Khaine Awakened All friendly eldar units within 12" become fearless and gain furious charge.

Molten Form The avatar takes reduced damage from flamer, melta, plasma, and laz type weapons; these weapons are treated as being only half strength when rolling to wound the avatar, and never benefit from overpower.

The Wailing Doom

The big fucking firesword spear thingy

Range	S	AP	Type
-	+2	1	melee, melta
12	8	1	assault 1, melta

Farseer **100 points**

Farseers look to the future bro 480 blaze it

	WS	BS	S	T	W	I	A	Ld	Sv
Farseer	5	5	3	3	3	5	2	10	6+

Options

- May exchange his witch blade for a singing spear 5 points
- May be take one of the following:
 - spirit stones 15 points
 - runes of warding 25 points
 - runes of witnessing 30 points
- May farseer may be mounted on a jetbike 30 points

Unit Composition

1 Farseer

Unit Type

Infantry (Independent Character)

Wargear

- Rune armour (4++)
- Shuriken pistol
- Witch blade
- Ghosthelm

Special Rules

- Fleet

Psyker

A farseer is a psyker with a master level 3. They know 4 psychic powers from the Runes of Fate.

Spirit Stones: The Farseer may learn one extra psychic power from the runes of battle, but this does not increase their psychic mastery.

Warlock Council **25 points/model**

Like farseers, but mini and bitesize

For each farseer, you may take 1 warlock council serving as a retinue. They do not use any force organization slots.

	WS	BS	S	T	W	I	A	Ld	Sv
Warlock	4	3	3	3	1	4	1	9	6+

Options

- May exchange his witch blade for a singing spear 5 points
- Every warlock may be mounted on a jetbike . . . 20 points

Unit Composition

2-5 Warlocks

Unit Type

Infantry (Character)

Wargear

- Rune armour (4++)
- Shuriken pistol
- Witch blade

Special Rules

- Fleet

Psyker

A warlock is a psyker with a master level 1. They know destructor, and one extra from the Runes of Battle.

ELITES

Fire Dragons 16 points/model

Melta guns go brrrrrrrrrrrrrrrr

	WS	BS	S	T	W	I	A	Ld	Sv
Fire Dragons	4	4	3	3	1	5	2	9	3+
Exarch	5	5	3	3	2	6	3	9	3+

Unit Composition

3-10 Fire Dragons

Unit Type

Infantry

Wargear

- Heavy Aspect armour
- fusion gun
- melta bombs

Special Rules

- Fleet
- Fearless

Transport

The unit may take a wave serpent as a dedicated transport.

Exarch

- One fire dragon may be upgraded to a Exarch . . .20 points
- The Exarch may exchange his melta gun with one of the following:
 - Fire Pike 5 points
 - Dragons breath flamer 5 points
- The Exarch may take one of the following exarch powers:
 - Tank Hunters
 - Crack Shot
 - Withdraw

Exarch Powers

Tank Hunters – Re-roll armour pen rolls vs tanks

Crackshot – The exarch can reroll failed wounds, and the target must reroll successful cover saves.

Withdraw – Fire dragons often train as groups to put needed distance between themselves and attackers. When making a retreat charge reaction, they will rally automatically and never count as having fled.

Howling Banshees 16 points/model

Women always shrieking at something bout lmao

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

Unit Composition

3-10 Howling Banshee

Unit Type

Infantry

Wargear

- Light Aspect armour (5++)
- Power sword
- Shuriken Pistol
- Banshee Mask
- Plasma grenades

Special Rules

- Fleet
- Acrobatic

Transport

The unit may take a wave serpent as a dedicated transport.

Exarch

- One howling banshee may be upgraded to a Exarch20 points
- The Exarch may change her weapon(s) in one of the following ways:
 - exchange both her sword and pistol for mirror swords 10 points
 - exchange her power sword for a executioner . . .15 points
 - exchange her pistol with a triskele 15 points
- The Exarch may take one of the following exarch powers for no additional cost:
 - War Shout
 - Shield of Grace
 - Mistress of Blades

Banshee mask – You attack at initiative 10 on the charge.

Acrobatic – Banshees can run, charge, and consolidate +3 inches.

Exarch Powers

War Shout – Confers Fear usr. Exarch super scream when charging, take leadership test applying the -1 fear penalty if applicable, if failed -1WS for the rest of that assault phase. Additionally, you cannot overwatch these banshees when an exarch uses war shout.

Shield of Grace – This exarch is a master of flow and direction, select a single enemy model within base contact, attacks made by this model lose all armour penetration and rend they may have had for the turn.

Mistress of Blades – When rolling to wound with the exarch, on a to wound roll of a 5 or 6 your attacks gain overpower.

Warp Spiders **21 points/model**

Warp spiders are cool

	WS	BS	S	T	W	I	A	Ld	Sv
Warp Spider	4	4	3	3	1	5	2	9	3+
Exarch	5	5	3	3	2	6	3	9	3+

Exarch

- One warp spider may be upgraded to a Exarch 20 points
- The Exarch may exchange his deathspinner with one of the following:
 - twinlinked deathweavers 5 points
 - spinneret rifle 10 points
- The Exarch may be given a pair of power blades (power weapons) 20 points
- The Exarch may take one of the following exarch powers:
 - Ensnare
 - Speculator
 - Surprise Assault

Unit Composition

3-10 Warp Spiders

Unit Type

Infantry

Wargear

- Aspect armour
- Deathspinner
- Warp Jump Generator
- Plasma grenades

Special Rules

- Fleet
- Hit and Run
- Flicker Jump
- Deep Strike

Transport

The unit may take a wave serpent as a dedicated transport.

Flickerjump: Warp spiders may make a tactical withdraw even if they did not win combat, so long as they did not break, by activating their warp jump generators. Additionally, warp spiders impose a -1 penalty To Hit while being targeted by ranged attacks at all times.

Warp Jump Generator: Warp spiders use a compact but complex near-field warp hole generator to teleport themselves short distances via the warp. Although this allows them to move rapidly and avoid obstacles, the Eldars's exposure to the warp is not without peril.

Twice per turn the warp spider may engage his jump generator to move an extra 2d6". If when doing a double 1 is rolled, then a single member of the squad is claimed by the warp, and is removed from play with no saves allowed of any kind. Movement from the warp jump generator can transport warp spiders directly through solid terrain.

A unit equipped with a jump generator falls back an extra d6 and ignores terrain effects as for its normal move.

Exarch Powers

Ensnare – *OHMIEWAMUSHINDERUU* Select one model in the combat, they make one less attack this turn. In addition, the exarch can attack this model as if he were in base contact directly, these attacks cannot be allocated elsewhere.

Speculator – The exarch may elect not to fire his weapon but instead guide his squad to peak efficiency, granting them rending 5+ with their deathspinners.

Surprise assault – The exarch and his unit may charge after deep strike, and they scatter only d6 on entry.

Striking Scorpions **17 points/model**

Sting like a bee?

	WS	BS	S	T	W	I	A	Ld	Sv
Striking Scorpion	4	4	3	3	1	6	2	9	3+
Exarch	5	5	3	3	2	6	3	9	3+

Unit Composition
3-10 Striking Scorpions

Unit Type
Infantry

- Wargear**
- Aspect armour (5++)
 - Scorpion Chainsword
 - Shuriken Pistol
 - Mandi blasters
 - Plasma grenades

Special Rules

- Fleet
- Infiltrate
- Move through cover
- Stalkers

Transport

The unit may take a wave serpent as a dedicated transport.

Exarch

- One Striking Scorpion may be upgraded to a Exarch ...20 points
- The Exarch may exchange his scorpion chainsword with a biting blade 10 points
- The Exarch may exchange his both his chainsword and pistol with dual chain sabers with integrated shruken pistols10 points
- The Exarch may exchange his shuriken pistol with a scorpions claw20 points
- The Exarch may take one of the following exarch powers for no additional cost:
 - Predator
 - Shadowstrike
 - Monster hunter

Stalker – Striking scorpions may infiltrate 3” closer than normal infiltrators.

Mandi Blasters – Any time an enemy in base contact attempts to make a melee attack against a striking scorpion they will first be attacked by their mandi blasters. The target model suffers a single hit with the poison 4+ rule, saves to be taken as normal. If the target is still alive afterwards then they may complete their attack.

Exarch Powers

Shadow strike – Striking scorpions cover save is converted into a re-rollable invulnerable save until the unit first attacks an enemy.

Predator – If your initiative is higher than your opponents the exarch will gain +1 attack. If its greater than 3 you will gain +2 attacks.

monster hunter – usr, grants reroll wounds vs MCs for the squad.

Wraithguard **35 pts/model**

freaky ghost man

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

Unit Composition
3-10 Wraithsuits

Unit Type
Infantry

- Wargear**
- Wraithcannon

Special Rules

- Immune to Psychology
- Bulky
- Wraithsight

Options

- Any Wraithsuit may exchange their wraithcannon for one of the following:
 - two ghostwords (master crafted power swords) ... free

wraithsight: if there is no friendly eldar psyker within 12 inches, the wraithguard has to roll a d6. On a roll of a 1 the unit is treated as being shaken!

Thicc bois: These cannot go inside transports.

TROOPS

Dire Avengers **14 points/model**
BS4 guardians lolololo

	WS	BS	S	T	W	I	A	Ld	Sv
Dire Avengers	4	4	3	3	1	6	2	9	3+
Exarch	5	5	3	3	2	6	3	9	3+

Exarch

- One dire avenger may be upgraded to a Exarch .20 points
- The Exarch may exchange his avenger catapult with a Diresword and shuriken pistol, and forceshield .. 15 points
- The Exarch may take one of the following exarch powers:
 - Bladestorm
 - Battle Focus
 - Defend

Unit Composition

5-10 Dire Avengers

Unit Type

Infantry

Wargear

- Aspect armour
- Avenger Catapult
- Plasma grenades

Special Rules

- Fleet
- Counter attack

Transport

The unit may take a wave serpent as a dedicated transport.

counter attack When counter charging, dire avengers can still make use of their assault grenades to deny their attackers charge bonuses.

Forceshield: 4++ invulnerable save

Exarch Powers

Bladestorm – The dire avengers empty their weapons in a devastating hurricane of bladed disc. The exarch and his squad add one to the number of shots they fire with their shuriken weapons this turn, but they may not fire in the subsequent shooting phase as they reload.

Battlefocus – Move shoot run and charge all in the same turn.

Defend – The exarch leads his squad in a complex pattern of parries and dodges designed to avoid enemy blows. Enemy models directing their attacks towards the exarchs squad lose one attack in each assault phase (to a minimum of 1).

Rangers **14/model**
Fucking campers kys

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

Unit Composition
3-5 Rangers

Unit Type
Infantry

Wargear

- Mesh armour
- Shadow cloaks
- Eldar long rifle
- Plasma grenades

Special Rules

- Infiltrate
- Stealth
- Scout
- Concealment
- Move through cover

Transport

The unit may take a Falcon as dedicated transport.

Shadow Cloaks: *The fibers of these cloaks are lain with light absorbing tendrils harvested from the dark moons of saraph 5. They make the rangers nigh invisible.* Whilst in cover, rangers can re-roll cover saves.

Guardians Defenders 11/model*Average joe weekend warrior.*

	WS	BS	S	T	W	I	A	Ld	Sv
Guardians	3	3	3	4	1	5	1	8	4+
Platform	-	-	-	4	2	-	-	-	4+

Unit Composition

10-16 Guardians
1 weapons platform

Unit Type

Infantry

Storm Guardians

- Any model may exchange their shuriken catapult for an eldar chain sword and a shuriken pistolfree
- Two models in the squad may exchange their shuriken catapult for:
 - flamer 6 points
 - fusion gun 6 points

Weapons Platform Each guardian squad is accompanied by a single weapons platform. This platform cannot attack by itself, but at least one guardian remains alive they may shoot the platform instead of firing their normal weapons. Line of sight is drawn from the platform, and the platforms heavy weapons may be fired even when moving. The platform is ignored when calculating casualty losses. When the last guardian is destroyed, the platform is removed from play.

Guardian Scale Shield The guardian shield grants the whole guardian squad a 5+ invulnerable save against ranged attacks. Additionally all incoming ranged attacks cannot wound better than a 3+.

Weapons Platform

- Every guardian squad **must** take a weapons platform with one of the following:
 - Shuriken Cannon 10 points
 - Scatter Laser 10 points
 - Eldar missile launcher 10 points
 - Bright Lance 15 points
 - Star cannon 20 points
 - Guardian shield 20 points

Warlock

- The unit may be accompanied by a single warlock for 25 points. See the entry in the HQ section for his wargear and options, but he may not ride a jetbike.

Guardian Jetbikes 20/model*Speedy air motorcycles*

	WS	BS	S	T	W	I	A	Ld	Sv
Guardian Jetbikes	3	3	3	4	1	5	1	8	3+

Unit Composition

3-6 Jetbikes

Unit Type

Jet Bikes

Wargear

- Mesh Armour
- Eldar jetbike with twin linked shuriken catapult

Options

- One in three models may exchange their jetbike's twin-linked shuriken catapult for one of the following:
 - shuriken cannon 10 points
 - scatter laser 10 points

Warlock

- The unit may be accompanied by a single jetbike mounted warlock for 45 points. See the entry in the HQ section for his wargear and options.

DEDICATED TRANSPORTS

Wave Serpent **95 points**

The waveserpent is the Eldar's standard grav-tank.

— Armour —

	BS	Front	Side	Rear	Hp
Waveserpent	3	12	12	10	3

Unit Composition

1 waveserpent

Unit Type

Skimmer (Fast)

Wargear

- Turret mounted pulse laser
- Turret mounted scatter laser
- Hull twinlinked shuriken catapult

Special Rules

- Sky Raiders

Transport

The waveserpent has a transport capacity of 12 with an access point on the rear.

Options

- May exchange the twinlinked shuriken cannons for:
 - twinlinked scatterlaser free
 - twinlinked eldar missile Launcher free
 - twinlinked bright lance 5 points
 - twinlinked starcannon 10 points
- May upgrade the twin-linked shuriken catapult to a shuriken cannon 10 points

Vehicle Upgrades

- May be upgraded with the following:
 - ghostwalk matrix 5 points
 - star engines 10 points
 - crystal targeting matrix 5 points
 - spirit stones 15 points

FAST ATTACK

Shining Spears **30/model**
Speedy air joustie bois

	WS	BS	S	T	W	I	A	Ld	Sv
Shining Spears	4	4	3	4	1	5	2	8	3+
Shining Spears	5	5	3	4	1	5	1	9	3+

Unit Composition

3-6 Shining Spears

Unit Type

Jet Bikes

Wargear

- Heavy Aspect Armour
- Eldar jetbike with twin linked shuriken catapult
- Laser lance

Wind Rider – Turbobooast an extra 6 inches

Furrious charge usr

tank hunter usr

Special Rules

- Skilled Rider
- Hit and Run
- Vector Strike

Exarch

- One Shining Spear may be upgraded to an Exarch 20 points
- The Exarch may exchange laser lance for a
 - power weapon free
 - star lance 10 points
- The Exarch may take one of the following exarch powers for no additional cost:
 - Wind rider
 - Furious Charge
 - Tank Hunters

Swooping Hawks **17 points/model**
Jumpy bois type 1

	WS	BS	S	T	W	I	A	Ld	Sv
Swooping Hawk	4	4	3	3	1	5	2	9	4+
Exarch	5	5	3	3	2	6	3	9	4+

Unit Composition

3-10 Swooping Hawks

Unit Type

Jump Infantry

Wargear

- Light aspect armour
- Lasblaster
- Swooping hawk wings
- Haywire & plasma grenades

Special Rules

- Fleet
- Deep Strike
- Skyleap
- Heckin' Fast (12" move)

Transport

The unit may take a wave serpent as a dedicated transport.

Exarch

- One swooping hawk may be upgraded to a Exarch ... 20 points
- The Exarch may exchange his lasblaster a sunrifle 5 points
- The Exarch may be given a power weapon 15 points
- The Exarch may take one of the following exarch powers:
 - Intercept
 - On wings of a feather
 - Marksman's Eye

skyleap – jump back into reserves instead of moving.

hawk grenade pack – upon entry from deep strike, the squad drops a cluster of nades on the bottom bitches. Scatter a single large blast S4 AP 4 haywire anywhere on the battlefield.

Exarch Powers

Intercept – The exarch and his squad never require worse than a 4+ to hit vehicles in close combat.

On wings of a feather – Darting from foe to foe the exarch becomes a blur of blades and arcs of blood. The exarch gains +1 to hit in close combat.

Marksman's Eye – The exarch can gets to choose how to allocate wounds he caused from ranged attacks.

Shadow Spectres **25 points/model**

Dont forget the ribbons

	WS	BS	S	T	W	I	A	Ld	Sv
Shadow Spectre	4	4	3	3	1	5	2	9	3+
Exarch	5	5	3	3	2	6	3	9	3+

Unit Composition
3-10 Shadow Spectres

Unit Type
Jet Pack Infantry

- Wargear**
- Aspect armour
 - Prism Rifle
 - Spectre holo field
 - Jet pack

Special Rules

- Fleet
- Hit and Run
- Night Vision
- Ghostlight
- Fear
- Deep Strike

Transport

The unit may take a wave serpent as a dedicated transport.

Exarch

- One shadow spectre may be upgraded to a Exarch ... 20 points
- The Exarch may exchange his prism rifle with one of the following:
 - Haywire Launcher 5 points
- The Exarch may be given a power weapon 15 points
 - Shadow of Death
 - Cynosure
 - Fastshot

Spectre holofield: The spectre holofield increases the invulnerable save of shadow spectres to 4+ when being targeted by ranged attacks outside of 12”.

Ghostlight When a unit of two or more shadow spectres attack, they can combine their fire for their prism rifles into a coherent blast of energy. If you so choose, members in the squad can elect to combine their efforts and make ghostlight attacks (split firing allowed as normal) instead of shooting their weapons normally. Those members not participating may fire their weapons normally. Use the following rules.

- The range of the ghostlight attack is 12” plus an addition 6” for each member in the participating in the attack.
- Choose either the dispersed or focused beams, then make a to hit roll for all the participating squad members. Count up the successful hits then discard them. For each hit inflicted, the ghostlight attack gains +1 strength, up to 10 (starting from the chosen weapon profile).

Exarch Powers

Shadow of Death – All enemy units within 12” of the shadow spectre exarch with this special rule roll an extra d6 when making moral checks, using the two highest rolls to resolve the test.

Cynosure – Through the exarchs skill and precision targeting using the ghostlight, any squad member participating in a ghostlight attack with the exarch may re-roll their to hit rolls.

Fast Shot – The Exarch can can Fire his weapon twice in a single shooting phase, even targeting different enemy units if he wishes. This cannot be used when making a ghostlight attack.

Shroud Runners **30 points/model**

Before the battle shroud runners teams on seek forward on silent trails of win to scout and best observe the enemy’s weaknesses. During engagements they use their quick movement to secure important vantages while their long rifles pick out key targets.

	WS	BS	S	T	W	I	A	Ld	Sv
Shroud Runners	3	4	3	4	2	5	1	8	3+

Unit Composition
3 Jetbikes

Unit Type
Jet Bikes

- Wargear**
- Combat Armour
 - twinlinked shuriken catapult
 - Eldar jetbike (2 seater)
 - Eldar long rifle
 - Shuriken pistol

Special Rules

- Fleet
- Scout

Two Seater

Shroud runners can fire a weapon per person and at different targets.

Options

- Any model may exchange their jetbike’s twin-linked shuriken catapult for one of the following:
 - shuriken cannon 10 points
 - scatter laser 15 points
- Any member may take:
 - Haywire grenades 2 points

Viper Squadron **50 points/model**

Dont need legs if you fly

		┌ Armour ─				
	BS	Front	Side	Rear	Hp	
Viper	3	10	10	10	2	
Unit Composition						Options
1-3 Vipers						<ul style="list-style-type: none"> • Any viper may exchange their turret cannon for one of the following: <ul style="list-style-type: none"> - scatter laser free - eldar missile launcher free - bright lance 5 points - starcannon 10 points • The hull mounted shruiken catapults can be upgraded to a shuriken cannon 10 points • Any Wasp may be upgraded with the following: <ul style="list-style-type: none"> - ghostwalk matrix 2 points - star engines 5 points - holo fields 8 points
Unit Type						
Skimmer						

HEAVY SUPPORT

War Walker Squadron **55 pts/model**
U got legs?

	┌─Armour─┐								
	WS	BS	S	F	S	R	I	A	Hp
War Walker	3	3	6	10	10	10	4	2	2

Unit Composition

1-3 War Walkers

Unit Type

Walker

Wargear

- Power Field (5++)
- Two hull mounted shuriken cannons

Special Rules

- Scout
- Swift (+3 movement)

Options

- Any Wasp may exchange either shuriken cannon for a:
 - scatter laser free
 - eldar missile launcher free
 - bright lance 5 points
 - starcannon 10 points
- Any Wasp may be upgraded with the following:
 - ghostwalk matrix 5 points
 - star engines 5 points

Dark Reapers **1,000,000 points/model**
Priced in accordance to make reparations for the sins of what they did in highschool. But actually they are 35 per model

	WS	BS	S	T	W	I	A	Ld	Sv
Dark Reapers	4	4	3	3	1	5	2	9	3+
Exarch	5	5	3	3	2	6	3	9	3+

Unit Composition

3-5 Dark Reapers

Unit Type

Infantry

Wargear

- Aspect armour
- Reaper Launcher
- Reaper range finder

Special Rules

- Slow and Purposeful
- Night vision

Transport

The unit may take a wave serpent as a dedicated transport.

Exarch

- One dark reaper may be upgraded to a Exarch 20 points
- The Exarch may exchange his reaper launcher with one of the following:
 - Eldar Missile Launcher 5 points
 - Shuriken Cannon free
- The Exarch may take one of the following exarch powers:
 - Fast Shot
 - Crack Shot

Reaper range finder: Dark reapers suffer no penalties to hit from targets that are moving fast.

Exarch Powers

Crackshot – The exarch can reroll failed wounds, and the target must reroll successful cover saves.

Fast Shot – The Exarch can can Fire his weapon twice in a single shooting phase, even targeting different enemy units if he wishes.

Wraithlord **105 points***The Wraithlords is beeg*

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

Unit Composition

1 Wraithlord

Unit Type

Monstrous Creature

Wargear

- Two shuriken catapults

Special Rules

- Immune to Psychology
- Wraith sight
- Sentinel

Options

- May exchange either shuriken catapult for a flamer . . . free
- May take any of the following:
 - wraithblade 10 points
 - forceshield 40 points
 - sight stem (*cant take with sword*) 10 points
- May take up to two weapons from the following:
 - shuriken cannon 15 points
 - scatter laser 15 points
 - eldar missile launcher 15 points
 - bright lance 20 points
 - starcannon 25 points
 - distort cannon¹ 30 points

¹ *May only select a single weapon if the distort cannon is chosen.*

wraithsight: if there is no friendly eldar psyker within 12 inches, the wraithlord has to roll a d6. On a roll of a 1 the unit is treated as being shaken!

sight stem, +1bs for those cool sniper poses

Sentinel: Wraithlords may target two separate units when making ranged attacks.

Falcon Grav-Tank **125 points***The Falcon is the Eldar's standard grav-tank.*

	BS	┌─Armour─┐			Hp
		Front	Side	Rear	
Falcon	4	12	12	10	3

Unit Composition

1 Falcon

Unit Type

Skimmer (Fast)

Wargear

- Turret mounted pulse laser
- Turret mounted scatter laser
- Hull twinlinked shuriken catapult

Transport

The Falcon has a transport capacity of 6 with an access point on the rear.

Options

- May exchange the scatter laser for a:
 - shuriken cannon free
 - eldar missile Launcher free
 - bright lance 5 points
 - starcannon 10 points
- May upgrade the twin-linked shuriken catapult to a shuriken cannon 10 points

Vehicle Upgrades

- May be upgraded with the following:
 - ghostwalk matrix 5 points
 - star engines 10 points
 - crystal targeting matrix 5 points
 - spirit stones 15 points
 - holo-fields 25 points

Fireprism **145 points**

The Fireprism is the Eldars pinicle anti armour vehicle. Mounted with their most precious and advanced laser technology, the Fireprism can blast apart targets from across the horizon.

⌊ **Armour** ⌋

	BS	Front	Side	Rear	Hp
Fireprism	4	12	12	10	3

Options

- May be upgraded with the following:
 - ghostwalk matrix 5 points
 - star engines 10 points
 - crystal targeting matrix 5 points
 - spirit stones 15 points
 - holo-fields 25 points

Unit Composition

1 Fireprism

Wargear

- Turret mounted prism cannon
- Hull mounted scatter laser

Unit Type

Skimmer (Fast)