

1.0 FORCES

In this section we present a description of the units which form the armies of the Eldar, the Baran Siegemasters and the Feral Orks. In the case of the Orks and Imperial Guard, many of the units in their armies should already be familiar from the Epic: Armageddon book, and these are not included here to avoid repetition. When selecting an army for either the Baran Siegemasters or the Feral Orks (as described in the gaming section), you'll need to refer to the units in Epic: Armageddon, as well as the new units represented here.

UNIT DATASHEETS

All the units included in this section have a datasheet that tells you how fast, shooty and tough the unit is. The datasheets provide the following information:

Type: What target type the unit belongs to.

Speed: The speed of the unit. This is the distance in centimetres the unit can move each turn while still firing its weapons fairly effectively. It is possible for units to move faster than this if you wish, but their shooting will be far less effective.

Armour: This number shows how well protected and/or difficult to damage the unit is. If a hit is scored on the unit then you must roll this number or higher on a D6 to 'save' the unit from the damage.

Close Combat: This number shows how effective the unit is at close combat (that is, combat with an enemy unit where the respective units' bases actually touch). It is used when the unit assaults an enemy unit, or is itself the target of an assault. Assaults which do not bring the unit into base contact with the enemy instead use the firefight value, below.

Firefight: This number shows how effective the unit is when involved in a short-ranged firefight. Unlike close combat, the firefight value is used by units who are

within 15cm of the enemy, but not touching them, during an assault. As you can see, the Vyper jetbike in the example below is better in a firefight than in close combat.

Weapons: This section of the data sheet lists what weapons the unit carries. This section also includes any additional 'weapon options' the unit may take, and if any weapons have limited weapon fire arcs (see below).

Range: The range of the weapon in centimetres.

Firepower: The numbers here represent how effective the weapon is when it shoots. Firepower comes in two forms: Anti-Personnel (abbreviated to AP) and Anti-Tank (abbreviated to AT). AP fire is used against infantry targets and AT fire against armoured vehicles. A weapon that has both an AP and an AT value may choose to use either one when it attacks, but may not use both in the same turn. The value listed for a weapon is usually the score required on a single D6 to score a hit. Some units have additional special abilities that are explained in section 2.2 of the Epic rulebook.

Notes: If any special rules apply to the unit, they will be noted here. An explanation of what effect these rules have can be found on the reference sheet in the appendices of this book.

VYPER JETBIKES

Type	Speed	Armour	Close Combat	Firefight
Light Vehicle	35cm	4+	6+	5+
Weapon	Range	Firepower	Notes	
Scatter Laser	30cm	AP5+ / AT5+	-	

Notes: Skimmer.



1.1 THE ELДАР

"Ask not the Eldar a question, for they will give you three answers, all of which are true and horrifying to know."

– Inquisitor Czevak

The Craftworlds

Lost in the vastness of space the craftworlds float in utter isolation like scattered jewels upon a pall of velvet. No star-shine illuminates their sleek towers. Distant from the warmth of sun or planet, their domes stare into the darkness of empty space. Inner lights glisten like phosphorus through semi-transparent surfaces. Within live the few survivors of planets abandoned aeons ago amidst terrifying destruction. These are the Eldar, a race that is all but extinct, the last remnants of a people whose mere dreams once overturned worlds and quenched suns.

It is impossible to say with certainty how many craftworlds there are. They were built many millennia ago in great urgency and in times of unimaginable peril. The turmoil and confusion which preceded the destruction of the Eldar worlds was great. All higher government had long since ceased to operate, and it was only thanks to the heroic actions of a few far-sighted individuals that the craftworlds were built at all.

During the final cataclysm these gigantic space-cities fled, carrying a proportion of the Eldar race to safety and permanent exile. Some craftworlds survived for hundreds, or even thousands of years before their people faded and died, while others endure to this day.

Many floated into the voids and were lost forever in regions of space that remain dark and unexplored. They may be there still, lonely and unheard voices in the wilderness of deep space.

Over the centuries the craftworlds' occupants sought out other surviving Eldar amongst the far flung Exodite colonies, and even began to settle new worlds of their own. In this way the paths of Eldar and Mankind met for the first time and humans became acquainted with the most ancient and enigmatic of the galaxy's living races. The names of the greatest craftworlds were soon heard upon human lips: Alaitoc, Iyanden, Biel-Tan, Saim-Hann and Ulthwé. All this was many thousands of years ago, yet to this day it is doubtful that more than a handful of humans have ever stepped within an Eldar craftworld.

Every craftworld is thought to be represented by an Eldar rune which denotes that craftworld's spacecraft and warriors. Such runes have been observed carried into battle, emblazoned on the craftworld's banners and vehicles. The uniforms of Eldar corpses recovered after an encounter are also decorated with these runes. Information gleaned from captive Eldar specimens and from the heretics who continue to trade with the enemy have revealed something of the meaning and mythological significance of these mysterious symbols.



The Eye of Isha

This rune depicts the sorrow of Isha, the fertility goddess from whom the Eldar say they sprung. This is the symbol of the Ulthwé craftworld, whose name is a contraction of 'Ulthanash Shelwé' meaning the Song of Ulthanash. This ancient song describes the lay of Eldanesh, who is the most revered of all Eldar heroes.

The Shrine of Asuryan

Asuryan is not only the oldest but also the greatest of the ancient Eldar deities. He is the father of the gods, the ancestor of all living things. This is the symbol of the Iyanden craftworld whose name means 'Light in the Darkness', a reference to the burning shrine of Asuryan, the final hope of the Eldar of Iyanden.



The Cosmic Serpent

In Eldar myth, this serpent is the only creature believed to exist in both the material and the psychic universes at the same time. Hence, the serpent is said to know all secrets, past and present. Because the Eldar word for both 'snake' and 'secret knowledge' is 'Saim', this is the symbol of the Saim-Hann craftworld.

The Reborn

This rune stands for the principle of reincarnation, a fate thought to have befallen every Eldar before the Fall. The symbol denotes the craftworld of Biel-Tan, whose name means 'Rebirth of Ancient Days'. For them, winter has fallen on the Eldar but the Biel-Tan are convinced that spring will soon return.



The Doom of Eldanesh

Eldanesh was an Eldar hero who was slain by the jealous war god Khaine. The symbol of Alaitoc depicts the sword of Khaine bisecting the Red Moon, the sign of Eldanesh. The Red Moon is an ill-omen for most Eldar and the Alaitoc use it to remind them of what happens if mortals offend the gods.

The Webway

The Eldar craftworlds float in deep space and move at only sub-light speeds. Their exact locations are not known by other races, and the Eldar themselves do not consider their physical positions to be of much importance. Eldar spacecraft can travel between the different craftworlds by means of a system of what may be imagined as tunnels or bridges through Warp space. These tunnels form a network which links the craftworlds and some of the Exodite worlds together, and which supposedly extends to many other worlds throughout the galaxy. The gateways by which these tunnels are entered are not readily visible except for the main spatial gateway on every craftworld. This takes the form of a swirling sphere of light and darkness held in stasis immediately astern the craftworld.

It is by means of their network that the Eldar travel throughout the galaxy. The largest and most important tunnels are big enough to carry spacecraft, though most tunnels are much smaller and lead from one



craftworld to another, or directly to a planet's surface. Some of them are only big enough to allow Eldar or very small vehicles to pass. Every craftworld contains some chambers which open directly onto these tunnels. Some lead to places long since abandoned or destroyed, or else inhabited by the daemons of the Warp. These doors are sealed with runes of power, lest unknown horrors gain access to the craftworld or some unwary traveller unwittingly open a doorway and be sucked into Warp space.

The tunnel network is known as the Webway, although the title is in some ways misleading. If a map of the network were superimposed over the galaxy it wouldn't resemble a spider's web, with the pattern radiating from a single nodal point. Instead the map would resemble an almost random pattern, with many separate nodal points centred upon the largest craftworlds.

Were an observer to see such a map he would immediately see that craftworlds are not always directly connected to each other, so a traveller must often trace a route through several different craftworlds or planets in order to reach his destination. Not all routes are sufficiently large to give access to spacecraft, so whilst individuals might be able to travel directly to a specific craftworld or planet, a spacecraft might have to take a different route entirely, or be unable to reach that place at all. Breaks and fluctuating accessibility would make the map far from certain, whilst the loss of worlds in ages past would create dangerous dead ends.

In fact no such map exists, or at least not in the form described. The exact shape and form of the Webway is not fully understood by the Eldar, except perhaps by the strange wanderers known as Harlequins. Knowledge of the myriad secret ways is considered of such importance that the Eldar are in no hurry to share its secrets with humans. Each craftworld's place in the Webway is known only to its Seers. It is rumoured that a map was made many thousands of years ago, which is now kept in the Black Library. Although it is now no longer entirely accurate, it shows many secret ways which have since been lost or forgotten. If this is so then the Guardians of the Black Library have chosen to keep their secrets, and one can only imagine that they have good reason to do so.

When the Eldar go to war they travel through the tunnels of the Webway. Such journeys are relatively fast, enabling spacefleets to move easily between the network's major gateways. This enables the Eldar to move swiftly to places directly connected by the Webway, but makes it extremely difficult for them to reach worlds which have no gate into the network. Eldar spacecraft can travel through the Warp using their warp drives, although this is a slow and dangerous process for them. Unlike humans, the Eldar have no Navigators who can steer through Warp space. Furthermore, the daemons of the Warp are attracted far more strongly to vibrant Eldar spirits than to the dull, shadowy minds of men. As a result of these factors the Eldar travel infrequently to places that lie more than a few light years from their Webway exits.

THE FALL OF THE ELДАР

Over ten thousand years ago the Eldar suffered the greatest tragedy ever to befall a prosperous and intelligent race. The Eldar civilisation was at its height and held domain over a significant portion of the galaxy. Their worlds were places of great peace and beauty, paradises of personal contentment and cultural achievement. However, all this was to end in the cataclysm of destruction which wiped out the inter-planetary civilisation of the Eldar at a single stroke. This cataclysm is known simply as the Fall. The events that led to the Fall are not a matter of record but of tradition and speculation. What follows is the story of the Fall as it is generally accepted by the Eldar.

The Eldar were a proud and arrogant people, confident in their superiority and dismissive of alien barbarians. Their technological achievements exceeded those of all other races, and none amongst them doubted that this state of affairs would continue indefinitely. In many ways the Eldar had good reason to be confident, for no other race posed a serious threat to their wealth or stability. The Fall, when it came, took a form far more subtle and dangerous than that of an alien invasion.

In those times there were no craftworlds, no clearly defined paths for the Eldar to tread that they might keep their consciences honed and keen. Instead, all Eldar pursued their inclinations according to their own will, indulging every whim and investigating every curiosity. Their great minds turned as easily to art as to science. They created many beautiful things and learned much about the universe that is nowadays forgotten. Their lives were long, and when they eventually died their spirits dissolved peacefully back into the Warp to be reborn again. There were no spirit stones to contain their undying spirits in those days, nor had they any need of such things, for the Warp did not then hold the dangers that it does today.

Slowly but surely the worm of pride began to eat away at the Eldar race. They thought all secrets theirs to uncover, all pleasures theirs to partake. Heedlessly they plundered the precious resources of their marvellous minds. The Eldar had long outgrown the need for labour or simple manual agriculture. Society provided all that was required without individual effort, leaving a long life-time for the Eldar to spend satisfying their least desire. Some gave way to their most hedonistic impulses. Exotic cults sprang up all over the Eldar domains, each dedicated to a different aspect of esoteric knowledge or sensual excess. As these cults gained a tighter hold over the Eldar so their society became increasingly divided. The corruption turned quickly to wanton abandon. Gangs of sadistic killers prowled the streets in search of victims. No life was spared in the pursuit of pleasures both murderous and perverse. A sickness of concupiscence overtook the Eldar race. Blood flowed through the streets amidst the bestial roar of the crowd.

Only a fool would pretend to understand the strange otherworld that is the Warp for it is, by its very nature, inconstant and incomprehensible. Yet it was within the warp that the destruction of the Eldar race took shape. It was here amidst the swirling psychic energy that their corruption became manifest. Within the psychic other-



realm of Warp space their departing spirits began to coalesce into a gestalt consciousness. What an unimaginably foul and sickening mind it was that the Eldar raised unknowingly in the Warp. It was a shadow of themselves, of what they had become, of nobility and pride brought low by perversity and shamelessness. What the Eldar could only realise too late was that they had created a god in their own image, a god grown immense and potent upon the rich fodder of the Eldar spirit.

Within the Warp thoughts and emotions swell and grow, fed by fellow feelings until they achieve a consciousness of sorts. They become spirits of greater or lesser potency, and their long gestation is followed by birthing pains which rock the Warp and rupture the fabric of space. No creature of the Warp was ever to be birthed that was as monstrous or as powerful as the Chaos God Slaanesh – the Great Enemy, and the Doom of the Eldar incarnate.

For years the Eldar were riven with madness as Slaanesh dreamed in the Warp. Worlds burned and Eldar slew and laughed and feasted upon the corpses of the dead, and Slaanesh stirred uneasily into life. When the time came for Slaanesh to be born into divine consciousness there was not one Eldar anywhere who did not feel the agony. With a howl of psychic power Slaanesh rose into supernatural life and cried out in his pain. A psychic implosion tore at the universe. The spirits of the Eldar were drawn from their minds and consumed as their god took his first infernal breath. Intoxicated with this first draught Slaanesh laughed and looked upon a universe of gods.

The epicentre of the psychic implosion lay within the heart of the Eldar realms. All Eldar within thousands of light years were destroyed in an instant, their spirits sucked into the Warp to feed the hungry god. Even the Craftworlds were overwhelmed as they fled, and only those furthest away from the epicentre survived. Upon the fringes of the galaxy the shockwave slew millions of Eldar Exodites, leaving only the remotest worlds largely untouched. In a moment the Eldar had become a doomed people, reduced to a tiny remnant of refugees scattered throughout space, knowing that their Great Enemy had been born and would pursue them for the rest of eternity.

THE ELDAR PATH

It is hard for a human to understand the incredible potential of the Eldar mind. To an Eldar all of life's experiences are available to a heightened degree: the intellectual rewards of study, the exhilaration of battle, the creative impulses of art and music, and every imaginable pleasure of sensation. No creature, not even an Eldar, can taste of such fruits in an uncontrolled or undisciplined way. For an Eldar to yield absolutely to his desires would destroy him, for they have the ability to sate almost any intellectual whim, or to satisfy any physical appetite. Such was the fate of the ancient Eldar, who succumbed to the temptations of intellectual conceit and physical pleasure, and whose depravities brought about the fall of the Eldar worlds themselves.

The survivors, the Eldar of the craftworlds, have developed a way to control their own inner natures. Every Eldar chooses for himself a discipline which he then makes it his task to master. It may take years to successfully accomplish this, perhaps more than a single human lifetime. Each discipline is rightly called a path, and each path may necessitate further choices and specialisations. For example, the Path of the Warrior has many Aspects, and whilst all enable the Eldar to master the skills of combat, each Warrior Aspect brings with it its own special techniques and

abilities. Other paths include that of the Bonesinger, as the psycho-technicians of the craftworlds are called, who craft wraithbone and other psycho-plastic materials to fashion the material artifacts of the Eldar. Amongst the most arduous of all paths is that of the Seer, for the Seers manipulate psychic forces to foretell the future, and Seers of great accomplishment have fearsome powers. There are innumerable paths, some chosen but rarely, each offering its followers a complete way of life.

Once an Eldar has mastered one path he chooses another, and in this way builds up a repertoire of abilities over which he has complete control. An Eldar may travel many different paths in his life, and the skills he learns in each path serve to enrich further accomplishments. A few Eldar may be drawn so deeply along their chosen path that they can never leave it, and instead go on to a final, ultimate dedication of mind and body. This is a frightening fate for the Eldar, for anyone who is trapped in this way can never choose another path, but must live out the rest of their life as a living icon of achievement. Such individuals slowly deny the broad range of experience, concentrating increasingly on their path, until their self identity disappears and they become pure expressions of their path. In the case of the Warrior Aspects these individuals are known as Exarchs.

The Path Of The Warrior

The Path of the Warrior calls to most Eldar at some time in their long lives. Both male and female Eldar may take this path, and warriors are as likely to be female as male. Unlike some of the other Eldar paths, that of the Warrior is divided into many separate ways. Each of these is called a Warrior Aspect, and represents a different facet of the Eldar War God Kaela Mensha Khaine. Every Aspect differs in its methods of warfare, and many offer specialist skills designed for specific battlefield roles. Exactly what draws an Eldar onto the Path of the Warrior is uncertain. Perhaps it is the recognition of an innate destructive impulse which only ritual training and combat can purge, or perhaps it is a sense of duty, knowing that their race's ultimate doom will only come quicker if the Eldar themselves do not fight to prevent it.

There are many Warrior Aspects. Some are unique to specific craftworlds, many are common to all, whilst others are practised on some craftworlds but not others. Each Warrior Aspect on a craftworld is represented by a shrine. Within these shrines the Aspect Warriors are trained in the lore of combat. Their minds and bodies are honed with endless exercise, both physical and spiritual, until they become suffused with the Aspect of Kaela Mensha Khaine that their shrine represents.

The Aspect Warriors do not live in the shrines, and when they put aside their ritual masks and uniforms they can walk at peace through their craftworld. Only the keepers of the shrine live within them, the Exarchs, Aspect Warriors who have become so wholly one with their Aspect that they cannot leave the Path of the Warrior. Exarchs emerge from their shrines only in times of war or conclave, and are held in a mixture of fear and awe by other Eldar.

The Path of the Seer

The Eldar are a psychic race, and can all manipulate psychic energy to a greater or lesser degree. Their technology is based upon psychically sensitive materials such as wraithbone, and many devices of an otherwise ordinary nature are operated by means of psychic triggers and controllers. The vast majority of Eldar utilise only the most natural and inborn of their psychic powers. Eldar drawn onto the Path of the Seer are unique in that they explore their psychic potential and learn how to manipulate runes to gain mastery over the psychic universe.

The Path of the Seer is also known as the Witch Path. It is a dangerous path, for psychic phenomena are intimately connected with Warp space with all its attendant perils. An Eldar Seer acquires his skills slowly and carefully, for to proceed too quickly would be to invite the most heinous damnation. Daemons lurk on the other side of the Warp ready to pounce upon the mind of an overambitious Seer and devour his spirit.

Although there are many divisions of the Path of the Seer most Seers are peaceful members of their society. There is one aspect of the Seer which is bellicose and aggressive, and individuals of this kind are called Warlocks. Warlocks are Seers who have once trodden the Path of the Warrior. It is their previous experience as warriors that enables them to control their



destructive impulses in battle. The enclosing helmets that are worn by Warlocks are kept in the shrines of the Warrior Aspects. A Warlock can only don his warrior-seer self by returning to his old shrine and receiving the helmet from an Exarch as part of the blood ritual of the Aspect Warrior. The Warlocks are both warriors and Seers, the most deadly combination imaginable.

The Witch Path is almost as dangerous and enticing as the Path of the Warrior. The intricacies and challenges of runic lore can entrap a Seer, drawing his mind so far along the Witch Path that it becomes impossible for him to turn back. Seers who are unable to leave the Witch Path become Farseers. Once an Eldar assumes the mantle of the Farseer the rest of his life is predetermined; he can never tread any other path again.





Farseers are masters of divination. They explore the endless time streams of past and future, studying the manifold possibilities of the least decision or action. Just as the Farseers guide the fate of the craftworlds, so they can guide the fighting armies of the Eldar, and it is usual for a large Eldar army to be accompanied by a Farseer.

The Path of the Outcast

Sometimes the rigid constraints of the Eldar path are intolerable even for an Eldar to bear; such individuals leave their craftworlds and become known as Outcasts. Many Eldar spend years or decades as Outcasts before they return to the Eldar path. Outcasts must bear the terrible burden of their heightened Eldar consciousness without the protection of the Eldar path. Set free within the universe they are dangerously vulnerable. Only Eldar of especially strong character can survive for long as Outcasts. After years of adventure and wandering, or sailing the seas of space aboard the pirate fleets, most Eldar eventually return to the sanctuary of the Eldar path.

There are many kinds and degrees of Outcast, such as the wandering Rangers and the roguish Pirates. They leave their craftworlds and live elsewhere, often wandering the galaxy and visiting the worlds of men or the Exodites. They are not welcome aboard craftworlds except briefly, for their minds are dangerously

unbounded and attract predators from the psychic realms of the Warp. Outcasts are also disruptive in another sense, for their presence can distract the young and inexperienced from the Eldar path by their romantic tales of travel and freedom.

Special Rule 1.1.1 Farsight

Eldar Farseers are able to partially unravel the threads of time, allowing them to foresee events that may affect his army, and act to counter them. To represent this, any Eldar formation that includes a Farseer may ignore the -1 Action test penalty when they try to retain the initiative.

In addition, once per turn the Eldar player may attempt to retain the initiative twice in a row (i.e. the Eldar player can retain the initiative and take another action after having successfully retained the initiative once already). Any Eldar formation may be chosen, including those that do not include a Farseer, but at least one Farseer must still be in play and on the battlefield. The formation must still pass an initiative test in order to carry out the action, and will suffer the -1 modifier for retaining the initiative unless it includes a Farseer. Once the action has been taken the initiative returns to the opposing player.

Special Rule 1.1.2 Hit & Run Tactics

The Eldar are a dying race, and any loss is deeply mourned. Because of this they have developed tactics that, when combined with their highly advanced technology, allows them to attack the enemy and then quickly retire in order to avoid any return fire. This special ability is reflected by the following special rules, which apply to all formations in an Eldar army.

Eldar formations that take advance or double actions may choose to shoot either before or after each move. However, they may still only shoot once during the action. For example, an Eldar formation taking an advance action could shoot and then move or move and then shoot, while a formation taking a double action could shoot and move twice, move twice and then shoot, or move then shoot and then move again.

In addition Eldar formations that wins an assault are allowed to move any distance up to their speed value when they consolidate, rather than being limited to a move of 5cms as would normally be the case.

Special Rule 1.1.3 Eldar Technology

The Eldar are a technologically sophisticated race that make use of a number of devices that have capabilities far in advance of anything used by the other races in the galaxy. These technological advantages are represented in Epic by the following special rules:

Holofields: Eldar Titans are protected by a holofield that is projected from special wing-like structures on the Titan's carapace. These fracture the image of the Titan making it appear as a swirling cloud of coloured motes to the naked eye, while at the same time disrupting any targeting devices attempting to lock onto the Titan. The overall result is to make the Titan a very hard target to hit! Holofields provide Titans with a special 3+ saving throw that can be taken instead of the Titan's normal saving throw. This save may always be taken, even against hits in an assault or against Titan Killer or Macro-weapons attacks. Make a single saving against weapons with the Titan Killer ability, rather than a separate save for each point of damage. If a vehicle with a holofield also has reinforced armour, then it is allowed to re-roll its saving throw unless hit by Lance, Macro-weapon or Titan Killer attacks, but the re-roll must be made using the units armour save rather than the holofield save. No Blast markers are placed for hits that are saved by a holofield.

Lance weapons: A lance uses a highly concentrated beam of laser energy to destroy heavily armoured targets. A unit with reinforced armour (see Epic: Armageddon 2.1.11) that is hit by a lance weapon is not allowed to re-roll its saving throw.

Pulse weapons: Eldar pulse weapons fire a stream of powerful laser bolts at a target. To represent this, if a pulse weapon hits, then you may roll to hit again, and you may keep on rolling until you miss or the pulse weapon has scored a total of 3 hits. This means that a pulse weapon can score anywhere from 0 to 3 hits each time it shoots. Note that the extra shots are taken before hits are allocated and saving throws are made.

Spirit Stones: The Eldar save the spirits of those that die by preserving them in a Spirit Stone. When a warrior is slain, their Spirit Stone is collected, strengthening the resolve of their comrades to carry on the fight. Because of this Eldar formations are allowed to remove one extra Blast marker whenever they rally in the End Phase.

Webway Portals: Webway portals are used by the Eldar to safely travel through the Warp. Each webway portal included in the army allows the Eldar player to pick up to three other formations, and keep them back on the Craftworld. Any formation's that are kept on the Craftworld may enter play via the Webway Portal, by taking an action that allows them to make a move, and then measuring their first move from the position that a webway portal occupies on the tabletop. Note that the formation may appear through any portal, not just the one that was 'used' to allow the formation to be kept off-board. No more than one formation may travel through each webway portal each turn.



1.1.4 ELDAR UNITS

In this section we present the units which go to make up an Eldar army. The units described are typical for the Eldar and most are fairly common across all the major craftworlds, so you should feel free to use them in pretty much any Eldar army (subject to your preferred method of army selection, of course). A few of the following units are peculiar to the craftworld of Biel-Tan (or at least, most commonly associated with it) and are described here due to Biel-Tan's presence in the Baran War. Eldar units unique to other craftworlds are described in other Epic supplements, along with an appropriate army list for the craftworld in question.



THE AVATAR OF THE BLOODY-HANDED GOD

At the heart of every craftworld sits its Avatar, the craftworld's own incarnation of the Bloody-Handed God of the Eldar, Kaela Mensha Khaine. Aroused from his throne of smouldering iron, the Avatar leads the warriors of his craftworld to battle. Huge and all-powerful, the Avatar is a god incarnate, the embodiment of the Eldar racial soul, and a deadly opponent even for the most mighty powers of Chaos.

When the Eldar begin the march to war, the Avatar is awoken by the brave sacrifice of a warrior known as the Young King – an Aspect Warrior chosen annually by the craftworld's rulers. What happens to the Young King after he enters the Avatar's throne room to awaken him, none can say for certain. Perhaps he lives on within the Bloody-Handed God for all eternity, his spirit intermingling with the greater spirit that is Kaela Mensha Khaine, but maybe he is destroyed utterly, his spirit a sacrifice to the merciless Bloody-Handed God.

When an Avatar is created on a craftworld they immediately move into the Webway. On Biel-Tan, the Court of the Young King travels with the Avatar as he enters the Webway. The Farseers in an Eldar army are able to predict where and when the Avatar will be as they travel through the webway, and can call the Avatar to the battlefield. When called the Avatar bursts out of the Webway and back into reality, a screaming engine of fury and destruction. The Avatar will appear for a brief time, rampaging across the battlefield and bringing destruction on the enemy, before returning to the Webway to travel to the next place where he will be needed.

THE COURT OF THE YOUNG KING

Across all craftworlds, warriors who survive their appointed year in the position of Young King earn the eternal respect and reverence of their fellow Eldar. This is marked in a variety of different ways, varying from craftworld to craftworld. On Ulthwé, for example, the outgoing Young King is made an attendant to one of the high ranking Farseers of the craftworld and invited to embark upon the Path of the Seer. As former warriors, the one-time Young Kings are ultimately eligible to assume the role of Warlock, taking their Seer helm from where it resides in the very same Warrior Shrine they departed to begin their service as Young King years before. Invariably such Seers go on to form part of the feared Seer Council of Ulthwé. On other craftworlds, the rewards are different – for example, the Young King may be gifted any resources he requires with which to journey to a location of his own choosing and found there a new shrine (or, on rare occasions, a new Aspect entirely), or may be permanently excused from service as a Guardian and instead freed to dedicate themselves to whichever path they so choose.

Perhaps the most tangible reward offered to a Young King anywhere in Eldar society is on Biel-Tan, where all the warriors who once held the rank form the so-called Court of the Young King – the ruling military council of Biel-Tan, responsible for leading the Craftworld in times of both war and peace (though on Biel-Tan, this invariably means leading the craftworld from peace, into war). When the Avatar goes forth into battle he will be accompanied by the Court of the Young King, a god and his followers united in the endless war for which they both hunger so relentlessly.



SEERS

The Eldar are a psychically sensitive race and have the inner strength to develop their powers in many extraordinary ways. Eldar who choose this path are called Seers. A Seer uses mystic runes to focus his powers, enabling him to foretell the future, and he carries spirit stones containing the spirits of long dead Seers as his spiritual guides.

FARSEERS

The most powerful Seers of all are the Farseers of which every craftworld has only a very few. They do not normally wake, but spend their time in a state of trance, their spirits roaming at will through the wraithbone, directing the psycho-energy flow throughout the entire craftworld. Their visionary skills enable the Eldar to avoid the dangers that beset the craftworlds, exploring the possible future paths that lie ahead, and determining how those paths may be altered. To a greater or lesser degree it is the Farseers who rule almost all the craftworlds of the Eldar. They are far from rigorous individuals, and powerful orators and diplomats may well organise the craftworld's affairs from day to day, but the actions of almost all Eldar are ultimately guided by the intricately scryed counsel of the Farseers.

A Farseer does not normally fight in the Eldar's wars, but in times of desperate need his incomparable powers will be employed on the battlefield. Farseers, however, are rather less aggressive individuals than Warlocks, and their role on the battlefield will not simply be that of psychic warrior. Rather a Farseer may well engage in rather more subtle counter-strategies and feints, seeking perhaps to minimise Eldar losses, or even end hostilities altogether if he sees that fate will be best served by such actions.


WARLOCKS

Some Seers' powers go far beyond prediction and these more powerful individuals are called Warlocks. A Warlock can focus energies in destructive as well as creative ways, sending psychic blasts hurtling from his mind. As a former student of the Path of the Warrior, a Warlock can also carry a psychically attuned Witch Blade, a weapon which contains a helix-shaped psychic matrix through which he can channel his own energies.

Warlocks never forsake their warrior training, and remain at all times mindful of the specialised roles of the Aspect Warriors. A Warlock will employ his gifts of foresight divination to assess how, when and where these Warrior Aspects will prove most destructive to the enemy.

FARSEER & WARLOCK BODYGUARD				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	4+	5+
Weapon	Range	Firepower	Notes	
Shuriken Pistols	(15cm)	Small Arms	-	
Witch Blades	(Base Contact)	Assault Weapons	Macro-Weapon, Extra Attacks (+1)	


Notes: Commander, Invulnerable Save, Farsight



AVATAR OF THE BLOODY-HANDED GOD & THE COURT OF THE YOUNG KING				
Type	Speed	Armour	Close Combat	Firefight
War Engine	15cm	3+	2+	4+
Weapon	Range	Firepower	Notes	
Wailing Doom AND	30cm (base contact)	MW5+ Assault Weapon	Extra Attacks (+1), Macro-Weapon	
<i>An Avatar accompanied by the Court of the Young King gains the following additional attack:</i>				
Court of the Young King	(base contact)	Assault Weapon	Extra Attacks (+1), Macro-Weapon	

Critical Hit Effect: With a ghastly wail the Avatar falls to the ground, twitches and lies still. All Eldar formations with a unit with a line of fire to the Avatar are so shaken by this that they receive a Blast marker.

Notes: Damage Capacity 3, Commander, Inspiring, Fearless, Invulnerable Save, Walker.







GUARDIANS

Every Eldar is trained and ready to fight if need be and the Guardians are the craftworld's most numerous body of fighting troops. Most of these Eldar will be those engaged upon other, non-military paths, who are only required to fight during the most dire of circumstances. Some, however, may be former Aspect Warriors, now treading another path but more than capable of returning their to their old warlike ways when the need arises. Other Eldar, too, may relish the opportunity of assuming the armour of the Guardian, such as young Eldar not yet accepted upon the Path of

the Warrior, or wounded, convalescing or invalid Eldar forced to leave the Warrior Path by the events of battles past.

Eldar Guardians do not merely fight as infantry, but also provide crews for a variety of heavy weapons and vehicles within the Eldar army (although larger, more specialised vehicles will always be crewed by dedicated artisans, steersmen or followers of another similar path). To this end, Eldar Guardian squads are frequently accompanied by a floating weapons platform, suspended by anti-grav technology and bearing a powerful heavy weapon or support weapon (typically a scatter laser or D-cannon) with which the Guardians can strike at targets too substantial for their own shuriken catapults.


GUARDIANS				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	none	6+	4+
Weapon	Range	Firepower	Notes	
Shuriken Catapults	(15cm)	Small Arms	-	



HEAVY WEAPONS PLATFORM				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	none	6+	5+
Weapon	Range	Firepower	Notes	
Scatter Laser	30cm	AP5+/AT5+	-	



SUPPORT PLATFORM				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	none	6+	6+
Weapon	Range	Firepower	Notes	
D-Cannon	30cm	MW5+	-	





ELDAR RANGERS

Rangers are outcasts, Eldar who have chosen to leave the Eldar path and instead pursue a life of freedom and uncertainty in the wider universe. There is a life free from the rigidly structured constraints of the Path where the keen Eldar mind is instead occupied by the vigorous struggle to survive in a hostile universe. Rangers have forsaken Eldar society, and instead walk amongst all others, journeying, unseen or otherwise, to the worlds of the Imperium, the Sept worlds of the Tau, the lost Maiden worlds of their ancient Empire and beyond. The Rangers' business is theirs, and theirs alone. Some seek knowledge, others adventure or other, unfathomable goals.

Many Eldar eventually find their yearning to wander comes to an end, and return to the craftworlds, and so too to the path, but even as Rangers their ties to their own race are never completely severed. Rangers are keenly attuned to the happenings of the Eldar race, and news of emerging conflicts or dire perils invariably reaches their ears with impossible speed. On occasion, Rangers will choose to unite with other Eldar, acting as scouts for their enemies as need dictates. Skills learned from a lifetime of wandering allow the Rangers to move swiftly and silently forwards, covering all manner of terrain, observing the enemy without themselves ever being noticed, and even holding positions far ahead of the main army. A single Ranger, equipped with their customary long rifle, may well delay an enemy advance for days or even weeks.

RANGERS				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	5+	6+	5+
Weapon	Range	Firepower	Notes	
Shuriken Pistols	(15cm)	Small Arms	-	
Long Rifles	30cm	AP5+	-	



Notes: Scouts, Snipers.




JETBIKES

Where other races rely upon bikes, buggies or even steeds to mount their infantry, the Eldar use their knowledge of anti-gravitic technology to produce jetbikes – lightly armoured skimmers where a single rider sits atop the engines, to the rear of an armoured carapace beneath which a pair of shuriken catapults provide the bike's firepower. The incredible speed of the jetbikes, and their ability to skim over even the most difficult terrain make them ideal for swift assaults. The Eldar race towards the enemy at top speed, skimming around them as they unleash volley after

volley from their short-ranged, but very rapid firing, shuriken cannons before escaping with the same incredible speed.

Like many Eldar vehicles, bikes are ridden by Guardians, though typically only those Eldar with considerable training are equipped with jetbikes. Of all the Eldar, it is the craftworld of Saim-Hann which is most renowned for its use of jetbikes, so much so that most of the craftworld's population have come to be divided up into a number of so-called Wild Rider Kindreds which form roaming packs like the cavalry of old. Subsequently, the Wild Riders of Saim-Hann are considered somewhat primitive by the Eldar of other craftworlds.

JETBIKES				
Type	Speed	Armour	Close Combat	Firefight
Infantry	35cm	4+	6+	4+
Weapon	Range	Firepower	Notes	
Shuriken Catapults	(15cm)	Small Arms	-	



Notes: Skimmer, Mounted.




VYPER JETBIKES

As well as the smaller jetbikes, the Eldar also make use of Vypers; larger, twin-crewed vehicles, equipped with a stable firing platform allowing the second crewmen to operate the scatter laser which Vypers typically mount. Like jetbikes, Vypers make

use of the Eldar's exquisite anti-grav technology, though unlike jetbikes Vypers tend to use their speed and agility to manoeuvre close the enemy to take up the best shooting position, unleashing their withering fire then skimming away at high speed before the enemy can get to grips with them. Most jetbike squadrons typically include a handful of Vypers to provide some heavy support capable of taking on heavily armoured foes, such as enemy tanks.

VYPER JETBIKES				
Type	Speed	Armour	Close Combat	Firefight
Light Vehicle	35cm	4+	6+	5+
Weapon	Range	Firepower	Notes	
Scatter Laser	30cm	AP5+/AT5+	-	



Notes: Skimmer.




WAR WALKER

War Walkers fulfil a vital scouting role for Eldar armies. The War Walker is a giant, bipedal vehicle, piloted by an Eldar Guardian mounted at the top of the walker who is in turn encased within a powerful force field of unique Eldar

design. Their two heavy weapons offer them enough firepower for War Walkers to defend themselves and, combined with the agile walkers ability to navigate dense terrain with ease, allows the War Walker to range ahead of the main army. However, War Walkers are vulnerable if faced with the enemy in great numbers, since their relatively fragile frame, slender legs and exposed pilot are all susceptible to enemy fire.

WAR WALKER				
Type	Speed	Armour	Close Combat	Firefight
Light Vehicle	20cm	6+	5+	5+
Weapon	Range	Firepower	Notes	
Scatter Laser	30cm	AP5+/AT5+	-	
Bright Lance	30cm	AT5+	Lance	



Notes: Walker, Scout, Reinforced Armour.

ASPECT WARRIORS

There are many different types of Aspect Warrior, each served by its own shrine on its craftworld. Every individual Aspect represents one, tightly delineated aspect of warfare. Some Aspects concentrate on proficiency in hand-to-hand combat, others on marksmanship, some use heavy armour, others are fast and rely upon mobility. It is impossible to say how many individual Aspects there are. Some, such as the weirdly terrifying Slicing Orbs of Zandros, are confined to a single shrine in only one craftworld. Others represent warrior cults common to many craftworlds. The Warrior Aspects common to all the most important craftworlds are the Dire Avengers, Striking Scorpions, Dark Reapers, Fire Dragons, Swooping Hawks and Howling Banshees. The Warp Spiders and Shining Spears are also found on many craftworlds. Each has its own distinctive style of dress and method of warfare, including a particular type of weapon. These are described later.




EXARCH

The Aspect Shrines are tended by the Exarchs, who are also responsible for passing on their deadly skills to the Aspect Warriors who attend their shrine. Exarchs are Eldar who have become trapped on the Path of the

Warrior, unable to suppress their love for war and their desire for combat. Exarches wear the finest armour and carry ancient and exotic weapons that have been maintained since the founding of the shrine. They are examples of what can happen to an Eldar if they stray from the path, and are held with a mixture of fear and awe by other Eldar.

When an Aspect Warrior becomes an Exarch he adopts an armoured suit from his shrine. Each shrine preserves the suits of its dead Exarchs, often the very suits worn by the shrine's founders. Once put on the suit is never removed and becomes a permanent part of the Eldar, its psycho-plastic form meshing with his tissues. If slain the warrior's costume will be found to be empty, the body having long since been consumed within the suit itself. Exarch suits are studded with the spirit stones of all the Eldar who have ever worn the suit. Their spirits continue to circulate through the psycho-supportive environment of the suit, like a miniature version of the infinity circuit of the craftworld. It is the presence of this spirit-pool of raw psychic energy that gives the suit and warrior (for the two are indistinguishable) their special warrior powers.

EXARCH				
Type	Speed	Armour	Close Combat	Firefight
Character	n/a	n/a	n/a	n/a
Weapon	Range	Firepower	Notes	
Exarch Close Combat Weapon	(Base Contact)	Assault Weapon	Extra Attack (+1)	
OR				
Exarch Ranged Weapon	(15cm)	Small Arms	Extra Attack (+1)	



Notes: All Exarchs are *Inspiring*. Exarchs added to Dire Avenger, Howling Banshee, Striking Scorpion, or Shining Spear units have an Exarch close combat weapon. Exarchs added to Fire Dragon, Swooping Hawk, Warp Spider or Dark Reaper units have an Exarch ranged weapon.



AUTARCH

While a craftworld's Seers act as its guides and counsellors, there are also times when the Eldar look for powerful leaders and masters. In times of war, this role is fulfilled by the Autarchs – great Aspect Warriors

who have trodden the Path of the Warrior for so long that the every incident of battle is known to them. The Autarchs are looked to when a craftworld's Seers deem that the Eldar's fate is leading irrevocably to war, and it is these same individuals to whom such wartime leadership is charged. The skill, cunning and experience of these Eldar is unrivalled, and so the Autarchs lead their fellows to battle, imparting every lesson of war they can. Autarchs are

great leaders on the battlefield, but it is here and here alone where they lead the Eldar, for they are individuals with nothing but the fire of war coursing through their veins.

Autarchs do not permanently maintain their rank. Each is an Exarch, and when not at war will return to their shrine to rule them as an Exarch would. Instead an Autarch will assume power only when he believes his path calls him strongly towards his fate, towards war, and then by an exertion of sheer will the Exarch will assume Autarchy and gather about him all the Warriors he needs to follow his path. To most Eldar, the act of Autarchy is a horrifying and dangerous concept – an act by which an Eldar allows himself to be taken over entirely by the pursuit of war, led by their path, consumed by it, no longer its master. At best, the actions of an Autarch will be guided by the Seers, at worst they will be guided only by the Path of War.

AUTARCH				
Type	Speed	Armour	Close Combat	Firefight
Character	n/a	n/a	n/a	n/a
Weapon	Range	Firepower	Notes	
Autarch Close Combat Weapon	(Base Contact)	Assault Weapon	Macro-Weapon, Extra Attack (+1)	
Autarch Ranged Weapon	(15cm)	Small Arms	Extra Attack (+1)	



Notes: *Inspiring, Invulnerable Save, Supreme Commander*. An Autarch can be represented by any unit that includes an Exarch model.



DIRE AVENGERS


The Dire Avengers represent the Aspect of the War God as noble warrior – merciless to his foes and unstinting in his devotion to his people. They are the least specialised and the most tactically flexible of all

Warrior Aspects. They are also the most common, and their shrines are the largest amongst all the craftworlds. Their ritual weapon is the shuriken catapult. Of all weapons this one is most distinctively Eldar and it is a

fitting armament for the Dire Avenger as the most archetypal Eldar warrior.

In common with most other Aspect Warriors Dire Avengers wear a flexible armoured suit of Aspect armour. This is fashioned from a psycho-sensitive material which reacts to the movements of its wearer, moulding and reshaping itself to fit like a glove as the warrior moves and fights. The material itself is quite rigid when the warrior is still, and its surface is reactive to impact so that it stiffens even further if subjected to a blow. Some suits also include inflexible bone-like plates to protect vulnerable areas.

DIRE AVENGERS				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	5+	5+	4+
Weapon	Range	Firepower	Notes	
Shuriken Catapults	(15cm)	Small Arms	Extra Attack (+1)	




FIRE DRAGONS


This Warrior Aspect is modelled upon the dragon of Eldar myth, the sinuous fire-breathing reptile which represents wanton destruction and devastation. Their armour is the colour of fire and

flame, and they carry awesomely powerful fusion guns which spew deadly fire. Their Aspect armour is more complex than that of a Dire Avenger, and has many spiny protrusions which help to make it stiffer though

less flexible. This is important because the Fire Dragon's weapons have a relatively short range, so they must close with their enemies in order to deliver a murderous blast from their fusion guns.

The ideal role of the Fire Dragons is to attack fixed fortifications or other stationary forces, using their deadly weapons to root out well armoured troops or emplaced weapons. Their fusion guns are powerful enough to deal with all but the heaviest of armoured vehicles or fortifications.

FIRE DRAGONS				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	5+	5+	4+
Weapon	Range	Firepower	Notes	
Fusion Guns	15cm	MW5+	-	
AND	(15cm)	Small Arms	Macro-weapon	



Notes: The Fusion Guns do not give the Fire Dragons an extra attack; instead they add the Macro-weapon ability to the unit's Firefight value.



DARK REAPERS


The Dark Reapers are the most sinister and the most lethal of the Warrior Aspects. They portray the War God as Destroyer, and their skull-encrusted costume embodies death as the dark reaper of souls.

Their Aspect armour is much heavier and more enclosing than the suits of most other Aspects, and so offers the Dark Reapers more protection but also slows down the wearer. This effect is exacerbated by the Dark Reapers' heavy equipment, which includes a long ranged missile launcher

and heavy limb supports which increase the Eldar's stability when firing. The Dark Reapers' armour also incorporates sensory and range-finding equipment, which allows them to lock onto a fast moving target, and increase their already deadly accuracy still further.

The tactical role of the Dark Reapers is to provide heavy, long-ranged support. Dark Reapers usually take up positions in cover, often behind the main Eldar line of advance, from where they direct their deadly weapons against suitable enemy targets. Their unerring accuracy enables them to dominate the battlefield, pinning down enemy forces before they can advance, and destroying selected targets at will.

DARK REAPERS				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	5+	6+	3+
Weapon	Range	Firepower	Notes	
Reaper Missile Launcher	45cm	2 x AP5+	-	





STRIKING SCORPIONS

Though small the scorpion is deadly, and may sting and kill a creature many times its size. The Warrior Aspect of the Striking Scorpion epitomises the deadly attributes of its namesake, and they are one of the most potent of all close-quarter fighting Aspect Warriors. Although not as swift as the Howling Banshees, the other common close quarter fighting Aspect, the Striking Scorpions are more heavily armoured.

The Striking Scorpions' Aspect armour is reinforced with rigid plates that offer more protection than most other

Aspects. Their costumes are primarily green, but may incorporate bands of strongly contrasting colours such as black, yellow and orange. Their weapons are the shuriken pistol and chainsword, a combination which is deadly in its own right, but it is reinforced by the Striking Scorpions' unique mandiblaster.

The helmet of the Striking Scorpion incorporates a pair of weapon pods positioned and shaped much like the mandibles of a scorpion. Each pod houses a mandiblaster weapon, a unique and deadly device which the Aspect Warriors call the Sting of the Scorpion. The mandiblaster is an extremely short-ranged weapon, useful at a distance of only a few metres or so. It is fired by means of a psychic node within the helmet.

STRIKING SCORPIONS				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	4+	5+
Weapon	Range	Firepower	Notes	
Shuriken Pistols	(15cm)	Small Arms	-	
Mandiblasters	(Base Contact)	Assault Weapons	Extra Attacks (+1)	



HOWLING BANSHEES

In Eldar legend the Banshee calls the dead spirit into the Warp, and its eerie howl is said to be a certain premonition of death. The Banshee's call has an even more sinister implication, for it is said to call spirits from their spirit stones and so to lure them into the arms of the Chaos gods. Certainly the release of a spirit is often accompanied by a strange call, felt rather than heard, and it has been known for spirits to disperse unexpectedly into the Warp when transferring between spirit stones.

Unlike most other Aspects the Howling Banshees are almost always female Eldar, for the Banshee is said to be a

female spirit. The Howling Banshees are fast and mobile, and their warrior training is in swiftness of foot and mobility. Death, they say, will find you when your time is come, no matter where you may hide, and the same may be said of the Howling Banshees. These Aspect Warriors are armed with laspistols and power swords, weapons of the close-quarter fighter, and it is at hand-to-hand combat that they excel. Their other weapon is the Banshee mask, an enclosing death's head helmet which contains a psychosonic amplifier. This device intensifies the warrior's battlecry into a howling shriek of psychic rage. By means of their Banshee masks the warriors focus their enmity, flooding the central nervous system of their adversary with psychic energy and causing temporary paralysis.

HOWLING BANSHEES				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	5+	3+	5+
Weapon	Range	Firepower	Notes	
Shuriken Pistols	(15cm)	Small Arms	-	
Banshee Mask	(Base Contact)	Assault Weapons	First Strike	



SHINING SPEARS

The Shining Spears are unique among the Warrior Aspects in that they are trained in the use of Eldar jetbikes. Their phenomenal speed enables them to carry the fighting directly to their enemy, showering them with fire from the jetbikes' canopy-mounted shuriken catapults before charging in. Even more skilful than the jetbike squadrons found in most Eldar

armies, Shining Spears combine their unrivalled riding skills with the deadly laser lance, powerful weapons which deliver a short ranged, stinging blast of energy, knocking down and disorienting the enemy as the Shining Spears close-in. The weapon is sufficiently powerful to pierce even the thickest armour, while the Shining Spears are sufficiently skilful that even this cumbersome looking lance is, in their hands, a deftly controlled weapon when hand-to-hand fighting is required.

SHINING SPEARS				
Type	Speed	Armour	Close Combat	Firefight
Infantry	35cm	4+	4+	5+
Weapon	Range	Firepower	Notes	
Power Lances	(Base Contact)	Assault Weapons	Lance	
Notes: Skimmer, Mounted	-	-	-	



SWOOPING HAWKS

The Swooping Hawks take their name from the wild hunting birds of the Eldar myths that they are portrayed as birds of vengeance and retribution. In ancient times the Eldar believed that the spirit of a murdered person would pass into a hawk, in which form it would seek out the murderer, hovering above his head as a mark of guilt for all to see.

The Swooping Hawks are the most mobile of all Aspect Warriors as they have the ability to glide or even to fly high into the air. Their wings are made from vibrating feather plates and incorporate small jet motors and gravitic reaction lifters. When they fly their wings vibrate with such speed they turn into a blur of colour and emit a characteristic shrieking note. Their Aspect costumes are coloured like the sky, whether blue and

clear or dark and grey, with contrasting bands of colour. Because of their highly mobile role their Aspect armour is not as thick as that of other Aspect Warriors and offers less protection, but this is more than made up for by their speed and agility.

The Swooping Hawks' ritual weapon is a lasblaster and a special pack of grenades. These grenades are contained in a pack strapped to the warrior's leg. Grenades can be removed from the pack and thrown by hand, or discharged directly from the pack whilst in flight, scattering lethal charges over the enemy below. This combination of weapons is especially suited to the Swooping Hawks' role. They often attack the enemy ahead of the main Eldar army, flitting over their foes' heads and discharging grenades, and then attacking in close combat or retiring into cover to use their lasguns.

SWOOPING HAWKS				
Type	Speed	Armour	Close Combat	Firefight
Infantry	35cm	5+	5+	4+
Weapon	Range	Firepower	Notes	
Lasblasters	(15cm)	Small Arms	-	



Notes: Scouts, Jump Packs, Teleport. The teleport ability represents the Swooping Hawks ability to swoop onto the battlefield from the sky.



WARP SPIDERS

The Warp Spiders take their name from the tiny creatures which may be seen within the Dome of Crystal Seers amongst the wraithbone trees. These minute sparkling creatures can move anywhere within the craftworld by means of the wraithbone core, melting their bodies into the infinity circuit and crystallising at a new location. They have evolved from the psycho-plastics of which the craftworld is made, and are therefore able to assimilate with the Eldar's physical environment, moving through the infinity circuits much like the souls of dead Eldar.

The spiders are aggressive hunters of intrusive psychic forces, and are attracted in vast numbers to the presence of any invasive psychic entities. As the wraithbone core is supportive of psychic consciousness in a similar way to Warp space, it is possible for it to

become corrupted by the fragmented consciousnesses of lost human or other non-Eldar souls.

In theory at least, it would also be possible for a daemon of Chaos to find its way into the wraithbone core, although such a thing would be immediately apparent. The tiny warp spiders ensure that this doesn't happen, hunting and destroying alien psychic fragments much as white blood cells in the human body attack and neutralise foreign bacteria.

The Warp Spider Aspect Warriors epitomise the doctrine of aggressive defence. Their costumes and weaponry reflect the tiny warp spiders after which they are named. By means of a compact warp-generator within their armoured shell, the warriors are able to make short warp-jumps, disappearing and reappearing some metres away. This enables them to make sudden and totally unexpected attacks upon their foes. Their ritual weapon is the Death Spinner, which projects a deadly cloud of monofilament wire.

WARP SPIDERS				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	5+	4+
Weapon	Range	Firepower	Notes	
Death Spinner	(15cm)	Small Arms	-	



Notes: Scouts, Jump Packs, Infiltrators, First Strike.

SPIRIT STONES

Every Eldar wears upon his breast a shining gem or polished stone called a spirit stone or waystone, whose purpose it is to capture the spirit of its bearer when it is released at the moment of death. If an Eldar's spirit is not captured by his spirit stone, it is absorbed into the timeless depths of the Warp, the shadow-realm composed of psychic force. To a human such a fate means nothing (the psychic energy of the human mind being paltry compared to that of an Eldar), but to an Eldar to enter the Realm of Chaos as a conscious spirit represents the ultimate horror. In the Warp there is nowhere an Eldar spirit can hide from the daemons. The nemesis of the Eldar awaits to consume and enslave them for all eternity. To perish in this way is the ultimate fear for the Eldar, so it is little wonder that they always wear their spirit stones.

After death, an Eldar's soul is transferred from the spirit stone into the infinity circuit – the coursing wraithbone matrix which permeates each craftworld. Later, a spirit may be separated from this wraithbone core and flow into a spirit stone put aside for that purpose. Such a spirit stone can then be placed within the construct body of a Wraithguard, Wraithlord, or within the circuitry of any of the Eldar's living wraithbone machinery (such as that from which their Titans and spacecraft are formed).



WRAITHGUARD

Wraithguard are the spirits of the living dead enshrined within wraithbone bodies. The power that animates these warrior machines is drawn from the wraithbone core of the craftworld. Only in times of

great need are the dead called upon in this way, as the wraithbone core is a vital source of energy without which the craftworld could not survive. To living Eldar,

the sight of these Ghost Warriors is a horrific affront, a parade of the dead forced to fight on without dignity, a sorry symbol of the doom of the Eldar race. However some craftworlds – most notably Iyanden whose population was long ago decimated by the Tyranids – are forced to rely upon Wraithguard in ever greater numbers, for the living armies of the Eldar alone could never triumph in a galaxy so overwhelmingly set against them.

WRAITHGUARD				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	4+	4+
Weapon	Range	Firepower	Notes	
Wraithcannon	15cm	2x MW5+	-	
AND	(15cm)	Small Arms	Extra Attacks (+1), Macro-Weapon	



Notes: Fearless, Reinforced Armour.



WRAITHLORD


A Wraithlord has no living warrior within it but is merely a robotic shell, the repository for the animating spirit of a dead Eldar. A spirit is drawn from the infinity circuit and resides within the

Wraithlord until such time as its power begins to fade and it can no longer function. Only the most potent spirits can control a Wraithlord, for even the act of consciousness is a major drain upon the resources of the dead. A spirit's natural realm is the Warp, where

time and place are meaningless, so that even to hold its consciousness in a single place at a given time is exhausting.

In battle, Wraithlords are imposing foes. Their unliving forms can survive an incredible amount of damage, for no slight wound can prevent the workings of the boundless spirits contained within which flit freely throughout the wraithbone shell, escaping damaged regions so that a Wraithlord must be utterly destroyed to be halted.

WRAITHLORD				
Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	15cm	4+	3+	4+
Weapon	Range	Firepower	Notes	
Power Fists	(base contact)	Assault Weapon	Macro-Weapon, Extra Attacks (+1)	
Bright Lance	30cm	AT5+	Lance	



Notes: Walker, Fearless, Reinforced Armour.



ELDAR WAVE SERPENT

Although the Eldar Falcon is also capable of carrying troops, it is the Wave Serpent which provides the warhost with a dedicated troop carrier. The Wave Serpent is protected by a shimmering energy


field, warding off enemy attacks before it is pulsed forwards to smash aside tanks and scatter infantry.

Protected inside its hull, and behind its force field, Guardians and Aspect Warriors can be transported in safety to any part of the battlefield. Its powerful anti-gravity engines give it great speed, making it possibly the best troop transport in the galaxy. Wave Serpents,

although heavily armoured and substantial vehicles, are able to traverse all but the smallest arterial routes of the Webway and so almost all Eldar assaults will rely upon Wave Serpents to deliver the bulk of their forces.

At the Battle of Enderra, Wave Serpents and Falcons were the only vehicles small enough to traverse the handful of wraithgates which remained open on the planet of Baran. Dozens of Wave Serpents carried forwards the brave Aspect Warrior hosts, fighting their way through Snagga-Snagga's Feral Ork horde to reach the long lost Gate of Vault. Successfully reopening the gate, the Aspect Warriors were soon reinforced by Engines of Vault and Eldar Titans, and the Orks were instantly routed.

WAVE SERPENT				
Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	35cm	5+	6+	4+
Weapon	Range	Firepower	Notes	
Twin Shuriken Cannon	30cm	AP4+	-	



Notes: Reinforced Armour, Skimmer, Transport (May transport one Wraithguard or any two of the following units: Autarch, Farseer, Guardian, Striking Scorpions, Howling Banshees, Fire Dragons, Dire Avengers, Dark Reapers, Swooping Hawks and Warp Spiders).



FALCON GRAV-TANK


Eldar vehicles follow the doctrine of speed combined with deadly firepower, and the Falcon grav-tank exemplifies this like no other. Like most Eldar vehicles it uses anti-gravity motors to propel it

over the ground surface, skimming over minor irregularities, and sometimes using its motors to see over woods or buildings. Its turret and hull-mounted weaponry can punch a hole through most armour and

it has the capacity to transport a squad of Guardians or Aspect Warriors into the heart of the conflict if need be, using that same lightning speed to extricate the warriors should the resistance prove too fierce.

The Falcon grav-tank is named after the Falcon of Eldar myth who, during the war in heaven retrieved Vault's sword, Anaris, and gave it to the Eldar hero Eldanesh to continue his battle with Khaine. To the Eldar, the Falcon grav-tank symbolises the heroic actions of its mythic namesake.

FALCON GRAV-TANK				
Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	35cm	5+	6+	4+
Weapon	Range	Firepower	Notes	
Falcon Pulse Laser	45cm	AT4+	Pulse	
Scatter Laser	30cm	AP5+/AT5+	-	



Notes: Skimmer, Transport (May transport one of the following: Autarch, Farseer, Guardian, Striking Scorpions, Howling Banshees, Fire Dragons, Dire Avengers, Dark Reapers, Swooping Hawks and Warp Spiders).





FIRE PRISM GRAV-TANK

The Fire Prism utilises the typical Eldar grav-tank hull to produce a dedicated anti-tank vehicle. The Fire Prism's sophisticated cannon gathers energy through a massive crystal prism which it focuses and unleashes in a series of devastating blasts that can punch through even the thickest armour and slay squads of enemy infantry. Sophisticated sensors and tracking arrays allow the Fire Prism to blast opposing flyers out of the sky, making it

as great a threat for airborne foes as for ground-based ones.

Where Fire Prisms really excel is in terms of range. Their weapons are capable of striking out at fully twice the range of the pulse lasers and scatter lasers found on most other Eldar vehicles, such as the Falcon grav-tank. Combined with the Fire Prism's anti-gravitic locomotion and ability to rise high above intervening cover, this range allows the Fire Prism to strike out at enemies barely visible on the horizon. Many Eldar assaults begin with a sudden and unexpected deluge of Prism fire from an as yet unseen enemy...

FIRE PRISM GRAV-TANK				
Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	35cm	5+	6+	5+
Weapon	Range	Firepower	Notes	
Prism Cannon	75cm	AP4+/AT4+/AA5+	Lance	



NIGHT SPINNER GRAV-TANK

The Night Spinner is perhaps the most curious of all Eldar designs, and yet conversely their most accomplished. The Night Spinner takes its name from the weapons pods of the same name which it mounts upon its grav-tank chassis. The Night Spinner is designed to launch monofilament wire, a substance barely an atom thick, yet each individual volley will contain hundreds, or

even thousands, of miles of the deadly stuff. This tangled mass is launched forwards from the Night Spinner at incredible speed, coalescing into a mesh or web which will descend over the target and utterly envelop it in the wire, the so-called Chain of Vault.

So strong, and yet so thin, is this wire, that no surface can stop its inexorable fall earthwards. Anyone or anything unfortunate enough to lie under this cloud of night will be shredded by the simple action of gravity drawing the virtually weightless cords downwards.

NIGHT SPINNER GRAV-TANK				
Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	35cm	5+	6+	5+
Weapon	Range	Firepower	Notes	
Night Spinner	45cm	1BP	Disrupt, Indirect Fire	



FIRESTORM

In almost all their wars, the Eldar can claim supremacy of the skies. Their aircraft are unmatched in speed and agility, with an accuracy of fire that almost no enemy can evade. Such supremacy is vital to the Eldar, for their delicate vehicles and frail bodies are perhaps the most susceptible to sustained aerial bombardment by the enemy. Ordinarily, such supremacy can be claimed by the aircraft – the Nightwings, Phoenix and Vampires – alone. On rare occasions, however, the Eldar may find it necessary to dominate the skies from the ground. In the

early stages of the Baran War, where the Eldar found the only wraithgates available to them to be too small for anything much larger than a Falcon to traverse them, the Autarch Mauryon was forced to go without his aircraft.

In such circumstances, the Firestorm is employed. Based upon the Falcon grav-tank hull, the Firestorm mounts a Firestorm battery, a highly accurate array of lasers capable of quickly locking on to a target and so ideal for providing defence against enemy aircraft. The Firestorm still lacks the absolute superiority of the Eldar's flyers, however, and where such aircraft are available the Firestorm is rarely used.

FIRESTORM GRAV-TANK				
Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	35cm	5+	6+	4+
Weapon	Range	Firepower	Notes	
Firestorm Battery	45cm	AP5+/AT5+/AA4+	Pulse	



SCORPION SUPER-HEAVY GRAV-TANK

The Scorpion is the archetypal Engine of Vault, effortlessly combining Eldar anti-grav technology and gracity with fearsomely heavy firepower. The Scorpion is also the most common Engine, with most schools of design having developed their own Scorpion over time. The Scorpion is so-called since it mimics the ranging sting attack of the Scorpion of Eldar myth, lashing out at its enemies with a pair of pulsar

lasers before most enemy can even get within range of the tank itself. Despite its enormous size, the Scorpion is not especially cumbersome and, alone amongst the Engine of the Vault, possesses the ease of control to manoeuvre within the craftworld itself. In the Tyranid invasion of Iyanden craftworld phalanxes of Scorpion super-heavy grav-tanks took up position in some of the craftworld's widest corridors and halls – places where the Eldar's lack of numbers would otherwise have left them badly outnumbered and quickly overwhelmed by the Tyranids.

SCORPION SUPER-HEAVY GRAV-TANK				
Type	Speed	Armour	Close Combat	Firefight
War Engine	25cm	5+	6+	5+
Weapon	Range	Firepower	Notes	
Scorpion Twin Pulsar	60cm	MW2+	Pulse	
Shuriken Cannon	30cm	AP5+	-	



Critical Hit: The Scorpion's gravitic drives implode, sucking nearby troops into an energy maelstrom. The Scorpion is destroyed and any model within 5cm of the model suffer one hit on a roll of 6.

Notes: Skimmer, Damage Capacity 3, Reinforced Armour.



COBRA

In Eldar myth, the cobra is the destructive brother of the serpent, one of the most warlike of Eldar deities. With a famously short temper, the cobra was an occasional ally at best, and only in the darkest days of the War in Heaven did the serpent willingly turn to his brother for aid. The super-heavy grav-tank mimics the cobra of myth, mounting a massive Cobra D-cannon as its primary weapon, capable of punching through even the

most heavily armoured of targets with a single shot. The Cobra, however, lacks the range of its counterpart Scorpion though is comparatively better protected when approaching the enemy, mounting an Eldar missile launcher as well as its shuriken cannon.

The Cobra similarly lacks some of the versatility of the Scorpion, with its D-cannon mounted firmly in the tank's hull creating a straight ahead line of fire. However, the Cobra is undoubtedly the most destructive of the pair, and more than compensates for any loss of versatility.

COBRA SUPER-HEAVY GRAV-TANK				
Type	Speed	Armour	Close Combat	Firefight
War Engine	25cm	5+	6+	5+
Weapon	Range	Firepower	Notes	
Cobra D-Cannon	30cm	2BP	Ignore Cover, Titan Killer (D3+1), Fixed Forward Arc	
Shuriken Cannon	30cm	AP5+	-	
Eldar Missile Launcher	45cm	AP5+/AT6+/AA6+	-	



Critical Hit: The Cobra's gravitic drives implode, sucking nearby troops into an energy maelstrom. The Cobra is destroyed and any models within 5cm of the model suffer one hit on a roll of 6.

Notes: Skimmer, Damage Capacity 3, Reinforced Armour.





STORM SERPENT

Perhaps most curious of all the Engines of Vaul is the Storm Serpent. When the Imperium first encountered the Storm Serpent in the Crucien War of M36, it was first taken for a gunship. Its typically sleek hull seemed to allow no space for carriage of soldiers, so when three Storm Serpents unleashed dozens of Aspect Warriors against an Imperial Guard position at Merloc's Point it came, understandably, as something of a surprise.

Following the storming of Merloc's Point, the Imperium adopted a new strategy and Storm Serpents were targeted ahead of other vehicles, in the hope that both they and

their passengers could be struck down with a single blast. Several were grounded in a blaze of flames, but the Eldar hardly seemed diminished by their loss, and on the single occasion the Imperium was able to recover wreckage, barely a dozen Eldar bodies were found amongst it.

The Storm Serpent, in fact, is not truly a transport. Instead, its sleek hull mounts a portable portal generator, utilising the vast amounts of energy which most Eldar super-heavy grav-tanks channel into weapons to instead create a shimmering wraithgate amidst the Storm Serpent's carefully attuned promontories. The Eldar can access this gate from almost anywhere within the Webway, though most often use the Storm Serpents to deploy troops from an orbiting fleet or even from the craftworld itself. The one limitation of the Storm Serpent is its size, meaning that nothing much larger than a Vyper can be deployed by such means.

STORM SERPENT SUPER-HEAVY GRAV-TANK

Type	Speed	Armour	Close Combat	Firefight
War Engine	25cm	5+	6+	4+
Weapon	Range	Firepower	Notes	
Storm Serpent Pulse Lasers	45cm	AT3+	Pulse	
Scatter Laser	30cm	AP5+/AT5+	-	



Critical Hit: The Storm Serpent's gravitic drives implode, sucking nearby troops into an energy maelstrom. The Storm Serpent is destroyed and any models within 5cm suffer one hit on a roll of 6.

Notes: Skimmer, Damage Capacity 3, Reinforced Armour, Wraithgate Webway portal. **IMPORTANT NOTE:** Wraithgates are one of the smallest type of Webway portal, and may only be used by formations made up exclusively of infantry, light vehicles, and armoured vehicle units with the Walker ability; formations that include any other type of unit may not use a Wraithgate to enter play.



VOID SPINNER

The Void Spinner is a sinister, barely known Engine of Vaul, unique to Biel-Tan and a handful of other craftworlds which follow the ideal of warrior supremacy. To most Eldar the Void Spinner is an abomination. To them it represents some of the most dangerous acts the Eldar capable of – the misuse of knowledge and power.

The Eldar possess many ancient and powerful technologies, and not all of them are meant for war. To the Eldar of Biel-Tan, however, anything which they can use to destroy the usurpers who seek to take their empire from them is more than acceptable in the course of war. The Void Spinner is armed principally with the same kind of monofilament weaponry as the smaller Night Spinner, but within these barrages the Void Spinner unleashes the same bacteria and wraithbone parasites that the Eldar of

old used in their seeding and nurturing of the Maiden worlds. The effect is to utterly scour all life from the target, not merely slaying them with the constricting and slicing threads of monofilament, but by breaking down the molecules of everything – flesh, bone, rock, metal – under the affected area.

To the minds of most Eldar, such methods were meant to create life – to shape worlds anew fit for the Eldar – not destroy it, and to such Eldar the Void Spinners are a thing of revulsion. To the Eldar of Biel-Tan, however, the destruction of their enemies is just the start, and after a successful campaign scores of Void Spinners are employed in scouring clean all the dirty remnants of Men, Orks or whatever other filthy race has tainted the world in the years since the Eldar's Fall. With such cleansing complete, the Eldar continue to restore the world, seeding new Exodite worlds as they continue their ultimately futile struggle to restore the lost Eldar Empire.

VOID SPINNER SUPER-HEAVY GRAV-TANK

Type	Speed	Armour	Close Combat	Firefight
War Engine	25cm	5+	6+	5+
Weapon	Range	Firepower	Notes	
Voidspinner Array	60cm	3BP	Disrupt, Indirect Fire	



Critical Hit: The Void Spinner's gravitic drives implode, sucking nearby troops into an energy maelstrom. The Void Spinner is destroyed and any models within 5cm suffer one hit on a roll of 6.

Notes: Skimmer, Damage Capacity 3, Reinforced Armour.



NIGHTWING INTERCEPTOR

The Eldar are quite simply kings of the sky. Their flyers exhibit a speed which would tear apart the aircraft of other races, were their engines capable of achieving them. The agility with which Eldar aircraft jink, roll, twist and dodge would send all other flyers spiralling earthward in an uncontrollable plummet, and yet the Eldar pilots effortlessly escape from these hazardous, barrelling rolls

time and time again, breaking into burst after burst of incredible straight line speed before diving into the next insane series of lurches and falls.

Fastest of all, even amongst Eldar aircraft, is the Nightwing interceptor. The Nightwing uses its shocking pace to descend on an enemy virtually unseen, harrying and disorienting its target, delivering the fatal blow with its shuriken cannons and bright lances before escaping with the kind of speed and agility that make the Nightwing virtually impossible to pursue or counter-intercept.

NIGHTWING INTERCEPTOR

Type	Speed	Armour	Close Combat	Firefight
Aircraft	Fighter	4+	n/a	n/a
Weapon	Range	Firepower	Notes	
Twin Shuriken Cannons	30cm	AP4+/AA5+	Fixed Forward Arc	
Bright Lances	30cm	AT4+/AA5+	Lance, Fixed Forward Arc	



PHOENIX BOMBER

As one would expect, Eldar bombers are exceptionally advanced aircraft. With no need to rely upon the clumsy bombs and missiles used by other races, Phoenixes instead deliver their killer blows in the form of Phoenix pulse lasers with which they burst open armoured targets,

shuriken cannons with which they can easily slaughter and disperse infantry and the deadly Night Spinners with which the Eldar can envelop whole swathes of the battlefield in a cloud of ensnaring monofilament wire. Anything touched by the wire will find itself instantly entangled, choked and then scythed apart by the unthinkably sharp cords, making a hit from the Night Spinners just as hazardous as the explosive or concussive blasts from the more primitive bombs of other races.

PHOENIX BOMBER

Type	Speed	Armour	Close Combat	Firefight
Aircraft	Fighter Bomber	5+	n/a	n/a
Weapon	Range	Firepower	Notes	
Twin Shuriken Cannons	30cm	AP4+/AA5+	Fixed Forward Arc	
Phoenix Pulse Laser	45cm	AT4+,	Pulse, Fixed Forward Arc	
Night Spinners	15cm	1BP,	Disrupt, Fixed Forward Arc	



Notes: Reinforced Armour.



VAMPIRE RAIDER

All Eldar aircraft are capable of deploying directly from space, though the fragile Nightwings and the more ponderous (though still remarkably sleek) Phoenix bombers tend to rely upon some of the larger wraithgates when travelling to battle. Vampire raiders, however, typically descend directly from orbit at many times the speed of sound, cleaving through the skies with the ease of a bird of prey. In the early stages of an assault

against a planet, the Eldar may find themselves without access to wraithgates, having been forced to close or abandon those gates left on worlds overrun by the younger, usurping races. In such circumstances, an attack will begin with packs of Vampire raiders streaking earthwards to capture gates once lost so that they can be reopened and allow greater movement of Eldar forces.

Vampires carry squads of troops within its armoured hull, usually squads of Aspect Warriors, which it can ferry into the hardest fighting or deploy deep behind enemy lines.

VAMPIRE RAIDER

Type	Speed	Armour	Close Combat	Firefight
Aircraft/War Engine	Bomber	5+	6+	4+
Weapon	Range	Firepower	Notes	
2 x Vampire Pulse Laser	45cm	AT4+,	Pulse, Fixed Forward Arc	
Scatter Laser	30cm	AP5+/AT5+/AA5+,	Fixed Forward Arc	



Notes: Damage Capacity 2, Planetfall, Reinforced Armour. May transport eight of the following units: Autarch, Farseer, Guardian, Striking Scorpions, Howling Banshees, Fire Dragons, Dire Avengers, Swooping Hawks, Warp Spiders, Dark Reapers, Heavy Weapon Platform, Support Weapon Platform, Wraithguard, Rangers.

Critical Hit Effect: The Vampire's control surfaces have been damaged and it is destroyed.



REVENANT TITAN

The smallest of the Eldar Titans. All Eldar Titans are agile and graceful constructs, but the Revenant's compact size allows it to move with a swiftness and smoothness quite simply impossible for the war machines of other races. The Revenant also mounts a number of powerful jump jets on its leggy frame, turning its movement into a series of drifting leaps, or even gentle floating sweeps over the battlefield. Despite this almost ethereal grace, Revenant Titans are well-armed, powerful

adversaries. Their pace, agility and ability to leap difficult terrain allows them harry the enemy lines in quick scouting raids before disappearing with the same terrifying speed. Revenant Titan crews are small, guided partially by the spirits contained within their wraithbone core, as is the case with all Eldar Titans. Where the larger Eldar Titans are sometimes crewed by twins or triplets, the smaller Revenants are often manned by just one of a pair of siblings, the second of whom will pilot a further Revenant, leading to the Titans hunting in packs, psychically linked to one another by the inherent bloodties of their twin pilots.

ELDAR REVENANT TITAN

Type	Speed	Armour	Close Combat	Firefight
War Engine	35cm	5+	4+	4+
Weapon	Range	Firepower	Notes	
2 x Revenant Pulse Lasers	45cm	MW3+,	Pulse	
2 x Eldar Missile Launcher	45cm	AP5+/AT6+/AA6+		

Critical Hit Effect: The Revenant's holofield generator is destroyed. It may no longer take holofield saves. Any further critical hits will destroy the Titan.

Notes: *Holofield, Damage capacity 3, Walker, Jump Pack, Fearless. The Revenant's weapons may fire all round due to the Titan's exceptional manoeuvrability.*



PHANTOM TITAN

Eldar Titans are very different from the machine-constructs of other races. They benefit not only from the experience of their crew (who are raised with Titans from birth), but from the collective consciousness of spirit stones contained within the Titan, housing the souls of numerous dead Eldar. Phantom Titans are built around a wraithbone core which permits the spirits contained within it to flow freely through the whole construct. This gives the Eldar Titan a consciousness of its own which, combined with its living crew, makes the Phantom such a deadly fighting machine.

Eldar births are rare, and new generations emerge only ever few hundred years, so every child is cherished in a manner other, younger races find hard to understand.

Most revered of all are the rare occurrences of twin, or even triple births. Such sets of siblings are considered fated by the Eldar, and invariably find positions of great power within Eldar society. Many of these twins and triplets form crews for the Eldar Titans, where the natural emotional bonds between siblings, the Eldar's latent psychic powers and the special relationship between pilot, machine and spirit stones contained within combine to create a mastery of control few amongst even the Eldar could hope to achieve. Most sorrowful, yet most skilled, of all are those Eldar who have lost their kin to the depredations of a violent galaxy. These mourning Eldar often inter the spirit stones of their dead brothers and sisters within the wraithbone shell of a Titan and then take to the machine themselves, seldom emerging, preferring instead to remain within the Titan where they can yet commune with their lost siblings.

PHANTOM TITAN

Type	Speed	Armour	Close Combat	Firefight
War Engine	25cm	5+	3+	3+
Weapon	Range	Firepower	Notes	
2 x Twin Eldar Missile Launchers	45cm	AP4+/AT5+/AA5+	—	
1-2 Titan Pulsar	75cm	MW3+	Titan Killer (1), Pulse	
0-1 Power Fist	30cm	6 x AP4+/AT4+		
OR (Fist Mounted Lasers)	(15cms)	Small Arms	Extra Attacks (+3)	
OR (Fist Attack)	(Base Contact)	Assault Weapons	Extra Attacks (+2), Titan Killer D3	

Critical Hit Effect: The holofield projector mounted in the Phantom's wings is badly damaged and will no longer work. The Phantom loses its holofield save for the rest of the battle. Any further critical hits will cause an additional point of damage.

Notes: *Holofield, Damage capacity 6, Walker. May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2 cm wide, Reinforced Armour, Fearless. May be armed with 2 Pulsars, or 1 Pulsar and a Power Fist. The Phantom's weapons may fire all round due to the Titan's exceptional manoeuvrability.*



WARLOCK TITAN

A Warlock Titan contains within its wraithbone core, the spirits of mighty Eldar Seers and Warlocks. As they were powerful psykers in life, so too are they in death. The psychic strength of these dead spirits, focused and amplified by the titan's wraithbone structure

is phenomenal, far outstripping the powers of the living. This potent psychic ability combined with the smooth agility of the Eldar Titans and their sophisticated weaponry, places the Warlock Titan at the very pinnacle of Eldar achievement in the realm of psychic engineering.

Warlock Titans have an insight into the future or possible futures and they act in conjunction with the ebb and flow of the fates, moving with them in perfect synchronisation.

WARLOCK TITAN

Type	Speed	Armour	Close Combat	Firefight
War Engine	25cm	5+	3+	3+
Weapon	Range	Firepower	Notes	
2 x Twin Eldar Missile Launchers	45cm	AP4+/AT5+/AA5+	—	
1 x Psychic Lance	30cm	3BP	Disrupt, Ignore Cover, Titan Killer (D3)	
OR	(15cm)	Small Arms	Extra Attacks (+2), Ignore Cover, Titan Killer (D3)	
0-1 Titan Pulsar	75cm	MW3+	Titan Killer (1), Pulse	
0-1 Power Fist	30cm	6 x AP4+/AT4+		
OR (Fist Mounted Lasers)	(15cms)	Small Arms	Extra Attacks (+3)	
OR (Fist Attack)	(Base Contact)	Assault Weapons	Extra Attacks (+2), Titan Killer D3	

Critical Hit Effect: The holofield projector mounted in the Warlock Titan's wings is badly damaged and will no longer work. The Warlock Titan loses its holofield save for the rest of the battle. Any further critical hits will cause an additional point of damage.

Notes: *Holofield, Damage Capacity 6, Walker. May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2 cm wide, Reinforced Armour, Fearless, Inspiring, Commander, Farsight. May be armed with 1 Psychic Lance plus 1 Pulsar or 1 Power Fist. The Warlock's weapons may fire all round due to the Titan's exceptional manoeuvrability.*





ELDAR WRAITHSHIP

Wraithships are made from wraithbone, a material drawn as raw energy from the Warp and shaped into matter by psychic craftsmen known as Bonesingers. The Wraithbone forms the living skeletal core of the spaceship around which its other structures are arranged. The wraithbone also provides channels for psychic energy. This facilitates internal communication, transmits power and enables the spaceship to act as an organically integrated whole. The wraithbone core of a spaceship is surrounded by a structure which is literally grown into the required shape by Bonesingers. These Eldar use their psycho-morphic talents to shape bulkheads, walls, floors and conduits into a shell that completely surrounds the wraithbone core and forms the hull and major internal divisions of the spaceship. Most of a spaceship's operating systems are connected

directly to the wraithbone core. The many thousands of systems draw power through the wraithbone and are constantly monitored and controlled through it. Because of the unique practices of Eldar psychic engineering, Eldar spaceships resonate with sympathetic psychic energy. The wraithbone core provides a psychic channel through which an Eldar can control mechanical functions. In this way, Eldar attuned to the very essence of their spaceship guide it, making countless minute adjustments to the trim of the great solar sails to draw every fraction of energy from the solar winds. This is also the key to the legendary elegance and almost bird-like agility of the Eldar wraithships. Their pilots literally feel the solar wind on the ship's sails, they sense the flex of the ship's structure, the tension and movement of its wraithbone skeleton. Like a hawk soaring on a thermal or diving to clutch at its prey, a wraithship can turn in the wind, circling and swooping to hunt its own prey – the spaceships of its enemy.

ELDAR WRAITHSHIP

Type	Speed	Armour	Close Combat	Firefight
Spacecraft	n/a	n/a	n/a	n/a
Weapon	Range	Firepower	Notes	
Orbital Bombardment	n/a	4BP	Macro-Weapon	
OR				
Pin-Point Attack	n/a	MW2+	Titan Killer (D3)	

Notes: You must decide which weapon system the Wraithship will have at the start of the battle, when you record the turn it will arrive on. Write down the weapon system to be used alongside the turn of arrival.



ELDAR DRAGONSHIP

Dragonship is the collective name given to the larger classes of Eldar vessel. The term dragonship does not refer to any particular armament or configuration, but rather to a variety of vessels adhering to the same basic principles, designed for the same basic roles. Within this larger grouping, individual configurations or combinations of weapons give individual classes their

proper name – always a variation on the phrase 'Dragon', representing different aspects of the creature of the same name from Eldar myth. Those dragonships which are piloted in large part, or even exclusively, by spirit stones, for example, are referred to as Ghostdragons, while larger vessels which have been designed to operate away from the craftworld for great lengths of time are often referred to as Void Dragons. Different styles of dragonship can vary greatly, with different numbers of sails, different armaments and even variations in size.

ELDAR DRAGONSHIP

Type	Speed	Armour	Close Combat	Firefight
Spacecraft	n/a	n/a	n/a	n/a
Weapon	Range	Firepower	Notes	
Orbital Bombardment	n/a	8BP	Macro-Weapon	
OR				
2x Pin-Point Attack	n/a	MW2+	Titan Killer (D3)	

Notes: You must decide which weapon system the Dragonship will have at the start of the battle, when you record the turn it will arrive on. Write down the weapon system to be used alongside the turn of arrival. May carry up to 12 Vampires and the units being transported on them.

