

WARHAMMER
40,000

CODEX ELDAR

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CRAFTWORLDS™

FORCES OF THE CRAFTWORLDS

The following section details background and rules information that describe the forces used by the craftworld Eldar – their warriors, their vehicles and the characters that lead them to battle. This section will enable you to forge your collection of Eldar miniatures into an army ready to fight battles in your games of Warhammer 40,000.

CHOOSING AN ARMY

When choosing an army to play a game of Warhammer 40,000, there are two main ways of organising your collection. These are the Unbound method, which means taking whichever units you like, and the Battle-forged method, which is more rigid but has extra benefits. Both are described fully in *Warhammer 40,000: The Rules*.

If you are using the Unbound method, simply use the datasheets later in this section that correspond to the models in your collection. If you are using the Battle-forged method, you will instead need to organise the models in your collection into Detachments. This is a fun process in its own right. The most common of these are the Combined Arms and Allied Detachments. Note that you can also include any of the Formations presented in this section as part of a Battle-forged army.

The Craftworld Warhost is a special type of Detachment that can be included in any Battle-forged army. Unlike the Detachments shown in *Warhammer 40,000: The Rules*, it has a Force Organisation Chart whose slots are a combination of specific Formations and Army List Entries instead of Battlefield Roles. However, it still has compulsory and optional elements, as well as Restrictions and Command Benefits, just like any other Detachment.

Although units cannot normally belong to more than one Detachment, units from a Formation that is part of a Craftworld Warhost are an exception. They count as part of both their Formation and the Detachment, and have all associated Command Benefits and special rules. If your Warlord is part of a Formation or an Army List Entry that makes up part of a Craftworld Warhost, that entire Craftworld Warhost is your Primary Detachment.



GUARDIAN HOSTS (1-3)

GUARDIAN BATTLEHOST

- 1 Farseer
- 3 units of Guardian Defenders
- 1 Vyper Squadron
- 1 unit of War Walkers
- 1 Vaul's Wrath Support Battery
- 0-1 Warlock Conclave

WINDRIDER HOST

- 1 Farseer
- 1 Warlock Conclave
- 3 units of Windriders
- 1 Vyper Squadron

GUARDIAN STORMHOST

- 1 Farseer
- 5 units of Storm Guardians
- 1 Vyper Squadron
- 1 unit of War Walkers
- 1 Vaul's Wrath Support Battery
- 0-1 Warlock Conclave



REGENTS OF THE WARHOST (0-3 per Guardian Host)

HEROES OF THE CRAFTWORLDS

- 1 Autarch, Prince Yriel, Eldrad Ulthran or Illic Nightspear

SEER COUNCIL

- 2 Farseers¹
- 1 Warlock Conclave
- ¹ One Farseer may be replaced by Eldrad Ulthran.

LIVING LEGENDS

- 1 Avatar, Asurmen, Jain Zar, Karandras, Fuegan, Baharroth or Maugan Ra

(1-12 per Guardian Host)



OUTCASTS

- 1 unit of Rangers

CRAFTWORLD WARHOST

The Craftworld Warhost allows you to represent the typical structure of craftworld Eldar armies on the Warhammer 40,000 battlefield. Whether you wish to assemble a mighty force sent to tip the balance of fate with a vital attack, or a craftworld's vanguard on the warpath, the choices below will offer a great way to pick your army.

For example, Daniel's Eldar collection consists of Prince Yriel, an Autarch, a Farseer Skyrunner, a Warlock Skyrunner, four units of Dire Avengers, three units of Windriders, a unit of Storm Guardians, a Vyper, a Crimson Hunter and a Wraithknight.

If Daniel wishes to organise his collection using the Battle-forged method – as described in Warhammer 40,000: The Rules – all of his units need to be part of a Detachment or a Formation. Daniel achieves this by choosing one Craftworld Warhost Detachment and one Combined Arms Detachment from Warhammer 40,000: The Rules.

The Craftworld Warhost Detachment in Daniel's army consists of one Core choice, one Command choice and two Auxiliary choices. Specifically, it consists of a Windrider Host (his

Farseer Skyrunner and his Warlock Skyrunner, his three units of Windriders and his Vyper), a Dire Avenger Shrine (three of his Dire Avenger units), a Heroes of the Craftworlds Army List Entry (Prince Yriel), and a Wraith-constructs Army List Entry (his Wraithknight).

Daniel's last unit of Dire Avengers (Troops), his unit of Storm Guardians (Troops), his Autarch (HQ) and his Crimson Hunter (Fast Attack) form a Combined Arms Detachment. As all of his units belong to a Detachment or a Formation, Daniel's army is Battle-forged. The units that are part of the Craftworld Warhost Detachment have the Matchless Agility Command Benefit, whilst those that are part of the Combined Arms Detachment have the Objective Secured Command Benefit. Finally, Daniel chooses Prince Yriel to be his Warlord – his Craftworld Warhost Detachment is therefore his Primary Detachment.

Core



Auxiliary



Command

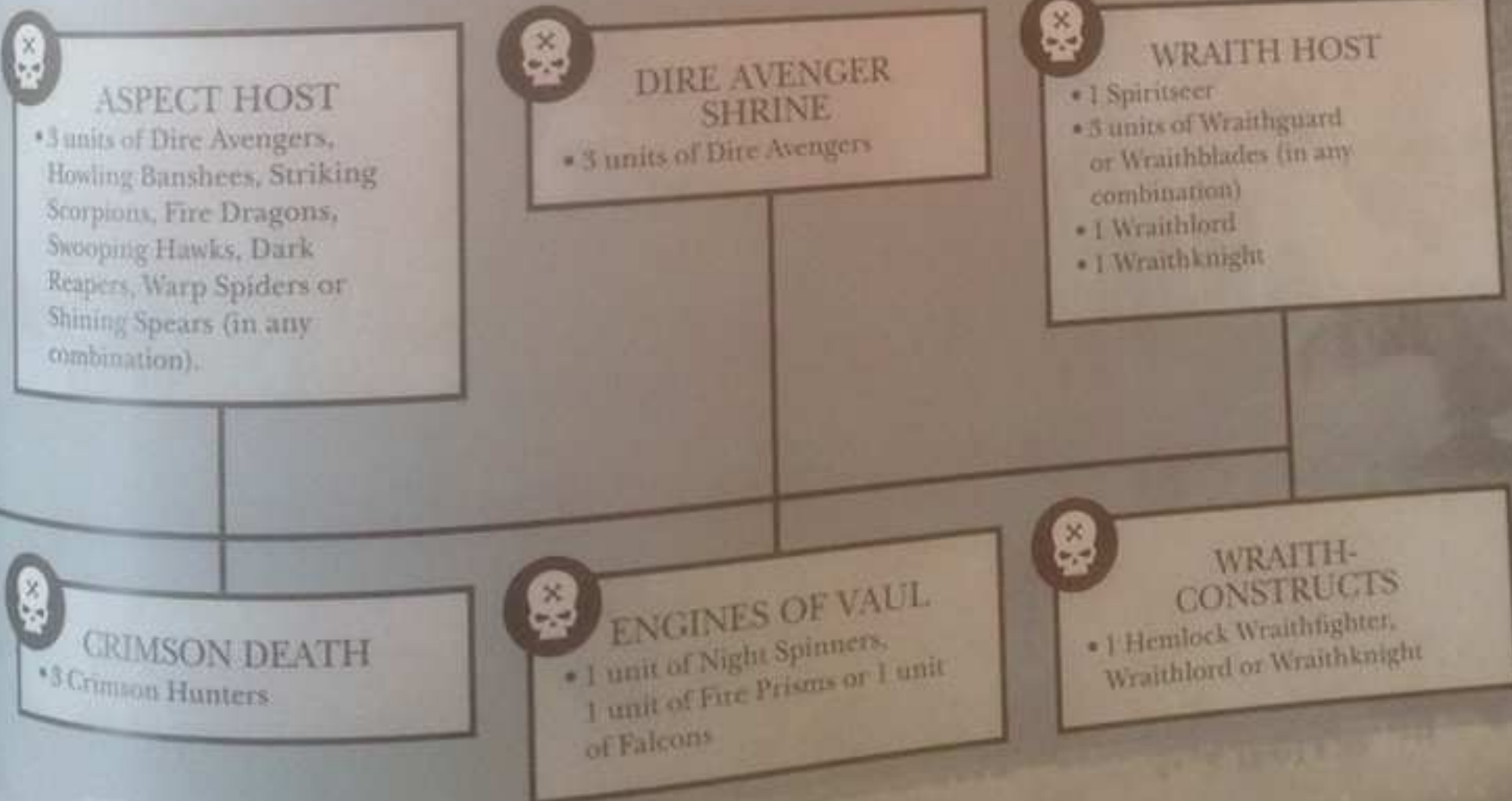


RESTRICTIONS:

This Detachment must include at least one Core choice. For each Core choice you must include between one and twelve Auxiliary choices, in any combination, and you may also include up to three Command choices, in any combination. Only the datasheets listed here may be included in this Detachment.

COMMAND BENEFITS:

Matchless Agility: If a unit composed entirely of models from this Detachment Runs, do not roll a D6 to determine its Run distance. Instead, it automatically counts as having rolled a 6 (this will normally mean the unit can Run up to 6").





ELDRAD ULTHRAN

HIGH FARSEER OF ULTHWÉ

195
POINTS



Eldrad Ulthran, High Farseer of Craftworld Ulthwé, has lived for over ten thousand years. In that time he has guided his people, riding out the Fall of the Eldar and the rise of the Imperium. The ripples of causality he sets in motion have changed the face of the galaxy, though many are hidden within several strands of fate. It was Eldrad who prevented the Hrud infiltration of proud Saint-Haven that would otherwise have reduced it to nothing much, who thwarted the malefic works of the Necron dynasty, and who stopped the Days of Blood from coming to pass. His psychic might has broken Titans, boiled the blood of Daemons and slain kings and heroes without number. The millennia have taken their toll, and Eldrad's body is slowly turning to psychic crystal. Yet he cannot rest. As the fate of the galaxy teeters on the brink, the hard-won experiences of the past show that the lesser races will only hasten the rising threat of Chaos. If the Eldar are to weather the coming storm, their greatest Farseer must fight on with every weapon and strategy at his disposal.

	WS	BS	S	T	W	I	A	Ld	Sv
Eldrad Ulthran	5	5	3	4	3	5	1	10	-

Unit Type
Infantry (Character)

Unit Composition
1 (Unique)

WARGEAR:

- Shuriken pistol (pg 150)
- Witchblade
- Ghosthelm (pg 153)

WARLORD TRAIT:

- An Eye on Distant Events (pg 148)

SPECIAL RULES:

- Ancient Doom (pg 148)
- Battle Focus (pg 148)
- Fleet
- Independent Character
- Psyker (Mastery Level 4)
- Runes of the Farseer (pg 109)

PSYKER:

Eldrad Ulthran generates his powers from the **Daemonology (Sanctic), Divination, Runes of Fate** and **Telepathy** disciplines.



REMNANTS OF GLORY

Armour of the Last Runes: The masterwork rune patterns covering Eldrad's breastplate are powerful wards against harm.

The Armour of the Last Runes confers a 5+ invulnerable save.

Staff of Ulthamar: This ancient force staff forms a hyperpatial link with Ulthwé's infinity circuit, and the power hold therein.

Range	S	AP	Type
	User	5	Melee, Spiritlink, Fleshbane, Force

Spiritlink: Whenever Eldrad Ulthran successfully passes a Psychic test, roll a D6. On a score of 3 or 6, he immediately generates a Warp Charge point.

PRINCE YRIEL

AUTARCH OF IYANDEN

140
POINTS



Prince Yriel is arrogant and deadly in equal measure. Whether as High Admiral of Iyanden's grand fleet, commander of the Eldritch Raiders, or master of the battlefield, he leads his warriors from the front, diving into the fray with a very smile on his lips. Some mistake Yriel's bravery for recklessness, but the prince cuts such fools down without a second thought.

It was Yriel and his Eldritch Raiders that saved Iyanden at the last moment from the rapacious honks of Hive Fleet Kraken, the Corsairs' timely return from exile turning back the Tyranids before they could destroy the craftworld altogether. The tipping point came when Yriel took up the Spear of Twilight – an incredibly powerful but cursed relic – and slew the synapse beast leading the invasion, a creature that could not be harmed by mortal weaponry. Since that day the prince has rejoined his craftworld. His destiny has become inextricably intertwined with that of Iyanden, and the fate of the Eldar themselves.

Prince Yriel	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
	6	6	3	3	4	7	4	10	3+	Infantry (Character)	1 (Unique)

WARGEAR:

- Heavy Aspect armour (pg 153)
- Forceshield (pg 153)
- Plasma grenades

WARLORD TRAIT:

- Ambush of Blades (pg 148)

SPECIAL RULES:

- Ancient Doom (pg 148)
- Battle Focus (pg 148)
- Fleet
- Independent Character
- The Path of Command (pg 108)



REMNANTS OF GLORY

The Eye of Wrath: This monocular device is able to send a searing storm of lightning into those under Prince Yriel's gaze, blasting through armour and flesh in a blazing flash.

One use only. In the Fight sub-phase, provided he is not in a challenge, Prince Yriel can make a special attack at his Initiative step instead of making any close combat attacks. Centre a large blast marker over Prince Yriel; all units (friend or foe) suffer a number of Strength 6 AP3 hits equal to the number of models from their unit at least partially under the template (excluding Prince Yriel). Only unsaved Wounds caused to enemy units count towards combat resolution.

The Spear of Twilight: It is said that this accursed spear contains the energies of a dying sun.

Range	S	AP	Type
-	User	3	Melee, Cursed, Fleshbane, Armourbane

Cursed: When locked in combat, Prince Yriel must re-roll saving throws of 6.



ILLIC NIGHTSPEAR

THE WALKER OF THE HIDDEN PATH

140
POINTS



Illic Nightspear of Alaitos has wandered the Path of the Outcast for thousands of years, slaying monsters and men alike as he seeks out the paths that span the stars. Legends fall like footprints in his wake – that he fights the rise of the Necrons, that he searches for the lost Seerstones, and that he seeks to transcend the mortal plane altogether. Such is Nightspear's knowledge of the webway it is said he can arrive unheralded upon any planet, stepping through ancient portals as easily as he draws breath. Over the centuries, Illic's knowledge of that twilight realm have saved many craftworlds from calamity. He has guided countless warhoops through its winding paths to do battle on far-off worlds, always arriving from an unseen quarter to turn the tide of war. Though Illic prefers to fight alone, he has garnered a great following, especially amongst the Pathfinders of his craftworld. His worth to the Eldar does not end with his guidance through the labyrinth dimension, for his accuracy with a long rifle is unmatched in all the galaxy.

Illic Nightspear	WS	BS	S	T	W	I	A	Ld	Sv
	6	9	3	3	3	6	3	10	5+

Unit Type
Infantry (Character)

Unit Composition
1 (Unique)

WARGEAR:

- Mesh armour (pg 153)
- Shuriken pistol (pg 150)
- Power sword

WARLORD TRAIT:

- Mark of the Incomparable Hunter (pg 148)

SPECIAL RULES:

- Ancient Doom (pg 148)
- Battle Focus (pg 148)
- Fleet
- Hatred (Necrons)
- Independent Character
- Infiltrate
- Move Through Cover
- Preferred Enemy (Necrons)
- Shrouded

Sharpshot: Shots fired by models with this special rule (excluding Snap Shots) are always Precision Shots as described in the Precision Shot special rule (see *Warhammer 40,000: The Rules*).

Walker of the Hidden Path: If Illic Nightspear deploys using the Infiltrate special rule, he can be deployed anywhere on the battlefield that is outside of impassable terrain, regardless of enemy proximity. If he begins the game with a unit of Rangers, all Rangers in that unit benefit from this rule.

Master of Pathfinders: If Illic Nightspear joins a unit of Rangers, all Rangers in that unit gain the Sharpshot special rule whilst he is part of that unit.



REMNANT OF GLORY

Voidbringer: Illic's Warp-tearing long rifle is said to contain the essence of the ancient warrior-smith Uidanoreth.

Range	S	AP	Type
48"	X	2	Heavy 1, Sniper, Voidshot

Voidshot: When rolling To Wound for a weapon that has this special rule, a roll of 6 causes a Wound with the Instant Death special rule. When making an Armour Penetration roll for a weapon that has this special rule, a roll of 6 causes a penetrating hit, regardless of the vehicle's Armour Value.

ASURMEN

THE HAND OF ASURYAN

220
POINTS



Asurmen is the first and greatest of the Phoenix Lords, and his teachings led to the creation of the Aspect Warriors, by whose valour the Eldar race is kept alive. During the time of the Fall, Asurmen abandoned his home world and led his disciples to a barren planet, eventually named Asur in honour of its claimant. There, he founded the Aspects of Khaine, and his brightest pupils became the legendary Phoenix Lords. Just as the Avatar at a Craftworld's heart embodies the bloodthirsty deity Khaine, Asurmen is the warrior ideal of the Eldar made real. He is a demigod of battle whose legend spans across the stars, for Asuryan has given him the ability to cheat death forever, and kings, Demons and star gods alike have fallen to his blade. Though Asurmen vanished millennia ago, there persist reports of him battling the agents of the Great Enemy, from the Eye of Terror to the Eastern Fringe. Some even whisper that in these, the darkest of days, Asurmen has returned to lead his people to war once more.

Asurmen

WS BS S T W I A Ld Sy
7 7 4 4 3 7 4 10 2+

Unit Type
Infantry (Character)

Unit Composition
1 (Unique)

WARGEAR:

- Phoenix armour (pg 153)
- Twin-linked avenger shuriken catapult (pg 150)
- Plasma grenades

SPECIAL RULES:

- Ancient Doom (pg 148)
- Battle Focus (pg 148)
- Counter-attack
- Defence Tactics (pg 116)
- Eternal Warrior
- Fearless
- Fleet
- Independent Character

Shield of Grace: Asurmen has a 4+ invulnerable save. This is increased to a 3+ invulnerable save whilst he is fighting in a challenge.

Hand of Asuryan: When determining Warlord Traits for Asurmen, he always has D3 traits from the Warlord Traits table in *Codex: Craftworlds* (pg 148) – re-roll any duplicates.



REMNANT OF GLORY

The Sword of Asur: *This dire sword, the first of its kind, contains the spirit stone of Asurmen's long-dead brother Tethesis, that he might continue the fight against the minions of the Great Enemy until the end of time.*

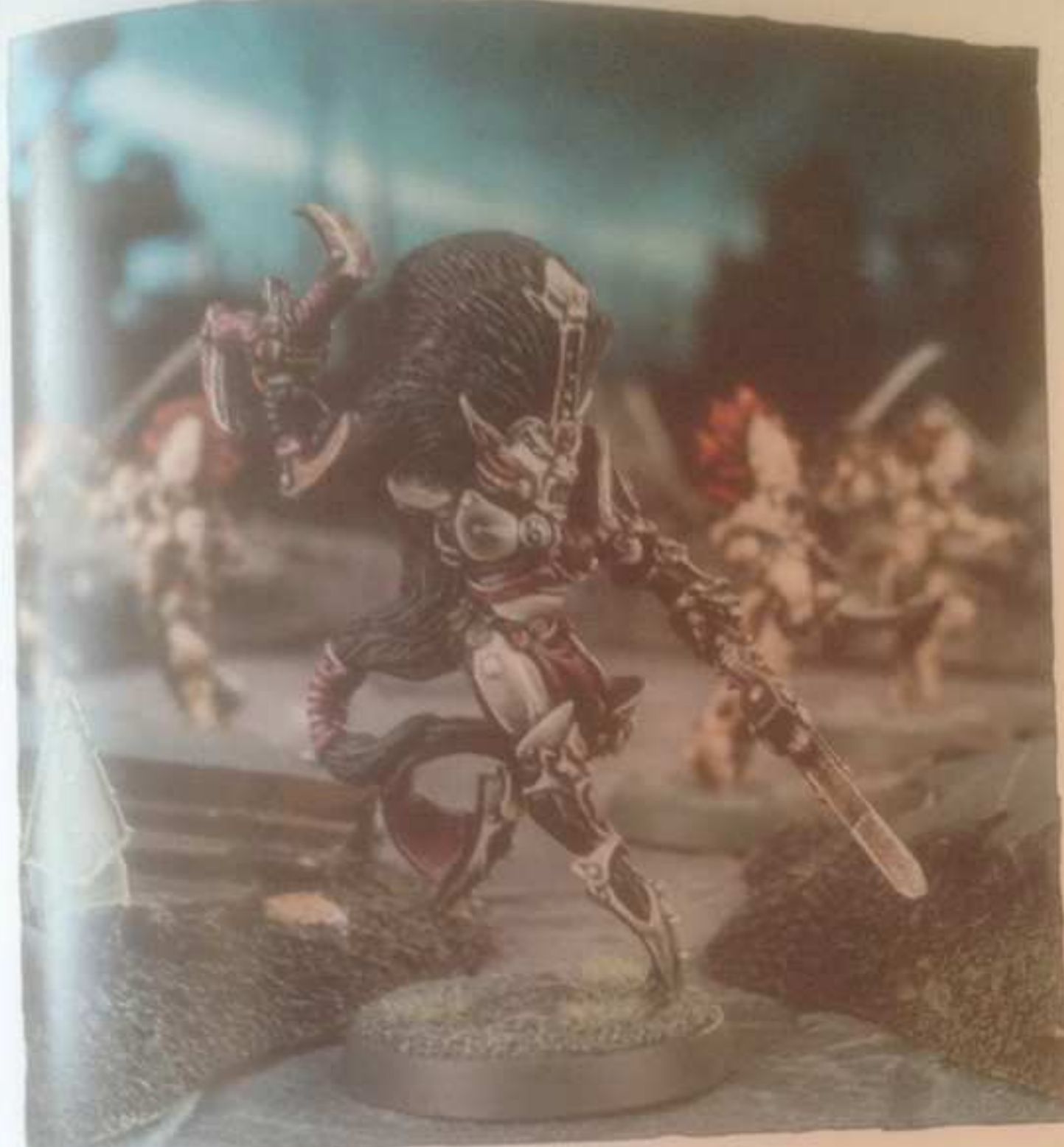
Range	S	AP	Type
-	+1	2	Melee, Master-crafted, Soulrazor

Soulrazor: When a model suffers one or more unsaved Wounds from this weapon, it must pass a separate Leadership test for each Wound suffered or be removed from play.

JAIN ZAR

THE STORM OF SILENCE

200
POINTS



A whirlwind of silenced blades, Jain Zar is as deadly a fighter as the Eldar race has ever seen. She is the matriarch of the Howling Banshees, and a fierce heroine to all who follow in her teachings – in every Howling Banshee shrine across the galaxy, the candles of night are kept burning for her return. First to learn the arts of the warrior under Asurmen, Jain Zar was a passionate Eldar swordmaiden famous for her speed and ferocity. Once her training was complete and she donned the mantle of the Phoenix Lord, she was transformed into the Storm of Silence. Since that day she has travelled the webway extensively, teaching the art of the Scream that Steals and the Ending Blade. Jain Zar's weapons are vicious even for an Exarch of the Howling Banshees – the Blade of Destruction is a long-bladed polearm with which she delivers deadly lightning strikes with ease. Meanwhile, the Silent Death scythes through the foe before they can even get close, lopping off heads and then quickly returning to her waiting hand.

WS BS S T W I A Ld Sv
7 7 4 4 3 7 4 10 2

Unit Type
Infantry (Character)

Unit Composition
1 (Unique)

WARGEAR:

- Phoenix armour (pg 153)

WARLORD TRAIT:

- Falcon's Swiftess (pg 148)

SPECIAL RULES:

- Acrobatic (pg 117)
- Ancient Doom (pg 148)
- Battle Focus (pg 148)
- Eternal Warrior
- Fear
- Fearless
- Fleet
- Independent Character
- War Shout (pg 117)

Disarming Strike: Before rolling To Hit whilst in a challenge, Jain Zar can choose to nominate one of her opponent's melee weapons. Her opponent counts as not being equipped with that weapon until the end of the phase. If Jain Zar does this, she makes one less Attack than normal this phase.

REMNANTS OF GLORY

Death and Destruction: The Silent Death is a triskole whose edges were forged in the anti-flame of the Warp, and the Blade of Destruction is an exquisite weapon from before the Fall.

	Range	S	AP	Type
Silent Death	12"	User	2	Assault 4
Blade of Destruction	-	User	2	Melee, Shred

Mask of Jain Zar: This precursor to the Banshee mask turns its wearer's war cry into a mind-shredding sonic barrage.

Models cannot fire Overwatch against Jain Zar or a unit she has joined, and enemy models within 6" of Jain Zar subtract 5 from their Weapon Skill and Initiative (to a minimum of 1).

KARANDRAS

THE SHADOW HUNTER

200
POINTS



The eternal master of the Striking Scorpions, Karandras has become synonymous with the slinking shadows that presage a sudden and violent death. His armoured body may lay hidden and dormant for many decades, lurking in the twilight between worlds until the Eldar need his intervention. Just as all seems lost, the Shadow Hunter will burst from legend, his ritual weapons ready to destroy the foe. When he emerges from the darkness, he darts into the midst of the enemy in a blur of emerald armour. First comes the white-hot burst of the Scorpion's Bite, a mandiblaster powerful enough to penetrate the Terminator armour of the Adeptus Astartes. Then comes the main attack as Karandras somersaults into the fray. His energised gauntlet spits a hail of shurikens before its pincer grip crushes bone. Roaring like a predator-beast in his off hand is a biting blade of immense size, its razored teeth chewing the flesh of all those within reach. So does the Phoenix Lord mercilessly slaughter his foes by the dozen before fading into shadow once more.

Karandras

WS BS S T W I A Ld Sv
7 7 4 4 3 7 4 10 2+

Unit Type
Infantry (Character)

Unit Composition
1 (Unique)

WARGEAR:

- Phoenix armour (pg 153)
- Scorpion chainsword (pg 152)
- Scorpion's claw (pg 152)
- Plasma grenades

SPECIAL RULES:

- Ancient Doom (pg 148)
- Battle Focus (pg 148)
- Eternal Warrior
- Fearless
- Fleet
- Independent Character
- Infiltrate
- Move Through Cover
- Night Vision
- Shadowstrike (pg 118)
- Stealth

Hunter's Strike: If Karandras is held in Reserve, he automatically arrives at the start of the controlling player's second turn. When he arrives from Reserve, he can move on from any table edge. If Karandras joins a unit of Striking Scorpions during deployment, and no other characters join the unit, all models in that unit also benefit from this special rule.

WARLORD TRAIT:

- Ambush of Blades (pg 148)



REMNANT OF GLORY

The Scorpion's Bite: The Scorpion's Bite is a vastly superior mandiblaster constructed in ancient times. The helms of Karandras' Striking Scorpion disciples are nothing compared to the fearsome artefact worn by this Phoenix Lord. Many are the foes felled by the Scorpion's Bite, struck down in a blaze of burning energy before they have raised their weapons in defence.

During the Fight sub-phase, at the start of the Initiative 10 step, roll a D6. On a result of 2+, an enemy unit that is engaged with Karandras suffers a single Wound, with no armour saves allowed. Gargantuan Creatures suffer a Wound with no armour saves allowed on a result of 4+ instead of 2+. If Karandras is in a challenge, this Wound must be allocated to his opponent.



FUEGAN

THE BURNING LANCE

220
POINTS



Ribera is lit a down since since his inception as a Phoenix Lord, Fuegan the Burning Lance is a figure who garners both terror and inspiration. Though his disciples are many, Fuegan's quest is not to ensure the Eldar's rise from the ashes through patient instruction and cautious strategy. Instead, his plan is to cause so much destruction that he becomes one with the very concept, binding the Dragon of myth to his will. In his footsteps, entire worlds are set ablaze. His gaze is flame, and those who earn his wrath are swiftly reduced to ash and smoke. No matter the Exarch that dons his ritual armour, Fuegan always dedicates himself utterly to the systematic persecution of the Eldar race's enemies, pitilessly burning the champions of the lesser races from the tapestry of history. To wound him is merely to fuel the fires of his anger. Such is the unquenchable wrath of the Burning Lance that legend has it at the Rhona Dardou, Fuegan will be the last to fall – and in falling, the last flame of hope for the Eldar will be extinguished.

Fuegan	WS	BS	S	T	W	I	A	Ld	Sv
	7	7	5	4	3	7	4	10	2+

Unit Type
Infantry (Character)

Unit Composition
1 (Unique)

WARGEAR:

- Phoenix armour (pg 153)
- Firepike (pg 149)
- Melta bombs

WARLORD TRAIT:

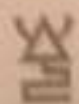
- Mark of the Incomparable Hunter (pg 148)

SPECIAL RULES:

- Ancient Doom (pg 148)
- Assured Destruction (pg 119)
- Battle Focus (pg 148)
- Eternal Warrior
- Fearless
- Feel No Pain
- Fleet
- Independent Character

Crack Shot: A model with this special rule can re-roll one failed To Hit or To Wound roll, or armour penetration roll, per turn.

Unquenchable Resolver: At the end of any phase in which Fuegan suffers one or more unsaved Wounds, his Strength and Attacks increase by 1 for each unsaved Wound suffered. These characteristic bonuses last for the rest of the game.



REMNANT OF GLORY

Fire Axe: This ancient weapon glows red with the heat of its forging. Maximal in size and yet still possessed of the alien elegance typical in the works of Vaul, the Fire Axe has never cooled since the day it was made, and the runes on its surface constantly writhe in blazing agony.

Range	S	AP	Type
-	Uses	1	Melee Armourbane

BAHARROTH

THE CRY OF THE WIND

170
POINTS



Baharroth is the Phoenix Lord who most embodies hope for the Eldar race – a slim chance for ascension delivered on the point of a blade. Naturally gifted at swordplay, marksmanship and the limitless scope of aerial battle, Baharroth learned the arts of war under Asurmen when the Fall was still in living memory. In those times, he was vibrant and youthful, reveling in the sensation of the sun on his wings. Since then, he has died and been reborn many times. Innumerable battlefields have felt the pure white light of his anger, and countless terrons have fallen before his might.

Though he moves with the grace of a zephyr, Baharroth attacks with hurricane force. Looping and soaring through flak-churned skies, he places pinpoint blasts of blinding laser fire into those who dare trespass on his domain, sending airborne interlopers hurtling down towards an unmarked grave. His slitting shadow is the first and last warning his victims are granted, their down lunging after them out of war-torn skies.

Baharroth	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
	7	7	4	4	5	7	4	10	2+	Jump Infantry (Character)	1 (Unique)

WARGEAR:

- Phoenix armour (pg 153)
- Hawk's talon (pg 149)
- Haywire grenades
- Plasma grenades
- Grenade pack (pg 153)
- Swooping Hawk wings (pg 154)

SPECIAL RULES:

- Ancient Doom (pg 148)
- Battle Focus (pg 148)
- Eternal Warrior
- Fearless
- Fleet
- Herald of Victory (pg 123)
- Hit & Run
- Independent Character

Sun's Brilliance: When Baharroth enters play from Deep Strike, all enemy units within 6" must take a test as if hit by a weapon with the Blind special rule. Models that are immune to the Blind special rule are immune to Sun's Brilliance.

WARLORD TRAIT:

- Falcon's Swiftiness (pg 148)



REMNANT OF GLORY

The Shining Blade: Legend tells that Baharroth's sword was forged by the daughters of Vaul in the dying fires of a supernova, and that some of that long-gone star's astral might lives on in its blade. Those the sword judges as impure find their own blinding reflections burnt painfully into their eyes.

Range	S	AP	Type
-	User	3	Melee, Blind



MAUGAN RA

THE HARVESTER OF SOULS

195
POINTS



When Asurmen taught the arts of war, it was Maugan Ra that fell furthest from the fold. He fashioned baroque weapons of occult nature, learning how best to kill his prey before they had a chance to strike in turn. Not for him the shining swords of his brethren, but instead dark and sinister artefacts that defied categorisation. In Maugan Ra's hands, even the most outlandish weapons share the precision of Kurnous' own arrows. This discovery led to the creation of the Maugetar, a weapon that fires plate-sized shuriken, each covered in bio-toxins so virulent even a scratch causes the Phoenix Lord's victims to detonate explosively, killing all those nearby. Since then, the most morbid of Asurmen's pupils have founded shrines across a hundred craftworlds, Maugan Ra's Dark Rouser disciples valuing the spectacular long-ranged kill above all else. As the 41st Millennium winds to its grisly conclusion, the Phoenix Lord has brought hope from the unlikelyst of places, rescuing the lost craftworld of Allansar from its incarceration within the Eye of Terror.

Maugan Ra	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
	7	7	4	4	5	7	4	10	2+	Infantry (Character)	1 (Unique)

WARGEAR:

- Phoenix armour (pg 155)

WARLORD TRAIT:

- Mark of the Incomparable Hunter (pg 148)

SPECIAL RULES:

- Ancient Doom (pg 148)
- Battle Focus (pg 148)
- Eternal Warrior
- Fearless
- Fleet
- Hatred (Chaos Daemons)
- Independent Character
- Night Vision

Whirlwind of Death: Maugan Ra can fire the Maugetar twice in each Shooting Phase, either at the same target or at two different targets.



REMNANT OF GLORY

The Maugetar: The Maugetar is a scythe-like weapon built into an adapted shrieker-pattern shuriken cannon.

	Range	S	AP	Type
Shuriken	36"	6	5	Assault 4, Rending
Shrieker	36"	1	5	Assault 1, Bio-cataclysm, Pinning, Poisoned (2+), Rending
Scythe blade		+2	3	Melee

Bio-cataclysm: If a non-vehicle model is slain as a result of this weapon, centre the large blast marker over that model before removing the model as a casualty. Units suffer a number of Strength 5 AP1 hits equal to the number of models from that unit that are under the marker. These hits have the Ignores Cover special rule.

AUTARCH

70
POINTS



Autarchs have a continuous understanding of the way of the warrior, and the future of the race has been shaped by their excellence in the arts of death. They follow the Path of Command, gaining a wider appreciation of battle than any other and directing the warhost on the most efficient path to victory. There is a burning obsession to see war itself conquered and made subservient to their will. Under their hawk-like gaze, each warhost plays its part in a complex battle plan, and in turn has a role in the grand war that spans the stars. When a craftworld army is led by an Autarch it functions in perfect concert; aerial strikers cut off the enemy commander's supply lines, Aspect hosts strike at the heart of his army, and Windrider hosts enact sweeping flanking manoeuvres. An Autarch will spearhead critical assaults himself. Gifted ritual weapons by the shrines to which he once belonged, he swoops in to cut down enemy leaders with his sword and cripple their war engines with blasts of deadly energy.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Autarch	6	6	3	3	3	6	3	10	3+	Infantry (Character)
Autarch Skyrunner	6	6	3	4	3	6	3	10	3+	Eldar Jetbike (Character)

Unit Composition

1 Autarch

WARGEAR:

- Heavy Aspect armour (pg 153)
- Shuriken pistol (pg 150)
- Haywire grenades
- Plasma grenades
- Eldar jetbike (Autarch Skyrunner only) (pg 153)
- Forceshield (pg 153)

SPECIAL RULES:

- Ancient Doom (pg 148)
- Battle Focus (pg 148)
- Fleet (Autarch only)
- Independent Character

The Path of Command: If your army contains one or more Autarchs or Autarch Skyrunners, you can modify any of your Reserve Rolls by +1 or -1 (choose separately after each roll is made).

OPTIONS:

- May take one of the following options:
 - Warp jump generator (pg 154) 10 pts
 - Swooping Hawk wings (pg 154) 15 pts
 - Upgrade to an Autarch Skyrunner 15 pts
- May take one of the following:
 - Banshee mask (pg 153) 5 pts
 - Mandiblasters (pg 154) 10 pts
 - Fusion pistol (pg 149) 10 pts
- May replace shuriken pistol with fusion pistol (pg 149) 10 pts
- May take up to two weapons from the following list:
 - Scorpion chainsword (pg 152) 5 pts
 - Avenger shuriken catapult (pg 150) or lasblaster (pg 149) 10 pts
 - Deathspinner (pg 150) or fusion gun (pg 149) 10 pts
 - Laser lance (Autarch Skyrunner only) (pg 152) 15 pts
 - Power weapon 25 pts
 - Reaper launcher with starswarm missiles (pg 150) 25 pts
- May take items from the Remnants of Glory list.

FARSEER

100
POINTS



The Farseers that guide each craftworld are perhaps the most powerful all psykers, for by leading the Eldar along the paths of fate they can bring salvation or doom to entire races. They are masters of prediction, and even in battle they perform their subtle art, casting up their wraithbone runes and interpreting changes in the glowing ions as they circle in the air. Runes of witnessing allow them to follow subtle truces of cause and effect, whilst runes of warding, when used in conjunction with elaborate ghosthelm, guard them against the dread intrusions of Slaanesh and his dark brethren. So equipped, Farseers can uncover the enemy's intentions, calculate the effects of his clumsy attacks, and steer him to his doom. Farseers fight with a grace that makes the enemy seem dull and slow, flowing around blasts of fire without breaking stride. All the while they shape the future, ending a vital life with a thrust of the witchblade, guiding an ally to a miraculous escape, or coordinating a sudden attack that breaks the enemy's will.

	WS	BS	S	T	W	I	A	Ld	Sv
Farseer	5	5	3	3	3	5	1	10	-
Farseer Skyrunner	5	5	3	4	3	5	1	10	3+

Unit Type
 Infantry (Character)
 Eldar Jetbike (Character)

Unit Composition
 1 Farseer

WARGEAR:

- Rune armour (pg 155)
- Shuriken pistol (pg 150)
- Witchblade
- Eldar jetbike (Farseer Skyrunner only) (pg 153)
- Ghosthelm (pg 155)

SPECIAL RULES:

- Ancient Doom (pg 148)
- Battle Focus (pg 148)
- Fleet (Farseer only)
- Independent Character
- Psyker (Mastery Level 3)

Runes of the Farseer: Once in each Psychic phase, a model with this special rule can re-roll any number of dice used in a single Deny the Witch test or Psychic test (potentially negating Perils of the Warp in the process).

PSYKER:

A Farseer or Farseer Skyrunner generates his powers from the **Daemonology (Sanctic)**, **Divination**, **Runes of Fate** and **Telepathy** disciplines.

OPTIONS:

- May replace witchblade with a singing spear (pg 152) ... 5 pts
- May upgrade to a Farseer Skyrunner ... 15 pts
- May take items from the **Remnants of Glory** list.

WARLOCK CONCLAVE

35
POINTS



When the Warlocks of the craftworlds join their minds, the fate of worlds can hang upon their actions. Whilst the Autarchs deliver curt instructions to their squad leaders, the Farseers whisper their subtle intent via telepathic link to the Warlocks that fight alongside them, and in doing so, change the course of battle. Maelstroms of force swirl around each Warlock Conclave, growing more potent the larger the brotherhood becomes. These unknowable energies allow the battle users to sap the life essence of the foe, conjure blasts of psychic fire to boil out from their mystical third eyes, or grant unnatural strength to those Eldar nearby. As true sons of Khaine, these military psykers will plunge into combat at the slightest provocation. Witchblades and singing spears are swung in graceful arcs, leaving coruscating trails of energy behind them as the Conclave carves through the ranks of their adversaries. They do so with joy in their souls, for of all the users of the Eldar hosts, the Warlocks are the fiercest and most violent of all.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Warlock	4	4	3	3	1	5	1	8	-	Infantry	1 Warlock
Warlock Skyrunner	4	4	3	4	1	5	1	8	3+	Eldar Jetbike	1 Warlock

WARGEAR:

- Rune armour (pg 153)
- Shuriken pistol (pg 150)
- Witchblade
- Eldar jetbike (Warlock Skyrunner only) (pg 153)

SPECIAL RULES:

- Ancient Doom (pg 148)
- Battle Focus (pg 148)
- Fleet (Warlock only)
- Brotherhood of Psykers (see the Communion of Minds special rule)

Communion of Minds: A unit containing 1-3 Warlocks or Warlock Skyrunners is Mastery Level 1; a unit containing 4-6 is Mastery Level 2; a unit containing 7 or more is Mastery Level 3. If a unit's Mastery level is reduced as the result of models being removed as casualties, select one psychic power known to the unit for each Mastery Level lost. That power is immediately lost, and cannot be used for the rest of the battle. This unit generates one Warp Charge point at the beginning of each Psychic phase for each Warlock or Warlock Skyrunner in the unit, regardless of its current Mastery Level.

PSYKER:

A Warlock Conclave generates its powers from the **Daemonology (Sanctic)** and **Runes of Battle** disciplines.

OPTIONS:

- May include up to nine additional Warlocks 75 pts/model
- Any model may replace its witchblade with a singing spear (pg 152) 5 pts/model
- The entire unit may be upgraded to Warlock Skyrunners 15 pts/model



SPIRITSEER

70
POINTS



The Spiritseer has a dual existence, caught on the cusp of life and death. The power of life he delivers to the ghost warriors of the craftworlds, not only by placing the spirit stones that animate them within their wraithbone shells, but by using his psychic powers to enhance and invigorate them during battle. The gift of death he brings to those who threaten the craftworld. The Eldar dead sleep lightly, their spirits adrift within the infinity circuit, and they can be roused to great wrath. With whispered words the Spiritseers commune with these spirits, the souls of the living and the dead linking through the veil. By bridging the gap between this world and the next, a Spiritseer can focus the killing power of his charges, resolving the swirl of emotions through which they see the material plane into the bloody spectacle of war. A simple gesture from a Spiritseer can see his enemies assailed by lithe, powerful constructs that are all but indestructible, each immortal hero burning with a cold malevolence from beyond the grave.

Spiritseer

WS	BS	S	T	W	I	A	Ld	Sv
5	5	3	5	2	5	1	9	-

Unit Type
Infantry (Character)

Unit Composition
1 Spiritseer

WARGEAR:

- Rune armour (pg 153)
- Shuriken pistol (pg 150)
- Witch-staff (pg 152)

SPECIAL RULES:

- Ancient Doom (pg 148)
- Battle Focus (pg 148)
- Fleet
- Independent Character
- Psyker (Mastery Level 2)

Spirit Mark: Wraithguard, Wraithblades, Wraithlords, Wraithknights and Hemlock Wraithfighters can re-roll To Hit rolls of 1 against enemy units that are within 12" of a model with this special rule.

PSYKER:

A Spiritseer generates his powers from the **Daemonology** (Sanctic), **Runes of Battle** and **Telepathy** disciplines.

OPTIONS:

- May take items from the **Remnants of Glory** list.



GUARDIAN DEFENDERS

90
POINTS



As extinction overshadows the Eldar, it is tragic that those who might propagate their race are forced to take up arms. Guardians are citizen warriors driven by the simple desire to survive and fuelled by the fury of a regal people denied their birthright. In the glorious panoply of their world-ships, the Guardians fan out in support of the Craftworld's specialist troops, heavy weapons platforms smoothly traversing the corpse-dotted wastes in their wake. Foes that come too close do not live long to regret it, for though Guardians are not as skilled as their Aspect Warrior brethren, the volume of flesh-ripping shuriken they lay down can surpass even that of the Dire Avengers.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Guardian	4	4	3	3	1	5	1	8	5+	Infantry	10 Guardians
Heavy Weapon Platform	-	-	-	3	1	-	-	-	3+	Infantry	
Warlock Leader	4	4	3	3	1	5	1	8	-	Infantry (Character)	

WARGEAR:

- Guardians*
- Mesh armour (pg 153)
 - Shuriken catapult (pg 150)
 - Plasma grenades

Warlock Leader

- Rune armour (pg 153)
- Shuriken pistol (pg 150)
- Witchblade

SPECIAL RULES:

- Ancient Doom (pg 148)
- Battle Focus (pg 148)
- Fleet
- Psyker (Mastery Level 1) (Warlock Leader only)

PSYKER:

A Warlock Leader generates powers from the *Daemonology (Sanctie)* and *Runes of Battle* disciplines.

OPTIONS:

- May include up to ten additional Guardians 9 pts/model
- May include a Warlock Leader 35 pts
- The Warlock Leader may replace his witchblade with a singing spear (pg 152) 5 pts
- For every ten Guardians in the unit, may add one Heavy Weapon Platform from the following list:
 - Shuriken cannon (pg 150) 15 pts/model
 - Scatter laser (pg 149) 15 pts/model
 - Bright lance (pg 149) 20 pts/model
 - Starcannon (pg 151) 20 pts/model
 - Eldar missile launcher (pg 149) 30 pts/model
- The unit can take a Wave Serpent (pg 122) as a Dedicated Transport.

STORM GUARDIANS

72
POINTS



These are citizens in each craftworld that feel the flame of war kindle in their breast. Should necessity dictate it, these warriors-to-be are gathered into tight groups and sent to fight in support of the Aspect Warriors. Although they lack the protection afforded by Aspect armour, they fight with all the skill and grace of their kind, their elegant chainswords and blades sweeping into the foe, chopping through limbs and joints before their adversaries can retaliate. Where the enemy's warriors hide behind armoured hulls or hunker down in cover, this citizen will bring fusion guns and flammers to the fore, burning the foe into the open where the killing can begin in earnest.

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

Unit Type
 Infantry
 Infantry (Character)

Unit Composition
 8 Guardians

WARGEAR:

- Guardians
- Mesh armour (pg 153)
 - Shuriken pistol (pg 150)
 - Close combat weapon
 - Plasma grenades

Warlock Leader

- Rune armour (pg 153)
- Shuriken pistol (pg 150)
- Witchblade

SPECIAL RULES:

- Ancient Doom (pg 148)
- Battle Focus (pg 148)
- Fleet
- Psyker (Mastery Level 1) (Warlock Leader only)

PSYKER:

A Warlock Leader generates powers from the **Daemonology (Sanctic)** and **Runes of Battle** disciplines.

OPTIONS:

- May include up to twelve additional Guardians... 9 pts/model
- May include a Warlock Leader... 35 pts
- The Warlock Leader may replace his witchblade with a singing spear (pg 152)... 5 pts
- Up to two Guardians may exchange their close combat weapon and shuriken pistol for one of the following:
 - Flamer... 5 pts/model
 - Fusion gun (pg 149)... 10 pts/model
- Up to two Guardians may exchange their close combat weapon for a power sword... 15 pts/model
- The unit can take a Wave Serpent (pg 122) as a Dedicated Transport.

WINDRIDERS

51
POINTS



In battle, the jetbike riders of the Eldar operate as forward scouts and fast-response troops, speeding across the battlefield in a brightly-coloured blur before unleashing tight fusillades of shuriken. At the last moment before he hurtles into the enemy line, the Windrider fires, shredding his owed foes with the paired shuriken catapults that allow the jetbike its impressive rate of fire. With a twist of the handlebars, the pilot veers away to safety, turning his steed for another pass. It is considered a singular honour for a Guardian to ride to war within the Windrider hosts, sun glinting from his jetbike cowling and air swirling in his wake.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Windrider	4	4	3	4	1	5	1	8	3+	Eldar Jetbike	3 Windriders
Windrider Warlock	4	4	3	4	1	5	1	8	3+	Eldar Jetbike (Character)	

WARGEAR:

- Windrider*
- Mesh armour (pg 153)
 - Eldar jetbike (pg 153)

Windrider Warlock

- Rune armour (pg 153)
- Witchblade
- Eldar jetbike (pg 153)

SPECIAL RULES:

- Ancient Doom (pg 148)
- Battle Focus (pg 148)
- Psyker (Mastery Level 1)
(Windrider Warlock only)

PSYKER:

A Windrider Warlock generates powers from the **Daemonology (Sanctic)** and **Runes of Battle** disciplines.

OPTIONS:

- May include up to seven additional Windriders..... 17 pts/model
- May include a Windrider Warlock..... 50 pts
- The Windrider Warlock may replace his witchblade with a singing spear (pg 152)..... 5 pts
- Any Windrider may exchange its Eldar jetbike's twin-linked shuriken catapult for one of the following:
 - Scatter laser (pg 149)..... 10 pts/model
 - Shuriken cannon (pg 150)..... 10 pts/model



RANGERS

60
POINTS



Those that walk the winding Path of the Outcast are amongst the most cunning of all Eldar. By travelling the winding capillaries of the webway, loose groups of Rangers appear unbidden, emerging from strange portals that the enemy could pass close by and never notice. Cloak in chameleon-like cloaks that mimic their surroundings to such a degree that their wearers are rendered almost invisible, Rangers form an elite corps of snipers that typically shun the front line, choosing instead to alter the course of battle from afar. Picking the choicest targets from amongst the opposition's ranks, these expert marksmen can hit an enemy commander in the eye socket from extreme range.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Ranger	4	4	3	3	1	5	1	8	5+	Infantry	5 Rangers

WARGEAR:

- Mesh armour (pg 153)
- Ranger long rifle (pg 150)
- Shuriken pistol (pg 150)

OPTIONS:

- May include up to five additional Rangers 12 pts/model

SPECIAL RULES:

- Ancient Doom (pg 148)
- Battle Focus (pg 148)
- Fleet
- Infiltrate
- Move Through Cover
- Strouled



DIRE AVENGERS

65
POINTS



Those marked for death by these Aspect Warriors are not killed cleanly, though their demise is always spectacular, for the shuriken catapult is never more deadly than in the hands of the Dire Avengers. These warriors consider the hurling of the bladed disc the truest of Khaine's red arts; at war, they unleash them in great slicing hurricanes, delivering death by a thousand cuts in the time it takes a man to swan. Despite the grisly manner in which they visit destruction upon the foe, the Dire Avengers are considered the epitome of the noble warrior – an indication of just how pitiless the craftworlds can be when their anger is roused.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Dire Avenger	4	4	3	3	1	3	1	9	4+	Infantry	5 Dire Avengers
Dire Avenger Exarch	5	5	3	3	2	6	2	9	4+	Infantry (Character)	

WARGEAR:

- Aspect armour (pg 153)
- Avenger shuriken catapult (pg 150)
- Plasma grenades

SPECIAL RULES:

- Ancient Doom (pg 148)
- Battle Focus (pg 148)
- Fleet

Defence Tactics: When chosen as the target of a charge, a unit that consists entirely of models with this special rule can either choose to fire Overwatch at Ballistic Skill 2, or gain the Counter-attack and Stubborn special rules until the end of the phase (in which case it cannot fire Overwatch).

Battle Fortune (Exarch only): A model with this special rule has a 4+ invulnerable save.

OPTIONS:

- May include up to five additional Dire Avengers 13 pts/model
- May upgrade one Dire Avenger to a Dire Avenger Exarch 10 pts
- The Dire Avenger Exarch may replace his avenger shuriken catapult with one of the following:
 - Twin-linked avenger shuriken catapult (pg 150) 5 pts
 - Power weapon and shuriken pistol (pg 150) 15 pts
 - Diresword (pg 151) and shuriken pistol (pg 150) 20 pts
 - Power weapon and shimmershield (pg 154) 20 pts
- The unit can take a Wave Serpent (pg 122) as a Dedicated Transport.



HOWLING BANSHEES

65
POINTS



To hear the cry of the Banshee is to die. The piercing, psychomantic scream that precedes the assault of these bone-armoured warriors renders those who hear it all but helpless. These mind-destroying shockwaves buy the Howling Banshees time enough to strike, each Aspect Warrior taking a head or slitting a throat with a sweep of her glittering power sword. In their Aspect Shrines, the Banshees practise their lightning assaults each and every day, refining their techniques and acrobatic skills. To them, there is no greater pleasure than turning the poignant joy and despair of the Eldar war into a weapon, another tool in the arsenal of the craftworlds with which to destroy their foes.

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

Unit Type

Infantry

Infantry (Character)

Unit Composition

5 Howling Banshees

WARGEAR:

- Aspect armour (pg 153)
- Shuriken pistol (pg 150)
- Power sword
- Banshee mask (pg 155)

SPECIAL RULES:

- Ancient Doom (pg 148)
- Battle Focus (pg 148)
- Fleet

Acrobatic: A unit that consists entirely of models with this special rule adds 3" to its maximum move distance when it Runs and when it makes charge moves. Furthermore, models with this special rule do not suffer the Initiative penalty for charging enemies through difficult terrain.

War Shout (Exarch only): Enemy units locked in combat with a model that has this special rule subtract 2 from their Leadership.

OPTIONS:

- May include up to five additional Howling Banshees..... 13 pts/model
- May upgrade one Howling Banshee to a Howling Banshee Exarch..... 10 pts
- The Howling Banshee Exarch may exchange her power sword for one of the following:
 - Triskele (pg 152)..... 5 pts
 - Executioner (pg 151)..... 10 pts
- The Howling Banshee Exarch may exchange both her shuriken pistol and power sword for two mirrorswords (pg 152)..... 10 pts
- The unit can take a Wave Serpent (pg 122) as a Dedicated Transport.

STRIKING SCORPIONS

85
POINTS



Sinister and unsettling even to their allies, the Aspect Warriors of the Striking Scorpions stalk their intended prey for hours, even days. Once they are in position they will wait with limitless patience for the foe to come within reach. In their minds they play the impending kill over and over, savouring a thousand different permutations. At a single word from their Exarch the Striking Scorpions suddenly burst from concealment. Chainswords whirring, mandiblasters spitting needles of white fire, the Aspect Warriors fall upon the prey. The emerald of the Striking Scorpions' armour is soon streaked red, the torn bodies of the foe falling in pieces to the ground in bloody sacrifice to Khaine.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Striking Scorpion	4	4	3	3	1	5	1	9	3+	Infantry	5 Striking Scorpions
Striking Scorpion Exarch	5	5	3	3	2	6	2	9	3+	Infantry (Character)	

WARGEAR:

- Heavy Aspect armour (pg 153)
- Shuriken pistol (pg 150)
- Scorpion chainsword (pg 152)
- Plasma grenades
- Mandiblasters (pg 154)

SPECIAL RULES:

- Ancient Doom (pg 148)
- Battle Focus (pg 148)
- Fleet
- Infiltrate
- Move Through Cover
- Stealth

Shadowstrike: If a unit that consists entirely of models with this special rule infiltrates, it has the Shrouded special rule. If the unit shoots (including Overwatch) or fights in combat, it loses the Shrouded special rule.

Stalker (Exarch Only): In the first round of a challenge, this model makes 1 bonus Attack for each point that its Initiative is higher than its opponent's Initiative characteristic.

OPTIONS:

- May include up to five additional Striking Scorpions 17 pts/model
- May upgrade one Striking Scorpion to a Striking Scorpion Exarch 10 pts
- The Striking Scorpion Exarch may exchange his shuriken pistol for a scorpion's claw (pg 152) 30 pts
- The Striking Scorpion Exarch may exchange his scorpion chainsword for a biting blade (pg 151) 5 pts
- The Striking Scorpion Exarch may exchange both his shuriken pistol and scorpion chainsword for two chainsabres (pg 151) 10 pts
- The unit can take a Wave Serpent (pg 122) as a Dedicated Transport.



FIRE DRAGONS

110
110077



The Fire Dragon Aspect Warriors consider themselves destruction made manifest. Though short ranged, their fusion guns channel so much thermal energy into their targets that even the adamantium-plated rockcrete of a Sanctum-class bunker can be melted away like tallow. Destroying an enemy war machine is hardly a challenge to these anti-armour specialists – those vehicles redoubtable enough to survive a volley of fusion gun fire are soon reduced to bubbling slag by discus-shaped melta bombs. Nowhere is safe from the white-hot rage of the Fire Dragon, for even the mightiest fortress affords scant protection.

	WS	BS	S	T	W	I	A	Ld	Sp	Unit Type	Unit Composition
Fire Dragon	4	4	3	5	1	5	1	9	5+	Infantry	5 Fire Dragon
Fire Dragon Exarch	5	5	1	5	2	6	2	9	5+	Infantry (Character)	

WARGEAR:

- Heavy Aspect armour (pg 133)
- Fusion gun (pg 149)
- Melta bombs

SPECIAL RULES:

- Ancient Doom (pg 148)
- Battle Focus (pg 148)
- Fleet

Assured Destruction:

Models with this special rule have a +1 modifier when rolling on the Vehicle Damage table.

Crack Shot (Exarch Only):

A model with this special rule can re-roll one failed To Hit or To Wound roll, or armour penetration roll, per turn.

OPTIONS:

- May include up to five additional Fire Dragons 22 pts/model
- May upgrade one Fire Dragon to a Fire Dragon Exarch 10 pts
- The Fire Dragon Exarch may exchange his fusion gun for one of the following:
 - Dragon's breath flamer free
 - Firepike (pg 149) 15 pts
- The unit can take a Wave Serpent (pg 122) as a Dedicated Transport.

WRAITHGUARD

160
POINTS



The ghost warriors known as Wraithguard move with the measured certainty of those who have known death, and now exist only to bring it to others. Those too slow to evade the approach of these long-limbed wraithbone constructs pay dearly for their complacency. These vengeful heroes of ages past bear long-barrelled wraithcannons and distortion scythes – weapons so fiendish no mortal could wield them – that tear temporary vortices in the fabric of reality. Those caught by their fell energies are sucked in, their bodies distorting like blood spiralling down a drain, to a hellish death in the otherworld of the Warp.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Wraithguard	4	4	5	6	1	4	1	10	3+	Infantry	5 Wraithguard

WARGEAR:

- Wraithcannon (pg 149)

SPECIAL RULES:

- Ancient Doom (pg 148)
- Bulky
- Fearless

OPTIONS:

- May include up to five additional Wraithguard 32 pts/model
- The entire unit may replace their wraithcannons with D-scythes (pg 149) 10 pts/model
- The unit can take a Wave Serpent (pg 122) as a Dedicated Transport.





WRAITHBLADES

150
POINTS



There are those of the Eldar race whose rage runs hot beyond the point of death. Denied the battle they craved in life, their birthright ripped away from them by the deeds of lesser mortals, these spirits are fuelled by the fires of wrath. These immortal killers bear weapons reminiscent of the blessed warrior, axes and swords so large they can cut down men in droves. They close upon their adversaries at a leaping run, crush their bodies all but glowing with the need to wreak violence. Finally they slay home, their ghostwords taking heads from necks as ghostaxes split victims from shoulder to groin. Truly, the Wraithblades are the undying avengers of the craftworld's lost people.

	WS	BS	S	T	W	I	A	Ld	Se	Unit Type	Unit Composition
Wraithblade	4	4	5	6	1	4	1	10	3+	Infantry	5 Wraithblades

WARGEAR:

- Two ghostwords (pg 151)

SPECIAL RULES:

- Ancient Doom (pg 148)
- Bulky
- Fearless
- Rage

OPTIONS:

- May include up to five additional Wraithblades 30 pts/model
- The entire unit may replace both of their ghostwords for a ghost axe (pg 151) and forceshield (pg 153) free
- The unit can take a Wave Serpent (pg 122) as a Dedicated Transport.



WAVE SERPENT

110
POINTS



The Wave Serpent is the primary transport of the Craftworlds, though its capacity to deal death has earned it a fell reputation among the enemies of the Eldar. Atop its turret it mounts a twin array of heavy weaponry that blasts priority targets, forcing the enemy to lie low as the grav-tank swoops down for its passengers to deploy. But it is the thrumming tsunami of energies that precedes it that gives the tank its durability – and its deadliest offensive weapon. Not only can this serpent shield disperse the most violent of onslaughts, it can also be discharged against the foe, rippling forward at great speed to slam them to the ground in a mass of broken bones and shattered armour.

Wave Serpent	[Armour]					Unit Type	Unit Composition
	BS	F	S	R	HP		
	4	12	12	10	3	Vehicle (Tank, Fast, Skimmer, Transport)	1 Wave Serpent

WARGEAR:

- Twin-linked shuriken cannon (pg 150)
- Twin-linked shuriken catapult (pg 150)
- Serpent shield (pg 155)

OPTIONS:

- May exchange its twin-linked shuriken cannon for one of the following:
 - Twin-linked bright lance (pg 149) 5 po
 - Twin-linked scatter laser (pg 149) 5 po
 - Twin-linked starcannon (pg 151) 5 po
 - Twin-linked Eldar missile launcher (pg 149) 15 po
- May exchange twin-linked shuriken catapult for a shuriken cannon (pg 150) 10 po
- May take items from the Eldar Vehicle Equipment list.

TRANSPORT:

- Transport Capacity: Twelve models.
- Fire Points: None.
- Access Points: A Wave Serpent has one Access Point at the rear.

SWOOPING HAWKS

80
POINTS



Soaring on the hot thermals of war, the Swooping Hawks appear almost angelic from a distance. Those who fall under their attention soon realize the truth – though these airborne Aspect Warriors are heralds of victory to their fellows, they carry the message of death to the foe. Long-barreled lasblasters flicker, cutting down lightly armoured opponents, as compact grenade packs send disaster through the enemy's ranks. Whenever a rival for aerial supremacy presents itself, the Swooping Hawks dart in, clamping bayonet grenades to the fuselage of the aircraft in mid-flight. In their wake they leave nothing but a lightning-scorchd hunk of metal that plummets into the carnage below.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Swooping Hawk	4	4	3	3	1	5	1	9	4	Jump Infantry	3 Swooping Hawks
Swooping Hawk Exarch	3	5	3	3	2	6	2	9	4	Jump Infantry (Character)	

WARGEAR:

- Aspect armour (pg 153)
- Lasblaster (pg 149)
- Haywire grenades
- Plasma grenades
- Grenade pack (pg 153)
- Swooping Hawk wings (pg 156)

SPECIAL RULES:

- Ancient Doom (pg 148)
- Battle Focus (pg 148)
- Fleet

Intercept: At the end of the Movement phase, a model with this special rule can make one Attack against an enemy Flyer or Flying Monstrous Creature that it moved over that turn. The Attack hits on a roll of 4+, and is resolved at Strength 4 APs with the Haywire special rule. Flyers are hit on their side armour.

Herald of Victory (Exarch Only): A unit that contains at least one model with this special rule does not scatter when it arrives by Deep Strike.

OPTIONS:

- May include up to five additional Swooping Hawks 16 pts/model
- May upgrade one Swooping Hawk to a Swooping Hawk Exarch 10 pts
- The Swooping Hawk Exarch may exchange his lasblaster for one of the following:
 - Hawk's Talon (pg 148) 10 pts
 - Sunrifle (pg 149) 15 pts
- The Swooping Hawk Exarch may take a power weapon 10 pts

WARP SPIDERS

95



At first, a Warp Spider ambush is little more than a shower in the air. Reality thins like a parting veil, revealing the armoured forms of Aspect Warriors. Even before their outlines have hardened from the haze, the Warp Spiders open fire with exotic death spinners that hurl out great clouds of monofilament wire. Whenever the wire ensnares a target, it writhes and tightens, constricting all the more as its victim struggles – and in the process slices finger, limb and head from his laterated body. But the Warp Spiders are rarely there to witness his death – with a crackle of energy, they brave the tides of the Warp once more, as impossible to catch as the breeze.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Warp Spider	4	4	3	3	1	5	1	9	3+	Jet Pack Infantry	5 Warp Spiders
Warp Spider Exarch	5	5	3	3	2	6	2	9	3+	Jet Pack Infantry (Character)	

WARGEAR:

- Heavy Aspect armour (pg 153)
- Death spinner (pg 150)
- Warp jump generator (pg 154)

SPECIAL RULES:

- Ancient Doom (pg 148)
- Battle Focus (pg 148)
- Fleet
- Hit & Run

Flickerjump: When a unit with this special rule is chosen as the target of a shooting attack, it can immediately make a Warp jump (pg 154), moving 2D6" instead of 6+2D6", so long as it is not Falling Back. The firing unit cannot choose a different target, even if the target unit is now out of range or line of sight. A unit that makes a Warp jump in this way cannot make a Warp jump in its following Movement phase.

Iron Resolve (Exarch only): A unit that contains at least one model with this special rule automatically passes Pinning, Fear, Regroup tests and Morale checks.

OPTIONS:

- May include up to five additional Warp Spiders 10 pts/model
- May upgrade one Warp Spider to a Warp Spider Exarch 10 pts
- The Warp Spider Exarch may exchange his death spinner for one of the following:
 - Twin-linked death spinner (pg 150) 5 pts
 - Spinneret rifle (pg 150) 15 pts
- The Warp Spider Exarch may take a pair of powerblades (pg 152) 20 pts

SHINING SPEARS

75
POINTS



Like the Dropout Knights of the Exodite world, the Shining Spears live to joust. They do so at breakneck pace, jethikes their steeds, and their weapons laser lances that can burn a hole through a man's torso. Such is the mastery they have over their jethikes that the rider and the steed can be considered one and the same. Through dense forest and urban decay the Shining Spears fly silver-white blurs that sink faster than the eye can see. The quarry barely has time to register the attack as the lightning-swift Aspect Warriors bear down upon them, laser lasers glimmering in the gloom and then discharging intense blasts of energy that lay low man and monster alike.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Shining Spear	4	4	3	4	1	5	1	9	3+	Eldar Jetbike	3 Shining Spears
Shining Spear Exarch	5	5	3	4	2	6	2	9	3+	Eldar Jetbike (Character)	

- WARGEAR:**
- Heavy Aspect armour (pg 155)
 - Laser lance (pg 152)
 - Eldar jetbike (pg 153)

- SPECIAL RULES:**
- Ancient Doom (pg 148)
 - Battle Focus (pg 148)
 - Outflank
 - Skilled Rider

Aerobatic Grace: A model with this special rule has a 4+ cover save unless it remained stationary in its previous Movement phase.

Expert Hunter (Exarch only): A model with this special rule re-rolls all failed to Wound rolls against Monstrous Creatures, and can choose to re-roll armour penetration rolls that do not result in a penetrating hit.

- OPTIONS:**
- May include up to six additional Shining Spears 25 pts/model
 - May upgrade one Shining Spear to a Shining Spear Exarch 10 pts
 - The Shining Spear Exarch may exchange his laser lance for one of the following:
 - Power weapon free
 - Star lance (pg 152) 10 pts

CRIMSON HUNTER

140
POINTS



Leaving a blood-hued blur in their wake, the Crimson Hunters are the assassins of the sky. Perhaps the most unusual of the Aspects of Khaine, they embody the role of the remorseless hunter, who takes wing only to bring destruction to his chosen foes. Armed with pulse lasers and bright lances capable of reducing a man to a pillar of flame in a pinpoint, stabbing beam, the Crimson Hunters can surgically remove the leaders of an enemy army in a single pass. Yet their true genius is displayed in air-to-air combat. They train every waking hour to excel in airborne duels, their fabled reflexes giving them the edge even against the gladiatorial pilots of the Dark Eldar.

	[Armour]					Unit Type	Unit Composition
	BS	F	S	R	HP		
Crimson Hunter	4	10	10	10	3	Vehicle (Flyer)	1 Crimson Hunter
Crimson Hunter Exarch	5	10	10	10	3	Vehicle (Flyer, Character)	

WARGEAR:

- Two bright lances (pg 149)
- Pulse laser (pg 149)

SPECIAL RULES:

- Precision Shots (Exarch only)
- Vector Dancer

Skyhunter: When shooting at a vehicle with the Flyer type, a model with this special rule re-rolls armour penetration rolls that do not cause a glancing or penetrating hit.

Marksman's Eye (Exarch only): This model makes Precision Shots on a 5+, rather than a 6.

OPTIONS:

- One Crimson Hunter per Detachment may be upgraded to a Crimson Hunter Exarch..... 20 pts
- The Crimson Hunter Exarch may replace both of its bright lances with starcannons (pg 151)..... free

Arrow-swift and of the Eldar to face the battles in which side or rear of a at range, harryin

Vyper

WARGEAR:

- Shuriken ca
- Twin-linked catapult (pg

VYPER SQUADRON



40
POINTS



Swift and highly manoeuvrable, the Vypers of the Craftworld (without) boast a speed that belies their destructive potential. It is the way of the Eldar to favour sheer swiftness over any amount of armour plating, and as the Vypers make maximum use of their swiftness to pick the battles in which they fight. A well-drilled Vyper squadron moves as one, capable of performing hit-and-run attacks on the vulnerable side or rear of a gun-tank, or of evading enemy interceptors sent to bring them down. Notoriously reticent to get too close, Vypers work best at range, harrying the contrailers of the foe before boosting past to pour yet more firepower into them from a new vantage point.

	Armour	Unit Type	Unit Composition
	BS F S R HP		
Vyper	4 10 10 10 2	Vehicle (Fast, Open topped, Skimmer)	1 Vyper

WARGEAR:

- Shuriken cannon (pg 150)
- Twin-linked shuriken catapult (pg 150)

OPTIONS:

- May include up to five additional Vypers 40 pts/model
- Any Vyper can exchange its shuriken cannon for one of the following:
 - Starcannon (pg 151) 5 pts/model
 - Bright lance (pg 149) 10 pts/model
 - Scatter laser (pg 149) 10 pts/model
 - Eldar missile launcher (pg 149) 15 pts/model
- Any Vyper may exchange its non-linked shuriken catapult for a shuriken cannon (pg 150) 10 pts/model
- Any Vyper may take items from the Eldar Vehicle Equipment list.

DARK REAPERS

75
POINTS



The grim, skull-like mask of the Dark Reaper surveys the landscape, every foe, mortal or machine, rendered only as prey. His is the power to slaughter from afar, for his ritual weaponry is a missile launcher of devastating potency. Chambered pods line a narrow spindle, the weapon light enough to track even a speeding jetbike or jetfighter. Salvoes of missiles rip across the field into enemy infantry whilst precisely placed shots herald skyward to tear open the aircraft of the foe. None can escape, for the Dark Reapers can bring the most angle of fire to bear. Even the fearless warriors of the Adroptus Azurites find these armours little use against the talons of these Aspect Warriors.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Dark Reaper	4	4	5	3	1	5	1	0	3+	Infantry	5 Dark Reapers
Dark Reaper Exarch	5	5	5	5	2	6	2	0	3+	Infantry (Character)	

WARGEAR:

- Heavy Aspect armour (pg 153)
- Reaper launcher with starstorm missiles (pg 151)
- Reaper rangefinder (pg 154)

SPECIAL RULES:

- Ancient Doom (pg 148)
- Slow and Purposeful

Inescapable Accuracy A model with this special rule re-rolls failed To Hit rolls when firing at a unit that Zoomed, Scoped, Turbo-boosted or moved Flat Out during its previous turn.

Fast Shot (Exarch Only) A model with this special rule always fires one more shot than is normal for its weapon. For example, if its weapon is Heavy 2, it fires 3 shots.

OPTIONS:

- May include up to seven additional Dark Reapers 25 pts/model
- All Dark Reapers in the unit may take starshot missiles (pg 150) 8 pts/model
- May upgrade one Dark Reaper to a Dark Reaper Exarch 15 pts.
- The Dark Reaper Exarch may exchange his reaper launcher for one of the following:
 - Shatiken cannon (pg 150) free
 - Eklat missile launcher (pg 149) 20 pts
 - Tempest launcher (pg 151) 20 pts
- If the Dark Reaper Exarch has a reaper launcher, he may take starshot missiles (pg 150) 8 pts
- The unit can take a Wave Serpent (pg 122) as a Dedicated Transport.

VAUL'S WRATH SUPPORT BATTERY

30
POINTS



In support of the Eldars' front line assault come the artillery batteries known as Vaul's Wrath. Shadow weavers spin monofilament webs that glitter in the gloaming, turning the battlefield into a scene from some demented abattoir. Nearby, vibro cannons charge up, their gut-wrenching subsonic pulses rising slowly to an unbearable shriek as their sonic energies combine to literally shake their targets apart. Distortion cannons are strangest of all, for they open temporary rifts to the Empyrean within their targets, and in doing so banish them to the Warp. The wrath of Vaul is not to be underestimated, for the ingenuity of the Eldar knows no bounds, nor a shred of mercy.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Guardian crew	4	4	3	3	1	5	1	8	5+	Artillery	2 Guardians
Support Weapon	-	-	-	7	2	-	-	-	3+	Artillery	1 Support Weapon
Warlock Leader	4	4	3	3	1	5	1	8	-	Infantry (Character)	

WARGEAR:

Guardian crew

- Mesh armour (pg 153)
- Shuriken catapult (pg 150)
- Plasma grenades

Support Weapon

- Shadow weaver (pg 150)

Warlock Leader

- Rune armour (pg 153)
- Shuriken pistol (pg 150)
- Witchblade

SPECIAL RULES:

- Ancient Doom (pg 148)
- Battle Focus (pg 148)
- Fleet
- Psyker (Mastery Level 1) (Warlock Leader only)

PSYKER:

A Warlock Leader generates powers from the Daemonology (Sanctic) and Runes of Battle disciplines.

OPTIONS:

- May include up to two additional Support Weapons (each accompanied by two Guardians) 30 pts/model
- May include a Warlock Leader 35 pts
- The Warlock Leader may replace his witchblade with a singing spear (pg 152) 5 pts
- All Support Weapons may replace their shadow weavers with one of the following:
 - Vibro cannon (pg 151) Just
 - D-cannon (pg 149) 25 pts/model



FALCONS

125
POINTS



The curved silhouette of the Eldar Falcon is a familiar and much-dreaded sight to the enemies of the craftworlds. A mainstay of the Armies of Vaul, the Falcon strikes a perfect balance between adaptable utility and raw firepower. Its pilot sends the craft gliding smoothly across the battlefield, and sometimes high above it, for it is a favoured tactic amongst Falcon crews to gather in the thunderheads and dive down upon their prey like their mythical namesake. Advanced targeters allow a Falcon's gunner to pick the perfect weapon for the task, laying tanks low with pinpoint shots from its pulse laser and scattering infantry with rapid-firing energy weapons and volleys of shuriken.

Falcon	Armour					Unit Type	Unit Composition
	BS	P	S	R	HP		
Falcon	4	12	12	10	3	Vehicle (Tank, Fast, Skimmer, Transport)	1 Falcon

- WARGEAR:**
- Pulse laser (pg 149)
 - Shuriken cannon (pg 150)
 - Twin-linked shuriken catapult (pg 150)
- TRANSPORT:**
- Transport Capacity: Six models
 - Fire Points: None
 - Access Points: A Falcon has one Access Point at the rear.

SPECIAL RULES:

Cloudstrike: If a Falcon squadron contains three models, all models in the squadron gain the Deep Strike special rule. When the squadron arrives by Deep Strike, the first Falcon placed does not scatter and the second and third Falcons can be placed anywhere within 4" of the first Falcon.

- OPTIONS:**
- May include up to two additional Falcons 125 pts/model
 - Any model may exchange its shuriken cannon for one of the following:
 - Scatter laser (pg 149) free
 - Starcannon (pg 151) 5 pts/model
 - Bright lance (pg 149) 5 pts/model
 - Eldar missile launcher (pg 149) 15 pts/model
 - Any model may exchange its twin-linked shuriken catapult for a shuriken cannon (pg 150) 10 pts/model
 - Any model may take items from the Eldar Vehicle Equipment list.

FIRE PRISMS

125
POINTS



The Fire Prism is graceful and swift, though it sacrifices none of its killing power for manoeuvrability. As it darts across the battlefield, its prism cannon fires a tight beam of blinding light that punches through the hulls of its armoured prey. At the touch of a rune the pilot recalibrates his two-stage laser array, and the cannon disperses its beam, blasting enemy infantry to scorched ruin. Sophisticated tracking arrays allow this technological wonder to channel its firepower into another prism cannon. When a squadron of Fire Prisms focus their destructive power into a single shot, the all-powerful beam of laser energy that sears out can cripple even the behemoths of the Imperium.

Fire Prism	[Armour]					Unit Type	Unit Composition
	BS	F	S	R	HP		
	4	12	12	10	3	Vehicle (Tank, Fast, Skimmer)	1 Fire Prism

WARGEAR:

- Prism cannon (pg 150)
- Twin-linked shuriken catapult (pg 150)

SPECIAL RULES:

Linked Fire: If a Fire Prism squadron contains more than one model, the squadron can link its prism cannons instead of firing normally. Nominate one model in the squadron as the firer; the other models in the squadron cannot fire their prism cannons this turn. The firer shoots with its prism cannon as normal, adding 1 to the Strength (to a maximum of 10) and subtracting 1 from the AP (to a minimum of 1) for each other Fire Prism in the squadron that could have otherwise fired its prism cannon normally. For example, a squadron of 3 Fire Prisms, 1 of which is affected by a Crew Stunned result and can only fire Snap Shots, could fire a single focussed shot at Strength 8 AP1.

OPTIONS:

- May include up to two additional Fire Prisms... 125 pts/model
- Any model may exchange its twin-linked shuriken catapult for a shuriken cannon (pg 150) 10 pts/model
- Any model may take items from the Eldar Vehicle Equipment list.





NIGHT SPINNERS

100
POINTS



When the Night Spinners break, the doom brought upon the enemy is silent, subtle and horrific. Humming into view on a cushion of anti-gravitic energies, these skimmers use their doomweavers to send tangled clouds of monofilament wire high into the air. The wires drift down to light on whatever – yet where they touch the enemy they leave only occasional remains behind. Each strand is so robust it is virtually indestructible, so as they cut through every substance known to mankind without slowing. Those caught beneath a monofilament find air silent to them, whilst those directly on the doomweaver's sights are reduced to little more than binding red sludge.

7 Armour
BS F S R HP
1 12 12 10 3

Unit Type: Vehicle (Tank, Fast, Skimmer)
Unit Composition: 1 Night Spinner

WARWEAR:

- Doomweaver (pg 150)
- Twin-linked shuriken catapult (pg 150)

SPECIAL RULES:

Monofilament Strand: If a Night Spinners squadron consists more than one model, the squadron can fire a Monofilament Strand instead of firing normally. Nominate one model in the squadron as the firer; the other models in the squadron cannot fire their doomweavers this turn. The nominated model shoots using the doomweaver's dispersed profile, adding 1 to the Strength and number of shots fired for each other model in the squadron that could have shot as if it were a doomweaver normally. For example, a squadron of 3 Night Spinners, 1 of which is affected by a 1+ D3 Success result and cannot fire its doomweaver this turn, would fire 2 shots, each resolved at Strength 5.

OPTIONS:

- May include up to two additional Night Spinners 100 pts/model
- Any model may exchange its twin-linked shuriken catapult for a shuriken cannon (pg 150) 10 pts/model
- Any model may take items from the Eldar Vehicle Equipment list.

WAR WALKERS

60
POINTS



Those that think they have escaped the main Eldar assault are often hunted down and slain by cannon-armed War Walker squadrons. Enemy convoys are torn apart by hyper-focussed lasers before they realise they are under attack, platoons melt away under a hurricane of shuriken cannon fire, and the fighter planes of the foe are brought screaming down to earth like balls of fire hurled from the firmament. Even those enemies that are able to retaliate often find their shots deflected by the squadron's shimmering force fields, while any quick enough to get embroiled in close assault learn that the kicking, stamping legs of the War Walkers are deadly weapons in their own right.

War Walker	[Armour]									Unit Type	Unit Composition
	WS	BS	S	F	S	R	I	A	HP		
War Walker	4	4	5	10	10	10	5	2	2	Vehicle (Walker, Open-topped)	1 War Walker

WARGEAR:

- Two shuriken cannons (pg 150)
- Power field (pg 155)

SPECIAL RULES:

- Ancient Doom (pg 148)
- Battle Focus (pg 148)
- Fleet
- Scout

OPTIONS:

- May include up to two additional War Walkers..... 60 pts/model
- Any model may exchange any shuriken cannon for one of the following:
 - Scatter laser (pg 149)..... free
 - Bright lance (pg 149)..... 5 pts/model
 - Starcannon (pg 151)..... 5 pts/model
 - Eldar missile launcher (pg 149)..... 15 pts/model
- Any War Walker may take items from the Eldar Vehicle Equipment list.



WRAITHLORD

120
POINTS



Wraithlords are graceful yet mighty monarchs of the dead, each towering war-shell inhabited by the soul of a hero from ages past. Those who are trained in the arts of the long-ranged kill bear long-barrelled cannons that sow death even as streams of shuriken shoot from weapons mounted upon their wrists. Those who prefer to feel the splash of blood on their wraithbone bodies cleave whole ranks of the foe with curving ghostblades or smash through rocketry bunkers to seize the prey beneath. Only the true lords of the Eldar race have the strength of will to command a Wraithlord; they are valued indeed, for the fusion of vengeful spirit and supernatural toughness is all but unstoppable.

	WS	BS	S	T	W	I	A	Ld	Se	Unit Type	Unit Composition
Wraithlord	4	4	5	5	5	4	3	10	3+	Monstrous Creature (Character)	1 Wraithlord

WARGEAR:

- Two shuriken catapults (pg 150)

SPECIAL RULES:

- Ancient Doom (pg 148)
- Fearless

OPTIONS:

- May exchange any shuriken catapult for a flamer free
- May take a ghostblade (pg 151) 5 pts
- May take up to two of the following in any combination:
 - Shuriken cannon (pg 150) 15 pts each
 - Scatter laser (pg 149) 15 pts each
 - Bright lance (pg 149) 20 pts each
 - Starcannon (pg 151) 20 pts each
 - Eldar missile launcher (pg 149) 30 pts each

WRAITHKNIGHT

295



Though all of a craftworld's tumorial ghost warriors are giants, the Wraithknights are true colossi. Created by both a living pilot and an Eldar soul, the construct moves with a speed and precision that belies its size. Though they loom over even the Wraithlords they accompany to war, these machines are still devious enough to run through the ruin of a shattered Imperial city or leap across the jagged chasms of the croon worlds. It is their duty not only to bring destruction to those who would oppose their craftworld, but to preserve its continued existence. For, of all the Eldar's creations, it is the Wraithknight that is trusted above all others to collect the waystones that keep their race safe from the gluttonous appetite of Slaanesh. In battle, Wraithknights typically use heavy wraithcannons to haul their foes into the hellwells of the Warp, though others may see molten carnage amongst the enemy's ranks with a long-barrelled suncannon, or charge into the heart of combat, prismatic shields flaring and sentient ghostglaves wything down soldiers and lords alike.

Wraithknight	WS	BS	S	T	W	I	A	Ld	Sv
	4	4	10	8	6	5	1	10	3+

Unit Type
Jump Gargantuan Creature

Unit Composition
1 Wraithknight

WARGEAR:

- Two heavy wraithcannons (pg 149)

SPECIAL RULES:

- Ancient Doom (pg 148)

Sword of Vault: If this model is equipped with a ghostglave, the ghostglave's Strength is increased to D.

OPTIONS:

- May exchange both heavy wraithcannons for:
 - Ghostglave (pg 151) and scattershield (pg 150) _____ per
 - Suncannon (pg 151) and scattershield _____ per
- May take up to two of the following in any combination:
 - Scatter laser (pg 149) _____ 15 pts each
 - Shuriken cannon (pg 150) _____ 15 pts each
 - Starcannon (pg 151) _____ 20 pts each

Avata

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AVATAR OF KHAINE

195
POINTS



The molten demigod of war blazes from legend into reality, his almighty bellow of bloodlust fuelling an inferno in the hearts of all those Eldar who hear it. The living Avatar is an ancient war deity incarnate, rivalled in power only by the incalculable energies of the mightiest Daemons of the immaterium. His eyes glow like embers, and as he moves, his body of burning iron crackles and spits fire, while tendrils of smoke and cinders wreath him like a dark cloak. His mere presence incites the Eldar around him into a black and merciless rage, the fate of the Bloody-Handed God's battle lust crackling within them. He marches through the flame and fury that the foe sends in his direction without breaking stride, laughing cruelly as the Wailing Doom tastes hot flesh and rich, spurting lifeblood. None can truly stop the Avatar, for even should he somehow be slain, his mortal form returns to his iron throne at the heart of the craftworld. There the towering statue awaits the call to a new war, and another chance to spill lakes of gore in Khaine's name.

Avatar of Khaine
WS BS S T W I A Ld Sv
10 10 6 6 5 10 5 10 3+

Unit Type
Monstrous Creature (Character) | Avatar of Khaine

Unit Composition

SPECIAL RULES:

- Ancient Doom (pg 148)
- Battle Focus (pg 148)
- Daemon
- Fleet

Khaine Awakened: The Avatar, and all friendly units with the Eldar faction within 12" of the Avatar, have the Fearless, Furious Charge and Rage special rules.

Molten Body: The Avatar is unaffected by all Pyromancy psychic powers, all flamer weapons as defined in *Warhammer 40,000: The Rules*, and all attacks that have the Melta and/or Soul Blaze special rules.



REMNANT OF GLORY

The Wailing Doom: Known to the Eldar as the *Sitta Daellac*, the Wailing Doom is a shrieking blade many feet long that sends out murderous bolts of force as the Avatar strides to war and reaps a brutal tally at close quarters.

Range	S	AP	Type
12"	8	1	Assault 1, Melta
-	+2	1	Melee, Armourbane

GUARDIAN BATTLEHOST



In the resplendent heraldry of their craftworld, the Guardian battlehosts go to war. Their blood is afire with the need to kill, for when their world-ship's fate is threatened, the spark of anger in each Eldar's breast is fanned into a steady flame. Such hosts are called forth only in the direst need, for they are the lifeblood of the craftworld. On these occasions, every citizen, be he artisan or poet, dons his helm and makes for his appointed battle station to meet his kindred. When guided by a Farseer, the vengeance of the Guardians is mighty indeed – the air fills with a thousand razor-edged shuriken, slaying the lumpen brutes of the lesser races by the score, as killing energies stab from war walkers and weapons platforms behind.

FORMATION:

- 1 Farseer (pg 109)
- 3 units of Guardian Defenders (pg 112)
- 1 Vyper Squadron (pg 127)
- 1 unit of War Walkers (pg 134)
- 1 Vaul's Wrath Support Battery (pg 130)
- 0-1 Warlock Conclave (pg 110)

RESTRICTIONS:

None.

SPECIAL RULES:

Our Time of Need: Units of Guardian Defenders from this Formation can take a Heavy Weapon Platform (pg 112) at no points cost instead of the points cost listed on their datasheet.

Vaul's Might: Vypers, War Walkers and the Vaul's Wrath Support Battery from this Formation gain the Preferred Enemy special rule when shooting at a unit that is within 12" of a unit of Guardian Defenders from this Formation.

WINDRIDER HOST



The Windrider Host is the fury of the Craftworld borne upon the storm. Guided by the prescient genius of a Farseer and bolstered by his Warlock brethren, the speed and cunning of this airborne formation mirrors that of the Cosmic Serpent himself. Making full use of their airborne agility, such hosts will often make planetfall over open water or dart down from the clouds high above, falling upon the foe like a blizzard from an unexpected direction. When the command to kill is given, jetbike and Vyper alike open fire. It is then that the tempest's teeth bite deep. A gale of razored discs shreds the enemy line – by the time its victims have fallen bloody to the ground, the Windriders Host has already shot off in search of new prey.



FORMATION:

- 1 Farseer (pg 109)
- 1 Warlock Conclave (pg 110)
- 3 units of Windriders (pg 114)
- 1 Vyper Squadron (pg 127)

RESTRICTIONS:

The Farseer must be upgraded to a Farseer Skyrunner.
All models in the Warlock Conclave must be upgraded to Warlock Skyrunters.

SPECIAL RULES:

Tempest of Blades: Once per game, as long as the Farseer from this Formation has not been removed as a casualty, the Eldar player can declare a Tempest of Blades at the start of their Shooting phase. All shotiken weapons in this Formation gain the Shred special rule until the end of the phase.

THE WINDRIDER HOST IS THE FURY OF THE CRAFTWORLD BORNE UPON THE STORM. GUIDED BY THE PRESIDENT GENIUS OF A FARSEER AND BOLSTERED BY HIS WARLOCK BRETHREN, THE SPEED AND CUNNING OF THIS AIRBORNE FORMATION MIRRORS THAT OF THE COSMIC SERPENT HIMSELF. MAKING FULL USE OF THEIR AIRBORNE AGILITY, SUCH HOSTS WILL OFTEN MAKE PLANETFALL OVER OPEN WATER OR DART DOWN FROM THE CLOUDS HIGH ABOVE, FALLING UPON THE FOE LIKE A BLIZZARD FROM AN UNEXPECTED DIRECTION. WHEN THE COMMAND TO KILL IS GIVEN, JETBIKE AND VYPER ALIKE OPEN FIRE. IT IS THEN THAT THE TEMPEST'S TEETH BITE DEEP. A GALE OF RAZORED DISCS SHREDS THE ENEMY LINE – BY THE TIME ITS VICTIMS HAVE FALLEN BLOODY TO THE GROUND, THE WINDRIDERS HOST HAS ALREADY SHOT OFF IN SEARCH OF NEW PREY.

GUARDIAN STORMHOST



Those Guardians who feel the wrath of Khaine burning brightest within them will take the field as a Stormhost. Not for them the pained sigh and slow of the defender. For these warriors, only the kiss of hot blood and the look of abject fear upon their foe's twisted faces can allow them battle-lust – and even then, only for a time. Three groups of Storm Guardians sprint forward as one, armed with short-ranged but powerful weaponry to burn their quarry from cover. Each warrior shouts the ancient war cries of their craftworld as their elegant blades cut through armour and into flesh beneath. Sleek war machines provide close support, ensuring the Storm Guardians fight on their own terms, whilst a Farseer guarantees that the doom of the foe is borne upon the tip of their blades.



FORMATION:

- 1 Farseer (pg 109)
- 3 units of Storm Guardians (pg 113)
- 1 Vyper Squadron (pg 127)
- 1 unit of War Walkers (pg 134)
- 1 Vaul's Wrath Support Battery (pg 130)
- 0-1 Warlock Conclave (pg 110)

RESTRICTIONS:

None.

SPECIAL RULES:

Bring Forth the Torch: Up to two Guardians in each Storm Guardian unit in this Formation may exchange their close combat weapons and shuriken pistols for either flamers or fusion guns for no points cost, instead of the points cost listed on their datasheet. In addition, up to two other Guardians in each of these units may exchange their close combat weapons for power swords for no points cost, instead of the points cost listed on their datasheet.

Close Support: Vypers, War Walkers and the Vaul's Wrath Support Battery from this Formation gain the Preferred Enemy rule when shooting at a unit that is within 12" of a unit of Storm Guardians from this Formation.

SEER COUNCIL



Psychic storms swirl and crackle around the Seer Councils of the Eldar, for they wield the otherworldly forces of the Immaterium with the ease with which lesser warriors might wield a sword. Together, a Craftworld's Farseers and Warlocks are far greater than the sum of their parts, skilled at shaping reality to their will. By subtly manipulating the skein of their own fates and cutting short the soul-strands of the enemy, they use their reality-altering powers to tip the balance of battle in favour of their warriors. Hence each Seer Council is a formidable confluence of power that stands at the centre of the Eldar warhost, guiding weapons toward their targets, warding the Eldar warriors from danger and bringing doom to their foes.



FORMATION:

- 2 Farseers (pg 109)
- 1 Warlock Conclave (pg 110)
- One Farseer may be replaced by Eldrad Ulthran (pg 99).

RESTRICTIONS:

The Warlock Conclave must include at least 5 models. If any Farseer or Warlock in this Formation upgrades to be a Farseer Skyrunner or Warlock Skyrunner, all other models must also do so.

SPECIAL RULES:

Psychic Bond: Both Farseers must join the Warlock Conclave before deployment, and cannot leave the unit.

Path of the Seer: If this Formation is chosen as your Primary Detachment, you can re-roll the result when rolling on the Warlord Traits table in *Codex: Craftworlds* (pg 148).

Psychic Might: When models from this Formation make Psychic tests, results of 5+ will harness a Warp Charge point instead of results of 4+.

ASPECT HOST



Guided by the Exarch high priests of Khaine, the Aspect Warriors of the Eldar are an unstoppable force. The melee specialists of Khaine's deadly arts dance across the field of war, sprinting from cover to cover as their long-range counterparts lay down storms of killing fire. Those targets not slain by the missiles of the Dark Reapers and the lasblasts of the Swooping Hawks are turned to molten slag by the fusion guns of the Fire Dragons or eviscerated by the whining shuriken of the Dire Avengers. Should the enemy try to overwhelm the Aspect Host, the close assault will begin. Howling Banshees shriek the doom of their foes as Shining Spears charge alongside them into the ranks of the foe. Meanwhile, Striking Scorpions and Warp Spiders burst from nowhere to cut off all retreat.



FORMATION:

- 5 units of Dire Avengers (pg 116), Howling Banshees (pg 117), Striking Scorpions (pg 118), Fire Dragons (pg 119), Swooping Hawks (pg 123), Warp Spiders (pg 124), Shining Spears (pg 125) or Dark Reapers (pg 129) (in any combination).

RESTRICTIONS:

Each unit in this Formation must include an Exarch.

SPECIAL RULES:

Rites of Battle: Immediately after determining Warlord Traits, choose either Weapon Skill or Ballistic Skill. All units in this Formation add 1 to the chosen characteristic.

Shrinekeepers: Models from this Formation can re-roll failed Morale, Pinning and Fear tests.

DIRE AVENGER SHRINE



Each Dire Avenger is a deadly opponent, for his awareness of the tides of violence is second to none, and his mastery of the spinning blade is unequalled. When three units of Dire Avengers fight together, the shurikens sent carving through the air by these expert warriors coalesce into a tidelong storm of blades. These lacerating hurricanes are lethal enough in their own right, but under the guidance of their Exarch, each unit masters the ebb and flow of battle. They move together in unison, intuitively responding to threat or opportunity as one. Before long, the enemy overreaches itself, and the Exarch orders the bladestorm to break. In the space of a heartbeat, the Dire Avengers' foes are reduced to little more than a shower of crimson ruin.



FORMATION:

• 3 units of Dire Avengers (pg 116)

RESTRICTIONS:

Only one unit in this Formation may include an Exarch.

SPECIAL RULES:

Killing Strike: Once per game, in the Shooting phase, this Formation can perform a Killing Strike. For the duration of that phase, all avenger shuriken catapults carried by models in this Formation are Assault 3 instead of Assault 2.

Rites of the Avenger: All models in this Formation add 1 to their Ballistic Skill.

Shrinekeepers: Models from this Formation can re-roll failed Morale, Pinning and Fear tests.

CRIMSON DEATH



Wherever the Crimson Death scars the skies, slaughter unfolds in its wake. Should a trinity of Crimson Hunters fight in unison, their craftworld's air supremacy is guaranteed, for there is no foe yet encountered that can match these scarlet phantoms in aerial combat. Because they have not the numbers to engage in open war, the Crimson Death's favoured tactic is not to slay the body of the enemy army, but to cut off its head, blasting its air force from the skies before sniping its leaders in deadly fly-by attacks. Such is their accuracy that even at breakneck speed they can pick out an Ork warlord from amongst a hundred of his kin. As the skies burn, the Crimson Death leaves behind it an enemy army that is leaderless and robbed of its vision, rendered easy prey for their earthbound comrades.

FORMATION:

- 3 Crimson Hunters (pg 126)

RESTRICTIONS:

One Crimson Hunter must be upgraded to an Exarch.

SPECIAL RULES:

- Preferred Enemy (Flyers, Flying Monstrous Creatures)

Evasive Manoeuvres: All models in this Formation have a 4+ cover save. If a model in this formation chooses to Jink, it can re-roll failed cover saves until the start of its next turn.

WRAITH HOST



In times of great need, when the Aspect Warriors and Guardians cannot assure their craftworld's future, the Wraith Host is summoned to battle. To resort to such desperate measures is to risk not only the Eldar's future, but also its past – some would say that even to bring a Wraith Host into being is to admit defeat. Yet those who have seen the raw might of such a gathering soon know its value. These giants of war brush aside the chattel of the lesser races without pause, slaying monstrous beasts and diabolical war machines with eldritch weaponry. They are the noble houses of Eldar myth given life once more, but with a dozen times the might of their mortal incarnations. Accompanied by Spiritseers, the guides that tie them to the clay of the living realm, the Wraith Host forges new legends even beyond the veil of death.



FORMATION:

- 1 Spiritseer (pg 111)
- 5 units of Wraithguard (pg 120) or Wraithblades (pg 121) (in any combination)
- 1 Wraithlord (pg 135)
- 1 Wraithknight (pg 136)

RESTRICTIONS:

Note.

SPECIAL RULES:

- Battle Focus (pg 138)

Guided Wraithsight: Wraithguard, Wraithblades, Wraithlords and Wraithknights from this Formation can re-roll failed To Hit rolls against enemy units that are within 18" of the Spiritseer from this Formation.

APPENDIX

This section of the book details many of the rules for using an army of craftworld Eldar in your games of Warhammer 40,000, including their unique Warlord Traits, wargear and Tactical Objectives. The profiles page at the end provides a list of unit and weapons profiles for reference during your games.

ARMY SPECIAL RULES

A craftworld Eldar army uses a number of special rules that are common to several of its units, which are collected here for your convenience. Special rules that are unique to particular units are presented in the relevant unit entry instead. Other, more common rules are simply listed by name – these are all described in full in the Special Rules section of *Warhammer 40,000: The Rules*.

ANCIENT DOOM

A model with this special rule has the Hatred special rule against Daemons of Slaanesh or models with the Mark of Slaanesh. Furthermore, when making Fear tests, a unit containing at least one model with this special rule suffers a -1 penalty to its Leadership if it is engaged in combat with a unit that contains at least one model with the Mark of Slaanesh or the Daemon of Slaanesh special rule.



BATTLE FOCUS

A unit composed entirely of models with the Battle Focus special rule can either shoot and then Run, or Run and then shoot, in the same Shooting phase. The unit must complete both actions before you move onto the next unit – otherwise the chance to make the second action is forfeit.

A model cannot Run if it fired a Heavy weapon during the same Shooting phase unless it has the Relentless special rule. Similarly, a model that has Run cannot then fire a Heavy weapon in the same Shooting phase unless it has the Relentless special rule. Models that cannot Run gain no benefit from the Battle Focus special rule.

WARLORD TRAITS

When generating Warlord Traits for a Warlord with the Eldar Faction, you can either roll on one of the Warlord Traits tables in *Warhammer 40,000: The Rules* or roll on the table to the right.

WARLORD TRAITS TABLE

D6 WARLORD TRAIT

- 1 Ambush of Blades:** *The Warlord's uncanny senses pierce the fog of war. Knowing the precise time at which to strike, he commands his kin to level a storm of blades, energy blasts and razor-edged shuriken into the foe.* One use only. Declare your Warlord is using this ability at the start of one of your Shooting or Assault phases. For the duration of the phase, the Warlord and all friendly units with the Eldar Faction within 12" of him re-roll To Wound rolls of 1.
- 2 An Eye on Distant Events:** *The Warlord's well-honed survival instincts allow him to use every advantage of the battlefield for the betterment of his plan, sending his warriors stalking silently toward the enemy's lines.* Choose up to D3 units in your army. These units gain the Scout special rule.
- 3 Falcon's Swiftmess:** *The Warlord, and those who travel in his wake, move across broken ruins and blasted battlefields with an astonishing certainty and agility as they close with those they hunt.* The Warlord and his unit add 3 to the dice roll when determining how far they can Run (this will normally be D6+3").
- 4 Fate's Messenger:** *The strands of fate coil and twist around the Warlord, the paths of destiny manipulated to keep him from harm so that he might strike back at his foes.* The Warlord re-rolls all saving throw results of 1.
- 5 Mark of the Incomparable Hunter:** *The Warlord is a skilled hunter and a master marksman. He places his shots precisely where they are most needed, each kill tipping the course of the battle to his advantage.* The Warlord has the Split Fire special rule.
- 6 Seer of the Shifting Vector:** *The Warlord is wise enough to read the skeins of destiny, seeing the many possible futures amid the mayhem of combat to better coordinate his reinforcements.* Friendly units with the Eldar Faction arriving by Deep Strike do not scatter as long as the first model placed is within 12" of the Warlord.

ELDAR WARGEAR LIST

These lists detail the points values of various items of wargear available to units in your army. Many unit entries in the datasheets that follow may include wargear options from one or more of these lists – in each instance, the datasheet will tell you (in bold text) exactly which of these lists you may use. Rules for these items can be found in the Appendix.

Remnants of Glory.....pg 156

A model can replace one weapon with one of the following. Only one of each Remnant of Glory may be taken per army.

- Kurnous' Bow..... 10 pts
- The Spirit Stone of Anath'lan ^{1, 2}..... 15 pts
- The Phoenix Gem ²..... 25 pts
- Uldanorethi Long Rifle..... 25 pts
- Faolchú's Wing ²..... 30 pts
- Firesabre..... 30 pts
- Shard of Anaris..... 40 pts

Eldar Vehicle Equipment.....pg 155

A model can take up to one of each of the following:

- Ghostwalk matrix ¹..... 10 pts
- Spirit stones..... 10 pts
- Holo-fields ⁴..... 15 pts
- Star engines..... 15 pts
- Vectored engines..... 15 pts
- Crystal targeting matrix..... 25 pts

¹ Farseer or Spiritseer only.

² Does not replace one of the character's weapons.

³ If taken by a model in a vehicle squadron, all vehicles in the squadron must take this wargear.

⁴ Cannot be taken by a War Walker.



THE FORGE OF VAUL

This section of *Codex: Craftworlds* lists the weapons and equipment used by the craftworld warhosts, along with the rules for using them in your games of Warhammer 40,000. Equipment that is carried by named characters is detailed in the appropriate datasheets (pg 99 to 145), while weapons and equipment used by all the other types of units are detailed here.

RANGED WEAPONS

Profiles for the following ranged weapons are listed on the profiles page (pg 160). Their full rules can be found in *Warhammer 40,000: The Rules*.

Dragon's breath flamer Flamer

CHAINSABRES
See page 151.

DISTORTION WEAPONS

The most dangerous of all Eldar weapons enable their user to open a portal to the Warp. Often called D-weapons, these technological terrors collapse an area of the material universe. Whether the rift is localised or dispersed, the result is invariably fatal for those nearby.

	Range	S	AP	Type
D-scythe	Template	D	2	Assault 1, Distort Scythe
Heavy D-scythe	18"	D	2	Assault 1, Blast, Distort Scythe
Wraithcannon	12"	D	2	Assault 1
D-cannon	24"	D	2	Heavy 1, Barrage, Blast
Heavy wraithcannon	36"	D	2	Assault 1

Distort Scythe: When rolling on the Destroyer Weapon Attack table for a weapon that has this special rule, subtract 1 from the result of the D6 roll (to a minimum of 1). Furthermore, a weapon with this special rule is assumed to have a Strength of 4 for the purposes of determining if a hit has the Instant Death special rule.



ELDAR MISSILE LAUNCHER

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

	Range	S	AP	Type
Plasma missile	48"	4	4	Heavy 1, Blast
Starhawk missile	48"	7	4	Heavy 1, Skyfire
Starshot missile	48"	8	3	Heavy 1

FUSION WEAPONS

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

	Range	S	AP	Type
Fusion pistol	6"	8	1	Pistol, Melta
Fusion gun	12"	8	1	Assault 1, Melta
Firepike	18"	8	1	Assault 1, Melta



Fusion gun

LASER LANCE

See page 152.

LASER WEAPONS

Eldar lasers use psychically grown crystals to refine the already intense bursts to their optimum potency. Many Eldar consider the laser weapon the most elegant of all, exulting in the fact that their technological mastery extends even to light itself.

	Range	S	AP	Type
Lasblaster	24"	3	5	Assault 3
Sunrifle	24"	3	3	Assault 3, Blast
Hawk's talon	24"	5	5	Assault 3
Scatter laser	36"	6	6	Heavy 4
Pulse laser	48"	8	2	Heavy 2
Bright lance	36"	8	2	Heavy 1, Lance



MONOFILAMENT WEAPONS

Many Eldar units use monofilament weapons, all of which work in a similar fashion by creating a dense monofilament mesh from a complex superconductor compound. This is released through thousands of microscopic firing ducts and woven into a net of monofilament wire by glowing gravitic clumps. The victim's own struggles bring about his doom, for the wire-net is so sharp it can reduce an entangled enemy to bloody chunks of flesh in moments.

	Range	S	AP	Type
Death spinner	12"	6	-	Assault 2, Monofilament
Shadows weaver	48"	6	6	Heavy 1, Barrage, Blast, Monofilament
Decimator				
- Dispersed	48"	7	6	Heavy 1, Barrage, Large Blast, Monofilament
- Focussed	Template	7	6	Heavy 1, Monofilament, Torrent
Spinneret rifle	18"	6	1	Rapid Fire, Monofilament

Monofilament: When rolling To Wound for a weapon that has this special rule, use the target's Initiative instead of its Toughness (note that the model's Toughness is still used to determine whether an attack has the Instant Death special rule). In addition, if a 6 is rolled To Wound when attacking with a weapon that has this special rule, the Wound is resolved at AP2 unless the weapon is AP1.

PRISM CANNON

Typically mounted on Fire Prisms, prism cannons greatly amplify the power of a high-intensity laser through priceless psycho-crystal to generate a devastating blast. This can be focussed into a narrow beam or widened to destroy a broader area at will.

	Range	S	AP	Type
Dispersed	60"	5	3	Heavy 1, Large Blast
Focussed	60"	7	2	Heavy 1, Blast
Lance	60"	9	1	Heavy 1, Lance

RANGER LONG RIFLE

Ranger long rifles are precision implements, accurate enough to pick out weak points in a target's armour even at extreme distances.

Range	S	AP	Type
36"	X	6	Heavy 1, Sniper

REAPER LAUNCHER

Used to deadly effect by Dark Reaper Aspect Warriors, reaper launchers fire a fusillade of armour-piercing star-swarm missiles. Some Dark Reapers also make use of the more powerful starshot missiles, which have a lower rate of fire, but allow them to engage enemy tanks and fortifications with impunity.

	Range	S	AP	Type
Starshot missile	48"	8	3	Heavy 1
Star-swarm missile	48"	5	3	Heavy 2

SCORPION'S CLAW

See page 152.

SHURIKEN WEAPONS

Shuriken weapons fire monomolecular-bladed discs at an astonishing rate, each near invisible to the naked eye but hard enough to scythe through the foe with ease. These instruments of war are capable of firing up to a hundred shuriken in just a few seconds, a series of high-energy impulses originating at the rear of the weapon to propel the small but deadly projectiles through the barrel at terrific speed. Shuriken weapons come in many shapes and sizes, from the shuriken pistols carried by assault troops to the tank-mounted shuriken cannons utilised by the Engines of Vaul.

	Range	S	AP	Type
Shuriken pistol	12"	4	5	Pistol, Bladestorm
Shuriken catapult	12"	4	5	Assault 2, Bladestorm
Avenger shuriken catapult	18"	4	5	Assault 2, Bladestorm
Shuriken cannon	24"	6	5	Assault 3, Bladestorm

Bladestorm: When firing a weapon with this special rule, a To Wound roll of a 6 wounds automatically, regardless of the target's Toughness, and is resolved at AP2.



Vibra cannon



Shuriken pistol



Ranger long rifle

SINGING SPEAR
See page 152.

STAR LANCE
See page 152.

STARCANNONS
It is a testament to the idiosyncrasy of Man that he creates plasma weapons that frequently maim or kill the wielder. Starcannons and incantations have no such flaw, their plasma cores producing the heat of a star while the guns remains cool to the touch.

	Range	S	AP	Type
Starcannon	36"	6	2	Heavy 2
Starcannon	48"	6	2	Heavy 3, Blast

TEMPEST LAUNCHER
Dark Reaper Exarchs sometimes employ tempest launchers that hurl explosives high into the air and then land amongst the foe, allowing these merciless Eldar to obliterate several targets at once.

	Range	S	AP	Type
	36"	4	3	Heavy 2, Barrage, Blast

MELEE WEAPONS

Profiles for the following Melee weapons are listed on the profiles page (pg 160). Their full rules can be found in *Warhammer 40,000: The Rules*.

Close combat weapon
Power weapon
Witchblade

BITING BLADE
A fearsome two-handed chainsword, the biting blade is the ideal weapon for those Striking Scorpion Exarchs seeking to deliver a brutal deathblow.

Range	S	AP	Type
-	+2	4	Melee, Two-handed

CHAINSABRES
Chainsabres are twin chainblades mounted in ancient gauntlets that each incorporate a shuriken pistol, meaning the user can let loose a short-range fusillade as he leaps into the fray before delivering a lightning flurry of blows.

A set of chainsabres is comprised of two weapons and hence grants a bonus attack.

Range	S	AP	Type
-	+1	5	Melee, Rending
12"	4	5	Assault 2, Bladestorm (pg 150)

TRISKELE
See page 152.

VIBRO CANNON

Vibro cannons project rising sonic waves that do immeasurable harm. A vehicle hit by a vibro cannon shakes violently before collapsing into shattered fragments, whilst troops are thrown to the ground, coughing up blood and pulverised innards.

Range	S	AP	Type
48"	7	4	Heavy 1, Pinning, Vibro

Vibro: For each model in the same unit after the first that scores at least 1 hit on the target unit with a weapon that has this special rule, add 1 to the Strength (to a maximum of 10) and subtract 1 from the AP (to a minimum of 1) of each hit for that round of shooting. For example, if three models in a unit all score hits on the same target unit with weapons that have this special rule, all hits would be resolved at +2 Strength and -2AP.

DIRESWORD

These dreaded swords have a vengeful spirit that set men then kills. A single blow from a dire sword can separate the victim's soul from his body.

Range	S	AP	Type
-	User	2	Melee, Soulreaver

Soulrazor: When a model suffers one or more unarmoured Wounds from this weapon, it must pass a separate Leadership test for each Wound suffered or be removed from play.

EXECUTIONER

An executioner is an elegant, two-handed power gladius favoured by the Exarchs of the Howling Banners. These expert melee fighters use the long-hafted blades to wreak bloody carnage across the battlefield in an instant.

Range	S	AP	Type
-	+2	2	Melee, Two-handed

GHOST WEAPONS

The rudimentary sentences within the spirit words of each ghost weapon, whether axe, gladius or sword, empowers the blade and guides its wielder's blows toward the vital points of his foe.

	Range	S	AP	Type
Ghostaxe	-	+2	2	Melee, Unarmoured
Ghostglave	-	+1	2	Melee, Unarmoured
Ghostsword	-	+1	3	Melee

LASER LANCE

Used by the Shining Spears Aspect Warriors, laser lances produce built-up pulses of energy that are released with explosive force when the wielder charges the target.

Range	S	AP	Type
6"	6	3	Assault 1, Lance
-	+3/User*	3	Melee, Lance

* Laser lances have two values for Strength. The first is used only on a turn in which a model charges; the second is used at all other times.

MIRRORSWORDS

Used in an ambidextrous sword-form by some Howling Banshee Exarchs, mirrorswords create a whirling web of steel.

A set of mirrorswords is comprised of two weapons and hence grants a bonus attack.

Range	S	AP	Type
-	User	3	Melee, Master-crafted

POWERBLADES

Twinned power weapons that fit to the forearms of the user, powerblades resemble the foreclaws of a stylised Eldar spider.

A set of powerblades is comprised of two weapons and hence grants a bonus attack.

Range	S	AP	Type
-	User	3	Melee

SCORPION CHAINWORD

First amongst the ritual weapons used by the Striking Scorpions Aspect, these distinctive chainwords bolster the offensive power of their users considerably.

Range	S	AP	Type
-	+1	6	Melee

SCORPION'S CLAW

A gauntlet that contains a built-in shuriken weapon, this weapon is sheathed in a power field that enables its wielder to tear through even the thickest battle plate.

Range	S	AP	Type
-	x2	2	Melee
12"	4	5	Assault 2, Bladestorm (pg 150)

SINGING SPEAR

When hurled by an Eldar psyker, a singing spear can sunder both armour and flesh, and will always return to its wielder.

Range	S	AP	Type
12"	9	-	Assault 1, Fleshbane
-	User	-	Melee, Armourbane, Fleshbane

STAR LANCE

The star lance is a far more powerful version of the Shining Spears Aspect's ritual weapon. When a Shining Spear Exarch's charge hits home, even vehicle armour is not immune to his strike.

Range	S	AP	Type
6"	8	2	Assault 1, Lance
-	+5/User*	2	Melee, Lance

* Star lances have two values for Strength. The first is used only on a turn in which a model charges; the second is used at all other times.

TRISKELE

An arcane throwing weapon used by Howling Banshee Exarchs, the triskele has three razor-sharp blades that slice through an enemy's armour as a knife cuts through paper. A well-thrown triskele will curve back to its owner in time for the real killing to start.

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

WITCH STAFF

Those struck by a psychically-charged witch staff risk having their very soul set aflame, even if their bodies are not broken.

Range	S	AP	Type
-	User	-	Melee, Armourbane, Fleshbane, Soul Blaze



ARMOUR

HEAVY ARMOUR

Heavy armour is comprised of thousands of tiny pieces of thermoplastic that harden on impact to form effective, lightweight protection.

Heavy armour confers a 5+ Armour Save.

ASPECT ARMOUR

Aspect armour is made of psycho-reactive material that reacts to the movements of the wearer, providing excellent, unhindered protection as it moulds and shapes to fit the wearer.

Aspect armour confers a 4+ Armour Save.

HEAVY ASPECT ARMOUR

Incorporating thick armoured plates but retaining great flexibility, this armour is amongst the best in the known galaxy.

Heavy Aspect armour confers a 3+ Armour Save.

TREASURES OF VAUL

Profiles for the following grenades are listed on the profiles page (pg 160). Their full rules can be found in *Warhammer 40,000: The Rules*.

Plasma grenades
Melta bombs

Haywire grenades

BANSHEE MASK

These amplify the Eldar's battle cry, inflicting psychic paralysis.

A model equipped with a banshee mask causes Fear. In addition, models cannot fire Overwatch against units that contain at least one model equipped with a banshee mask.

ELDAR JETBIKE

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

A model riding an Eldar jetbike has a 3+ Armour Save and a twin-linked shuriken catapult. Their unit type also changes to Eldar Jetbike (see *Warhammer 40,000: The Rules*).

FORCESHIELD

These powerful shield projectors can deflect almost any blow.

A model with a forceshield has a 4+ invulnerable save.

GHOSTHELM

A ghosthelm conceals the presence of the wearer in the Warp.

If a model with a ghosthelm suffers an unsaved Wound from Perils of the Warp, he can prevent it by immediately expending a Warp Charge point (if he has one).

PHOENIX ARMOUR

The legendary Phoenix Lords wear ancient, invaluable Aspect armour so finely wrought it is proof against almost any weapon. These suits are studded with spirit stones, each of which contains the soul of an Exarch that has been incorporated into the Phoenix Lord's gestalt spirit.

Phoenix armour confers a 2+ Armour Save.

RUNE ARMOUR

Eldar psykers fashion themselves elegant armour decorated with wraithbone runes. Said to pulse in time with the wearer's heartbeat, rune armour offers protection against attacks both spiritual and physical in nature.

Rune armour confers a 4+ invulnerable save.

GRENADE PACK

Grenade packs enable Swooping Hawks to drop explosives onto their victims as they soar overhead or dive down to the earth.

Any time a unit with a grenade pack enters play by Deep Strike and does not suffer a Deep Strike mishap, nominate one model in the unit immediately after it arrives. That model can make a single special shooting attack in the Movement phase with the profile below – this represents the unit's grenade pack attack. A unit that fires grenade packs in the Movement phase can still shoot in the subsequent Shooting phase; however, it must target the same target unit if possible.

Range	S	AP	Type
24"	4	4	Assault 1, Barrage, Blast, Ignores Cover, Skyburst

Skyburst: This shooting attack does not need line of sight. If the unit consists of at least six models with a grenade pack, the attack has the Large Blast special rule instead of the Blast special rule.

HEAVY WEAPON PLATFORM

With the help of cunningly wrought anti-grav platforms, Eldar Guardians bring heavy fire support to the fight.

One Guardian from the same unit as, and within 2" of, a Heavy Weapon Platform may fire the platform instead of his shuriken catapult, counting as having the Relentless special rule. If there are no Guardians left in the unit, remove the heavy weapons platform as a casualty. Weapons platform models are ignored when allocating Wounds from Look Out, Sir rolls.

MANDIBLASTERS

Mandiblasters spit venomous shards that channel a deadly laser blast.

During the Fight sub-phase, at the start of the Initiative 10 step, roll a D6 for each model equipped with mandiblasters. On a result of 4+, an enemy unit that is engaged with the model (attacking player's choice) suffers a single Wound (saving throws can be taken as normal). Gargantuan Creatures suffer a Wound on a result of 6+ instead of 4+. If a character equipped with mandiblasters is fighting in a challenge, the Wound must be allocated to his opponent.

REAPER RANGEFINDER

Mounted in the helmet visors of the Dark Reapers are highly advanced rangefinders that calculate telemetry in the blink of an eye.

Enemies cannot take Jink saves against shots fired by a model equipped with a reaper rangefinder.

SCATTERSHIELD

Used to protect precious Eldar war-constructs, scattershields are gigantic fan-shaped shield generators that convert the energy of incoming attacks into blinding sprays of multicoloured light.

The bearer has a 5+ invulnerable save. Whenever the bearer passes one or more saving throws using its scattershield, all enemy units within 6" must test as if they had just been hit by a weapon with the Blind special rule.

SHIMMERSHIELD

This advanced field generator projects a glittering force field to protect both the user and the warriors who accompany him.

The bearer and his unit have a 5+ invulnerable save.

SWOOPING HAWK WINGS

Swooping Hawk wings utilise jet propulsion motors and anti-grav lifters hidden among their metallic feathers that enable their wearers to soar high above the battlefield.

A model equipped with Swooping Hawk wings gains the Jump unit type as described in *Warhammer 40,000: The Rules*. When a unit composed entirely of models equipped with Swooping Hawk wings uses its jump packs in the Movement phase, it can move up to 18" instead of 12". Furthermore, the unit can choose to Skyleap instead of moving in the Movement phase, as long as it did not arrive from Reserves that turn and is not locked in combat or Falling Back. A Skyleaping unit is removed from the board and placed into Ongoing Reserve.

WARP JUMP GENERATOR

Wearing a bulbous Warp jump generator, an Eldar can make brief journeys through the Warp. Though this is an extremely dangerous tactic, it grants the wearer a distinct tactical edge.

A model equipped with a Warp jump generator gains the Jet Pack unit type as described in *Warhammer 40,000: The Rules*. In the Movement phase, a unit composed entirely of models equipped with Warp jump generators can choose to either move as Jet Pack Infantry or make a Warp jump. If making a Warp jump, it immediately moves up to 2D6+6" in any direction (roll once per unit each turn), ignoring all intervening terrain and models. This move ignores dangerous terrain. If the 2D6 roll is a double 1, one member of the unit (randomly determined) is removed as a casualty. Warp jump cannot be used when the unit is Falling Back.



Mandiblasters



Ghasthelm



Warp jump generator

ELDAR VEHICLE EQUIPMENT

CRYSTAL TARGETING MATRIX

Utilising advanced scanner technologies, this targeting matrix allows pinpoint fire even when on the move.

One use only. A non-Walker vehicle with this upgrade can fire one weapon, at the vehicle's full Ballistic Skill, after moving Flat Out in the Shooting phase.

GHOSTWALK MATRIX

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

A vehicle with this upgrade has the Move Through Cover special rule.

HOLO-FIELDS

Harnessing kinetic energy to shimmer and distort the vehicle's silhouette, holo-fields prevent the foe from accurately targeting the craft as it sweeps across the battlefield.

A vehicle with holo-fields has a 5+ invulnerable save unless it is Immobilised.

MINDSHOCK POD

The multi-finned pod under the cockpit of a Hemlock Wraithfighter allows the psyker within to project the cold aura of the dead.

Enemy models within 12" of a model equipped with a mindshock pod subtract 2 from their Leadership when taking Morale, Pinning and Fear tests.

POWER FIELD

Power fields reroute a portion of the vehicle's energy supply to project a glimmering shield of protection around the vehicle.

A model with this upgrade has a 5+ invulnerable save.

SPIRIT STONES

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

A vehicle with this upgrade ignores Crew Shaken results on a roll of 2+ and Crew Stunned results on a roll of 4+. Roll immediately when the result is suffered.

SERPENT SHIELD

When the Eldar Wave Serpents advance, they do so behind powerful shields. These can be discharged to unleash a bow wave of raw force that blasts the enemy from their feet.

All penetrating hits inflicted against the front or side armour of a vehicle equipped with a serpent shield are downgraded to glancing hits on a D6 roll of 2+.

Once per game, the serpent shield can be used as a weapon in the controlling player's Shooting phase, with the profile below. This is treated as a hull-mounted weapon that is pointing forward.

Range	S	AP	Type
24"	6	-	Assault 2D6, Ignores Cover, One Use Only, Strikedown

For the remainder of the battle after the shooting attack has been resolved, all subsequent hits against the vehicle are treated as though the vehicle was not equipped with a serpent shield.

STAR ENGINES

Whilst all Eldar vehicles are swift and agile, those that mount star engines are often able to move faster than the eye can follow. Lesser races can only marvel at the phenomenal speed and manoeuvrability of a craft so equipped.

A non-Walker vehicle with this upgrade can move up to 24" when moving Flat Out. A Walker with this upgrade instead Runs an additional 3" (this will normally be D6+3").

VECTORED ENGINES

Vectored engines allow the pilot of an Eldar vehicle to rapidly alter its facing, placing deadly weapons, or stronger armour, to the fore. Often, this can mean the difference between sustaining critical damage and taking an indirect blow that can soon be shrugged off.

Unless it is Immobilised, a vehicle with this upgrade can pivot to face any direction immediately after resolving its shooting attack (in the Shooting phase).



REMNANTS OF GLORY

Remnants of Glory are items of incredible rarity and power, each one an echo of the ancient Eldar empire's might. Only one of each of the following relics may be chosen per army.

KURNIGUS' BOW

Eldar myth recounts of when Kurnigus hunted across the stars and fashioned an arrow specific to each prey he sought. When loosed from his bow, these slaying missiles would seek out the weakness in their target, finding gaps in defences to reach the soft flesh beneath. Kurnigus' Bow is a shuriken pistol created long ago in honour of these ancient tales. Its psycho-sympathetic ammunition reacts to the vulnerabilities of the foe, turning a shot that should have merely wounded into a killing blow.

Range	S	AP	Type
12"	4	3	Pistol, Rending

SHARD OF ANARIS

When Kaela Mensha Khaine slew Eldanesh, he took the sword Anaris and claimed it as his own. When Khaine was shattered in battle with Slaanesh, Anaris too was splintered, the fragments of both blade and wielder coming to rest within the Craftworlds. Legend tells that the Shard of Anaris was then crafted into a blade to be borne by the Eldar's mightiest warriors.

Range	S	AP	Type
-	+2	-	Melee, Rending, Vault's Work

Vault's Work: The bearer of this weapon has the Fearless special rule. In a challenge, Attacks made with this weapon have the Fleshbane and Instant Death special rules.

ULDANORETHI LONG RIFLE

Uldanoreth was an outcast whose wanderlust drove him to tread the stars. He braved the dangers of a thousand worlds, surviving only on his wits and ingenuity. Whilst on his long journeys, Uldanoreth perfected the art of the long-range attack, and crafted a formidable weapon capable of sniping enemies from incredible distances.

Range	S	AP	Type
120"	X	3	Heavy 1, Sniper

FAOLCHU'S WING

When Eldanesh fell battling Khaine, the great falcon Faolchu was disconsolate. Faolchu gifted a single golden fanfeather to Eldanesh's heirs, that perhaps its swiftness might aid them where her own had failed. Legend tells that this artefact is that selfsame token of grief, handed down through generations of Eldar, and surviving even the tumult of the Fall.

A model with Faolchu's Wing can Run up to 48" in its Shooting phase, provided that it did not manifest any psychic powers or shoot this turn. If it does so it cannot shoot or charge for the remainder of the turn. However, the model can re-roll failed cover saves until the start of its next turn.

FIRESABRE

Many legends speak of Draoch-var, the great drake whose ethereal fires reduced the great forests of Velorn to inert ash, and whose wrathful strength toppled the pillars of the Temple of Isha. Reputedly, this sword was forged from Draoch's razed fang in celebration of Ulthuanesh's victory. It burns with a fury that can never be quenched, and its fire spreads like a living thing.

Range	S	AP	Type
-	+1	3	Melee, Soul Blaze, Wildfire

Wildfire: Whenever the Firesabre's Soul Blaze rule inflicts one or more unsaved Wounds, roll a D6 for every unit (friend or foe, but excluding the bearer's unit) within 6" of the unit that suffered the Wound. On a roll of 4+, that unit is set ablaze as per the Soul Blaze special rule (this Soul Blaze does not benefit from the Wildfire special rule).

THE PHOENIX GEM

At the height of the War in Heaven, Asuryan himself was laid low by the chill blades of his foes. To save her beloved, Isha drew down the heat of a hundred stars into a glittering gem. The light and heat that had once nurtured countless planets drove the unnatural chill from the Phoenix King's bones and returned him to his people and his consort. It is said that the Phoenix Gem is the only surviving fragment of this ancient stone. Even now, millions of years hence, it can still return life to the fallen...

One use only. Immediately before the bearer of the Phoenix Gem is removed as a casualty, roll a D6. On a score of 1, remove the model as a casualty. On a score of 2-6, centre the large blast marker over the model. Each unit (friend or foe) suffers a number of Strength 4 AP5 hits equal to the number of models from their unit, excluding the bearer, that are at least partially under the template. If at least one unsaved Wound is caused, the bearer is not removed as a casualty, but remains in play with a single Wound remaining. If no unsaved Wounds are caused, remove the model as a casualty.

THE SPIRIT STONE OF ANATH'LAN

Anath'lan was once one of Craftworld Biel-Tan's most skilled Farseers. Alas, pride caused him to misread the runes, dooming a maiden world to a bitter demise. Unable to forgive himself, Anath'lan died of grief. His spirit stone refused to bond with the infinity circuit, and to this day guides other Eldar away from error.

Every time the bearer of the Spirit Stone of Anath'lan attempts to manifest a psychic power, he can choose to reduce the Warp Charge cost by 1 (to a minimum of 1). If he does so, he cannot use his rune armour's invulnerable save until the start of his next turn.

RUNES OF FATE

PRIMARIS POWER

GUIDE..... WARP CHARGE 1
 The Narseer twists the strands of destiny to his will, picking out targets from amidst the swirling chaos of battle and guiding the shots of his allies into the enemy's ranks where they might do the most harm.

Guide is a blessing that targets a single friendly unit within 24". Whilst the power is in effect, the target unit can re-roll all failed To Hit rolls when shooting.

1. EXECUTIONER..... WARP CHARGE 1
 The Farseer summons an astral doppelganger and unleashes it upon the foe. This vengeful apparition carves a path through the enemy's ranks, each kill spurring it on as it rips apart flesh in a blaze of psychic energy.

Executioner is a focussed witchfire power with a range of 24". The target suffers 3 hits, resolved at the Psyker's Strength with the Fleshbane special rule and AP-. If the target is removed from play as a result, another model in the same unit suffers 2 hits as described above. If the second target is slain, a third and final model in the same unit suffers 1 hit as described above.

If the Psyker chose the first target model, he can choose the second and third target models. If the first target model was chosen randomly, then the second and third target models must also be chosen randomly. If at any point a target survives, or there are no models left in the target's unit, the power's effects end.

2. DOOM..... WARP CHARGE 2
 With a simple manipulation of that which is to come, the Farseer grants a darkened fate to a chosen foe. While this shadow rests upon the enemy's soul, death seeks them out above all others, each blow or shot that comes their way rendered inescapably lethal.

Doom is a malediction that targets a single enemy unit within 24". If the target is a non-vehicle unit, all failed To Wound rolls made against the target can be re-rolled whilst this power is in effect. If the target is a vehicle, all failed Armour Penetration rolls made against it can be re-rolled whilst this power is in effect.

3. WILL OF ASURYAN..... WARP CHARGE 2
 Sensing an approaching crux of destiny, the Farseer summons the certainty and confidence of ancient days, steeling his own mind against the horror of death even as he brings this fate to his foes. Doubt and fear are washed away from the psyker's mind, those nearby gaining grim resolve from his aura of indomitability. Even psychic powers find little purchase upon their minds.

Will of Asuryan is a blessing that targets the Psyker. Whilst the power is in effect, the Psyker and all friendly units within 12" of the Psyker have the Fearless and Adamantium Will special rules.

4. FORTUNE..... WARP CHARGE 2
 The Farseer sees possible futures to foresee imminent danger, then aids his allies in avoiding it. The terrors of the Warp recoil from the psyker's mind, while shots pass through thin air where Eldar warriors stood but a moment before.

Fortune is a blessing that targets a single friendly unit within 24". Whilst the power is in effect, the target can re-roll all failed saving throws and Deny the Witch rolls.

5. MIND WAR..... WARP CHARGE 2
 The Farseer reaches out to attack the mind of an enemy in a desperate mental duel. Foes find their thoughts invaded by the crushing presence of the Farseer, his ancient and inscrutable will extinguishing their personality with horrific ease, triggering a cascade of psychosomatic trauma.

Mind War is a focussed witchfire power with a range of 24". Both the Psyker and the target model roll a D6 and add their respective Leadership values. If the scores are drawn, the target model suffers a -1 penalty to its Weapon Skill and Ballistic Skill until the end of the following turn. If the Psyker's score is higher, the target also suffers a number of Wounds equal to the difference between the two scores. No armour or cover saves are allowed against Wounds caused by Mind War.



6. ELDRITCH STORM..... WARP CHARGE 3 OR 4
 The Farseer summons a swirling corona of energy that assails the foe with bolts of lightning and psychic shock waves. Entire platoons are devastated beneath the onslaught of the roiling tempest as the Farseer channels more and more power into his storm of destruction.

Each time this psychic power is used, choose whether it will have a Warp Charge cost of 3 or 4. This choice must be made before the Psychic test is taken. Eldritch Storm is a witchfire power with the following profiles; it uses the first if it is manifested at Warp Charge 3, and the second if it is manifested at Warp Charge 4.

Range	S	AP	Type
24"	3	3	Assault 1, Fleshbane, Haywire, Large Blast, Pinning
24"	3	3	Assault 1, Apocalyptic Blast, Fleshbane, Haywire, Pinning

RUNES OF BATTLE

The incredible discipline of the craftworld Eldar makes them amongst the most formidable psykers in the galaxy. They bring myriad powers to the battlefield, from those that subtly manipulate reality to raw destructive forces.

Note that to represent the Eldar's prodigious psychic abilities, an Eldar Psyker that generates a power from the Runes of Battle will have access to not one but two separate abilities. When using one of these psychic powers, choose which ability the Psyker is attempting to use before making the psychic test.

PRIMARIS POWER

CONCEAL/REVEAL WARP CHARGE 1

The Warlock seizes command of the darkness around him, concealing his squad from the enemy's gaze or revealing those enemies who skulk in the shadows.

Conceal is a **blessing** that targets the Psyker. Whilst the power is in effect, the Psyker has the Shrouded special rule.

Reveal is a **malediction** that targets a single enemy unit within 18". Whilst the power is in effect, all models in the target unit lose the Stealth and Shrouded special rules.

1. DESTRUCTOR/RENEWER..... WARP CHARGE 1

Caging a portion of his psychic might, the Warlock sends waves of energy forth to destroy his enemies in a burst of azure flame – or, if the need arises, heal the wounds of his allies.

Destructor is a **witchfire** power with the following profile:

Range	S	AP	Type
Template	5	4	Assault 1, Soul Blaze

Renewer is a **blessing** that targets a single friendly unit within 18". One model (of your choice) in the target unit immediately regains a Wound lost earlier in the battle. A slain model cannot be returned to play by this power.

2. EMBOLDEN/HORRIFY WARP CHARGE 1

The Warlock calls down the splendour of battle, instilling his allies with valour or sapping courage from his foes.

Embolden is a **blessing** that targets the Psyker. Whilst the power is in effect, the Psyker and his unit have the Fearless special rule.

Horriy is a **malediction** that targets a single enemy unit within 18". Whilst the power is in effect, all models in the target unit suffer a -3 penalty to their Leadership.

3. ENHANCE/DRAIN..... WARP CHARGE 1

Calling upon Khaine's immortal favour, the Warlock grants battle-skill to his allies, or strips it from his foes.

Enhance is a **blessing** that targets the Psyker. Whilst the power is in effect, the Psyker and his unit receive a +1 bonus to their Weapon Skill and Initiative.

Drain is a **malediction** that targets a single enemy unit within 18". Whilst the power is in effect, all models in the target unit suffer a -1 penalty to their Weapon Skill and Initiative.

4. PROTECT/JINX WARP CHARGE 1

Chained by runes of power, fate itself is bound to the Warlock's will.

Protect is a **blessing** that targets the Psyker. Whilst the power is in effect, the Psyker and his unit receive a +1 bonus to their Armour Save (to a maximum of 2+).

Jinx is a **malediction** that targets a single enemy unit within 18". Whilst the power is in effect, all models in the target unit suffer a -1 penalty to their Armour Save (a model with a 6+ armour save would therefore have no Armour Save).

5. QUICKEN/RESTRAIN..... WARP CHARGE 1

The Warlock twists time itself to his bidding, his outline blurring as he and his fellows move like phantoms across the field. Those cursed by his temporal manipulations find themselves moving as if through deep water.

Quicken is a **blessing** that targets the Psyker. Whilst the power is in effect, the Psyker and his unit Run an additional 3" (this will normally be D6+3").

Restrain is a **malediction** that targets a single enemy unit within 18". Whilst the power is in effect, models in the target unit cannot Run.

6. EMPOWER/ENERVATE WARP CHARGE 1

The Warlock causes his comrades to strike at their full potential, imbuing them with the might of the Eldar heroes whilst diminishing the powers of his foes.

Empower is a **blessing** that targets the Psyker. Whilst the power is in effect, the Psyker and his unit receive a +1 bonus to their Strength.

Enervate is a **malediction** that targets a single enemy unit within 18". Whilst the power is in effect, all models in the target unit suffer a -1 penalty to their Strength.



TACTICAL OBJECTIVES

The *Warhammer 40,000* describes six Tactical Objectives to use in your games that are exclusive to Eldar players and reflect the cunning and skill of their warhosts in battle.

If your Warlord has the Eldar Faction, these Tactical Objectives replace the Capture & Control Tactical Objectives (numbers 11-16) described in *Warhammer 40,000*.

If your *Warhammer 40,000* mission has the Tactical Objectives special rule, players use the normal rules for using Tactical Objectives with the following exception: when an Eldar player generates a Capture & Control objective (numbers 11, 12, 13, 14, 15 or 16), the Eldar player instead generates the corresponding Eldar Tactical Objective, as shown in the table (right). Other Tactical Objectives (numbers 21-66) are generated normally.

D66	RESULT
11	Legacy of Sorrow
12	Skyborne Assault
13	Khaine's Wrath
14	Guardians of the Hidden Path
15	Strands of Fate
16	Combined Strike

11 LEGACY OF SORROW TYPE: ELDAR

By slaying the enemy leader now, a potential disaster in the years to come can be averted.

Score 1 Victory Point at the end of your turn if an enemy character was removed as a casualty during this turn.

12 SKYBORNE ASSAULT TYPE: ELDAR

It is the birthright of the Eldar to strike with the fury of the storm, asserting their rule over stars and skies alike.

Score 1 Victory Point at the end of your turn if, during your turn, at least one enemy unit was completely destroyed by a friendly unit with the Eldar Faction and the Skimmer or Eldar Jetbike unit type. If 3 or more enemy units were completely destroyed by a friendly unit with the Eldar Faction and the Skimmer or Eldar Jetbike unit type, score D3 Victory Points instead.

13 KHAINE'S WRATH TYPE: ELDAR

Just as there is a time for subtlety and finesse, there is a time for unfettered rage and destruction.

Score 1 Victory Point at the end of your turn if, during your turn, a friendly unit with the Eldar Faction successfully charged an enemy unit. If 3 or more friendly units with the Eldar Faction made successful charges, score D3 points instead.

14 GUARDIANS OF THE HIDDEN PATH TYPE: ELDAR

Dormant though it may be, a conduit to the webway cannot be allowed to fall into enemy hands.

Roll a D6 when this Tactical Objective is generated. Score 1 Victory Point at the end of your turn if there are no enemy units within 12" of the Objective Marker whose number corresponds to the result of the D6.

15 STRANDS OF FATE TYPE: ELDAR

The myriad futures of a battle are ever in flux, but it is within the abilities of a gifted seer to edge them in his favour by being in the right place at the right time.

Roll a D6 when this Tactical Objective is generated. Immediately after rolling the D6, you can increase or decrease the result by 1 if your Warlord has the Psyker special rule. Score 1 Victory Point at the end of your turn if you control the Objective Marker whose number corresponds to the result.

16 COMBINED STRIKE TYPE: ELDAR

A well-coordinated attack is a symphony of destruction, warriors working together to become more than the sum of their parts.

Score 1 Victory Point at the end of your turn if at least one enemy unit was completely destroyed during either your Psychic, Shooting or Assault phase. Score D3 Victory Points instead if at least one enemy unit was completely destroyed in any two of these phases. Score D3+3 Victory Points instead if at least one enemy unit was destroyed in all three of these phases.

DESIGNER'S NOTE - TACTICAL OBJECTIVES CARD DECK

If you own a deck of Eldar Tactical Objective Cards, you can generate your Tactical Objectives by shuffling the deck and drawing the top card instead of rolling a D6. These should be kept face up, so your opponent can see which Tactical Objectives you have generated, unless the mission you are playing instructs you otherwise.