

# *The Eldar*



**ARMY CARDS**

- @ Combine barrage points from all battery

BP	to-hit
1-2	6+
3-4	5+
5-6	4+
7-8	3+
9+	2+

- #Refer to table to compute to-hit:

- Army indication is between parenthesis for optional units.

- PD is point defence (15cm 1D 6+ (0), 360°, always on First Fire)

- Templates are:

\* SB: Standard Barrage, 6cm diameter circle.

\* LB: Large Barrage, 12cm diameter circle.

\* ST: Small Teardrop, 5cm diameter circle ending a 10 cm long triangle.

\*LT: Large Teardrop, 6cm diameter circle ending a 25 cm long triangle.

**Standard Eldar List**

**Guardian Host**

*Eldar*

**Guardian Detachment**

6 Guardian Stands

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6 Guardian Stands

**Guardian Detachment**

6 Guardian Stands

Gold **Cost: 450**

**Guardian** *Infantry (1)*

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

*Break: 9* *Morale: 3*

**Victory points: 5**

**Defender Warhost**

*Eldar*

**Defender Detachment**

6 Guardian Stands  
3 Falcons

**Defender Detachment**

6 Guardian Stands  
3 Falcons

**Defender Detachment**

6 Guardian Stands  
3 Falcons

Gold **Cost: 850**

**Guardian** *Infantry (1)*

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

**Falcon** *Skimmer (3)*

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

*Pop-up Attack, Transport 2*

*Break: 14* *Morale: 3*

**Victory points: 9**

**Falcon Host**

*Eldar*

**Falcon Detachment**

3 Falcons

**Falcon Detachment**

3 Falcons

**Falcon Detachment**

3 Falcons

Gold **Cost: 450**

**Falcon** *Skimmer (3)*

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

*Pop-up Attack, Transport 2*

*Break: 5* *Morale: 3*

**Victory points: 5**

**Jetbike Host**

*Eldar*

**Vyper Squadron**

5 Vyers

**Jetbike Squadron**

5 Jetbikes

**Jetbike Squadron**

5 Jetbikes

Gold **Cost: 550**

**Vyper** *Skimmer (2)*

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

*Pop-up Attack*

**Jetbike** *Skimmer (2)*

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

*Pop-up Attack*

*Break: 8* *Morale: 3*

**Victory points: 6**



### Spirit Host

Eldar

Warlock Stand

#### Wraithguard Detachment

4 Wraithguard Stands

#### Wraithlord Detachment

4 Wraithlords

#### Wraithlord Detachment

4 Wraithlords

Gold

Cost: 500

### Warlock

Infantry (1)

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

Command, HQ, Elite, Psyker

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

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

**3) Eldritch Storm:** Place a SB template within 50cm and LoS and throw models to a random edge, which do no thing for the turn (rest of detachment may move). It blocks LoS. Take down one shield or hit one lowest location (-2TSM) but can move and shoot. Removed in End Phase.

### Wraithguard

Infantry (1)

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

Waystone Spirit

### Wraithlord

Walker (2)

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

Waystone Spirit

Break: Warlock Morale: -

Victory points: 5

### Tempest

Skimmer (4)

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

\* Turret, Superheavy, Pop-up Attack, PD (1)

Break: 3 Morale: 3

Victory points: 10

Gold

Cost: 1000

### Bonesinger

(Eldar)

Bonesinger Stand  
Command Falcon



Gold

Cost: 125

### Bonesinger

Infantry (1)

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

HQ, Mechanic

### Falcon

Skimmer (3)

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

Pop-up Attack, Transport 2

Break: Stand Morale: 3

Victory points: 1

### Exarchs

Eldar

4 Exarch Stands



Gold

Cost: 400

### Exarch

Infantry (1)

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

Elite, Command, HQ

Break: 2 Morale: -

Victory points: 4

## Farseer

(Eldar)

Farseer Stand  
Command Falcon



Gold

Cost: 150

## Farseer

Infantry (1)

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

Command, HQ, Psyker

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

2) **Precognitive Direction:** One Eldar detachment within 10cm may shift their orders along the line: Charge - Advance - First Fire. Optional power  
2) **Guide:** One Eldar infantry detachment within 25cm gains a +1 To-Hit bonus this turn.

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

## Falcon

Skimmer (3)

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

Pop-up Attack, Transport 2

Break: Stand      Morale: -

Victory points: 2

## Harlequin Troupe

Eldar

4 Harlequin Stands



Gold

Cost: 150

## Harlequin

Infantry (1)

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

Can reroll CC, No chaos morale effect, Hard to hit

Break: 2      Morale: 2

Victory points: 2

## Forward Observer

(Eldar)

Forward Observer Stand  
Command Falcon



Gold

Cost: 150

## Forward Observer

Infantry (1)

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

HQ, Stealth, Forward Observer

## Falcon

Skimmer (3)

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

Pop-up Attack, Transport 2

Break: Stand      Morale: -

Victory points: 2

## Master Mime

(Eldar)

Master Mime Card

Unique, (only one can be fielded except vs Chaos)



Gold

Cost: 50

## Master Mime

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

Break: -      Morale: -

Victory points: 1

### Pathfinders

Eldar

4 Pathfinder Stands



Gold

Cost: 100

### Pathfinder

Infantry (1)

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

Infiltration, Sniper, Stealth

Break: 2      Morale: 2

Victory points: 1

### Warlock

Eldar

Warlock Stand  
Command Falcon



Gold

Cost: 125

### Warlock

Infantry (1)

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

Command, HQ, Elite, Psyker

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

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

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

### Falcon

Skimmer (3)

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

Pop-up Attack, Transport 2

Break: Stand      Morale: -

Victory points: 1

### Peregrine Option

(Eldar)

Command Peregrine

Replaces one Command Falcon



Gold

Cost: 25

### Peregrine

Skimmer (3)

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

\*Turret, Pop-up Attack, PD (1), Transport 2

Break: -      Morale: -

Victory points: -

### Phantom Titan

Eldar

Phantom Titan Hull



Gold

Cost: 300

### Phantom Titan

Titan (5)

Move: 25 cm	Save: Card	CAF: +12
Weapon	Range	Shoot

Agile, Holofields, purchase 2 weapons + 2 wing weapons

Break: Model      Morale: -

Victory points: \_\_\_\_

### Phantom Titan Host

(Eldar)

3 Phantom Titan Hulls

25cm coherency



Gold

Cost: 900

### Phantom Titan

Titan (5)

Move: 25 cm	Save: Card	CAF: +12
Weapon	Range	Shoot



Agile, Holo-fields, purchase 2 weapons + 2 wing weapons

Break: Model      Morale: -

Victory points: \_\_\_\_

### Warlock Titan

Eldar

Warlock Titan Hull



Gold

Cost: 400

### Warlock Titan

Titan (5)

Move: 25 cm	Save: Card	CAF: +12
Weapon	Range	Shoot

Agile, Holo-fields, purchase 2 weapons + 2 wing weapons  
3+ Psychic Save, Psychic Powers, Special

Break: Model      Morale: -

Victory points: \_\_\_\_

### Revenant Scout Titans

(Eldar)

Revenant Scout Titan

Revenant Scout Titan



Gold

Cost: 500

### Revenant Titan

Titan (5)

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

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

Break: Model      Morale: -

Victory points: 3 VP each

### Guardian Detachment

Eldar

6 Guardian Stands

Gold

Cost: 150

### Guardian

Infantry (1)

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

Break: 3      Morale: 3

Victory points: 2

### Defender Detachment

Eldar

6 Guardian Stands

3 Falcons

Gold

Cost: 300

### Guardian

Infantry (1)

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

### Falcon

Skimmer (3)

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

Pop-up Attack, Transport 2

Break: 5      Morale: 3

Victory points: 3

**Wraithguard Detachment**  
Eldar

4 Wraithguard Stands

Gold **Cost: 100**

**Wraithguard** *Infantry (1)*

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

Waystone Spirit

Break: 4      Morale: -

**Victory points: 1**

**Dark Reapers**  
Eldar

4 Dark Reaper Stands

Gold **Cost: 250**

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

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

Elite, Quickdraw

Break: 2      Morale: 2

**Victory points: 3**

**Dire Avengers**  
Eldar

4 Dire Avenger Stands

Gold **Cost: 125**

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

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

Elite

Break: 2      Morale: 2

**Victory points: 1**

**Fire Dragons**  
Eldar

4 Fire Dragon Stands

Gold **Cost: 100**

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

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

Elite, Ignores cover

Break: 2      Morale: 2

**Victory points: 1**

**Howling Banshees**  
Eldar

4 Howling Banshee Stands

Gold **Cost: 150**

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

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

Elite, destroy charged unarmored model on 5+ (before CC). Only effective against Infantry, Cavalry, and non-robotic Light Artillery units without Fixed armor save.

Break: 2      Morale: 2

**Victory points: 2**

**Shining Spears**  
(Eldar)

4 Shining Spear Jet Bikes

Gold **Cost: 200**

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

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

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

Break: 2      Morale: 2

**Victory points: 2**

**Striking Scorpions**  
Eldar

4 Striking Scorpion Stands

Gold **Cost: 150**

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

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

Elite, CC with 3D6 againts infantry, Cavalry, and non-robotic Light Artillery units without fixed armor save.

Break: 2      Morale: 2

**Victory points: 2**

**Swooping Hawks**  
Eldar

4 Swooping Hawk Stands

Gold **Cost: 150**

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

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

Elite, Deep Strike, Hard to Hit, Jump Pack

Break: 2      Morale: 2

**Victory points: 2**

**Warp Spiders**  
(Eldar)

4 Warp Spider Stands

Gold **Cost: 200**

**Warp Spider** Infantry (1)

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

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

Break: 2      Morale: 2

**Victory points: 2**

**Wraithlord Detachment**  
Eldar

4 Wraithlords

Gold **Cost: 200**

**Wraithlord** Walker (2)

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

Waystone Spirit

Break: 4      Morale: -

**Victory points: 2**

**Jetbike Squadron**  
Eldar

5 JetBikes

Gold **Cost: 200**

**Jetbike** Skimmer (2)

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

Pop-up attack

Break: 3      Morale: 3

**Victory points: 2**

**Fire Prism**  
Eldar

Fire Prism Grav-Tank

Gold **Cost: 50**

**Fire Prism** Skimmer (3)

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

Penetrating +1, pop-up attack, Special

Break: Model      Morale: 3

**Victory points: 1**

**Vyper Squadron**  
Eldar

5 Vypers

Gold **Cost: 250**

**Vyper** Skimmer (2)

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

Pop-up attack

Break: 3      Morale: 3

**Victory points: 3**

**Firestorm Anti-Aircraft**  
Eldar

Firestorm

Gold **Cost: 150**

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

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

Pop-up attack, Anti-Aircraft

Break: Model      Morale: 3

**Victory points: 2**

**War Walker Squad**  
Eldar

3 War Walkers

Gold **Cost: 150**

**War Walker** Walker (2)

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

Break: 2      Morale: 3

**Victory points: 2**

**Falcon Squadron**  
Eldar

3 Falcons

Gold **Cost: 150**

**Falcon** Skimmer (3)

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

Pop-up Attack, Transport 2


Break: 2      Morale: 3

**Victory points: 2**



**Peregrine Squadron**  
(Eldar)

4 Peregrine Grav-Tanks

Gold  **Cost: 300**

**Peregrine** *Skimmer (3)*

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


\*Turret, Pop-up Attack, PD (1), Transport 2

Break: 2      Morale: 3

**Victory points: 3**

**Wave Serpent Squadron**  
(Eldar)

2 Wave Serpents

Gold  **Cost: 150**

**Wave Serpent** *Skimmer (3)*

Move: 25 cm	Save: 3+	CAF: +1
Weapon	Range	Shoot
Warp Wave	2d6x10cm	Special 4+ (0)


Pop-up Attack, Transport 2, Special

Break: 1      Morale: 3

**Victory points: 2**

**Bright Lance Battery**  
(Eldar)

3 Bright Lances

Gold  **Cost: 100**

**Bright Lance** *Light Artillery (1)*


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

Break: 2      Morale: 3

**Victory points: 1**

**Vibro-Cannon Battery**  
(Eldar)

3 Vibro-Cannons

Gold  **Cost: 100**

**Vibro-Cannon** *Light Artillery (1)*

Move: 10 cm	Save: -	CAF: -3
Weapon	Range	Shoot
Vibro-Cannon	75cm	Special


Special

Break: 2      Morale: 3

**Victory points: 1**

**Doomweaver Battery**  
(Eldar)

2 Doomweavers

Gold  **Cost: 150**

**Doomweaver** *Skimmer (3)*

Move: 25 cm	Save: 3+	CAF: +1
Weapon	Range	Shoot
Wire Thread	Special	Special 4+ (0)


Heavy Artillery, Special

Break: 1      Morale: 3

**Victory points: 2**

**Unicorn Battery**  
(Eldar)

2 Unicorns

Gold  **Cost: 150**

**Unicorn** *Skimmer (3)*

Move: 25 cm	Save: 3+	CAF: +2
Weapon	Range	Shoot
Vibro-Cannon	75cm	Special


Pop-up attack, Heavy Artillery, Special

Break: 1      Morale: 3

**Victory points: 2**

**Warp Hunter Battery**  
(Eldar)

2 Warp Hunters

Gold  **Cost: 200**

**Warp Hunter** *Skimmer (3)*

Move: 25 cm	Save: 3+	CAF: +1
Weapon	Range	Shoot
Warp Cannon	75cm	Special


pop-up attack, Heavy Artillery, Special

Break: 1      Morale: 3

**Victory points: 2**

**Pulse Laser Barrage**  
(Eldar)

One Orbital Barrage Round

Gold  **Cost: 2 VP**

**Pulse Laser Barrage** *Skimmer (3)*

Weapon	Range	Shoot
Orbital Barrage	Special	1d 2+ (-2)

Cost 2 VP

Break: -      Morale: -

**Victory points: -**

**Web Bomb**

(Eldar)

One Orbital Barrage Round

**Cost: 2 VP**

Gold

**Web Bomb**

Weapon	Range	Shoot
Orbital Barrage	Special	Special 4+ None

Cost 2 VP

Break: -      Morale: -

**Victory points: -**

**Fire Knight Detachment**

(Eldar)

3 Fire Knights of any type

**Cost: 250**

Gold

**All Fire knights** Knight (4)

Move: 20 cm	Save: 3+	CAF: +2/+3
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Holo-Field, Psychic Lance

**Fire Gale** CAF:+2 Knight (4)

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

**Fire Reaper** CAF:+3 Knight (4)

Lascannon	50cm	3d 5+ (-1)
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**Fire Storm** CAF:+2 Knight (4)

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

Break: 2      Morale: 2

**Victory points: 3**

**Bright Warrior Detachment**

(Eldar)

3 Bright Warriors of any type

**Cost: 300**

Gold

**All Bright Warriors** Knight (4)

Move: 25 cm	Save: 4+	CAF: +3
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Holo-Field, Psychic Lance

**Bright Stallion** Knight (4)

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

**Bright Stalker** Knight (4)

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

Break: 2      Morale: 2

**Victory points: 3**

**Towering Knight Detachment**

(Eldar)

3 Towering Knights of any type

**Cost: 350**

Gold

**All Towering Knights** Knight (4)

Move: 25 cm	Save: 2+	CAF: +5
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Holo-Field, Psychic Lance

**Towering Destroyer** Knight (4)

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

**Towering Fury** Knight (4)

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

Break: 2      Morale: 2

**Victory points: 4**

**Phoenix Fighter Bomber**

Eldar

Phoenix Fighter Bomber

**Cost: 300**

Gold

**Phoenix** Flyer (3)

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

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

Break: Model      Morale: 3

**Victory points: 3**

**Vampyre Troop Carrier**

Eldar

Vampyre Troop Carrier

**Cost: 100**

Gold

**Vampyre** Flyer (3)

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

Flyer, Transport 6

Break: Model      Morale: 3

**Victory points: 1**

**Nightwing Squadron**

Eldar

3 Nightwings

**Cost: 300**

Gold

**Nightwing** Flyer (3)

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

Flyer

Break: 2      Morale: 3

**Victory points: 3**

**Cobra**

(Eldar)

Cobra Grav-Tank

**Cost: 250**

Gold

**Cobra** Skimmer (4)

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

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

Break: Model      Morale: 3

**Victory points: 3**



<p style="text-align: center;"><b>Scorpion</b></p> <p style="text-align: center;"><i>(Eldar)</i></p> <p style="text-align: center;">Scorpion Grav-Tank</p> <p><b>Cost: 250</b></p>	<p><b>Scorpion</b> <i>Skimmer (4)</i></p> <table border="1"> <tr> <td>Move: 20 cm</td> <td>Save: 1+</td> <td>CAF: +5</td> </tr> <tr> <th>Weapon</th> <th>Range</th> <th>Shoot</th> </tr> <tr> <td>Shuriken Cannon</td> <td>25cm</td> <td>2d 5+ (-1)</td> </tr> <tr> <td>Pulse Laser x 2</td> <td colspan="2">Choose one mode</td> </tr> <tr> <td>Concentrated *</td> <td>75cm</td> <td>1d 3+ (-2)</td> </tr> <tr> <td>Spread</td> <td>75cm</td> <td>8SB 3+ (0)</td> </tr> </table> <p><i>*D3 hits &amp; Damages Buildings, Superheavy, pop-up attack, PD(3)</i></p> <p>Break: Model      Morale: 3</p> <p style="text-align: center;"><b>Victory points: 3</b></p>	Move: 20 cm	Save: 1+	CAF: +5	Weapon	Range	Shoot	Shuriken Cannon	25cm	2d 5+ (-1)	Pulse Laser x 2	Choose one mode		Concentrated *	75cm	1d 3+ (-2)	Spread	75cm	8SB 3+ (0)
Move: 20 cm	Save: 1+	CAF: +5																	
Weapon	Range	Shoot																	
Shuriken Cannon	25cm	2d 5+ (-1)																	
Pulse Laser x 2	Choose one mode																		
Concentrated *	75cm	1d 3+ (-2)																	
Spread	75cm	8SB 3+ (0)																	
<p style="text-align: center;"><b>Storm Serpent</b></p> <p style="text-align: center;"><i>(Eldar)</i></p> <p style="text-align: center;">Storm Serpent Grav-Tank</p> <p><b>Cost: 300</b></p>	<p><b>Storm Serpent</b> <i>Skimmer (4)</i></p> <table border="1"> <tr> <td>Move: 20 cm</td> <td>Save: 1+</td> <td>CAF: +3</td> </tr> <tr> <th>Weapon</th> <th>Range</th> <th>Shoot</th> </tr> <tr> <td>Shuriken Cannon</td> <td>25cm</td> <td>4d 5+ (-1)</td> </tr> </table> <p><i>Holo-field, Superheavy, pop-up attack, PD (3), Special</i></p> <p>Break: Model      Morale: 3</p> <p style="text-align: center;"><b>Victory points: 3</b></p>	Move: 20 cm	Save: 1+	CAF: +3	Weapon	Range	Shoot	Shuriken Cannon	25cm	4d 5+ (-1)									
Move: 20 cm	Save: 1+	CAF: +3																	
Weapon	Range	Shoot																	
Shuriken Cannon	25cm	4d 5+ (-1)																	
<p style="text-align: center;"><b>Tempest Squadron</b></p> <p style="text-align: center;"><i>Eldar</i></p> <p style="text-align: center;">3 Tempest Grav-Tanks</p> <p><b>Cost: 550</b></p>	<p><b>Tempest</b> <i>Skimmer (4)</i></p> <table border="1"> <tr> <td>Move: 25 cm</td> <td>Save: 1+</td> <td>CAF: +4</td> </tr> <tr> <th>Weapon</th> <th>Range</th> <th>Shoot</th> </tr> <tr> <td>Tempest Laser *</td> <td>100cm</td> <td>2d 4+ (-3)</td> </tr> <tr> <td>Shuriken Cannon</td> <td>25cm</td> <td>2d 5+ (-1)</td> </tr> </table> <p><i>* Turret, Superheavy, pop-up attack, PD (1)</i></p> <p>Break: 2      Morale: 3</p> <p style="text-align: center;"><b>Victory points: 6</b></p>	Move: 25 cm	Save: 1+	CAF: +4	Weapon	Range	Shoot	Tempest Laser *	100cm	2d 4+ (-3)	Shuriken Cannon	25cm	2d 5+ (-1)						
Move: 25 cm	Save: 1+	CAF: +4																	
Weapon	Range	Shoot																	
Tempest Laser *	100cm	2d 4+ (-3)																	
Shuriken Cannon	25cm	2d 5+ (-1)																	
<p style="text-align: center;"><b>Void Spinner</b></p> <p style="text-align: center;"><i>(Eldar)</i></p> <p style="text-align: center;">Void Spinner Grav-Tank</p> <p><b>Cost: 200</b></p>	<p><b>Void Spinner</b> <i>Skimmer (4)</i></p> <table border="1"> <tr> <td>Move: 20 cm</td> <td>Save: 1+</td> <td>CAF: +3</td> </tr> <tr> <th>Weapon</th> <th>Range</th> <th>Shoot</th> </tr> <tr> <td>Void Spinner</td> <td>100cm</td> <td>8SB 3+ (-3)</td> </tr> <tr> <td>Shuriken Cannon</td> <td>25cm</td> <td>2d 5+ (-1)</td> </tr> </table> <p><i>Superheavy, pop-up attack, PD (1)</i></p> <p>Break: Model      Morale: 3</p> <p style="text-align: center;"><b>Victory points: 2</b></p>	Move: 20 cm	Save: 1+	CAF: +3	Weapon	Range	Shoot	Void Spinner	100cm	8SB 3+ (-3)	Shuriken Cannon	25cm	2d 5+ (-1)						
Move: 20 cm	Save: 1+	CAF: +3																	
Weapon	Range	Shoot																	
Void Spinner	100cm	8SB 3+ (-3)																	
Shuriken Cannon	25cm	2d 5+ (-1)																	

**Codex Craftworld List**

## Avatar

All Craftworlds



Avatar

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



Gold

Cost: Free

## Avatar

Infantry (4)

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

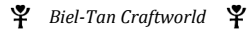
Command, Fear, Fearless, Hard to Hit. 2+ save against absolutely everything. Compulsory 15cm move to engage the nearest enemy in Close Combat. If not engaged, fire at the nearest enemy model.

Break: Model

Morale: -

Victory points: 2

## Biel-Tan Phoenix Host



Phoenix Lord

Any Aspect Warrior Detachment

Phoenix Lord

Any Aspect Warrior Detachment

Phoenix Lord

Any Aspect Warrior Detachment

Gold

Cost: 200 + aspect w. detachments

## Dark Reaper

Elite, Quickdraw Infantry (1)

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

## Dire Avenger

Elite Infantry (1)

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

## Fire Dragon

Elite, Ignores cover Infantry (1)

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

## Howling Banshee

Elite, Special Infantry (1)

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

## Striking Scorpion

Elite, Special Infantry (1)

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

## Swooping Hawk

Infantry (1)

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

Elite, Deep Strike, Hard to Hit, Jump Pack

## Warp Spider

Infantry (1)

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

Elite, Special

## Phoenix Lord

Infantry (1)

Command, HQ	CAF: +8
-------------	---------

Break: 8

Morale: 1

Victory points: 2+ \_\_\_\_\_

## Iyanden Wraith Host



Warlock Stand

## Wraithguard Detachment

4 Wraithguard Stands

## Wraithlord Detachment

4 Wraithlords

## Wraithlord Detachment

4 Wraithlords

## Wraithlord Detachment

4 Wraithlords

Gold

Cost: 500

## Spiritseer



Spiritseer Stand

Command Falcon



Gold

Cost: 100

## Warlock

Infantry (1)

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

Command, HQ, Psyker

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

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

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

## Wraithguard

Infantry (1)

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

Waystone Spirit

## Wraithlord

Walker (2)

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

Waystone Spirit

Break: Warlock

Morale: -

Victory points: 5

## Spiritseer

Infantry (1)

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

Command, HQ, Psyker

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

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

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

## Falcon

Skimmer (3)

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

Pop-up Attack, Transport 2

Break: Stand

Morale: -

Victory points: 1

**Salm-Hann Wind Rider Host**

☯ Saim-Hann Craftworld ☯

**Vyper Squadron**

5 Vypers

**Vyper Squadron**

5 Vypers

**Jetbike Squadron**

5 Jetbikes

**Jetbike Squadron**

5 Jetbikes

**Jetbike Squadron**

5 Jetbikes

**Unique**

Gold **Cost: 750**

**Vyper** Skimmer (2)

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

Pop-up Attack

**Jetbike** Skimmer (2)

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

Pop-up Attack

Break: 13      Morale: 3

**Victory points: 8**

**Warlock on Jetbike**

☯ Saim-Hann Craftworld ☯

Warlock on Jetbike



Gold **Cost: 125**

**Warlock on Jetbike** Skimmer (2)

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

Pop-up Attack, Command, HQ, Elite, Psyker

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

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

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

Break: Stand      Morale: -

**Victory points: 1**

**Farseer on Jetbike**

☯ Saim-Hann Craftworld ☯

Farseer on Jetbike



Gold **Cost: 150**

**Farseer on Jetbike** Skimmer (2)

Move: 35 cm	Save: 6+f	CAF: +3
Weapon	Range	Shoot
Shuriken Catapult	15cm	1d 5+ (0)

Pop-up Attack, Command, HQ, Psyker

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

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

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

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

Break: Stand      Morale: -

**Victory points: 2**

**Revenant Scout Titans**

☯ Saim-Hann Craftworld ☯

Revenant Scout Titan

Revenant Scout Titan

Gold **Cost: 500**

**Revenant Titan** Titan (5)

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

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

Break: Model      Morale: -

**Victory points: 3 VP each**

**Alaitoc Rangers**

⚔ Alaitoc Craftworld ⚔

4 Alaitoc Ranger Stands

Gold **Cost: 100**

**Alaitoc Ranger** Infantry (1)

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

Infiltration, Sniper, Stealth, Deploy anywhere

Break: 2      Morale: 2

**Victory points: 1**

### Ulthwe Black Guardian Host



#### Guardian Detachment

6 Guardian Stands

#### Guardian Detachment

6 Guardian Stands

#### Guardian Detachment

6 Guardian Stands

#### Guardian Detachment

6 Guardian Stands



Cost: 450

### Guardian

Infantry (1)

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

Break: 12      Morale: 3

Victory points: 5

### Guardian Storm Squadron



4 Guardian Heavy Weapon Stands



Cost: 200

### Guardian Heavy Weapon

Infantry (1)

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

Break: 2      Morale: 3

Victory points: 2

**Titan Weapons**

### Distortion Cannon

#### Arm

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

Gold

Cost: 75

### Distortion Cannon

Weapon	Range	Shoot
Distortion Cannon	75cm	SB 3+ None

Always scatters, Penetrating +3, destroys buildings

### Pulsar

#### Arm

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

Gold

Cost: 150

### Pulsar

Weapon	Range	Shoot
Concentrated *	75cm	1d 3+ (-2)
Spread	75cm	8SB 3+ (0)

\* D3 hits & Damages Buildings.

### Heat Lance

#### Arm

This weapon is extremely deadly at close range.

Gold

Cost: 50

### Heat Lance

Weapon	Range	Shoot
Short Range	0-25cm	1d 2+ (-5)
Medium Range	26-50cm	1d 3+ (-4)
Long Range	51-75cm	1d 4+ (-3)

Penetrating +5/ +4/ +3.

### Tremor Cannon

#### Arm

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

Gold

Cost: 85

### Tremor Cannon

Weapon	Range	Shoot
Tremor Cannon	100cm	1d 3+ (-2)

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

### Power Fist

#### Arm

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

Gold

Cost: 50

### Power Fist

Weapon	Range	Shoot
Power Fist	50cm	4d 4+ (-1)

Shoot or do a Grab Attack at +1 in Close Combat. Destroy Buildings with -4 modifier.

### Flamewind

#### Wing

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

Gold

Cost: 45

### Flamewind

Weapon	Range	Shoot
Flamewind	100cm	1d 4+ (-2)

Anti-Aircraft

### Psychic Lance

#### Arm

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

Gold

Cost: 75

### Psychic Lance

Weapon	Range	Shoot
Psychic Lance	50cm	SB 4+ None

Non-physical psychic attack, Warlock Titans hit on 3+. Praetorian take damage to the head/ bridge location. Psychic saving throws apply to resist this attack. Models with robotically controlled minds or equipment are immune.

### Lascannon Wing

#### Wing

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

Gold

Cost: 75

### Lascannon

Weapon	Range	Shoot
Lascannon	75cm	2d 3+ (-2)

### Missile Launcher Wing

#### Wing

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

Gold

Cost: 25

### Missile Launcher

Weapon	Range	Shoot
Missile Launcher	100cm	4SB 5+ (0)

*Optional Rule: If a titan is equipped with two Missile Launcher wings, they may be combined as per the artillery rules.*



**Harlequin Masque List**

### Harlequin Masque

⌘ Harlequin ⌘

Great Harlequin Stand  
Command Venom

#### Harlequin troupe

4 Harlequin Stands

#### Harlequin troupe

4 Harlequin Stands

#### Harlequin troupe

4 Harlequin Stands

#### Death Jester troupe

4 Death Jester Stands

Gold

Cost: 650

### Great Harlequin Infantry (1)

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

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

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

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

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

### Venom Skimmer (3)

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

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

### Harlequin Infantry (1)

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

Can reroll CC, No chaos morale effect, Hard to hit

### Death Jester Infantry (1)

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

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

Break: 9 Morale: 2

Victory points: 7

### Solitaire

⌘ Harlequin ⌘

Solitaire Strand



Gold

Cost: 150

### Solitaire Infantry (1)

Move: 15 cm	Save: 4+f	CAF: +10
Weapon	Range	Shoot
Neuro-Disruptor	ST	Morale or death

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

Break: Stand

Morale: -

Victory points: 2

### Shadowseer

⌘ Harlequin ⌘

Shadowseer Stand  
Command Venom



Gold

Cost: 150

### Shadowseer Infantry (1)

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

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

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

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

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

### Venom Skimmer (3)

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

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

Break: Stand Morale: 1

Victory points: 2

### Venom Squadron

⌘ Harlequin ⌘

4 Venoms

Gold

Cost: 150

### Venom Skimmer (3)

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

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

Break: 2

Morale: 3

Victory points: 2

### Death Jester Troupe

⌘ Harlequin ⌘

4 Death Jester Stands

Gold

Cost: 250

### Death jester Infantry (1)

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

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

Break: 2

Morale: 2

Victory points: 3

<p style="text-align: center;"><b>Harlequin Troupe</b></p> <p style="text-align: center;">⌘ Harlequin ⌘</p> <p style="text-align: center;">4 Harlequin Stands</p> <p><small>Gold</small> <b>Cost: 150</b></p>	<p><b>Harlequin</b> <span style="float: right;"><i>Infantry (1)</i></span></p> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td>Move: 10 cm</td> <td>Save: -</td> <td>CAF: +6</td> </tr> <tr> <th>Weapon</th> <th>Range</th> <th>Shoot</th> </tr> <tr> <td>Shuriken Pistol</td> <td>25cm</td> <td>1d 5+ (0)</td> </tr> </table> <p><i>Can reroll CC, No chaos morale effect, Hard to hit</i></p> <p style="text-align: center;">Break: 2      Morale: 2</p> <p style="text-align: center;"><b>Victory points: 2</b></p>	Move: 10 cm	Save: -	CAF: +6	Weapon	Range	Shoot	Shuriken Pistol	25cm	1d 5+ (0)
Move: 10 cm	Save: -	CAF: +6								
Weapon	Range	Shoot								
Shuriken Pistol	25cm	1d 5+ (0)								
<p style="text-align: center;"><b>Harlequin Jetbike Squadron</b></p> <p style="text-align: center;">⌘ Harlequin ⌘</p> <p style="text-align: center;">4 Harlequin Jetbike Stands</p> <p><small>Gold</small> <b>Cost: 250</b></p>	<p><b>Harlequin Jetbike</b> <span style="float: right;"><i>Skimmer (2)</i></span></p> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td>Move: 35 cm</td> <td>Save: -</td> <td>CAF: +5</td> </tr> <tr> <th>Weapon</th> <th>Range</th> <th>Shoot</th> </tr> <tr> <td>Shuriken catapult</td> <td>15cm</td> <td>1d 5+ (0)</td> </tr> </table> <p><i>No Chaos Moral effect, Hard to Hit, pop-up attack</i></p> <p style="text-align: center;">Break: 3      Morale: 2</p> <p style="text-align: center;"><b>Victory points: 3</b></p>	Move: 35 cm	Save: -	CAF: +5	Weapon	Range	Shoot	Shuriken catapult	15cm	1d 5+ (0)
Move: 35 cm	Save: -	CAF: +5								
Weapon	Range	Shoot								
Shuriken catapult	15cm	1d 5+ (0)								
<p style="text-align: center;"><b>Master Mime</b></p> <p style="text-align: center;">⌘ Harlequin ⌘</p> <p style="text-align: center;">MAster Mime Card</p> <p><small>Gold</small> <b>Cost: 50</b></p>	<p><b>Master Mime</b></p> <p><i>Play during the order phase. Aimed unit loses its order, and can't get any order until it success in a moral check, tested every end phase.</i></p> <p style="text-align: center;">Break: -      Morale: -</p> <p style="text-align: center;"><b>Victory points: 1</b></p>									
<p style="text-align: center;"><b>Mime Troupe</b></p> <p style="text-align: center;">⌘ Harlequin ⌘</p> <p style="text-align: center;">4 Mime Stands</p> <p><small>Gold</small> <b>Cost: 125</b></p>	<p><b>Mime</b> <span style="float: right;"><i>Infantry (1)</i></span></p> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td>Move: 10 cm</td> <td>Save: -</td> <td>CAF: +3</td> </tr> <tr> <th>Weapon</th> <th>Range</th> <th>Shoot</th> </tr> <tr> <td>Pistol/Sword</td> <td>25cm</td> <td>1d 5+ (0)</td> </tr> </table> <p><i>Can reroll CC, No Chaos Moral effect, Hard to Hit, Deep Strike</i></p> <p style="text-align: center;">Break: 2      Morale: 3</p> <p style="text-align: center;"><b>Victory points: 1</b></p>	Move: 10 cm	Save: -	CAF: +3	Weapon	Range	Shoot	Pistol/Sword	25cm	1d 5+ (0)
Move: 10 cm	Save: -	CAF: +3								
Weapon	Range	Shoot								
Pistol/Sword	25cm	1d 5+ (0)								

**Dark Eldar List**

### Raider Kabal

Dark Eldar

Dracon  
Incubi stand  
Command Raider

#### Warrior Cadre

6 Warrior Stands  
3 Raiders

#### Warrior Cadre

6 Warrior Stands  
3 Raiders

#### Warrior Cadre

6 Warrior Stands  
3 Raiders

Gold

Cost: 900

#### Dracon

Infantry (1)

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

Elite, HQ, Dodge

#### Incubi

Infantry (1)

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

Elite, Dodge

#### Warrior

Infantry (1)

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

#### Raider

Skimmer (3)

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

Open Top Vehicle, pop-up attack, Transport 2

Break: 15      Morale: 3

Victory points: 9

### Grotesque Cult

Dark Eldar

Haemonculus  
5 Grotesque Stands  
3 Raiders

#### Talos Battery

6 Talos

Gold

Cost: 600

#### Haemonculus

Infantry (1)

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

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

#### Grotesque

Infantry (1)

Move: 10 cm	Save: 6+f	CAF: +3
Weapon	Range	Shoot
Claws	-	-

Stupid, Terror

#### Raider

Skimmer (3)

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

Open Top Vehicle, pop-up attack, Transport 2

#### Talos

Skimmer (2)

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

Pop-up attack, AI

Break: 8      Morale: 3

Victory points: 6

### Wych Cult

Dark Eldar

Dracite  
Wych Stand  
Command Raider

#### Wych Cadre

6 Wych Stands

#### Wych Cadre

6 Wych Stands

#### Wych Cadre

6 Wych Stands

#### Warp Beasts Pack

Beastmaster Stand  
5 Warp Beasts Stands

Gold

Cost: 800

#### Dracite

Infantry (1)

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

Elite, HQ, Dodge

#### Wych

Infantry (1)

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

Dodge

#### Beastmaster

Infantry (1)

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

HQ, Dodge, Triple charge

#### Warp Beast

Cavalry (2)

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

Triple Charge

Break: 14      Morale: 3

Victory points: 8

### Reaver Kabal

Dark Eldar

Reaver Jetbike Squadron  
6 Reaver Jetbike Stands

Reaver Jetbike Squadron  
6 Reaver Jetbike Stands

Reaver Jetbike Squadron  
6 Reaver Jetbike Stands

Gold

Cost: 600

#### Reaver Jetbike

Skimmer (2)

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

Pop-up attack

Break: 9      Morale: 3

Victory points: 6

### Ravager Kabal

Dark Eldar

#### Ravager Squadron

3 Ravagers

#### Ravager Squadron

3 Ravagers

#### Ravager Squadron

3 Ravagers

Gold

Cost: 650

### Ravager Skimmer (3)

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

Pop-up attack

Break: 5 Morale: 3

Victory points: 7

### Archite

Dark Eldar

Archite  
Wych Stand  
Combat Barge

Gold

Cost: 100

### Archite Infantry (1)

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

Command, Elite, HQ, Shadow Field, Dodge

### Wych Infantry (1)

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

Dodge

### Combat Barge Skimmer (3)

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

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

Break: Archite Morale: 1

Victory points: 1

### Archon

Dark Eldar

Archon  
Incubi Stand  
Combat Barge

Gold

Cost: 100

### Archon Infantry (1)

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

Command, Elite, HQ, Shadow Field, Dodge

### Incubi Infantry (1)

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

Elite, Dodge

### Combat Barge Skimmer (3)

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

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

Break: Archon Morale: 1

Victory points: 1

### Incubi Cadre

Dark Eldar

6 Incubi Stands



Gold

Cost: 150

### Incubi Infantry (1)

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

Elite, Dodge

Break: 6 Morale: 1

Victory points: 2

### Shadow Spinner

Dark Eldar

Shadow Spinner Scout Titan



Gold

Cost: 200

### Shadow Spinner Titan (5)

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

Agile, Shadow Field, Dodge

Break: Model      Morale: -

Victory points: 2

### Shadow Spinner Squadron

Dark Eldar

Shadow Spinner Scout Titan

Shadow Spinner Scout Titan



Gold

Cost: 400

### Shadow Spinner Titan (5)

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

Agile, Shadow Field, Dodge

Break: Each      Morale: -

Victory points: 2 Each

### Webway Portal

Dark Eldar

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

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

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



Gold

Cost: +300

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

Break: -      Morale: -

Victory points: +3

### Combat Drugs

Dark Eldar

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

Gold

Cost: +50

Take one random effect at the start of the game:  
 1. +1 CAF  
 2. Unit becomes Fearless  
 3. [Wych or Beastmaster only] Triple movement on charge

Break: -      Morale: -

Victory points: -

### Hellion Cadre

Dark Eldar

6 Hellion Stands

Gold

Cost: 250

### Hellion Skimmer (2)

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

Pop-up attack

Break: 3      Morale: 3

Victory points: 3

**Mandrake Cadre**  
Dark Eldar

6 Mandrake Stands

Gold **Cost: 200**

**Mandrake** *Infantry (1)*

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

*Infiltrate, Stealth*

Break: 3      Morale: 3

**Victory points: 2**

**Scourge Cadre**  
Dark Eldar

6 Scourge Stands

Gold **Cost: 300**

**Scourge** *Infantry (1)*

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

*Jump Pack*

Break: 3      Morale: 3

**Victory points: 3**

**Warrior Cadre**  
Dark Eldar

6 Warrior Stands  
3 Raiders

Gold **Cost: 300**

**Warrior** *Infantry (1)*

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

**Raider** *Skimmer (3)*

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

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

Break: 5      Morale: 3

**Victory points: 3**

**Wych Cadre**  
Dark Eldar

6 Wych Stands

Gold **Cost: 200**

**Wych** *Infantry (1)*

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

*Dodge*

Break: 3      Morale: 3

**Victory points: 2**

**Warp Beasts Pack**  
Dark Eldar

Beastmaster Stand  
5 Warp Beasts Stands

Gold **Cost: 200**

**Beastmaster** *Infantry (1)*

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

*HQ, Dodge, Triple charge*

**Warp Beast** *Cavalry (2)*

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

*Triple Charge*

Break: 3      Morale: 3

**Victory points: 2**

**Shadow Raider**  
Dark Eldar

Shadow Raider

Gold **Cost: 150**

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

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

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

Break: Model      Morale: 3

**Victory points: 2**

**Talos Battery**  
Dark Eldar

6 Talos

Gold **Cost: 300**

**Talos** *Skimmer (2)*

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

*Pop-up attack, AI*

Break: 3      Morale: -

**Victory points: 3**

**Reaver Jetbike Squadron**  
Dark Eldar

6 Reaver Jetbike Stands

Gold **Cost: 250**

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

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

*Pop-up attack*

Break: 3      Morale: 3

**Victory points: 3**



**Ravager Squadron**  
Dark Eldar

3 Ravagers

Gold **Cost: 225**

**Ravager** Skimmer (3)  
Move: 30 cm Save: 4+ CAF: +2

Weapon	Range	Shoot
Dark Lance	75cm	1d 4+ (-2)
Disintegrators	50cm	2d 5+ (-1)

Pop-up attack

Break: 2 Morale: 3  
**Victory points: 2**

**Raider Squadron**  
Dark Eldar

3 Raiders

Gold **Cost: 150**

**Raider** Skimmer (3)  
Move: 30 cm Save: 5+ CAF: +0

Weapon	Range	Shoot
Dark Lance	75cm	1d 4+ (-2)

Open Top Vehicle, pop-up attack, Transport 2

Break: 2 Morale: 3  
**Victory points: 2**

**Banshee Battery**  
Dark Eldar

3 Banshee AA Raiders

Gold **Cost: 225**

**Banshee** Skimmer (3)  
Move: 30 cm Save: 5+ CAF: +0

Weapon	Range	Shoot
Splinterstorm	75cm	3d 4+ (-1)

Anti-Aircraft, pop-up attack

Break: 2 Morale: 3  
**Victory points: 2**

**Enslaver Battery**  
Dark Eldar

3 Enslaver Raiders

Gold **Cost: 225**

**Enslaver** Skimmer (3)  
Move: 30 cm Save: 5+ CAF: +0

Weapon	Range	Shoot
Net-Trhower	LoS	Special

Heavy Artillery, pop-up attack

Break: 2 Morale: 3  
**Victory points: 2**

**Phoenix Fighter Bomber**  
Dark Eldar

Phoenix Fighter Bomber

Gold **Cost: 300**

**Phoenix** Flyer (3)  
Move: 75 cm Save: 3+ CAF: +2

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

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

Break: Model Morale: 3  
**Victory points: 3**

**Raven Squadron**  
Dark Eldar

3 Raven Interceptors

Gold **Cost: 275**

**Raven Interceptor** Flyer (3)  
Move: 115 cm Save: 5+ CAF: +5

Weapon	Range	Shoot
Dark Lances	25cm	2d 4+ (-2)
Splinter Cannon	25cm	2d 5+ (0)

Flyer, Shadow Field

Break: 2 Morale: 3  
**Victory points: 3**

**Razorwing**  
Dark Eldar

Razorwing Fighter-Bomber

Gold **Cost: 200**

**Razorwing Fighter-Bomber** Flyer (3)  
Move: 90 cm Save: 5+ CAF: +2

Weapon	Range	Shoot
Dark Lances	25cm	2d 4+ (-2)
Splinter Cannon	25cm	2d 5+ (-1)
Horrofex *	Los	SB

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

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

**Spectre Assault Transport**  
Dark Eldar

Spectre Assault Transport

Gold **Cost: 150**

**Spectre Assault Transport** Flyer (3)  
Move: 100 cm Save: 4+ CAF: +1

Weapon	Range	Shoot
Splinter Cannon	25cm	6d 5+ (-1)
Missiles	25cm	4SB 5+ (-1)

Flyer, Shadow Field, Transport 6

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

**Raptor Missile**

(Dark Eldar)

One Orbital Barrage Round

Gold

Cost: 2 VP

**Raptor Missile**

Weapon	Range	Shoot
Orbital Barrage	Special	8SB 3+ (-3)

Special, Costs 2VP, Scatters 1D6cm, Destroy Buildings

Break: -      Morale: -

Victory points: -

**Web Bomb**

(Dark Eldar)

One Orbital Barrage Round

Gold

Cost: 2 VP

**Web Bomb**

Weapon	Range	Shoot
Orbital Barrage	Special	Special 4+ None

Cost 2 VP

Break: -      Morale: -

Victory points: -

**Eldar Knights List**

### Eldar Knight Warhost

Eldar Knights

#### Fire Knight Detachment

3 Fire Knights of any type

#### Bright Warrior Detachment

3 Bright Warriors of any type

#### Towering Knight Detachment

3 Towering Knights of any type

Gold

Cost: 800

#### All Fire knights

Holo-Field, Psychic Lance

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

#### Fire Gale

CAF:+2 Knight (4)

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

Scatter Laser 25cm 3d 5+ (0)

#### Fire Reaper

CAF:+3 Knight (4)

Lascannon 50cm 3d 5+ (-1)

#### Fire Storm

CAF:+2 Knight (4)

Missiles 100cm 4SB 5+ (-2)

Shuriken 25cm 2d 6+ (0)

#### All Bright Warriors

Holo-Field, Psychic Lance,

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

#### Bright Stallion

Knight (4)

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

Scatter Laser 25cm 3d 5+ (0)

#### Bright Stalker

Knight (4)

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

Lascannon 50cm 1d 5+ (-1)

#### All Towering Knights

Holo-Field, Psychic Lance

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

#### Towering Destroyer

Knight (4)

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

Scatter Laser 25cm 3d 5+ (0)

#### Towering Fury

Knight (4)

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

Lascannon 50cm 1d 5+ (-1)

Victory points: 8

Break: 5

Morale: 2

### Jetbike Host

Eldar Knights

#### Vyper Squadron

5 Vypers

#### Jetbike Squadron

5 Jetbikes

#### Jetbike Squadron

5 Jetbikes

Gold

Cost: 550

### Vyper

Skimmer (2)

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

Weapon	Range	Shoot
Shuriken Cannon	25cm	2d 5+ (0)
Shuriken Catapult	15cm	1d 5+ (0)

Pop-up Attack

### Jetbike

Skimmer (2)

Move: 35 cm Save: - CAF: +3

Weapon	Range	Shoot
Shuriken Catapult	15cm	1d 5+ (0)

Pop-up Attack

Break: 8

Morale: 3

Victory points: 6

### Defender Warhost

Eldar Knights

#### Defender Detachment

6 Guardian Stands

3 Falcons

#### Defender Detachment

6 Guardian Stands

3 Falcons

#### Defender Detachment

6 Guardian Stands

3 Falcons

Gold

Cost: 850

### Guardian

Infantry (1)

Move: 10 cm Save: - CAF: +0

Weapon	Range	Shoot
Shuriken	50cm	1d 5+ (0)

### Falcon

Skimmer (3)

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

Weapon	Range	Shoot
Lascannon	75cm	1d 4+ (-2)

Pop-up Attack, Transport 2

Break: 14

Morale: 3

Victory points: 9

### Harlequin Troupe

Eldar Knights

4 Harlequin Stands



Gold

Cost: 150

### Harlequin

Infantry (1)

Move: 10 cm Save: - CAF: +6

Weapon	Range	Shoot
Shuriken Pistol	25cm	1d 5+ (0)

Can reroll CC, No chaos morale effect, Hard to hit

Break: 2

Morale: 2

Victory points: 2

### Pathfinders

Eldar Knights

4 Pathfinder Stands



Gold

Cost: 100

### Pathfinder Infantry (1)

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

Infiltration, Sniper, Stealth

Break: 2      Morale: 2

Victory points: 1

### Knight Baron

Eldar Knights

Baron in Towering Destroyer



Gold

Cost: 200

### Knight Baron Knight (4)

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

Holo-field, Psychic Lance, Command, HQ

Break: Model      Morale: -

Victory points: 2

### Warlock

Eldar Knights

Warlock Stand  
Command Falcon



Gold

Cost: 125

### Warlock Infantry (1)

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

Command, HQ, Elite, Psyker

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

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

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

### Falcon Skimmer (3)

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

Pop-up Attack, Transport 2

Break: Stand      Morale: -

Victory points: 1

### Guardian Detachment

Eldar Knights

6 Guardian Stands

Gold

Cost: 150

### Guardian Infantry (1)

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

Break: 3      Morale: 3

Victory points: 2

### Defender Detachment

Eldar Knights

6 Guardian Stands  
3 Falcons

Gold

Cost: 300

### Guardian Infantry (1)

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

### Falcon Skimmer (3)

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


Pop-up Attack, Transport 2

Break: 5      Morale: 3

Victory points: 3

**Jetbike Squadron**  
Eldar Knights

5 JetBikes

Gold  **Cost: 200**

**Jetbike** *Skimmer (2)*

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


Pop-up attack

Break: 3      Morale: 3

**Victory points: 2**

**Vyper Squadron**  
Eldar Knights

5 Vypers

Gold  **Cost: 250**

**Vyper** *Skimmer (2)*

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


Pop-up attack

Break: 3      Morale: 3

**Victory points: 3**

**War Walker Squad**  
Eldar Knights

3 War Walkers

Gold  **Cost: 150**

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


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

Break: 2      Morale: 3

**Victory points: 2**

**Firestorm Anti-Aircraft**  
Eldar Knights

Firestorm

Gold  **Cost: 150**

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

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


Pop-up attack, Anti-Aircraft

Break: Model      Morale: 3

**Victory points: 2**

**Falcon Squadron**  
Eldar Knights

3 Falcons

Gold  **Cost: 150**

**Falcon** *Skimmer (3)*

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


Pop-up Attack, Transport 2

Break: 2      Morale: 3

**Victory points: 2**

**Bright Lance Battery**  
Eldar Knights

3 Bright Lances

Gold  **Cost: 100**

**Bright Lance** *Light Artillery (1)*

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

Break: 2      Morale: 3

**Victory points: 1**

**Fire Knight Detachment**  
Eldar Knights

3 Fire Knights of any type

Gold  **Cost: 250**

**All Fire knights** *Knight (4)*

Move: 20 cm	Save: 3+	CAF: +2/+3
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Holo-Field, Psychic Lance

**Fire Gale** CAF:+2 *Knight (4)*

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

**Fire Reaper** CAF:+3 *Knight (4)*

Lascannon	50cm	3d 5+ (-1)
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**Fire Storm** CAF:+2 *Knight (4)*


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

Break: 2      Morale: 2

**Victory points: 3**

**Bright Warrior Detachment**  
Eldar Knights

3 Bright Warriors of any type

Gold  **Cost: 300**

**All Bright Warriors** *Knight (4)*

Move: 25 cm	Save: 4+	CAF: +3
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Holo-Field, Psychic Lance

**Bright Stallion** *Knight (4)*

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

**Bright Stalker** *Knight (4)*

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

Break: 2      Morale: 2

**Victory points: 3**

### Towering Knight Detachment

Eldar Knights

3 Towering Knights of any type

Gold

Cost: 350

### All Towering Knights *Knight (4)*

Move: 25 cm    Save: 2+    CAF: +5

*Holo-Field, Psychic Lance*

### Towering Destroyer *Knight (4)*

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

### Towering Fury *Knight (4)*

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

Break: 2    Morale: 2

Victory points: 4

**Eldar Exodites List**



**Defender Host**

*Exodites*

**Fusilier Detachment**  
6 Fusilier Stands

**Fusilier Detachment**  
6 Fusilier Stands

**Fusilier Detachment**  
6 Fusilier Stands

Gold **Cost: 450**

**Fusilier** *Infantry (1)*

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

*Break: 9* *Morale: 3*

**Victory points: 5**

**Dragon Host**

*Exodites*

**Dragon Knight Squadron**  
5 Dragon Knight Stands

**Dragon Knight Squadron**  
5 Dragon Knight Stands

**Dragon Knight Squadron**  
5 Dragon Knight Stands

Gold **Cost: 600**

**Dragon Knight** *Cavalry (2)*

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

*Break: 8* *Morale: 3*

**Victory points: 6**

*Laser Lance, Wraithbone shield*

**War Host**

*Exodites*

**Warrior Detachment**  
6 Warrior Stands

**Warrior Detachment**  
6 Warrior Stands

**Warrior Detachment**  
6 Warrior Stands

Gold **Cost: 350**

**Warrior** *Infantry (1)*

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

*Break: 9* *Morale: 3*

**Victory points: 4**

**Pentasauro Host**

*Exodites*

**Pentasauro Squadron**  
3 Pentasauros

**Pentasauro Squadron**  
3 Pentasauros

**Pentasauro Squadron**  
3 Pentasauros

Gold **Cost: 550**

**Pentasauro** *Cavalry (2)*

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

*Break: 5* *Morale: 3*

**Victory points: 6**

*PD (2)*

### Scout Host

Exodites

#### Lethosaur Knight Squadron

5 Lethosaur Knight Stands

#### Raptor Knight Squadron

5 Raptor Knight Stands

#### Raptor Knight Squadron

5 Raptor Knight Stands

Gold

Cost: 500

### Lethosaur Knight Cavalry (2)

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

Infiltration, Hit & Run

### Raptor Knight Cavalry (2)

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

Infiltration

Break: 8      Morale: 3

Victory points: 5

### Baron

Exodites

Baron Stand

2 Dragoon Stands



Gold

Cost: 100

### Baron Cavalry (2)

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

Elite, Command, HQ, Laser Lance, Wraithbone shield

### Dragoon Cavalry (2)

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

Elite, Exodite Shock Lance, Wraithbone shield

Break: Baron

Morale: 1

Victory points: 1

### Walker Host

Exodites

#### Scout Walker Squadron

3 Scout Walkers

#### Scout Walker Squadron

3 Scout Walkers

#### War Walker Squadron

3 War Walkers

#### War Walker Squadron

3 War Walkers

Gold

Cost: 400

### Scout Walker Walker (2)

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

Holo-Field

### War Walker Walker (2)

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

Break: 6      Morale: 3

Victory points: 4

### Dragon Serpent Squadron

Exodites

3 Dragon Serpents



Gold

Cost: 225

### Dragon Serpent Skimmer (3)

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

Pop-up attack, Transport 2, Special

Break: 2

Morale: 3

Victory points: 2

### Exo-Suit Squadron

Exodites

3 Exo-Suits



Gold

Cost: 300

### Exo-Suit

Knight (4)

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

Holo-field, Wraithbone Shield

Break: 2      Morale: 2

Victory points: 3

### Visionary

Exodites

Visionary Stand



Gold

Cost: 175

### Visionary

Cavalry (2)

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

Command, HQ, Psyker

1) **Executioner:** Pick an enemy stand within 50cm (LoS not needed) and fight around of CC against a Spirit (ethereal psychic attack) with +4 CAF. The enemy counts as having fought around of CC. Make any psychic saves before the Close Combat.

2) **Fortune:** One Eldar unit within 10cm may reroll any failed Armor and To-Hit rolls until end of turn. The unit may not re-roll CC.

3) **Heal:** The Visionary gains the Medic ability until the end of the turn.

Break: Stand      Morale: 1

Victory points: 2

### Megadon

Exodites

Megadon



Gold

Cost: 300

### Megadon

Superheavy (4)

Move: 20 cm	Save: 1+	CAF: +8
Weapon	Range	Shoot
Bright Lance	75cm	1d 4+ (-2)
Starcannons	75cm	4d 5+ (-1)
Psychic Blaster *	0cm	LT Special

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

Break: Model      Morale: 2

Victory points: 3

### Fusilier Detachment

Exodites

6 Fusilier Stands

Gold

Cost: 150

### Fusilier

Infantry (1)

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

Break: 3      Morale: 3

Victory points: 2

### Warrior Detachment

Exodites

6 Warrior Stands

Gold

Cost: 125

### Warrior

Infantry (1)

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

Break: 3      Morale: 3

Victory points: 1

**Pathfinder Squadron**  
Exodites

4 Pathfinder Stands

Gold **Cost: 100**

**Pathfinder** *Infantry (1)*

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

*Infiltration, Sniper, Stealth*

Break: 2      Morale: 2

**Victory points: 1**

**Pentasauro Squadron**  
Exodites

3 Pentasauros

Gold **Cost: 200**

**Pentasauro** *Cavalry (2)*

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

*PD (2)*

Break: 2      Morale: 3

**Victory points: 2**

**Dragon Knight Squadron**  
Exodites

5 Dragon Knight Stands

Gold **Cost: 200**

**Dragon Knight** *Cavalry (2)*

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

*Laser Lance, Wraithbone shield*

Break: 3      Morale: 3

**Victory points: 2**

**Pterosaur Knight Squadron**  
Exodites

5 Pterosaur Knight Stands

Gold **Cost: 200**

**Pterosaur Knight** *Cavalry (2)*

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

*Deep Strike, Pop-up attack*

Break: 3      Morale: 3

**Victory points: 2**

**Lethosaur Knight Squadron**  
Exodites

5 Lethosaur Knight Stands

Gold **Cost: 200**

**Lethosaur Knight** *Cavalry (2)*

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

*Infiltration, Hit & Run*

Break: 3      Morale: 3

**Victory points: 2**

**Dragoon Squadron**  
Exodites

5 Dragoon Stands

Gold **Cost: 250**

**Dragoon** *Cavalry (2)*

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

*Elite, Exodite Shock Lance, Wraithbone shield*

Break: 3      Morale: 2

**Victory points: 3**

**Raptor Knight Squadron**  
Exodites

5 Raptor Knight Stands

Gold **Cost: 175**

**Raptor Knight** *Cavalry (2)*

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

*Infiltration*

Break: 3      Morale: 3

**Victory points: 2**

**Scout Walker Squadron**  
Exodites

3 Scout Walkers

Gold **Cost: 100**

**Scout Walker** *Walker (2)*

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


*Holo-Field*

Break: 2      Morale: 3

**Victory points: 1**

**War Walker Squadron**  
Exodites

3 War Walkers

Gold  **Cost: 150**

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


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

Break: 2      Morale: 3

**Victory points: 2**

**Vyper Carrier Squadron**  
Exodites

6 Vyper Carriers

Gold  **Cost: 175**

**Vyper Carrier** *Skimmer (3)*

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


Open Top Vehicle, pop-up attack, Transport 1

Break: 3      Morale: 3

**Victory points: 2**

**Bright Lance Travols**  
Exodites

Bright Lance Travois Stand

Gold  **Cost: 50**

**Bright Lance Travois** *Light Artillery (1)*

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


Fire on the Fly

Break: Model      Morale: 3

**Victory points: 1**

**Missile Launcher Travois Battery**  
Exodites

3 Missile Launcher Travois Stands

Gold  **Cost: 125**

**Missile Launcher Travois** *Light Artillery (1)*

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


Fire on the Fly

Break: 2      Morale: 3

**Victory points: 1**

**Starcannon AA Travois Battery**  
Exodites

3 Starcannon AA Travois Stands

Gold  **Cost: 125**

**Starcannon AA Travois** *Light Artillery (1)*

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


Anti-Aircraft, Fire on theFly

Break: 2      Morale: 3

**Victory points: 1**

**Hellbender Squadron**  
Exodites

3 Hellbenders

Gold  **Cost: 150**

**Hellbender** *Heavy Artillery (1)*

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


Ignores Cover

Break: 2      Morale: 3

**Victory points: 2**

**Carnosaur**  
Exodites

Carnosaur

Gold  **Cost: 200**

**Carnosaur** *Heavy Artillery (1)*

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

Bloodlust, Superheavy, PD (2)

Break: Model      Morale: 2

**Victory points: 2**