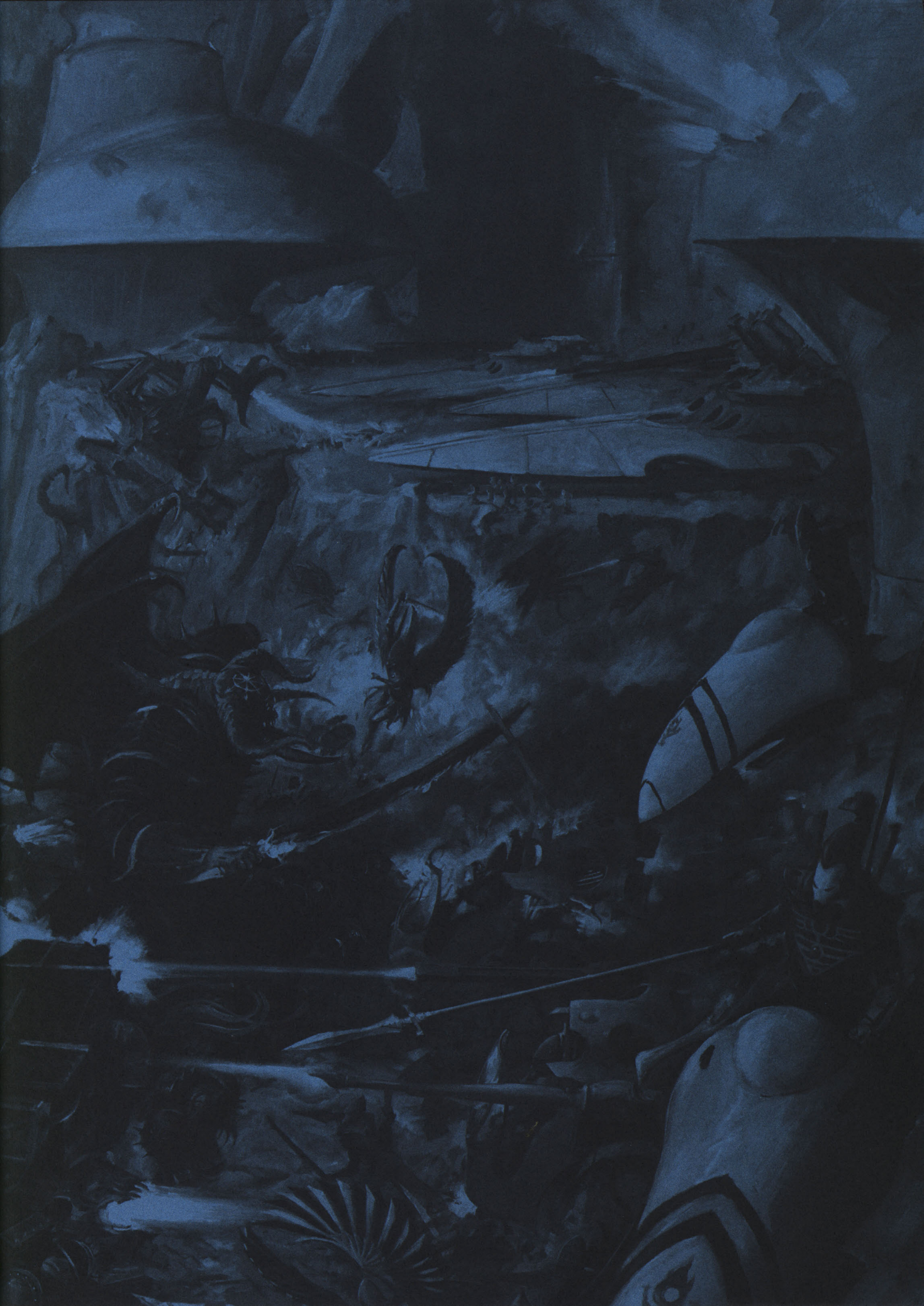


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ELDAR

A DYING FLAME IN THE DARKNESS

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Written by: Phil Kelly & Adam Troke Cover Art: Raymond Swanland

**Art, Design, Production and Reprographics
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Special thanks to our playtesters: Nick Bayton, John Bracken, Stefano Carlini, Paul Hickey, Matt Hilton, Trevor Larkin.

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UK
Games Workshop Ltd,
Willow Rd, Lenton,
Nottingham,
NG7 2WS

Northern Europe
Games Workshop Ltd,
Willow Rd, Lenton,
Nottingham,
NG7 2WS

NORTH AMERICA
Games Workshop Inc,
6211 East Holmes Road,
Memphis,
Tennessee 38141

AUSTRALIA
Games Workshop,
23 Liverpool Street,
Ingleburn,
NSW 2565

INTRODUCTION

The mysterious Eldar were once the mightiest race of all. Millennia ago, their pride led to a cataclysm that all but eradicated them. Now they cling to survival by a thread, fighting the horrors of the galaxy with ritualised discipline and consummate skill.

Before the Imperium of Man conquered the stars, before the human race had even crawled forth from the oceans of its homeworld, the Eldar ruled supreme. Their empire was without equal, and they counted themselves masters of the stars. Despite their boundless power, the heart of their civilisation was torn out by a catastrophe of their own making, forcing the surviving Eldar to flee upon gigantic starships called craftworlds. Now they battle against their destiny, a relentless war in which only their preternatural skill and exceptional technologies stave off a cold and final death.

WARHAMMER 40,000

If you are reading this codex, then you have already taken your first steps into the Warhammer 40,000 hobby. The Warhammer 40,000 rulebook contains all the rules you need to fight battles with your Citadel miniatures, and every army has its own codex that acts as a definitive guide to collecting and unleashing it upon the tabletop battlefields of the Warhammer 40,000 universe. This codex allows you to turn your collection of Eldar into a formidable warhost battling for the survival of their craftworld.

THE CRAFTWORLD ELДАР

The Eldar are highly advanced and deadly aliens, feared across the galaxy even as their race is slowly dying. A typical Eldar army consists of specialist units that each excel at one of the arts of war. If all the elements of the Eldar army work in concert, they are practically unstoppable. Used skilfully, the Eldar can destroy any enemy force in short order, crushing their enemies in style!

HOW THIS CODEX WORKS

Codex: Eldar contains everything you need to collect a force of craftworld Eldar and prove your superiority over the lesser races in your games of Warhammer 40,000. Within these pages you will find the epoch-spanning history of the Eldar, from the creation of their scintillating craftworlds and the death of their gods to the many wars they wage in the quest for survival. You will also find the rules for the powerful heroes, units and vehicles at your disposal, and an army list that enables you to organise your collection of Citadel miniatures into a warhost worthy of Khaine. Finally, you will find a showcase of beautifully painted Eldar miniatures, replete with the iconography and heraldry of the craftworlds and the Aspect Warriors that protect them.







THE ELДАР AND THE FALL

The ancient history of the Eldar stretches back over the millennia to a time when they dominated the stars completely. Yet, for all their splendour and might, the Eldar brought a terrible curse upon themselves that sundered their empire forever, leaving the ravaged fragments of their race teetering on the brink of annihilation.

Lost in the vastness of space, the craftworlds float in utter isolation like scattered jewels upon a pall of velvet. Distant from the warmth of sun or planet, their domes gaze into the darkness of empty space. Inner lights glisten like phosphorus through semi-transparent surfaces. Within them live the survivors of a civilisation abandoned aeons ago amidst terrifying destruction. These are the Eldar, a race that is all but extinct, the last remnants of a people whose mere dreams once overturned worlds and quenched suns.

The starfaring history of the Eldar is long indeed, and encompasses glories and sorrows alike. When their empire was at its height, their homeworlds were paradises, their powers godlike and their armies unsurpassed. As the centuries slid past, their status as lords of the galaxy bred an arrogance that led to a cataclysmic end. A proportion of their race survived that dark time by fleeing from disaster upon the great vessels known as craftworlds. Others settled verdant planets far from the heart of their empire, and still more hid in private realms of their own making. Yet there was no real escape from what was to come.



CHILDREN OF THE STARS

To understand the Eldar empire's plunge from zenith to nadir, one must first learn of their fickle nature. In appearance they are like unto humans, although the comparison can only be made on a superficial basis, for in their minds and souls the Eldar are truly alien. The Eldar stand taller than a man, with longer, cleaner limbs and handsome, striking features. Their skin is pale and unblemished as polished marble, yet with a surprisingly supple strength hiding beneath it. Their keen ears are pointed and their slanted eyes possess a penetrating quality more akin to that of a hunting cat than a man. The most fundamental difference can be seen when the Eldar move, for they each radiate an inhuman elegance and poise. This is especially evident in the sinuous grace with which they fight and the dexterity with which they wield their weaponry. Every gesture is laden with subtle intent, and their reflexes are dazzlingly fast. A casual, languid gesture can end in a pinpoint thrust should the necessity arise.

On closer inspection, every aspect of the Eldar physiology betrays their alien nature. Their hearts beat at twice the speed of a human's, and their minds race through possibilities and process emotions so fast that even the so-called geniuses of human history appear dull by comparison. Even their lives are greater in span – the Eldar enjoy lives of rich sensation and wonder that can stretch over a millennium, unsullied by illness, frailty or disease.

All Eldar can manipulate mental energies to a degree. Each is psychic to one extent or another; it is said the ancient Eldar could read thoughts at a glance, whilst those who trained their minds for war could crush a foe's weapon with a simple narrowing of the eyes. Even the complex technology of their race is based upon psychic engineering, the manipulation of and even creation of matter using mental energies alone. But such raw power has its price.

The Eldar mind is far more inclined towards extremes than that of a human. To an Eldar, all of life's experiences are available on a far grander scale: the intellectual rewards of study, the exhilaration of battle, and every imaginable pleasure or sensation inbetween. An Eldar will at some point climb the most noble peaks of accomplishment, just as he will plunge into the darkest abyss of doubt. Their capacity to experience emotion enables them to attain transcendent bliss or, in contrast, experience soul-wracking sorrow. This spiritual intensity is writ large throughout their culture, manifesting in sublime works of art and music, but also giving rise to a darkness that threatens to engulf them all. No creature, not even an Eldar, can taste such rich fruits in an uncontrolled way without consequence; for an Eldar to yield absolutely to his desires would destroy him. Such was the fate of their ancient empire, whose depravities brought about the Fall of the Eldar race itself.

Such apparent perfection is all too often blighted by pride. Over a million years ago, they alone ruled the stars as the undisputed masters of their own destiny. Such a position was their right, they thought, and their preeminence was beyond doubt. In many ways, the Eldar had good reason for such hubris, for no other race had posed a serious threat to their wealth and stability for time immemorial. They were convinced that they no longer had anything to fear from the galaxy at large, and they may have been right, but the real danger came from within. The doom of the Eldar, when it came, took a form far more subtle and dangerous than that of alien invasion.

At that point in Eldar history, nothing was beyond their reach and nothing was forbidden. The ancient race continued their glorious existence unaware or unwilling to acknowledge the dark fate that awaited them. They plied the stars at will, experiencing the wonders of the galaxy and immersing themselves completely in the endless sensations that it offered them. Such was the technological mastery of the Eldar that worlds were created specifically for their pleasure, and stars lived or died at their whim.

On hundreds of idyllic planets seeded across the stars, the Eldar pursued their inclinations as they willed, indulging every dream and investigating every curiosity. They mastered the labyrinth dimension of the webway, expanded their realms into the furthest corners of reality and learned much about the universe that has since been forgotten. When their spirits eventually left their mortal bodies they dissolved peacefully back into the aether to be reborn again, for the Warp did not thirst for Eldar souls then as it does today.

There were, of course, many wars. Even when the galaxy was young there were upstart races seeking to gouge out petty empires of their own, and the Eldar waged wars against the sprawling Necron dynasties that ravaged dozens of star systems and cost trillions of lives. Most of these conflicts, though, were so short-lived that the ease of their victory left the Eldar ever more sure of their ascendancy. Even the greatest of all their wars, known in the mythic cycles of the craftworlds as the War in Heaven, did not humble them. In their hearts the Eldar reigned supreme, and no other power could end their dominance.

DESCENT INTO DECADENCE

The catalyst that brought about the Eldar race's fall came from the very depths of the Eldar's collective psyche, the innate need to fuel their passions and indulge in every extreme. The Eldar had long outgrown the need for labour or manual agriculture. Society provided all that was required without individual effort, leaving long centuries for the Eldar to spend sating their every desire. Fuelled by an inexhaustible curiosity, many gave way to their most hedonistic impulses. Exotic cults sprang up across the Eldar domains that eclipsed the noble pursuits of old, each dedicated to esoteric knowledge or sensual excess.

The core of the Eldar race began to look inwards, inexorably seeking new ways to explore the full range of emotion and sensation. Such behaviour was perilously decadent and, in the end, corrosive to the soul of the race. The pursuit of excess gradually became a blight upon the whole society.

THE ANCIENT MYTHS OF THE ELДАР

The Eldar cling tenaciously to their folklore and traditions. The characters and events of legend are commonly discussed and comparisons drawn between mythic events and those of the present day. Every Eldar is familiar with the epic songs and dances that form their mythic cycles, and references to these tales are immediately understood by other Eldar.

The principal characters of the mythic cycles are the gods, their mortal descendants the Eldar, and the monstrous adversaries they fought. The chief and oldest of all the gods is Asuryan, the Phoenix King. His first brother is Kaela Mensha Khaine, the Bloody-handed God. Khaine is the master of both war and murder, and he symbolises wanton destruction and martial prowess. Third of the greatest gods is Vaul, the crippled smith god who is often depicted chained to his own anvil. Isha is the goddess of the harvest, from whom the Eldar race is descended. The youngest goddess is Lileath the Maiden, mistress of dreams and fortune, whilst the third of the trinity of Eldar goddesses is Morai-Heg the Crone, an ancient and withered creature who holds the fates of mortals inside a rune pouch made of skin.

As well as the many gods there are countless mortal heroes descended from the gods, who founded the great houses still echoed today upon the craftworlds. These include the great hero Eldanesh, who was slain by Khaine and whose blood is said to drip from his hands. Eldanesh had many descendants, the Eldanax, of whom Inriam the Young was the last. Rivals to Eldanesh were the descendants of his brother Ulthanash, whose bloodline exists upon craftworld Iyanden to this day.

The acts of the Eldar pleasure cults began to transcend those of idle curiosity, or even extreme addiction. Eldar from every corner of the empire wallowed in their most unnatural impulses in the pursuit of debauchery. As the cults gained a tighter hold over their society, the Eldar became increasingly divided. Those who saw the foulness that corrupted their people for what it was became known as Exodites, fleeing to found colony worlds on the fringes of the Eldar empire. As the civilisation slid further into anarchy, others repented of their ways and fled into deep space aboard worldships called craftworlds. Most continued to glut themselves on the pursuits of the depraved.

The heartfelt sorrow of those left who mourned the loss of innocence eventually turned to bitterness and spite. In time, brother fought brother, and sadistic killers stalked the shadows in search of victims for their vile lusts. No life was spared in the pursuit of pleasures both murderous and perverse. A sickness of vice overtook the Eldar race, and blood flowed through the streets amidst the bestial roar of the crowd. Their hidden realms within the webway became sprawling palaces of avarice and sadism, and entire worlds were bent to the pursuit of the darkest of sensations.

As the moral corruption of the Eldar race tightened its stranglehold, echoes of ecstasy and agony began to ripple through time and space. In the parallel dimension of the Warp, the reflections of these intense experiences began to coalesce, for the shifting tides of the Empyrean can take form around intense emotion. Slowly, silently, a nascent god of excess grew strong in the depths of the Warp.

THE BIRTH OF A DARK GOD

Within the Warp, thoughts and emotions flow together, fed by fellow feelings until they achieve a consciousness of sorts. They become entities of greater or lesser potency depending on the intensity of their origin. Amidst the swirling psychic energy of the Empyrean, the corruption of the decadent Eldar became manifest on a horrifying scale as the flood of raw emotions coalesced into a gestalt consciousness.

What an unimaginably foul and sickening thing it was that the Eldar unknowingly raised in the Warp; it was a dire shadow of themselves, of what they had become, of nobility and pride brought low by perversity and shamelessness. Worlds burned as the Eldar slew and laughed and feasted upon the corpses of the dead. Slowly, the Great Enemy stirred towards wakefulness. Too late, the Eldar realised that they had created a god in their own image, a god grown immense and potent by suckling upon the dark fodder of the Eldar spirit. No creature was ever conceived that was as terrible or perverse as the Chaos god Slaanesh. It is a name the Eldar will not speak, instead whispering *Sai'lanthresh*, translatable as 'She Who Thirsts'.

When Slaanesh finally burst into divine consciousness, there was not one Eldar alive who did not feel its claws in his soul. With a howl of raw power, Slaanesh roared into supernatural life. A psychic implosion tore at the universe. Countless billions of Eldar screamed aloud and fell dead. In a heartbeat, the shining Eldar civilisation that

had lasted for aeons had its heart ripped out, leaving a pulsing afterbirth of pure chaos in its place. The spirits of the Eldar were drawn from within them and consumed as their blasphemous creation took its first infernal breath. Intoxicated with this draught, Slaanesh laughed and looked upon a universe ripe for the taking.

THE DEATH OF AN EMPIRE

The epicentre of the psychic apocalypse lay within the gilded heart of the Eldar realms. All Eldar within thousands of light years were reduced to lifeless husks, their souls forever claimed. Even those who had foreseen the catastrophe and fled upon the craftworlds were overwhelmed, with only those furthest from the devastation surviving. The remote Exodite worlds remained largely untouched, but within the space of a single moment, the Eldar had become a doomed people. Their nemesis was born and would hunt them for the rest of eternity.

Though the psychic shockwave focused upon the Eldar, billions of humans, Orks and creatures from other races were obliterated as well. Warp space convulsed as a cosmic hurricane raged across the galaxy. The fabric of reality was torn apart and the Warp spilled from the dimensional rift into the material universe, turning hope into despair and paradise into hell. Psykers of all races howled with pain as their people died in storms of blood and madness.

The roiling wound in realspace spread outward until it completely encompassed the Eldar realms of old. This gaping lesion would come to be known as the Eye of Terror; the largest area in the galaxy where the Warp and the material universe overlap. Within its reaches Daemons bathe in the raw energy of the Warp, whilst Daemon Princes and the worshippers of Chaos rule over Eldar planets turned into nightmare worlds of fire and darkness.

For ten thousand long years before the Fall, the Warp had been riven with storm and tempest, making it almost impossible for the vessels of the lesser races to travel between the stars. With the birth of Slaanesh, the Warp was becalmed, its rage temporarily spent. A new equilibrium was reached as Slaanesh joined the ranks of the Chaos gods.

With the Warp storms around ancient Terra dispersed, the Emperor of Mankind was able to launch his Great Crusade. A new power took its place in the galaxy as isolated human worlds from across the stars were united under the same banner. In this way, the Fall of the Eldar heralded the rise of the Imperium, and Mankind inherited the stars.

THE FIGHT FOR SURVIVAL

In the aftermath of the Fall, the Eldar have faced a long and painful decline. On far-flung planets teeming with natural life, the Exodites have carved themselves a survivalist niche. Savage, primal places where everyday life was hard, these realms helped the Exodites to remain focussed on the ascetic lifestyle they had chosen. At first, many of their number fought and died against dangerous aliens such as the greenskinned Orks and even the soldiers of the nascent Imperium, but many others survived, reaching equilibrium and living in harmony with their adopted worlds.

THE MURDERED PANTHEON

The Eldar say that their gods are dead: at the moment of its birth Slaanesh destroyed them and stole their power. Nonetheless there remain some ideas and values that are lodged so firmly into the Eldar psyche that not even ultimate degradation at the hands of She Who Thirsts could erase them from the racial consciousness. This incorruptible spirit is represented by the most powerful of the ancient Eldar gods, Asuryan, the light in the darkness. Even though they believe the king of the gods has been murdered, they cling to the hope that his symbol represents.

Whilst the victory of Slaanesh was complete, two Eldar gods of old survived the Fall. The Laughing God Cegorach, worshipped by the enigmatic and lethal Harlequins, survived through guile alone. The other survived through might; he that is known as Kaela Mensha Khaine, the strongest and most warlike of all the Eldar deities. Tradition has it that Slaanesh and the Bloody-handed God fought a titanic battle in the Warp. Despite Khaine's divine might and mastery of war, Slaanesh, glutted upon the power of Khaine's sundered kin, eventually proved the stronger.

Exhausted from such a monumental struggle, the Great Enemy was denied the ultimate victory; Slaanesh was not powerful enough to destroy the Eldar god completely. Instead, Kaela Mensha Khaine was rent into many fragments and driven out of the Warp forever. Each roving fragment ultimately came to rest within the wraithbone core of a craftworld, where it took root and grew into an Avatar of the Bloody-handed God. These murderous Avatars of Khaine will wake to lead the Eldar to war even in the present day.

In the darkness of space, the remnants of the Eldar empire cling onto what was left of their once-mighty culture, preserving the art and architecture of their people within the craftworlds and passing their ancient history from generation to generation via song, dance and the recital of myths and parables. Aboard their continent-sized vessels, these fragments of the Eldar race sail the sea of stars, always seeking to stay one step ahead of She Who Thirsts and to somehow survive in a galaxy more hostile than ever.

Cloistered deep within the hidden city-realms of the webway, those survivors who concealed themselves in their palaces of depravity still revel in the debauched lifestyle that led to the Fall. In that twilight realm between the material universe and the Warp, the Dark Eldar mock and jeer those ravaged by the downfall of their race. Even though they would never admit it, they know in their hearts that, try as they might to allay their fate, Slaanesh will claim them in the end.

The slow decline into powerlessness is what the Dark Eldar fear most of all, for in birthing Slaanesh from the endless tides of the Warp, the Eldar have created their greatest enemy. Slaanesh, in its dire awakening, has developed a taste for the souls of the Eldar. Where before, when an Eldar died, they would pass peacefully into the Warp in order to be reborn, now they face eternal torment, for Slaanesh has a perverse and twisted appetite that can never be sated. Unless extraordinary measures have been taken to prevent it, whenever an Eldar dies, Slaanesh will be waiting on the other side to consume him. She Who Thirsts will not rest until it has claimed every Eldar soul in the galaxy. The Eldar are doomed, and they know it well.



THE TIME OF ENDING

As if the unnatural hunger of a voracious and sinister god was not a dire enough threat, the Eldar must also contend with a galaxy no longer theirs. In the bloody wake of the Fall, the race of Mankind has grown to preeminence. The Imperium has ascended, conquering much of the galaxy in the name of the corpse-god it calls Emperor. The Eldar, whose maturation patterns span nearly a century, cannot compete in numbers with a race whose generations multiply with the frantic pace of vermin. Raw manpower is the Imperium's greatest strength, but also its weakness.

The teeming armies of Mankind, carving up the galaxy with the enthusiasm of a demented butcher, have swept aside many dangers whilst stamping their mark upon the stars. In the process they have awoken many more. Now, more than ever, the gods of Chaos find the galaxy ripe for conquest, for weak-willed humans make easy playthings, and they are truly without number. The Eldar see in Humanity their own failings and fear the bitter destiny that they will reap, for the race of Man unknowingly feeds the Dark Gods with their constant wars and the rich fodder of emotion that results.



The Ork race has spread across the galaxy from end to end, fighting with insane vigour purely for the sake of violence itself. The greenskin race has become so prolific that many Eldar seers believe it has reached critical mass, their numbers too large for even the most protracted cull to have any real effect. Should the Ork hordes unite their efforts, all the artifice and cunning of the Eldar would not be enough to stop them from drowning the galaxy in blood.

As the 41st Millennium draws to a close, new foes and old emerge in force – foremost amongst them, the invasion fleets of the Tyranids. As hostile and inimicable to life as a plague made flesh, the Hive Mind has crossed the interstellar void purely to feed. Each craftworld and Exodite planet represents a bounty of biomass the Hive Fleets covet greatly. They will expend billions of weapon-beasts in order to devour Eldar realms, fashioning ever deadlier creatures from the remains of their foes. However, at least the Tyranids are confined to the fringes of the galaxy. Not so the Eldar's oldest enemies. From their tombs the dread Necrons awake – nigh-immortal foes from before the Fall, their lords eager to renew their timeless war against the Eldar race.

For those Eldar who yet survive, war is their only hope. Their foes – both new and old – lack the technology, wisdom and skill of the Children of the Stars; in numbers alone are their enemies insurmountable. Even when staring extinction in the face, the Eldar will not flee nor yield. They are a proud race, determined that the flame of the craftworlds blaze brightly once more rather than flicker and die out.

THE ELDAR PATH

As protection against the lure of excess, and to guard against any recurrence of the Fall, the people of the craftworlds adhere to a set of strictures known as the Path. Through the rigid emotional discipline of the Path they master their inclination towards sensation-seeking, instead focussing their prodigious intellects and energies upon the pursuit of one specific goal.

Since the Fall, those Eldar who fled upon the craftworlds have faced their inescapable doom. The battles they have fought in the name of survival have been many and violent. Yet their most important struggle is a spiritual one, for the nature of their psyche remains fundamentally unchanged. As ever they were, the Eldar are prone to emotional extremes. Perhaps the greatest difference between the ancient Eldar and their descendants is that the craftworlders have learned to fear wanton experience, shunning the indulgences of the past. To ensure temptation is put behind them, the philosophy often called *Ai'elethra*, or the Path, governs every aspect of craftworld life, enabling the Eldar to harness their emotional and intellectual intensity safely, without jeopardising themselves or those around them.

In adult life, every Eldar chooses for himself a discipline that he then makes his task to master to the exclusion of all else. Each discipline is a Path unto itself, and each Path may necessitate further choices and specialisations. Once an Eldar has walked a Path for long enough, he chooses another, then another. Though he forsakes each Path in turn, his soul is nourished by the experiences upon it.

'While the young are capable of studying the tragic lessons of the Fall and the Great Enemy unleashed by our ancestors, their view of the universe is too narrow to see the truths in the terrible events which destroyed our homeworlds and drove forth the survivors to wander the stars. It is true of all that in youth there is great bravery and great foolishness in equal measure; an abiding belief that no obstacle is too great to overcome, no foe too mighty to defeat. Conversely, it may be said that those who survive the galaxy's tumult for long enough come to believe that all obstacles, foes and problems may not be resolved, only allayed for a brief sliver of history.'

'Thus it is that young and old clash incessantly over the necessity of the Path. The young rail against the restrictions it imposes. Much as our doomed forebears did, they wish to taste every sensation, every emotion as soon as possible. They do not fear the Great Enemy that was created by the desires of our ancestors, for their whole conception of her evil is gleaned from distant tales and legends. Only with time do they understand that she is a reflection of our worst excesses given life.'

'Long ago, our race realised that the only way to elude the Great Enemy was to shatter that reflection, to live a life of denial and focus upon but one aspect of life, pursuing it unto perfection. This is anathema to the young, just as it is to the Great Enemy, for their curiosity drives them to try every fruit from the tree. So the great tragedy of our kind is played out again and again as the number of our people shrink from generation to generation.'

— *Introspections upon Perfection*, by Kysaduras the Anchorite

An Eldar may tread many different Paths in his life, and the skills he learns on each journey serve to enrich further accomplishments. To the Eldar, all avenues of experience are strewn with dangers, for their minds are capable of depth and understanding that goes beyond the concept of mere human obsession. Such dangers are often likened to traps or nets, waiting to catch the unwary and hold him fast in the chains of compulsion. When an Eldar's mind becomes so completely focused upon one thing that he can no longer make the change to another discipline, he is said to be lost upon the Path. This is a frightening and final fate for all Eldar, and it can befall any of their kind despite the discipline and training that they receive. In the case of the Warrior Path, these individuals are called Exarchs, though there are examples that correspond to other Paths, such as the Crystal Seers and the doomed Bards of Twilight.

There are innumerable Paths open for an Eldar to explore; some as common as the Path of the Artisan, others as rare and dangerous as the Path of the Seer. Each offers its followers a complete way of life. Those Eldar who have mastered the less esoteric Paths are no less respected than their brethren. After all, the artisans are those who create the craftworlds themselves and their contents, calling masterpieces into being with the care a musician lavishes upon his harp or a warrior upon his sword. It is from the ranks of those upon 'civilian' Paths such as these that the Guardian militia are mustered in times of need.

THE PATH OF THE WARRIOR

The Eldar are a race beset on all sides by warfare. Would that it were not this way, for Eldar generations are few and far between, and they can ill afford to lose their numbers. Young Eldar often believe they can rebuild the glory of their empire with fire and passion, but their elders know well that their shattered civilisation is locked in a struggle for simple survival. Because of this unavoidable truth, more and more Eldar walk the Warrior Path with every passing year.

The Path of the Warrior teaches the arts of death and destruction. Such is the dark nature of the Eldar psyche that the Warrior Path draws most of them onto it at some point in their long lives. In aeons past, the ancient Phoenix Lords taught the arts of war to both males and females, and as a result Eldar warriors are as likely to come from either sex.

As with many of the more complex Paths, the Warrior Path is divided into many separate branches. Each of these is known as a Warrior Aspect, representing a different facet of the war god Khaine, and bringing with it unique fighting techniques, weapons and abilities. The Aspects differ greatly in their methods of warfare, and offer specialist skills for specific battlefield roles. Each Aspect upon a craftworld keeps at least one shrine in which to practice the mastery of their Warrior Path.

When the Eldar go to war, the Warrior Aspects fight in a predetermined role associated with their shrine. They have their own warrior garb, a form of ritual battle suit, and distinctive weaponry, ranging from the fusion guns of the Fire Dragons to the sleek nightshade jetfighters of the Crimson Hunters. Their minds and bodies are honed with endless exercise, both physical and spiritual, until they become suffused with the Aspect of Kaela Mensha Khaine that their shrine represents. The Aspect Warriors do not all live in the shrines, and when they put aside their ritual masks and uniforms, they can walk at peace through their craftworld. Only the keepers of each shrine, the Exarchs, live within them, unable and unwilling to escape.

Some Aspects, such as the Slicing Orbs of Zandros, are unique to a specific craftworld. Others are common to most, with the most famous and well-established being the Dire Avengers, the Howling Banshees, the Striking Scorpions, the Fire Dragons, the Swooping Hawks, and the Dark Reapers. In battle, each unit plays its own part with the skill of a virtuoso, their singular abilities combining in a symphony of destruction that is far greater than the sum of its parts.

From the most numerous horde to the mightiest enemy war machine, there is a cadre of the craftworld's warriors with skills and weapons suited to its annihilation. Combined with the prescience of the Farseers and the strategic genius of the Autarchs who command the warhost, even a small strike force can devastate its opponents with little fear of reprisal. The Eldar ideal is to eradicate those who oppose them without a single loss from their own ranks, for the usurpers are many and the Eldar few. They cannot afford to throw away their lives in the manner of the cruder races they face. Every Eldar lost in battle will have been sacrificed because there was no other choice, and at great cost to the enemy, for in comparison the lives of other races are worthless.

THE PATH ABANDONED

Sometimes the rigid constraints of the Path are intolerable even for an Eldar to bear. Such individuals leave their craftworlds and voluntarily become Outcasts.

Many Eldar spend years or decades in exile before they return to the Path. During this time, they must bear the terrible burden of their heightened consciousness without the protection of rigid self-discipline. Their psychically-sensitive minds are a beacon to predatory daemons and in particular to the Great Enemy Slaanesh, so only Eldar of especially strong character can survive for long. After years of adventure, wandering, and sailing the seas of space, most Eldar eventually return to the sanctuary of the Path.

There are many kinds of Outcast, each with a varying degree of dissociation from their kin. They leave their craftworlds to carve out lives elsewhere, often wandering the galaxy and visiting the worlds of Men or the Exodites of the maiden worlds. These inscrutable nomads are welcome aboard craftworlds only briefly, for their minds are dangerously unguarded and can attract predators from the psychic realms of the Warp. Outcasts are also disruptive in another sense, for simply by their presence they can distract the young and inexperienced from the Path, as romantic tales of travel and freedom follow in their wake.

Some Eldar yearn for the undiscovered vistas of open space. They join fleets of exploration and disappear into the untrammelled warp space tunnels of the webway. Most do not return, though a few come home laden with alien treasures. They bring tales of new worlds, fabulous discoveries, and battles on the edges of the galaxy.

The wildest of all the spacefaring Eldar become corsairs and raiders. They often continue to trade with and visit their craftworld whilst plundering the ships of humans, Orks and even other Eldar. These mavericks may even sometimes hire out their services to alien races, while many a voyage of exploration has turned into a military venture. As home – and the Eldar Path – become increasingly remote, the naturally wild and amoral character of the Eldar resurfaces. Eldar pirates are quick-tempered and unpredictable, equally inclined to magnanimity and wanton slaughter. Fleets such as the Eldritch Raiders, the Steeleye Reavers and the Sunblitz Brotherhood are greatly feared as a result.

To the ignorant, there is little to distinguish between the ships of the craftworlds, the Corsair fleets of Outcasts and those of Dark Eldar pirates. All are seen as a constant, elusive menace that bring sudden death to the unwary. On occasion, Corsair fleets will join with the ships of a craftworld in response to a common threat, while at other times a craftworld may aid its Corsair cousins on a mission of war, all of which adds to the illusion that the Eldar as a whole are little more than a race of piratical raiders hell-bent on indiscriminate slaughter.





DOMAINS OF THE ELДАР

The spacefaring craftworlds are the means by which the remnants of the Eldar empire travels the stars; vast in size, unfathomable in technology, mystical in construction and desperately outnumbered in a galaxy full of hostile worlds.

Before the Fall, some Eldar fled from the encroaching cataclysm on continent-sized spaceships known as craftworlds, ensuring that a tiny proportion of the Eldar race found safety at the cost of permanent exile. Some of these craftworlds survived for hundreds, or even thousands of years before their people faded and died, while others endure to this day. Many floated into the void and were lost forever in regions of space that remain dark and unexplored. They may be there still; lonely and forgotten in the wilderness of deep space.

Each craftworld originated from one or more of the ancient Eldar planets. Over the centuries the craftworlds' occupants have sought out other surviving Eldar amongst the far-flung Exodite colonies, and in places begun to settle new worlds of their own. In this way, the paths of Eldar and Mankind met for the first time, and humans became acquainted with the most enigmatic of the galaxy's living races. The names of the greatest craftworlds were soon heard upon human lips: Alaitoc, Iyanden, Biel-Tan, Saim-Hann and Ulthwé. Yet, to this day, it is doubtful that more than a few humans have ever set foot upon an Eldar craftworld.

THE WEBWAY

The Eldar craftworlds float in deep space and move only at sub-light speeds. Their exact locations are not known by other races, and the Eldar themselves consider their physical positions nothing more than a momentary detail in an eternal journey. Smaller Eldar spacecraft, dotted around each craftworld's fringes like shoaling fish around an elegant leviathan, travel between the craftworlds by means of the webway. The main gateways into that strange and shattered realm take the form of swirling spheres of light and darkness held in stasis astern of each craftworld.

The webway is a labyrinth that exists between the material realm and the Warp, part of both and yet not wholly in either. Created through technologies once taught to the Eldar by the ancient race known as the Old Ones, its tunnels lead to the craftworlds, to the surface of the verdant worlds of the Exodites, and to untold thousands of other locations throughout the galaxy. Though the webway still connects many Eldar planets and craftworlds to one another, the baleful energies of the Fall ruptured many of its hyperspatial pathways. Amongst the webway's shattered and treacherous tendrils there are many dead ends and mazes that can entrap the unwary. Some lead to places long since abandoned, destroyed or infested by the Daemons of the Warp. These portals are sealed with runes of power, lest unknown horrors discover the craftworlds or open rifts into deep space. The craftworld Seers claim there are many secret paths that lead through time and reality, though only the elegant and deadly Harlequins are reputed to know of them. Mighty Dark Eldar port-cities and nests of wasp-like psychneuein infest its furthest reaches, but the best hidden of all the secrets in the webway is the Black Library.

The exact shape and form of the webway is not fully understood by the Eldar of the present day, let alone the xenographers of the Imperium. Each craftworld's place in the webway is known only to its Seers, and they guard their knowledge well. It is rumoured that a transdimensional map was made thousands of years ago, a priceless artefact which is now kept in the Black Library. Holding secrets beyond mortal understanding, it shows many hidden ways that have since been lost or forgotten. If this is so, then the Guardians of that strange domain have chosen to keep their secrets.

While some of the webway's arterial passageways are large enough to carry spacecraft, most tunnels only allow strike forces of Eldar on foot or small vehicles to pass. Though most Eldar spacecraft can travel through the Warp itself, it is a difficult and dangerous process for them – to risk a craftworld in such a way would be to throw a candle into a storm and hope for its flame to stay alight. As a result, the Eldar travel infrequently to places that lie more than a few light years from the safety of their webway portals. Webway journeys are relatively fast, allowing space fleets to move easily between the network's major gateways. This enables the Eldar to transfer swiftly to places directly connected by the labyrinth dimension, but makes it extremely difficult for them to reach worlds that have no gate into the network.

ELДАР TECHNOLOGY

As with all of the Eldar's most prized artefacts, the webway was brought into being by psychic means. No other race has ever replicated the Eldar's unique approach to technology, nor have the Eldar taken learnings from the 'primitive' races that have inherited the galaxy. The brutality and ignorance of Mankind appals the Eldar, whilst the aloof arrogance of the Eldar race fosters little trust in others.

Eldar technology adheres closely to natural biological shapes and structures. This is quite understandable, as there is no real difference between technology and nature in the Eldar mind – they are a single process by which the Eldar imbue living things with function and functional things with life. The materials the Eldar use in their engineering are complex and varied ectoplastics that can be formed into solid shapes under psychic pressure. In some respects they are more like living tissue than inert substances, growing and reacting to their environment in a similar way to plants. The completed device or artefact may work in a conventional manner, but is operated by psychic means.

The greatest of the materials the Eldar employ is called wraithbone: an immensely resilient substance that is grown rather than made, more resilient than adamantium and far more flexible. When a wraithbone construct is damaged, it will gradually repair itself, a process that can be accelerated by the psychic chanting of a Bonesinger. Because of this, the greatest war-constructs are made almost entirely from wraithbone, giving them extreme durability and strength.

A LIVING WORLD

Every craftworld is built upon a skeleton of wraithbone whose structure extends throughout the gigantic craft. A similar skeletal core lies at the heart of most Eldar constructions and every one of their spacecraft. In function, these cores are similar to the blood vessels and nervous system of a living creature, pumping life-giving energy around the body and also transmitting the impulses that coordinate its many functions. Wraithbone is psycho-conductive, and the core of a craftworld acts as a self-replenishing reservoir of power. The invasive rib-like structures carry this energy throughout the entire length and breadth of the craft.

In a very real sense, the craftworld is a living entity, powered by psychic energy and responding in an organic way to the stimuli of psychic forces. The power contained within it can be expended as light and heat, and most ship-board devices could not actually function without the psychic power grid that runs throughout the substructure of the craftworld. The Eldar refer to this grid as the infinity circuit, a metaphysical structure studded with the spirit stones of the dead.

SPIRIT STONES

The only artefacts more precious than wraithbone are the waystones, also known as the Tears of Isha or – if they contain a departed Eldar soul – spirit stones. Every Eldar wears a shining gem or polished stone upon his breast. This psycho-receptive waystone is attuned solely to the mind of its owner. Its purpose is to capture the psychic energy of the wearer when it is released at the moment of death, becoming a spirit stone. As such energies carry with them a large part of an Eldar's sense of identity, personality, and memories, it is quite correct to think of them as souls.

If an Eldar's spirit is not harnessed by his waystone, it is sucked into the nightmarish depths of the Warp. For an Eldar this is the ultimate horror. In the Warp there is nowhere an Eldar spirit can hide from the predations of Slaanesh; the nemesis of the Eldar awaits to consume them as it did their ancestors. It is little wonder that the Eldar prize their spirit stones more than life itself, and will go to incredible lengths to preserve and recover them.

When an Eldar dies, his spirit stone is retrieved and implanted inside one of the craftworld's bio-domes. Here, the wraithbone core lies exposed underfoot, and the spirit stones placed there quickly take root. The spirit is released into the infinity circuit, where it joins the eternal shades of the craftworld's dead. Such is the Eldar fear of death that they choose this twilight fate over the alternative. The infinity circuit is the most precious resource of a craftworld and Eldar do not speak of its existence to other races.

Once he is part of the circuit, an Eldar continues to exist forever, safe from the predations of the Warp, his individual consciousness remaining as a potential within the circuit. The infinity circuit is therefore far more than a source of energy; it is a place of refuge and eternal rest, from where the dead watch over the living. Yet it is not always at peace. At the beating core of each infinity circuit is a wraithbone chamber containing a murder-spirit so powerful that its battle-lust infects every Eldar soul, living or dead.

THE MAIDEN WORLDS

When their civilisation was all-powerful, the Eldar settled many new worlds. They learned how to turn barren, lifeless orbs of rock into planets suitable to live on. Hundreds of otherwise uninhabitable places blossomed into life under their guidance and became paradises ripe for settlement. Most of these worlds were destroyed during the Fall, swallowed into the Eye of Terror. Their Eldar populations were eradicated by the psychic shock-wave of the Warp rift and destroyed, or else changed in ways too horrible to contemplate.

At the time of the Fall, there were many worlds on the distant fringes of Eldar space which had been seeded, but which had not yet developed enough to be inhabited. These worlds were not touched by the destruction, and continued to flourish in the manner intended.

The Eldar of modern times refer to these now habitable planets as the maiden worlds, or Lileathan worlds, after Lileath, the virginal goddess of Eldar folklore. They believe these worlds were preserved for them to settle, and in most cases are eager to do so. These worlds are typically incredibly bountiful, the sciences of the ancient Eldar leaving them untainted by disease and harmful life forms. Such fecundity has made these maiden worlds tempting targets for other races as well, and the presence of lesser beings on such a planet is one of the most common reasons why the Eldar of the craftworlds wage their wars upon the upstart races of the galaxy.



BIEL-TAN

THE SWORDWIND



The Eldar of Biel-Tan constantly strive to return the ancient Eldar empire to its former glory. Consumed with bitterness, they wage an endless campaign of xenocide against those foolish enough to cross their path.

The militant Eldar of Biel-Tan place greater importance upon the Path of the Warrior than other craftworlds. They know that if a new empire is to be forged, it will be done in the crucible of battle, tempered in strife and quenched in blood. As a result, the Exarchs of Biel-Tan number more than any other craftworld. The deadliest of the Exarchs band together into a military force known as the Court of the Young King. The duties of this elite cadre include awakening the Avatar at the craftworld's core when mustering for war. Led by the embodiment of Khaine, the Aspect Warriors of Biel-Tan fight as if possessed, their barely harnessed rage driving them to acts of bloody slaughter.

The warhost of Biel-Tan is known as the *Bahzhakhain*, meaning the Swordwind – also 'Tempest of Blades' or 'Frozen Leaves Falling to Cut' depending upon inflection. The Swordwind strikes swiftly and surely, relying on a focused assault that uses surprise and the immense fighting skills of its numerous Aspect Warriors to annihilate the enemy in one clean blow. Their foes will often be overrun before they even have a chance to realise their doom.

As the Eldar of Biel-Tan see it, when the time comes for the Eldar to reclaim what is rightfully theirs, the paradise maiden worlds and the planets of the Exodites will be the first staging points for their conquest. Due to this, the Biel-Tan Eldar see any colonisation by other races as a threat to the future growth of the Eldar empire. The incautious explorators of the Imperium have often made planetfall on an Exodite world, only for their successors to find nothing but corpses that have been hacked to pieces and subsequently picked clean by indigenous scavengers.

THE REBORN

The world-rune used by Biel-Tan stands for the principle of reincarnation, a fate thought to have been reserved for every Eldar before the Fall. The name of the world-rune loosely translates as 'Rebirth of Ancient Days'. For the Biel-Tan, winter has fallen on the Eldar, but they are convinced that spring will soon return.

ULTHWÉ

THE DAMNED



It is whispered by those of other craftworlds that the Eldar of Ulthwé have been damned by their proximity to the Eye of Terror, exaggerating their psychic potential. Those of Ulthwé know instead that they are a bulwark between the survival of their race and utter destruction.

Craftworld Ulthwé is home to many of the most powerful psykers in the galaxy. The Eldar of Ulthwé cast themselves as sentinels, keeping an endless vigil over the dread gulf known as the Eye of Terror. There, the elite cadres of Farseers keep watch for the many and varied guises of Chaos, for Ulthwé's many talented mystics can foresee future events with a greater precision than those of other craftworlds. This foresight allows them both to preserve their line and thwart their eternal enemies, the forces of the Great Enemy. Ulthwé uses such future-knowledge often to the detriment of other races, always acting to preserve the Eldar, whatever the cost.

The Seer Council of Ulthwé constantly seeks to influence the course of history. At the behest of the Council, the craftworld's warriors are sent into apparently unrelated battles that will ultimately concern Ulthwé itself. It is largely these seemingly arbitrary conflicts that have earned the Eldar their reputation for random and capricious behaviour. The Farseers of Ulthwé know well that stopping the fall of a single stone can sometimes prevent an avalanche, and they manipulate fate itself in order to avert disaster. After all, the Seers of Ulthwé would rather see a hundred thousand humans perish than a single Eldar life slip away.

Though the battle-psykers of Ulthwé have made their armies mighty indeed, continued reliance upon them has left the craftworld lacking in Aspect Warriors. The Path of the Seer is long and treacherous, leaving little time for an Eldar to focus upon the Path of the Warrior. It is for this reason that Ulthwé maintains a large standing army of Guardians. The Black Guardians of Ulthwé, as they are named, are feared throughout the region around the Eye of Terror, both as saviours and dreaded foes. To perceive a force of Ulthwé Guardians as weak would be a grave mistake, for their Seers and Warlocks guide them even upon the battlefield.

THE EYE OF ISHA

This world-rune symbolises the sorrow of Isha, the fertility goddess from whom the Eldar believe they descend. Isha, it is said, wept bitterly when Asuryan, the king of the gods, ordered her separation from her mortal children. Vaul forged her tears into glittering spirit stones that her grief might not be in vain. Today, the warriors of Ulthwé bear this symbol as their sigil, a poignant reminder of the godhood they lost long ago.

SAIM-HANN

THE WILD HOST



The jetbike-riding kindreds of Saim-Hann are renowned for their preference for fast, mobile warfare, striking as a serpent before falling back beyond the reach of retaliation. Theirs is a craftworld of ancient tradition and a proud warrior culture.

Saim-Hann was reputedly one of the first craftworlds to abandon the Eldar homeworlds as the Fall approached, and their culture is closest to that of the Exodite worlds on the fringes of the galaxy. While other craftworlds see them as barbarous, their warriors have a fierce reputation. Their bravery is legendary, but their pride has frequently led them to fight unnecessary wars and even to initiate conflicts with other craftworlds.

THE COSMIC SERPENT

In Eldar myth, the Serpent is the only creature believed to exist in both the material and the psychic universes at the same time. Hence, the Serpent is said to know all secrets past and present. Saim-Hann means 'Quest for Enlightenment', for the Eldar word for snake and secret knowledge is identical: 'Saim'. The Eldar of Saim-Hann bear the world-rune that represents the Serpent as their heraldry, sporting it on the cowlings of their jetbikes, grav-tanks and air support.

Nearly all the Eldar of Saim-Hann, including its Seers, belong to one of the craftworld's Wild Rider clans. Each of these clans is led into battle by a Wild Rider chieftain. The chieftain's closest family form the kinsmen, who paint their faces with hot blood on the eve of conflict, drink from each other's wrists, and ride to war together as brothers. In much the same way, each unit of jetbikes or Vyper pilots is comprised of blood relatives, and tends to sport a vivid banner showing their clan's rune. It is only during a Wild Rider's time as an Aspect Warrior that his familial ties are put aside, as devotion to the Aspect shrine overrules all other considerations.

Unlike other craftworlds, who unite in mass mobilisations, the Saim-Hann kindreds are each free to choose whether or not to fight in defence of a particular cause. Disagreements on military matters are usually resolved with ritual combat between champions chosen from within the kindreds – however, it is not unknown for a kindred to go to war without the assistance, let alone the approval, of the rest of the craftworld.



ALAITOC

THE STARSTRIDERS



The Eldar of Alaitoc have spread their influence further afield than other craftworlds, sending agents across the galaxy to act as their eyes and ears. On the battlefield, they favour stealth and misdirection over brute force, killing silently and with guile wherever they can.

The Eldar of Alaitoc are puritanical adherents to the Path of the Eldar, and they shun contact with outside influences. Their focus is legendary; an Eldar from Alaitoc will become the epitome of his chosen Path for a time, often risking losing himself in the process. Because of this Alaitoc has a great many Exarchs in its number, for the call of war is always strong. A side effect of this zealous and restrictive attitude has led to many of Alaitoc's Eldar sating their repressed desires by becoming Outcasts – either banished

to the stars for some slight misdeed, or tiring of the harsh discipline of their craftworld and leaving voluntarily. These nomadic individuals are still emotionally linked to their kin, however, and often undertake dangerous quests on behalf of Alaitoc. Some become spacefaring Corsairs, bolstering Alaitoc's navy in times of war. Others choose the way of the Ranger, acting as the craftworld's eyes and ears in the galaxy. Some Rangers ultimately become Pathfinders, losing themselves to their lifestyle in the same way an Exarch loses himself to the Path of the Warrior. Supernaturally adept at concealment, Pathfinders make for near-invisible assassins on the field of war.

THE DOOM OF ELDANESH

Eldanesh was an Eldar hero who was slain by the jealous war god Khaine when he rashly denounced his patron deity. The world-rune of Alaitoc depicts the sword of Khaine bisecting the Red Moon; the sign of the House of Eldanesh, borne in grim memory of the act that brought about the War in Heaven. The Red Moon is an ill omen for the Eldar even now, used as a reminder of the fate of mortals who offend the gods.

It is through the Rangers and Pathfinders of Alaitoc, or Starstriders as they prefer to call themselves, that the Imperium has gleaned much of its knowledge of the Eldar. This is not a gift Alaitoc has willingly given, but a product of excruciation at the hands of the Imperial Inquisition. These acts have led to the current state of war that exists between the Imperium and Alaitoc – a war that Imperial commanders have compared to hunting ghosts.

IYANDEN

THE GHOST WARRIORS



The once-great craftworld of Iyanden is now a place of ghosts as much as of the living. Despite this, the Eldar of that faded realm do not meekly accept their fate – instead they call ever more of their fallen ancestors back into the fight for survival.

Once the largest and most populous of all the craftworlds, Iyanden has been reduced to a shadow of its former glory in a bitter war with the Tyranids. Thousands upon thousands of its noble warriors fell in battle against the Great Devourer. On the verge of utter defeat, Iyanden was saved from extermination by the return of Prince Yriel and his Eldritch Raiders. The corsair captain engaged the hive fleet in space, destroying its grotesque mother ships before taking the fight to the enemy upon the surface of Iyanden. Despite eventual victory, the craftworld is unlikely to ever recover its losses, and many of its Seers believe the Eldar of Iyanden are on the brink of extinction.

Were it not for the direst necessity, the Seers of Iyanden would leave their ancestors to rest. However, the fight for the survival of their craftworld forces them to resurrect their dead and enlist them to fight once again. This process is akin to necromancy in the Eldar mind: the soul must be summoned from the infinity circuit and subsequently interred in the impregnable wraithbone shell of a construct. Even the lowliest ghost warrior can take incredible punishment and survive, but on the rare occasions that one is destroyed, its spirit stone will be recovered and rehoused in another shell. In this way, the dead of Iyanden are trapped in an eternal cycle of war.

The profound losses suffered by Iyanden have led to a reliance upon the wraithbone constructs that now form the backbone of the craftworld's armies. Silent ghost warriors and wraithbone automata tower above Iyanden's remaining Guardians and Aspect Warriors, wielding the most powerful weaponry the craftworld can provide. But such strength comes at a terrible price, for the wraithbone constructs protecting Iyanden are inhabited by the departed spirits of Iyanden's dead.

THE SHRINE OF ASURYAN

Asuryan is the oldest and greatest of the ancient Eldar deities. He is the father of the gods, the ancestor of all living things. The world-rune of the Iyanden craftworld means 'Light in the Darkness', a reference to the ever-burning shrine that honours Asuryan and the flame of hope for the Eldar of Iyanden.

WANDERERS OF THE STARS



ALTANSAR

When the Fall caused the fabric of reality itself to burst open, Craftworld Altansar was caught within the gravitic pull of the Eye of Terror and slowly devoured.

Millennia later, the craftworld was spat back into reality. Despite its uncanny resurgence, Altansar is viewed with great suspicion by all other Eldar, for it is whispered that they are tainted by their ordeal in the heart of Chaos.

THE BROKEN CHAIN

The world-rune used by Craftworld Altansar is known as the Broken Chain – not only a reference to the escape of Kurnous and Isha from the dungeons of Khaine, but also to the shattering of the links that bound Vault to his anvil. The broken infinity loop above the world-rune has only been adopted by the craftworld since its narrow escape from an eternity of damnation within the Eye of Terror.



IL-KAITHE

Il-Kaithe, meaning Knowledge of Blood, was once best known for its Bonesingers' creativity. Since the dawn of the 41st

Millennium, it has become renowned for its merciless crusades against the forces of the Dark Gods. The craftworld opposes the Great Enemy at every turn, no matter the cost – it will readily ally with Commorragh and even with Mankind to thwart the machinations of Chaos.

THE HELM OF ELDANESH

The Lay of the House of Eldanesh describes the Eldar hero receiving an all-seeing helm from Asuryan himself. He defeats gods and monsters alike with the prescience that it gives him, but in the end falls prey to his own curiosity and foresees his own bloody demise at the hands of Khaine. The Eldar of Il-Kaithe use a world-rune depicting the helm to remind themselves that knowledge can have a terrible cost.



LUGGANATH

Perceived as little better than corsairs by other craftworlds, the Eldar of Lugganath foster close ties with the Harlequins, for they plan to abandon the material realm

as a lost cause and secede into the webway. Reports of corsair fleets operating out of Lugganath are common, notably the Sunblitz Brotherhood, whose vessels often fight alongside those of Lugganath's navy in times of war.



IYBRAESIL

Iybraesil is a largely matriarchal society, fostering many Howling Banshee shrines and female Autarchs. Dutiful and fierce, the gifted Seers of the craftworld labour

long in their hunt for the hidden secrets of the crone worlds. They hope to secure not only the Tears of Isha, but also ancient technologies and doomsday artefacts that will allow them to tip the balance in the war for survival.

THE BLACK SUN

Lugganath's name translates as 'Light of Fallen Suns.' Their world-rune, the Black Sun, is a reference to the lost glory of the original Eldar star systems. It is said that if a viewer were to look far enough into the void he would be able to perceive the last light of those dead stars – as close to a metaphor for hope as the Eldar of Lugganath ever use.

WISDOM FROM PAIN

Also known as the Hand of Heg, the world-rune of Iybraesil is a reference to the Eldar myth wherein Morai-Heg, the Crone, persuades Khaine to sever her hand so that she can drink of the wisdom in her own blood. The Eldar of that craftworld make frequent reference to this act, claiming that no knowledge is truly claimed without sacrifice.



YME-LOC

Yme-Loc boasts many weaponsmiths who supply its warhosts with Engines of Vault and lithe titans that dwarf the Gargants of the Orks and the God-machines of

the Imperium. Though it is not openly spoken of, the craftworld also possesses an arcane engine of destruction that can destroy a continent in a single night.



MYMEARA

For many millennia after the Fall, the reclusive Eldar of craftworld Mymeara were lost in grief, for they believed themselves the only Eldar left in the

galaxy. A recent war with the Imperium has seen them reunited with their kin and earned them a reputation for stealth, swiftness and intense displays of firepower.

THE CRUCIBLE OF SOULS

Eldar legend tells of the Crucible of Souls, within which the smith-god forged weapons of purest wraithsteel alloyed with the spirits of the virtuous in order to wage the War in Heaven. It was in this crucible that the ninety-nine-and-one Swords of Vault were created. Yme-Loc uses the symbol as its world-rune, claiming that the Eldar's fate is theirs to forge.

THE CURSING EYE

The world-rune of Mymeara is a reference to the omniscient abilities of Asuryan, said to be able to perceive and to kill in the same instant. Asuryan's pitiless extermination of the brutal Yygghs epitomises the cull of a lesser race in its comparative infancy, eradicating it before it can grow to endanger the noble Eldar race in any way.





THE DOOM OF THE ELДАР

The ancient history of the Eldar is more the subject of myth and legend, rather than historical fact. Much of what was known was lost during the devastation of the Fall. In the millennia since that cataclysmic event, the Eldar have been forced into a relentless battle for survival, pressed on all sides by a galaxy teeming with alien races that would see them destroyed. In the Warp, She Who Thirsts awaits to consume the unwary. The Eldar have no choice; they must fight with every weapon at their disposal or die out altogether.

c.M15-20 AN EMPIRE ASCENDANT

The Eldar are unparalleled masters of the galaxy. Those lesser races that dare oppose them present little challenge. Worlds live and die at their behest, for the supremacy of their great empire is beyond dispute.

c.M18-30 A SICKNESS OF THE SPIRIT

The luxurious paradise of Eldar civilisation gives rise to a dangerous combination of curiosity and complacency. Throughout the empire, a profound degradation in moral discipline sets in. Over the millennia there is a gradual slide into sensual excess.



c.M18-30 DARKNESS RISING

With the rise of the cults of pleasure, the worship of the Eldar gods declines sharply. As the quest for excess crosses the line into outright evil, a new god stirs towards wakefulness in the depths of the Warp.

c.M30-31 THE GREAT EXODUS

Those Eldar wise enough to see danger in the corruption flee from the rotten core of their empire. The first to leave become known as Exodites; pioneering fleets that seek the verdant havens of the maiden worlds. Later, others build gigantic craftworlds to flee the moral plague corrupting their civilisation. Abandoning all hope of their civilisation's recovery, the craftworld Eldar cast their lot into the sea of stars.

c.M18-20 THE HIDDEN KIN

Amongst the cults of pleasure, the worship of the Dark Muses is rife. The architects and masters of the new order rise so sharply in influence that they are able to claim vast swathes of the labyrinth dimension of the webway as their personal domains. Commorragh, largest and most lawless of the webway's port-cities, becomes synonymous with vice and decadence. The forefathers of the Dark Eldar are born.

c.M31 THE FALL

The core of the Eldar empire is torn out by the cataclysmic birth-screams of a new god. Trillions of sentient beings die as the centre of the galaxy collapses into the Immaterium. A thousand worlds are consumed by the largest Warp rift the galaxy has ever seen; the Eye of Terror. Eldar civilisation is shattered forever, and the psychic backlash of Slaanesh's ascendance curses the souls of those who survive. All that remains are the Dark Eldar lurking within the Webway, those Exodites who settled in the furthest reaches of the galaxy, and those few Eldar who escaped aboard the craftworlds. The long battle against extinction begins.

c.M31 THE RISE OF MAN

The Warp storms isolating the human homeworld of Terra are blown away by Slaanesh's birth. The Emperor of Mankind unites his greatest masterpieces, the warrior Primarchs, with the Space Marine Legions created from their geneseed. The Great Crusade begins as Humanity brings the worlds of the galaxy under compliance one by one. Their stranglehold on space travel shattered, the Eldar are powerless to stop it.

c.M31 THE PRIDE OF THE PHOENIX

Farseer Eldrad Ulthran of Craftworld Ulthwé contrives a meeting with Fulgrim, the Primarch of the Emperor's Children Legion, to warn him of the tendrils of Chaos that are corrupting the Adeptus Astartes. Despite the fact they could have changed the fate of the galaxy, the Eldar's warnings fall on deaf ears. As the Horus Heresy unfolds, the Dark Gods turn a full half of the Space Marine Legions to their cause. Chaos runs rampant and the galaxy burns.

764.M34 THE SHATTERING OF LUGGANATH

Craftworld Lugganath is invaded in force by the Emperor's Children. Thousands die as the devotees of Slaanesh defile much of the craftworld and drive the defenders back. The reeling Eldar rally at the Plaza of Reflection, where the Emperor's Children use their sonic weapons to collapse much of the craftworld's graceful architecture upon the defenders, crushing hundreds of Eldar to death amidst splintered spars of wraithbone. Seeing the devastation wrought by the terrible weapons of the Chaos Space Marines, the Autarchs of Lugganath authorise the use of Hemlock Wraithfighters. The Emperor's Children eventually retreat before the resultant barrage of necromantic energy, abandoning their dead and pursued every step of the way by vengeful Harlequins and unflinching, tireless ghost warriors.

334.M36 THE GHOSTLY HARVEST

The Twelve Outcasts of Alaitoc, six living and six dead, raid the ancient ruins of the crone world Belial IV. Installed in towering Wraithknights, they plunder the tumbledown cities of the once-glorious world, gathering empty spirit stones from those locations where reality and the Warp bled into one another. The cavorting Daemons of the crone world appear in force and bring the Twelve Outcasts to battle, but by fighting almost back to back, the Eldar are able to forge a path back to their webway portal and disappear from the nightmare planet with seconds to spare.

514.M38 WAR IN THE WEBWAY

The Eldar of Ulthwé and the Jade Knife Kabal of Commorrhagh battle for dominance within the shattered spars of the webway. With the death toll spiralling into the thousands on either side, an uneasy truce is agreed upon – despite their mutual loathing, both sides know well that Eldar lives are too valuable to waste in such numbers.

487-492.M39 A CRUEL THIRST

The Slaaneshi Daemon Prince Lilesh Snarelust slakes his infernal desire for excess, masterminding a vast daemonic incursion across a score of Imperial worlds near the Moon of Nightmares. Unwilling to permit such a foray into the material plane so near to their craftworld, the Eldar of Saim-Hann respond with focussed aggression, risking all in the battle against the legions of the Dark Prince.

Over the course of five years, the Windriders of Saim-Hann systematically outmanoeuvre and exterminate those loyal to the court of Slaanesh. Eventually, Saim-Hann's high chieftain Nuadhu brings Lilesh Snarelust to battle at the Daemon's coopted stronghold, the so-called Sanctuary of Sins. Though Snarelust's lethal handmaidens seek to intervene, Nuadhu's jetbike kinriders keep them at bay with volleys of shuriken catapult fire. Leaping from the back of his jetbike, Nuadhu plunges the legendary Celestial Lance into the Daemon's heart, shattering its soul and banishing its essence to the hell from whence it came. Those Slaaneshi Daemons that remain – and the Chaos-worshipping humans that are in league with them – are mercilessly culled.

741.M41
THE SONS OF KHAINE

Following a costly victory over the Imperium's Titan Legions upon Malaxis, the Autarchs of the five largest craftworlds meet in solemn conclave. Against the advice of several noted Farseers, the Autarchs agree that the lesser races of the galaxy must be shown their place. The message spreads, and the following centuries see a great upswell in the number of Eldar who take to the Path of the Warrior. The military capabilities of the craftworlds are bolstered to their greatest point in millennia, though dozens of civilian paths are left to fade away as a result.

745.M41 THE COMING OF THE GREAT DEVOURER

The Tyranids emerge from the void to plague the Eastern Fringe. Across the galaxy, the prophets of the Eldar race weep as the psychic magnitude of the hive fleet threat becomes horribly clear.

783.M41 MAEDRAX STIRS

Eldrad Ulthran foresees a fleet of Imperial explorators unwittingly awakening the Necron Tomb World of Maedrax. Before the night is out, the Eldar have moved through hidden star-portals to Maedrax and destroyed the Imperial ships in a series of pinpoint strikes. The Eldar make planetfall in force and purge the Necron presence before it can fully awaken, but they do not escape unscathed. A nearby Battle Barge of the Blood Angels Chapter, dispatched to avenge the disappearance of the Explorator fleet, intercepts the Ulthwé warhost as it fights its way out of the system and takes a deadly toll. Worse still, the Necron presence in the Maedrax system proves far more widespread than even the Eldar believed.

An entire dynasty awakes across the system, world by haunted world.

786.M41
THE DEATH OF GNOSIS PRIME

The Imperial planet of Gnosis Prime is invaded by the Eldar after a territorial dispute of epic magnitude. Despite having settled the planet some twelve hundred years previous, the human inhabitants are given an ultimatum by Eliac Zephyrblade of Saim-Hann – evacuate or die. The Autarch's imperious demand is met by an extremely vulgar response. The Eldar force is outnumbered a hundred times over by the Imperial armies, but the vengeful Zephyrblade makes the ocean his landing zone before running rings around the military juggernaut of the Imperium with his Windrider hosts. He cripples the planet's industrial zones before leaving Gnosis Prime to a cruel and lonely fate at the hands of his Dark Eldar allies.

891.M41 THE PERFECT WAR

Upon the sludge planet of Yurk, the armies of the Ork Warlord Killfist are engaged and killed without loss by Craftworld Iyanden's grav-tank skimmers. The clockwork precision of the warhost's attack prevents the Yurkoid Waaagh! altogether and saves a virgin Eldar colony from destruction in the process.

812.M41 THE DOOM OF MALAN'TAI

Hive Fleet Naga is systematically vanquished by the combined forces of Craftworlds Malan'tai, Iyanden and Idharæ. In the Hive Fleet's death throes, it ejects a clutch of Mycetic Spores, one of which reaches Craftworld Malan'tai. The psychic leech-creature that emerges slowly bleeds the craftworld unto death.

928.M41 A CLASH OF SCORPIONS

The opposed Phoenix Lords Arhra and Karandras of the Striking Scorpions clash in the broken ruins of ancient Zandros. Outnumbered and unable to defeat his former master in combat, Karandras artfully goads his predecessor into a blind killing frenzy over the course of a gruelling seventeen-day battle. At the critical moment, the Shadow Hunter melts into a patch of darkness and disappears entirely, leaving his nemesis to slaughter every one of his own disciples in a murderous rage.

941.M41 THE ROAR OF THE BEAST

In the act of preventing a Waaagh! that would have strayed into the path of Craftworld Idharæ, the Eldar of Ulthwé raise the Ork Warlord Ghazghkull Thraka to prominence. The self-styled Prophet of the Ork gods unites his barbaric followers against the industrial world of Armageddon. Word of the unbridled destruction caused by Waaagh! Ghazghkull spills out until every Ork within ten light years is spoiling for a 'proppa fight', inspiring a dozen other Waaaghs! which bleed into one another until they capsize a huge swathe of the Imperium.

942-992.M41 THE EXILED PRINCE

The Eldritch Raiders wreak havoc upon galactic shipping. Over the course of nearly half a century, they claim prizes ranging from Ork hulks to Inquisition corvettes, Tau ambassadorial transporters to Chaos battle cruisers. It is speculated by Ordo Xenos prognosticators that no less than one thousand class IX or greater vessels have been lost to his fleet. In a boastful communiqué, Prince Yriel disavows this notion by listing his Raiders' conquests, totalling over eleven thousand ship names and call signs in languages as diverse as Hrud, High Gothic and Kroot.

991.M41 THE TIME OF ENDING

The Eldar mystic Kysaduras the Anchorite proclaims the End Times to have begun. After lengthy meditation alongside Eldrad Ulthran of Ulthwé, he preaches to the high seers that the Eldar's only hope of survival lies with Ynnead, the Eldar god of the dead, whose name is only ever spoken in whispers.

992.M41 THE DEVOURER DESCENDS

The Tyranids push their tendrils into the galaxy, and Craftworld Iyanden is locked in a death-struggle against the mighty Hive Fleet Kraken. As the craftworld teeters on the brink of extinction, more and more Ghost Warriors are summoned to its defence, until the army facing the Tyranids is as much of the dead as the living. Thousands of souls are drawn from the infinity circuit to stand beside their living descendants until whole armies of Wraithguard stride to war, but even drawing on this precious resource cannot stop the Tyranid invasion. With millions of Tyranids battling through the craftworld itself and the craftworld's own defences unable to drive off the waves of hive ships assailing it, only the timely arrival of an outside influence saves the ancient craftworld. Prince Yriel returns from his exile at the head of his Eldritch Raiders and vanquishes the Tyranid fleet in a titanic space battle. Rallying the desperate defenders upon the craftworld, Yriel ensures his place in legend when he takes up the cursed Spear of Twilight and slays the towering monster leading the Tyranid invasion.

998.M41 SANCTITY BREACHED

Furious battle erupts in the twilight realm of the webway as Chaos Space Marines of the Thousand Sons legion fight their way to within sight of the Black Library. Their leader, the master Chaos Sorcerer Ahriman, is thwarted by a powerful force of Eldar Harlequins and allies from both Craftworld Ulthwé and Craftworld Lugganath. Several major arteries of the webway are choked with the dead before the warrior-psykers of the Thousand Sons are driven from the secret paths by a concerted attack. The breach caused by the rampaging Chaos Sorcerers is runically sealed, but as a result, a section of the webway is lost forever.

999.M41 THE BIO-PURGE

The Biel-Tan and Iyanden Eldar unite in the incineration of dozens of Imperial and Ork-held worlds in and around the Octarius system. By swiftly establishing beachheads and activating a modified version of the psychic doomsday device used to destroy the Tyranid-infested planet of Dûriel, the Eldar ensure that no shred of biomass is left intact. Though the Imperium rages at the slaughter, blindly venting its wrath upon any xenos spaceship within a dozen parsecs, Hive Fleet Leviathan is denied crucial bio-resources as a result. A short time after, a major part of the hive fleet is isolated and destroyed by interlacing Eldar attacks.

999.M41 THE MIGHT OF CHAOS

Abaddon, Warmaster of Chaos, launches the greatest invasion of realspace ever seen. The Seer Council of Ulthwé has waited long for this moment, and leads the Eldar craftworlds in a united war effort to contain the Chaos armies flooding from the Eye of Terror. The Eldar cause horrific damage to the Chaos Space Marine Legions on dozens of worlds, suffering untenable casualties in their turn as the minions of the Great Enemy fight back. Unfortunately for the Eldar and the Imperium alike, the psychic stink of war is so all-pervading that Abaddon's daemonic allies are able to manifest in their billions. They are quick to join the slaughter, and the death toll rises ever higher.



THE ELDAR WARHOST

This section of the book details the forces used by the Eldar – their weapons, their units and the special characters that lead them to war, including any unique wargear that they use in battle. Each entry describes a unit and gives the specific rules you will need in order to use it in your games. The army list (pages 90-103) refers back to these entries.

ELDAR SPECIAL RULES

The 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 your *Warhammer 40,000* rulebook.



ANCIENT DOOM

The Eldar loathe and fear She Who Thirsts above all else, for in Slaanesh they see their doom made manifest.

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

When the Eldar don their war masks, they enter a battle trance so focused that they flow across the battlefield like quicksilver, killing their foes without breaking stride.

A unit that contains only 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

As tacticians, the leaders of the Eldar can be counted amongst the brightest and best in a galaxy full of warmongers.

When generating his Warlord Traits, an Eldar Warlord may either roll on one of the Warlord Traits tables in the *Warhammer 40,000* rulebook, or roll on the table below.

WARLORD TRAITS TABLE

D6 WARLORD TRAIT

- | | |
|---|--|
| <p>1 Ambush of Blades. <i>The Warlord's uncanny senses reveal the precise time at which to strike.</i>
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 from <i>Codex: Eldar</i> within 12" of him, re-roll 1s when rolling To Wound.</p> <p>2 An Eye on Distant Events. <i>The Warlord's well honed survival instinct informs the actions of his warhost.</i>
One use only. Declare your Warlord is using this ability at the start of an enemy Shooting phase. For the duration of the phase the Warlord, and all friendly units from <i>Codex: Eldar</i> within 12" of him, have the Stealth special rule.</p> <p>3 Falcon's Swiftess. <i>The Warlord, and those who travel in his wake, possess astonishing grace and agility.</i>
The Warlord and his unit add 1 to the dice roll when determining how far they can Run (this will normally then be D6+1").</p> | <p>4 Fate's Messenger. <i>Fate conspires to preserve the Warlord for greater undertakings in their future.</i>
The Warlord re-rolls all saving throw results of 1.</p> <p>5 Mark of the Incomparable Hunter. <i>The Warlord is a master marksman, and places his shots precisely where they are most needed.</i>
The Warlord has the Split Fire special rule.</p> <p>6 Seer of the Shifting Vector. <i>The Warlord can read the skeins of destiny, and position himself where his reinforcements are due to arrive.</i>
Friendly units from <i>Codex: Eldar</i> arriving by Deep Strike do not scatter as long as the first model placed is within 6" of the Warlord.</p> |
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THE AVATAR OF KHAINE

INCARNATION OF THE BLOODY-HANDED GOD

In the heart of every craftworld lies a sealed wraithbone chamber. Inside, upon a smouldering throne, sits a towering statue of iron. His body is pitted with age and encrusted with a patina of corrosion. His slitted eyes reveal only empty darkness. The skeletal structure of his sanctum stretches throughout the entire craftworld, its strands connecting every part to his inert form. As the craftworld prepares for war, this psychically receptive chamber pulses with the battle-lust of the Eldar. The Avatar's massive heart quickens and his metal flesh pulses with life. Molten iron boils through his veins. The Avatar shifts upon his throne, restless in response to the need for war.

As the Avatar's first stirrings are felt by the Eldar of the craftworld, the oldest of its Exarchs don their ceremonial armour, gather outside the chamber, and begin the Ritual of Awakening. Through naked ribs of wraithbone, a psychic roar echoes across the craftworld. Summoned by this battlecry, the Exarchs bring forth the Young King, an Aspect Warrior chosen by the Farseers for a dread destiny. He stands in front of the chamber's door, naked but for a crown of wraithbone thorns. Every one of the craftworld's inhabitants feels the Avatar's blood-thirst awakening in his own mind, a deadly fire waiting to be set loose.

At last, the bronze doors of the Avatar's throne room swing open. The light that spills out is so bright it burns through eyelids into the mind. Into the throne room the Young King walks, each step taking him nearer to fiery destruction. For hours, and sometimes days, the furnace rumbles and booms, mercifully drowning out the Young King's screams. At last there is an inhuman roar, and a psychic shock wave blows apart the gates of the shrine. Amidst the blistering torrent, the smouldering Avatar stalks from his throne room. Mixed with the hot smell of coal and sulphur is the taint of blood.

The Avatar of Khaine is an ancient god incarnate, and his massive form is fearsome to behold. His eyes glow red as bubbles of fiery ichor burst and solidify upon his incandescent skin. Tendrils of acrid smoke and flying cinders enwreath him like a dark crown, and thick red gore drips from the fingers of his left hand. Clasp in his right hand is the Wailing Doom, the sacred weapon of the Bloody-Handed God. Summoned to war through arcane rituals, the Avatar marches at the forefront of his army, and the Eldar who march in his wake are galvanised by his sheer bloodlust. Their fear and hesitation is burned away in an instant, replaced by an unholy joy in the anticipation of battle, and a murder-thirst that must be slaked. In those precious moments, the Eldar reach the pinnacle of greatness, transformed from survivors to conquerors once more. A cry of pure exultation echoes across the battlefield. It is then that the killing begins.

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

UNIT TYPE: Monstrous Creature (Character).

SPECIAL RULES: Ancient Doom (pg 25), Battle Focus (pg 25), Daemon, Fearless, Fleet.

Khaine Awakened: All friendly units chosen from *Codex: Eldar* within 12" are Fearless.

Molten Body: The Avatar is unaffected by all Pyromancy psychic powers, all flamer weapons as defined in the *Warhammer 40,000* rulebook, 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 *Suin Daellae*, 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
-	User	1	Melee



AUTARCHS

There is an avenue of the Warrior Path walked by only a few. The Eldar term for it roughly translates as the Path of the Leader or the Path of Command, and those who travel far enough along it are known by the title of Autarch. Among a race that leans so heavily upon its armies for survival, the ability to coordinate the actions of the craftworld's warhosts, fleets and fighter squadrons is paramount. This is the duty of the Autarch – to master the myriad ways that the Eldar wage war, and to lead his fellows to victory in battle.

When an Eldar leaves an Aspect shrine, he abandons its teachings and disciplines, forsakes its weapons and wargear, and absolutely disassociates himself from it in the pursuit of a completely new Path. Not so the Autarch, whose duty it is to learn about each Aspect in turn so that he might better guide them in defence of the craftworld. To this end, the Autarch will join each of his craftworld's most prevalent shrines for a time, learning all that he can of the rituals, skills and battle doctrines of that Aspect. Once he has taken the teachings of that shrine into himself, he will leave, though he will first participate in a ceremony with the shrine's Exarch known as the *Rhaan Lona*, or the Covenant of Wargift. In this secretive rite, a selection of weapons, armour and wargear of the shrine are laid out before the Autarch, from which he chooses a single item to take with him on his ritual journey. The Autarch retains this wargear throughout his life, using it – and the knowledge that it represents – for the betterment of his craftworld.

Those selected to walk the Path of the Leader must be the most capable of their kind, for they carry the weight of their race's survival on their shoulders. They must be willing to devote themselves to a long and arduous task above all else. After a time, every Autarch comes to learn that the road to true martial excellence lies not in the heat of melee, but rather in gaining a wider vision of the battle and directing the Eldar warhost along the most efficient path to victory.

An Autarch's insight into each element of the Eldar warhost gives him an unparalleled strategic ability that an Exarch, obsessed with one facet of Khaine's bloody craft, could never hope to achieve. When an Eldar army is led by an Autarch and guided by his Farseer advisors, it functions as a well-honed machine, each component acting in perfect concert with the others to form an irresistible force. However, it is not purely as a commander that the Autarch excels. When the war-lust is on him, he will call upon the skills he honed amongst the Aspect shrines to spearhead assaults, duel with the leaders of the foe and destroy their war machines with contemptuous ease. Many Autarchs lead their warhost from the front, plunging into the fray to change the course of the conflict with each well-placed kill.

For an Aspect Warrior, success is to embody a specific element of Khaine's warlike nature, becoming one with their ritual weapons so that they might slay the foe with preternatural grace and ease. For an Autarch, success is to harness every aspect of Khaine's might at once – to achieve victory without weakening the craftworld, and prove the supremacy of the Eldar race in the process.



	WS	BS	S	T	W	I	A	Ld	Sv
Autarch	6	6	3	3	3	6	3	10	3+

UNIT TYPE: Infantry (Character).

WARGEAR: Heavy Aspect armour (pg 65), shuriken pistol (pg 63), haywire grenades, plasma grenades, forceshield (pg 66).

SPECIAL RULES: Ancient Doom (pg 25), Battle Focus (pg 25), Fleet, Independent Character.

The Path of Strategy: If your army contains one or more Autarchs, you can modify any of your reserve rolls by +1 or -1 (choose separately after each roll is made).

'Trust not in their appearance, for the Eldar are as alien to good, honest men as the vile Tyranids and savage Orks. There is no understanding them for there is nothing to understand – they are a random force in the universe.'

- Imperial Commander Abriel Hume

SEERS OF THE ELДАР

FARSEERS

Masters of prediction, the Farseers are the strangest and most visionary of a craftworld's advisors. Even in battle they can perform their divinations, casting the complex wraithbone runes of the Eldar into the air and interpreting changes as the glowing icons orbit around them. In this way, the Farseers explore the myriad skeins of present and future, studying the consequences of the smallest decision, the better to guide their people to victory.

The Path of the Seer is the most dangerous and convoluted journey of all, for all psykers are intimately connected to that heinous mirror of reality, the Warp. To proceed along the Witch Path without caution would be to invite damnation, for the minions of the Great Enemy lurk within the Warp ready to rend the souls of overambitious Seers. Even when used wisely, the Path itself can claim an adherent for the rest of his life. Just as Eldar who are trapped on the Warrior Path become Exarchs, so Seers who progress too far along their own Path become Farseers.

Eldar upon the Witch Path learn to harness their powers using complex, psychically sensitive wraithbone runes. These act not only as prophetic tools but also as arcane wards that smoulder and burn out whenever the energies of the Warp flow too strong.



With these runes, the Farseers learn to divine the many futures of their craftworld, identify the course of reality that benefits them the most, and steer their people accordingly. On a personal level, their destiny is set in stone – a peculiar side-effect of the Farseer's obsession with the metaphysical sees their physical forms eventually turn into delicate psychocrystal. When the transformation is almost complete, the senescent Farseer makes a journey to the Dome of Crystal Seers, joining his predecessors as an inert statue linked to the infinity circuit forever.

The Eldar of the craftworlds look to the Farseers for leadership in all things, and it is no different upon the field of battle. A Farseer can uncover the enemy's intentions, calculate the effects of his clumsy attacks, and guide him to his doom upon the blades of the Eldar. At the heart of each warhost, the Farseers and their Seer Council disciples flow around blasts of enemy fire with a grace that makes their foes seem predictable and slow. Even in the arts of combat the Seers excel, for their semi-sentient witchblades and singing spears transmit the destructive potential of their wielder's psyche. Yet the Seer's greatest weapon is his mind, for he can obliterate an enemy leader's memories or hurl a tank into the air with a gesture and a pulse of thought.

In the crucible of battle, Farseers shape the future with the skill of master craftsmen. Their tools are the warriors they lead, and their clay the flesh of those who oppose them. As the Farseers pluck at the strings of fate, the crude plans of the foe wither away to leave only barren and bloody defeat.

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

UNIT TYPE: Infantry (Character).

WARGEAR: Rune armour (pg 65), shuriken pistol (pg 63), witchblade, ghosthelm (pg 66).

SPECIAL RULES: Ancient Doom (pg 25), Battle Focus (pg 25), Fleet, Independent Character, Psyker (Mastery Level 3).

PSYKER: A Farseer generates his powers from the Divination, Runes of Fate and Telepathy disciplines.

UPGRADES

Runes of Warding: One use only. Immediately before the Farseer makes a Deny the Witch roll, he can choose to use these runes to grant his unit an additional +2 modifier to the dice roll.

Runes of Witnessing: One use only. If the Farseer fails a Psychic test, he can use these runes to re-roll the test (potentially negating Perils of the Warp in the process).

SPIRITSEERS

Spiritseers are those upon the Witch Path who are called to commune with the dead – a chilling concept, even amongst the Eldar. Though Spiritseers help to ensure the survival of the entire Eldar race, their actions are perceived by those around them as akin to necromancy; yet another depth the craftworlds must sink to in their struggle to stave off a lingering demise.

It is said that the first Spiritseer was a Seer from Iyanden Craftworld who so mourned the loss of his lover that he plunged his mind deep into the infinity circuit to be with her. Amidst the swirling otherworld of the departed, he found his true calling – to bridge the gap between the living and the dead. Since that day, an increasing number of Eldar have walked the Path of the Spiritseer, for as the Eldar dwindle, they have ever greater need of their kin within the infinity circuit.

Those who walk in the spirit world for too long find their affinity with the departed growing ever stronger. For a mind as perceptive and prone to obsession as those of the Eldar, to be steeped in the deathly currents of the afterlife is to experience a taste of limbo that stains the soul. Each time a Spiritseer delves into the infinity circuit, it becomes harder to return, until, after many long years, it is impossible.

When the craftworld goes to war, those Spiritseers still able to walk the mortal world are of great value. Whilst all Seers are capable of separating a precious spirit stone from the infinity circuit and placing it within the automaton shell of a ghost warrior, only a Spiritseer can guide that warrior's labours upon the battlefield. To one of the departed who has returned to the mortal plane, thoughts and feelings are the only reality. Yet by holding the mortal and immortal realms in their mind's eye at once, Spiritseers provide clarity and focus. With such assistance, the ghost warriors bring the gift of death to the foe, their shots unerringly finding their mark and sword-strokes arcing down with uncanny skill.

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

UNIT TYPE: Infantry (Character).

WARGEAR: Rune armour (pg 65), shuriken pistol (pg 63), witch staff (pg 65).

SPECIAL RULES: Ancient Doom (pg 25), Battle Focus (pg 25), Fleet, Independent Character, Psyker (Mastery Level 2).

Spirit Mark: At any point during your Movement phase, nominate a single enemy unit within 12" of the Spiritseer – place a counter next to it to show it has been spirit-marked. All Wraithguards, Wraithblades, Wraithlords, Wraithknights and Hemlock Wraithfighters can re-roll To Hit rolls of 1 against spirit-marked units. At the end of your turn, remove all spirit-mark counters from play.

PSYKER: A Spiritseers generates his powers from the Telepathy and Runes of Battle disciplines.



WARLOCK COUNCILS

Perhaps because of some hidden mark that Khaine has left on their soul, those Seers who have trained as Aspect Warriors find it easier to develop destructive psychic powers. Known as Warlocks, these individuals become their warrior-seer selves by returning to their old shrines. If his blood sings with the need to fight, a Warlock accepts his mask, and recreates the two-fold division of the mind into self and warrior. In battle, Warlocks often lead from the front, splitting off from their Seer Councils and casting the runes of battle to bolster the warhost and to bring havoc to their enemies. Few can match the arcane might of an Eldar Warlock in the midst of a battle trance, his destructive aura crackling outward to destroy those foes beyond his reach.

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

UNIT TYPE: Infantry.

WARGEAR: Rune armour (pg 65), shuriken pistol (pg 63), witchblade.

SPECIAL RULES: Ancient Doom (pg 25), Battle Focus (pg 25), Fleet, Psyker (Mastery Level 1).

PSYKER: A Warlock generates his powers from the Runes of Battle discipline.

EXARCHS

Eldar Exarchs are the war aspects of Khaine embodied. They are the high priests of the Bloody-handed God, the keepers of his shrines and the teachers of his creed. An Exarch's abilities are far more developed than even the finely-honed skills of the Aspect Warriors that follow in their wake, and they slay warriors and warlords alike in the name of their hungry god.

Only those Eldar who are completely lost upon the Path of the Warrior become Exarchs. This process only rarely occurs, but once it has taken place it can never be reversed. It happens as a result of the repeated exhilaration of battle – a feeling so strong it can leave an indelible imprint upon a warrior's psyche. In theory, Aspect Warriors learn how to control and compartmentalise their warrior-selves, putting on and casting aside their blood-hungry persona just as they don or put down their ritual wargear. When an Aspect Warrior loses this ability to dissociate himself from the killer-self, he becomes an Exarch, held in both fear and awe by those he once called kin.

Exarchs do not leave their shrines except in times of war or high conclave. Even the smallest of these shrines are extensive structures or hidden otherworlds dedicated to training, instruction, and ceremony. Each has its own armoury and its own inner sanctum where the Exarchs administer the rites of war before the altar of Khaine.

It is here that the Exarchs recite battle songs of old, marking their warriors' bodies with runes of blood before they don their armour and take up their weapons. In this way, Exarchs guide their fellow Eldar along the Path of the Warrior.

An Exarch wears an elaborate and often ancient version of the ritual Aspect Warrior armour. He boosts his already superhuman abilities with arcane wargear, and wears upon his suit the spirit stones that contain the departed spirits of all the suit's previous Exarchs. Each Exarch assumes the sacred name associated with this suit, and his spirit mingles with those Eldar who have borne it since the shrine's inception. It is the presence of the spirit-pool of raw psychic energy that gives the suit and warrior – for the two are indistinguishable – their special warrior powers. Thus, an Aspect Warrior who becomes an Exarch is reborn as a living legend, the heroic ideal of that Aspect forged in new flesh.

The weapons of the Exarchs are extremely potent; an extension of their Aspect's particular niche taken to a deadly extreme. When the Exarchs of the Eldar take the field en masse there is no force they cannot overcome, and no enemy they cannot kill.

Designer's Note: The profile, unit type, wargear, and special rules of each Aspect's Exarch can be found on the relevant page for each type of Aspect Warrior.

EXARCH POWERS

BATTLE FORTUNE

This model has a 4+ invulnerable save.

CRUSHING BLOW

This model has +1 Strength.

DISARMING STRIKE

In any round of a challenge, this model can attempt to temporarily disarm his opponent. If he wishes to do so, both he and his opponent roll a D6 before either makes any To Hit rolls. The model with this power adds 1 to the total if his Weapon Skill is higher than his opponent's.

If the model's total is equal to or higher than his opponent's, nominate one of the opponent's melee weapons – this is treated as a close combat weapon until the end of the phase. If his opponent has no weapons, this ability has no effect.

FAST SHOT

This model always fires one more shot than is normal for his weapon (a shuriken pistol therefore fires 2 shots, a shuriken catapult fires 3 shots, etc). This power cannot be used when firing a Template weapon.

IRON RESOLVE

This model has +1 Leadership.

MARKSMAN'S EYE

This model makes Precision Shots on a 5+, rather than a 6.

SHIELD OF GRACE

In any round of a challenge, this model can choose to defend, gaining a 3+ invulnerable save until the end of the phase. If he does so, he can only make a single Attack this phase. You must declare that the model is opting to defend immediately before the Initiative 10 step.

STALKER

In the first round of a challenge, the model can attempt to backstab his opponent – you must declare he is doing so immediately after a challenge has been accepted. If the attempt is made, both he and his opponent roll a D6 before either makes any To Hit rolls. The model with this power adds 1 to the total if his Initiative is higher than his opponent's.

If the model's total is equal to or higher than the opponent's, he re-rolls failed To Wound rolls this phase.

The following Exarch Powers confer the special rule of the same name (see the *Warhammer 40,000* rulebook):

Fear, Feel No Pain, Hit & Run, Monster Hunter, Night Vision.

DIRE AVENGERS



The Dire Avengers are first amongst the Aspect Warriors of the Eldar. They represent the War God's unending thirst for vengeance upon a galaxy of woe, and as such they are merciless to their foes and unstinting in their devotion to their people.

Most common of all the Aspect Warriors, the Dire Avengers can trace their line back to Asurmen, first of the Phoenix Lords. They are famed for being as deadly on the attack as they are immovable in defence, and are widely regarded as the most tactically flexible of all the Aspects. It is often said amongst the Eldar councils of battle that an army without Dire Avengers is like a warrior without a heart.

Throughout history, the Dire Avengers have proven themselves over and again. At Chogoth Delta, it was the Dire Avengers of the Sable Helm who slaughtered the Orks of Waaagh! Greksh, taking such a toll on the brutish aliens that the piled corpses choked the river and caused it to burst its banks. During the liberation of Laedira, it was the Dire Avengers who scoured the jungles clean of human settlers once and for all, showing neither mercy nor regret as they methodically exterminated an entire planet's population. Through the millennia, a great many legends speak of Dire Avengers holding back nightmarish tides of Daemons to allow comrades to escape, of bold warriors protecting Autarchs from unseen assassins and a thousand other tales besides. Acts of valour such as these exist from the earliest days of the Dire Avenger Aspect Shrines, and are echoed to this day by their modern counterparts.

Dire Avengers take to the field armed with avenger shuriken catapults. These elegant weapons are even more advanced than the shuriken catapults used by the craftworld Guardians. Their lethal volleys echo the Death of a Thousand Blades, the punishment that Khaine metes out upon traitors and cheats who are unworthy of a clean kill. Each silent fusillade of incredibly sharp monomolecular discs is levelled with such pinpoint accuracy that they slice through armour, bone and flesh with sickening ease.

The Dire Avengers consider the wielding of the shuriken an art form. Even when they are not clad in their full panoply of war, the robes they wear when outside the shrine are lined with lethal discs. In this way, even an apparently unarmed Dire Avenger can slay a distant opponent with a swift chopping gesture, a skill much needed in times of strife. Such vigilance is the hallmark of the Dire Avenger Aspect, a symbol of their duty to guard their craftworld at all times and to take the battle to their enemies at a moment's notice.

When in battle, Dire Avengers use their avenger shuriken catapults to create an impenetrable storm of monomolecular blades. Lightly armoured warriors are slain by the dozen, and even those in heavy battle plate are felled by the sheer volume of cutting discs. Dire Avengers have an uncanny knack of knowing when to follow this onslaught with a lightning-fast assault and when to draw the enemy forward onto their blades. Given their incredible skill at arms, it is rare to find an Eldar force without these warriors at its core.

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

UNIT TYPE: Infantry.

Dire Avenger Exarch is **Infantry (Character)**.

WARGEAR: **Aspect armour** (Dire Avengers only) (pg 65), **heavy Aspect armour** (Exarch only) (pg 65), **avenger shuriken catapult** (pg 63), **plasma grenades**.

SPECIAL RULES: **Ancient Doom** (pg 25), **Battle Focus** (pg 25), **Counter-attack**, **Fleet**.

THE ASURYATA

The Asuryata, the legend of the Phoenix Lords, is an ancient epic that is only recited in full once in each generation. Though it is known in its entirety only to a mystical order of storytellers and poets called the Bards of Twilight, the Asuryata features many important parables and teachings, which the Eldar use as guiding principles to inform both their day-to-day activities and the actions taken by their war councils.



HOWLING BANSHEES

Howling Banshees are swift and athletic troops who are famously deadly in hand-to-hand fighting. They are renowned for their ability to strike down the foe before they can so much as raise a blade. Key to this is the banshee mask, a ritual weapon containing psychosonic amplifiers that magnify the wearer's keening battle screams into a mind-destroying shockwave. This inflicts severe damage to the central nervous systems of their foes, inspiring a feeling of mortal terror and causing momentary paralysis. A full squad of Banshees activating their masks in unison can secure victory before a single blow is struck.

A predominantly female Aspect, what these fierce warriors lack in brute strength they make up for in precision and efficiency. While their foes reel from the auditory offensive of the banshee masks, their shimmering power swords slice through the armour of their foes. A ceramite-clad Chaos Space Marine is as easily slain as a hulking Ork; haughty Incubi are as easy prey as coarse and hairy Imperial Guardsmen. Such is the speed and ferocity of their attacks that even other Aspect Warriors salute their methods with curt nods of approval.

Unlike many of the other Aspect Warriors, whose methods of war tend towards subtlety and stealth, there is nothing remotely clandestine about the Howling Banshees.

Their preferred method of attack is to race forward on foot or use the protective confines of a Wave Serpent to close with the enemy, and then leap upon their foes with their masks unleashing the full horror of their warcy.



Such boldness might be deemed unwise for one of the most lightly armoured Eldar Aspect Warriors, but the Howling Banshees care not. They announce their coming with a dire, blood-chilling scream, for by the time the ill-fated victim beholds his foe, his doom is already assured. It is a simple but deadly equation that the Banshees carry with them – a foe who has beheld his fate, and heard the predatory call of his killer, is likely already bested by fear.

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

UNIT TYPE: Infantry.

Howling Banshee Exarch is **Infantry (Character)**.

WARGEAR:

Aspect armour (Howling Banshees only) (pg 65), **heavy Aspect armour** (Exarch only) (pg 65), **shuriken pistol** (pg 63), **power sword**, **banshee mask** (pg 66).

SPECIAL RULES: **Ancient Doom** (pg 25), **Battle Focus** (pg 25), **Fleet**.

Acrobatic: Units entirely composed of models with this special rule Run an additional 3" (this will normally be D6+3").



THE CRONE GODDESS

The banshee is a harbinger of woe in Eldar mythology, whose cry is said to herald such ill fate that it can even wrench a soul from its spirit stone. It is fitting that the most feared of all the Aspect Warriors, the Howling Banshees, draw their inspiration from this unearthly creature.

In Eldar myth, the Crone Goddess Morai-Heg sought to partake of the wisdom contained in her divine blood. Knowing there was only one with the power to harm a god, she sent her daughters to haunt their father Khaine's steps with their piercing screams. The infernal noise drove Khaine into a bloody rage that saw his mind begin to unravel. Promising an end to this curse, the Crone Goddess bade Khaine cut off her hand that she might drink deep from her own veins. With this deed, Morai-Heg gained the knowledge of blood, and the Aspect of the Banshee was granted to Khaine in return.

STRIKING SCORPIONS

The Striking Scorpions epitomise the deadly attributes of their namesake, for they are the stealthiest and yet the most dangerous of all the close assault Aspects. They are merciless killers without exception, revelling only in the hunt and the kill. The most sinister skill of the Striking Scorpion is the legacy of their Phoenix Lord, Karandras – the ability to stalk the shadows, creeping ever closer before falling upon the foe like the wrath of Khaine himself.

The heavier armour plates that form the Striking Scorpions' Aspect armour deny them the outright swiftness of their Banshee sisters. Instead, these Aspect Warriors excel at slinking through dense terrain, using every available hiding place to close with their prey. It is said that they will lie in wait for days without motion, waiting patiently for their victim to expose his weakness. When the attack comes, it does so with the force of a lightning bolt. Shuriken pistols spit and scorpion chainswords whirr – vicious blades with diamond-toothed edges mangle and tear flesh. This patient yet murderous nature has been the doom of many an enemy whose attention drifted from the shadows for even a moment too long.

The signature attack of the Striking Scorpion is made by the deadly weapons housed in pods on either side of the warrior's helmet, known as mandiblasters. These are short-ranged laser weapons used to deliver a deadly energy sting in close combat. Activated by a psychic pick-up, they fire a hail of needle-thin shards that act as conductors for a highly charged laser. The foe scarcely has time to reel in shock at the sudden appearance of the Aspect Warriors before the sting hits home. A mandiblasters volley and the blistering flurry of attacks from the Scorpions that follow it, is enough to tear the heart out of an enemy force.

The Exarchs of the Striking Scorpions carry devastating close-combat wargear without exception. With the gigantic chainsword known as the biting blade, an Exarch can cleave his foes in two with a single glittering swing, whilst the fabled Scorpion's Claw can tear open the armour of even a Tau Battlesuit in a heartbeat. Masters of stealth and close-quarters butchery, Striking Scorpions are rightly feared by even the most well defended of foes.

THE TEARS OF ISHA

The Eldar myth called the Tears of Isha recalls how the Eldar race was born as the mortal children of Isha and Kurnous. Lileath dreamed that Khaine would be torn into a hundred pieces by a great mortal army. When Khaine learned of this, he resolved to destroy the Eldar. Asuryan heard the weeping of Isha and so learned of Lileath's dream and Khaine's plan. To save the few who remained, Asuryan placed a great barrier between mortals and gods, dividing them for eternity. This went hard with Isha, who now wept all the more because her mortal children had been separated from her. Isha and Kurnous pleaded with Vaul the Smith to help them. Vaul knew that Asuryan would never change his mind, but he promised to help all he could. From Isha's tears, Vaul made the spirit stones, by means of which Isha could see and talk to her mortal children. Isha taught the Eldar much about how to farm the land, whilst Kurnous instructed them how to hunt for food.

One day, Khaine overheard Isha as she spoke to her children and he immediately told Asuryan. The Phoenix King was wroth that his commands were disobeyed. He told Khaine that as Isha and Kurnous had betrayed him, he no longer considered them worthy of his protection, and Khaine could do with them as he wished. This suited Khaine very well. He made the god and goddess his prisoners, and plunged them into constant torment.

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

UNIT TYPE: Infantry.

Striking Scorpion Exarch is **Infantry (Character)**.

WARGEAR: Heavy Aspect armour (pg 65), shuriken pistol (pg 63), scorpion chainsword (pg 65), plasma grenades, mandiblasters (pg 66).

SPECIAL RULES: Ancient Doom (pg 25), Battle Focus (pg 25), Fleet, Infiltrate, Move Through Cover, Stealth.



FIRE DRAGONS



The Fire Dragon Aspect styles itself upon the dragon of Eldar myth, the sinuous fire-breathing reptile that represents wanton destruction. All Fire Dragon Aspect Warriors are aggressive and warlike, and seek nothing less than the total annihilation of their chosen foes. They have an unsurpassed mastery of weapons that use heat or flame as their main form of destruction, and take savage delight in the devastation they create. Such is their connection to fire that it is said their Exarchs manifest a burning corona when the murder-lust is upon them.

Within their Aspect Shrines, every Fire Dragon undergoes a great many hazardous trials and dangerous rituals to hone their abilities and master the methods of war that they will unleash if their home is threatened. Thanks to this training, a Fire Dragon knows at a glance which parts of a target will be most susceptible to his weapons, and has learned how best to collapse even the sturdiest of buildings upon their occupants. This knowledge transcends the mere study of schematics – a Fire Dragon Exarch knows instinctively how to kill a tank with just a single shot from his firepike.

The ritual weapons of these Aspect Warriors, known as fusion guns, can reduce otherwise impenetrable armour plating to a cloud of superheated vapour in a single superheated moment. Fire Dragons are fully capable of meeting

and slaying any foe that the enemy might send against them. However, the Fire Dragons know well their role within the warhost, utterly annihilating the most redoubtable strongholds and war machines the enemy can muster.

Against hordes of lesser foes, such as the numberless greenskin tribes or the chittering beasts of the Tyranids, the Fire Dragons' precise weapons cannot inflict enough casualties to sway the course of a battle, though some Exarchs wield a dragon's breath flamer to clear swathes of foes from an objective. However, against elite foes, the Fire Dragons are invaluable: the Space Marines, in particular, have learned to be wary of the Fire Dragons Aspect, and the tank pilots of both the Imperial Guard and the Tau Empire know from experience that the fiery colours of the Dragon spell certain destruction for their charges. To annihilate the right target at the right moment, the Fire Dragons often utilise Falcon grav-tanks to close with the foe before they can flee. So mounted, they strike hard and fast at principal targets, whilst their transport's anti-infantry weaponry keeps the foe at bay. Once their victim is a blazing ruin, the Fire Dragons swiftly remount and race for their next target.

Should the Eldar warhost need to breach an enemy fortress, it is the Fire Dragons that the Autarch calls upon. Against both static fortifications and the lumbering war machines many of their foes employ, they use discus-shaped melta bombs that can be skilfully attached to any surface and detonated with but a word. Nowhere is safe from the white-hot rage of the Fire Dragons, for even the mightiest defensive structure affords but a few moments of precious protection against them.



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

UNIT TYPE: Infantry.

Fire Dragon Exarch is **Infantry (Character)**.

WARGEAR: Heavy Aspect armour (pg 65), fusion gun (pg 62), melta bombs.

SPECIAL RULES: Ancient Doom (pg 25), Battle Focus (pg 25), Fleet.

THE RHANA DANDRA

The tale of the Asuryata ends in the Rhana Dandra, the End of All Days. Through the Asuryata's verses, the Eldar learn the legends of the Phoenix Lords, the greatest warriors of their race. Each of the Phoenix Lords plays an important role, and their actions are reflected in the methods and approaches of the Aspects made in their image. It is Fuegan, the Phoenix Lord of the Fire Dragons, who will gather together the others of his kind for the final battle, and it is he who shall die last of all, burning brightly until the final moment.

SWOOPING HAWKS

In ancient times, the Eldar believed that the spirit of a murdered Eldar would pass into a hawk and hover above the killer as a mark of guilt. The Swooping Hawks take their name from these wild hunting birds, for they are synonymous with vengeance and retribution.

Much about the Swooping Hawks mirrors the winged hunters from whom they take their appellation. Their wargear is fashioned from incredibly fine cellular material, cunningly constructed so as to be incredibly light. Their wings are made from vibrating feather plates and incorporate small gravitic lifters. These enable the Swooping Hawks to soar high above the battlefield with a grace and agility that inspires envy in the lesser races. When the Hawks fly, their wings vibrate like those of a hummingbird, moving with such speed they turn into a blur of colour.

While the hawks of Eldar myth mark out the guilty, the winged Aspect Warriors who take that hawk as their symbol play a much more active role in their foe's destruction. They have the ability to launch high into the air at a moment's notice and descend upon their foes with terrible wrath. Their ritual weapons are the lasblaster – a far more efficient energy weapon than the clumsy lasgun of the Imperium – and the grenade pack. These contain both anti-personnel grenades, for fly-by attacks, and haywire grenades, for disabling enemy artillery; the passage of Swooping Hawks can often be traced by the string of explosions in their wake.

THE SWORDS OF VAUL

Isha and Kurnous suffered the fiery torments of Khaine's confinement for countless years. Bound with bonds of flame and scorching iron, the god and goddess were cast into a burning pit out of the sight of mortals and gods. Of all the gods, only Vaul the Smith pleaded for them, and eventually he swore an oath to Khaine that he would make a hundred swords in exchange for their release, for Vaul was the greatest swordsmith of all eternity and a single blade forged by his hand was of incalculable value. A date was fixed one year hence for the completion of the bargain. When the time came for Vaul to deliver the weapons, he still had one unfinished blade. To conceal the shortfall, Vaul took an ordinary mortal blade and mixed it amongst his own works.

At first, Khaine was so pleased with the weapons that he failed to spot the deception. Only when Isha, Kurnous and Vaul were far away did he discover the forgery. He roared with anger, calling Vaul a cheat and crying out for vengeance. This was the beginning of the long struggle between Khaine and Vaul, which is called the War in Heaven.



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

UNIT TYPE: Jump Infantry.

Swooping Hawk Exarch is **Jump Infantry (Character)**.

WARGEAR: **Aspect armour** (Swooping Hawks only) (pg 65), **heavy Aspect armour** (Exarch only) (pg 65), **lasblaster** (pg 62), **haywire grenades**, **plasma grenades**, **grenade pack** (pg 66), **Swooping Hawk wings** (pg 67).

SPECIAL RULES: **Ancient Doom** (pg 25), **Battle Focus** (pg 25), **Fleet**.

Herald of Victory: A unit that consists entirely of models with this special rule does not scatter when it arrives by Deep Strike.

Skyleap: A unit composed entirely of models with this special rule can 'skyleap' – when it does so, remove the unit from the board and place it in Ongoing Reserve. This cannot be done in the same turn that the unit arrives from Reserve. A skyleap can only be performed at the start of the unit's Movement phase, before Regroup tests. Units that are locked in combat, pinned, falling back or carrying a Relic or other objective counter cannot skyleap. A Swooping Hawk unit that is in Reserve at the end of the game awards Victory Points as if it had been removed as a casualty.



DARK REAPERS

In all things, the Dark Reapers take their learnings from the Phoenix Lord Maugan Ra, the most grim and foreboding of all Eldar. Maugan Ra teaches that the kiss of death can be delivered from afar with grace and ruthless efficiency. It is this credo that is central to the way of the Reaper.

The Dark Reapers are the most menacing of the Warrior Aspects. Their skull-helmed visage is a spine-chilling sight in itself, but to the Eldar, it has a symbolism altogether darker than simple death – the Dark Reapers exemplify the War God as Destroyer, and their formidable warsuits echo that of their founder, the Harvester of Souls.

The battle armour of these ominous Aspect Warriors is the colour of midnight and cold to the touch. It incorporates a complex set of interlocking plates that provide formidable protection and an impressively stable platform from which to fire their heavy weaponry. This combination of durability and stability makes Dark Reapers relatively slow to attack when compared to the Aspect Warriors of other shrines, though it matters little, for their role on the battlefield has ever been one of long-ranged fire support.

The sacred weapon of the Dark Reaper is the reaper launcher, a long-barrelled missile weapon that can create a blistering firestorm with a single salvo. This is not the clumsy

bombardment of other races, however, but a pinpoint volley aimed for the heart. The armour-piercing starshot missiles that the reaper launchers fire have the punch to smash through the battle plate of the Traitor Legions, tear apart Tyranid carapaces and even wreck light vehicles. Only the most heavily armoured of foes can hope to escape.



The Dark Reapers pride themselves on their precision, and much of their training within the Aspect Shrine is devoted to the challenge of attaining the perfect shot. During their punishing battle rites, a Dark Reaper is expected to display incredible feats of coordination, focus and balance. Their obsessive, unflinching nature resonates strongly with the image of the Dark Reapers as formidable, stoic warriors whose baleful gaze haunts the battlefield from afar.

The already sublime skills of the Dark Reapers are further increased by powered limb supports within their armour that absorb the recoil of the reaper launcher. Advanced sensor vanes mounted upon the sides of their helmets lock onto a fast-moving target, making their volleys all but impossible to evade. For especially complex shots, a Reaper can utilise an elaborate mind-link that enables him to 'see' from the muzzle of his weapon, giving rise to the adage that death blooms wherever a Reaper's gaze falls.



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

UNIT TYPE: Infantry.

Dark Reaper Exarch is **Infantry (Character)**.

WARGEAR: Heavy Aspect armour (pg 65), reaper launcher with starstorm missiles (pg 63), reaper rangefinder (pg 66).

SPECIAL RULES: Ancient Doom (pg 25), Slow and Purposeful.

YNNEAD, THE GOD OF THE DEAD

A few Seers who have travelled along the most distant skeins of possible futures, Kysaduras the Anchorite and Eldrad Ulthran foremost amongst them, see a hidden hope for their race. They believe that as more Eldar die and become one with the infinity circuits, a new Eldar god grows in power – Ynnead, the Eldar God of the Dead. They believe that when every last Eldar has died in the final days, Ynnead will finally awaken with enough strength to defeat Slaanesh forever.

The ritual armament of the Warp Spider is the death spinner, an exotic and highly advanced weapon that extrudes a cloud of razor-sharp monofilament wire. The spinner's magnetic containment field then spools the wire together and hurls it toward the enemy. The wire's tension causes it to writhe and lash in the air, and where it touches flesh or soft tissue, the wire slices through with horrible ease, severing limbs and dicing flesh. Warp Spider Exarchs are true masters of this weaponry, able to release clouds that slice their victims into a thousand wet, red slivers with a twitch of their trigger fingers.

SPECIAL RULES: Ancient Doom (pg 25), Battle Focus (pg 25), Fleet, Hit & Run.

A dramatic illustration of a Space Marine in red and black armor, wielding a large curved sword and a long spear, standing on a rocky outcrop against a cloudy sky. Another Marine is visible in the foreground.

SHINING SPEARS

The Shining Spears possess a bright and clear virtue that marks each one out as a warrior hero and a champion of the Eldar race. Eldar mythology is replete with examples of noble heroes at one with their steed and in the Shining Spears, the glories of legend are made manifest once more. In battle, they fight as the spear of Kaela Mensha Khaine, which struck like lightning and killed with a single blow.

Shining Spears ride sleek, gleaming jetbikes to war, their vehicles' anti-gravitic motors allowing them to skim over even the roughest terrain at breakneck pace. Such is their focus that the Shining Spears can weave through dense jungles and crumbling architecture without slowing, dodging and weaving around obstacles that would cause an explosive and spectacular collision for a lesser rider.

Each Aspect Warrior is so in tune with his jetbike that he can execute complex high-speed aerial manoeuvres with only subtle movements of his hand upon the control console. He instinctively knows the absolute limits of his mount, confidently throwing his jetbike into vertical climbs and dazzling corkscrew spins that even the most gifted pilots of other races cannot hope to match. Such skills are honed through countless years spent within the Aspect Shrines, structures so vast that it takes days to walk from one side to the other. It is said that, whilst there, the Shining Spears

never leave the saddle, even when engaged in meditation, and that they can 'feel' the flow of the land beneath them by subtle variations in the hum of their anti-gravitic motors, steering confidently even with their eyes shut tight.

The ritual armament of the Shining Spears Aspect is the laser lance. This long and elegant weapon conceals a cunningly wrought device that can deliver a powerful laser blast at short range. With this lance, a rider can deliver a devastating blow even before his charge hits home; this is usually employed just as the Shining Spears make their attack run into the foe. This unexpected volley fells the front ranks of the enemy in a blaze of light, leaving the way clear for the Shining Spears to charge through into the choicest of targets beyond. As the Shining Spear zooms forwards, the head of the laser lance strikes home with a flash and a devastating, piercing impact.



The Shining Spears are famous for the sheer daring and persistence of their attacks. After delivering a fusillade of shots and blows, they will disengage and circle around once more, barely slowing in the process. In this manner, the Shining Spears are constantly in motion, a persistent threat that is impossible to pin down. Few can survive their initial assault, and fewer still can handle the relentless harrying of their attacks, facing charge after charge until there is nought left but charred flesh and broken bones.



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

UNIT TYPE: Eldar Jetbike.

Shining Spear Exarch is **Eldar Jetbike (Character)**.

WARGEAR: Heavy Aspect armour (pg 65), laser lance (pg 65), Eldar jetbike (pg 66).

SPECIAL RULES: Ancient Doom (pg 25), Battle Focus (pg 25), Outflank, Skilled Rider.

THE ELDAR MOONS

Although the whereabouts of the original Eldar homeworld is unknown, it is said that this world had three moons. These were called Lileath the Maiden Moon that was purest white, Kurnous the Hunter's Moon that was greenish and dim and Eldanesh the Red Moon. When Khaine slew Eldanesh, the dead Eldar Lord was set into the sky, and the colour red was a constant reminder of his bloody death. Even today, Eldar regard the emblem of a red moon as a portent of disaster.

CRIMSON HUNTERS

The Aspect Warriors known as the Crimson Hunters are amongst the most unusual of their kind. Their ritual wargear is not blade or sidearm, but instead a sleek aerial fighter that represents the pinnacle of Eldar aeronautics. These formidable craft, known as Nightshade Interceptors, are just as much part of the Crimson Hunter's battlegear as the Howling Banshee's power sword or the Dire Avenger's shuriken catapult. Their lethality, however, is measured on a different scale altogether.

The Crimson Hunters are few in number, though their shrines are becoming ever more widespread. These temples to Khaine are unlike any other. They are not buildings or landscapes at all, but tunnel-linked collections of transparent atriums that float around the periphery of their craftworlds like archipelagos at the edge of a vast landmass. It is within these realms of captive sky that the Crimson Hunters duel, their weapons of choice the bright lances and pulse lasers gracing each interceptor's curving fuselage. During the breakneck battles that take place in these shrines, the weapons of the Crimson Hunters are set to illuminate rather than to pierce, for the Nightshade Interceptor has been designed specifically to hunt down and destroy aircraft of any kind – even those of the Dark Kin. A single beam of light can be the difference between victory and defeat, though it is said that the reflexes of a Crimson Hunter are so preternaturally sharp that they can evade even these.

By training every night against their own kind – in essence, the most gifted fighter pilots in the galaxy – the proud warriors of the Crimson Hunters ensure that the act of destroying the aircraft of the lesser races is a simple exercise that proves their inherent superiority over the sluggish would-be pilots that pollute the skies of the universe.



The Crimson Hunters embody the war god Khaine's ability to leave a more powerful foe reeling and ready for slaughter. Soaring through the air in a blur of colour, they hunt down and destroy the aircraft of the foe, ensuring total air superiority so that the ungainly bulk of the enemy army is left blinded and slow to react. Once the pinpoint strikes of the Crimson Hunters have ensured the enemy army is ripe for destruction, the barbaric horde is taken apart at leisure by the rest of the Eldar warhost.

Armour

BS F S R HP

Crimson Hunter	4	10	10	10	3
Crimson Hunter Exarch	5	10	10	10	3

UNIT TYPE: Vehicle (Flyer).

WARGEAR: Two bright lances (pg 62), pulse laser (pg 62).

SPECIAL RULES: 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.

Perfect Strike (Crimson Hunter Exarch only): A model with this special rule makes Precision Shots on To Hit rolls of a 6.

THE BLOODY BLADES OF KHAINE

Amongst the myths of the Eldar is the tale of the Bloody-Handed God's triumph over the White Wyrn Oghanothir, an armoured serpent whose titanic bulk was such that it eclipsed the sun whenever it rose up to strike. The legend tells that Khaine hunted the great beast across the stars, eventually finding the beast's nest in the heart of a hollow moon. Just as the beast emerged from its lair, Khaine hurled a pair of bloody blades fashioned from the gore that dripped from his left hand. These darting daggers took the beast's eyes from their sockets and ensured that the behemoth's death was a feat within Khaine's reach. It is these blinding blades that the Crimson Hunters seek to emulate in battle.



GUARDIANS OF THE CRAFTWORLDS

It is a painful irony that, in the Eldar race's endless quest for survival, the very civilians the warhosts fight to protect are all too often forced to take up arms. Every Eldar is trained and ready to fight as a Guardian if need be. In some craftworlds, Ulthwé foremost amongst them, the Guardians are the most common of all Eldar warriors. They are primarily a defence force employed when the craftworld itself comes under threat, as the sheer rarity of the Aspect Warriors means they are often too few to overcome the enemy without reinforcement. Guardians are also called upon to pilot and crew the majority of the Eldar's many war machines, providing vital armoured support and transportation for the warhost in battle.

GUARDIAN DEFENDERS ▲

The weapons used by the Guardians vary depending on their battlefield role. Guardian Defenders act as support units, manning anti-grav heavy weapon platforms that glide effortlessly over rugged terrain as they blast away at any targets that get too close. If the enemy closes in on their position, the Guardians will unleash a withering hail of fire from their shuriken catapults, moving steadily to safety all the while. When the Farseers and Autarchs of a craftworld deploy Guardian Defender squads, they do so knowing that they are risking the lifeblood of their people. For that

reason, Guardian Defenders are briefed to avoid the closest and most furious aspects of combat wherever possible, though in practice they fight as bravely as any of their kin. It is a testament to the skill and technology of the Eldar that even their civilians are capable of engaging an enemy army and emerging victorious.

STORM GUARDIANS ☆

In the most desperate of circumstances, the strategic needs of the craftworld will call for a group of Guardians to deploy as Storm Guardians – warriors specifically armed to fight in the maelstrom of close combat with shuriken pistols and elegantly balanced chainswords.

Storm Guardian squads are a rare sight, but effective nonetheless, acting as assault troops in support of the craftworld's Aspect Warriors. Although they lack the protection afforded by Aspect armour, they fight with all the skill and grace of their kind. With preternatural speed, their weapons sweep into the foe, chopping through limbs and joints before their adversaries can take a heavy toll in return.

Storm Guardian squads invariably need to move fast, sprinting from one hotly contested strongpoint to another, and thus they forego the use of heavy weapon platforms. Instead, these darting fighters bear specialist weapons; they often bolster their short-ranged firepower with fusion guns and flamers, and some even wield power swords, allowing Storm Guardian squads to excel in a wide variety of close assault roles.



	WS	BS	S	T	W	I	A	Ld	Sv
Guardian	4	4	3	3	1	5	1	8	5+
Heavy weapon platform	-	-	-	5	1	-	-	-	3+

UNIT TYPE: Infantry.

WARGEAR:

Guardian Defenders: Mesh armour (pg 65), shuriken catapult (pg 63), plasma grenades.

Storm Guardians: Mesh armour (pg 65), shuriken pistol (pg 63), chainsword, plasma grenades.

SPECIAL RULES:

Ancient Doom (pg 25), **Battle Focus** (pg 25), **Fleet**.

'Perfidious Eldar! They had the stars in their grasp and now are left to sift the dust of their once fabulous realm. For all their intellect and mysticism they could not contain the beast within them, nor tame the wild monsters of the Shadow. Why should we pay them any heed?'

- Inquisitor Gründwald, Ordo Xenos

WINDRIDER JETBIKE SQUADS ♠

Those Guardians who pilot Eldar jetbikes into battle are known as Windriders. So carefully wrought are the incredible machines they ride that a skilled pilot can cross leagues in the space of a few heartbeats before shredding his awed foes with the paired shuriken catapults that allow the jetbike its famously deadly rate of fire. The Windriders are rightfully proud of their mastery of flight. Upon the cowl of each jetbike, the heraldry of the craftworld and sometimes the specific Windrider squadron are emblazoned in pride of place. These colours are invariably bold and defiant, for what fear of the foe have those pilots whose steeds mock gravity itself, soaring with the grace and ease of a hawk on the hunt? It is considered a singular honour to join the Windrider hosts in battle, especially upon Craftworld Saim-Hann, where the kinbands ride to war in their thousands, sun glinting from their cowlings and pennants snapping like gunfire in the breeze.

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

UNIT TYPE: Eldar Jetbike.

WARGEAR: Mesh armour (pg 65), Eldar jetbike (pg 66).

SPECIAL RULES: Ancient Doom (pg 25), Battle Focus (pg 25).



VAUL'S WRATH SUPPORT BATTERIES ⚡

Whilst the artillery of most races can be considered crude and brutal, the Eldar employ support weapon platforms that are as silent as they are lethal. Known to the Eldar as Vaul's Wrath in honour of their smith-god's deadly skills, these large yet graceful war machines are crewed by two experienced Eldar Guardians. Each platform mounts a huge gun with which to slaughter the enemy – but where the artillery of man or Ork employs blunt explosions and weight of fire, Eldar support weapons utilise a variety of dazzling technology to slay their foes. When Vaul's Wrath support weapons combine their firepower, they hammer the foe just as their namesake hammers the fates of mortal men upon his anvil.

	WS	BS	S	T	W	I	A	Ld	Sv
Guardian crew	4	4	3	3	1	5	1	8	5+
Support weapon	-	-	-	7	2	-	-	-	3+

UNIT TYPE: Artillery.

WARGEAR: Mesh armour (Guardian crew only) (pg 65), shuriken catapult (Guardian crew only) (pg 63), shadow weaver (Support Weapon only) (pg 63), plasma grenades (Guardian crew only).

SPECIAL RULES (Guardian crew only): Ancient Doom (pg 25), Battle Focus (pg 25), Fleet.

ELDAR ARMOUR

In place of the thick armour plates used by less advanced races, all Eldar warriors use psychically activated bodysuits. Guardians wear armour formed from complex psychoplastics which stiffen with the impact of a shot or swordblow. Aspect Warrior armour is similar in design but incorporates moulded plates to better reinforce the suit, leading to a far greater degree of protection. Both are constructed of a psycho-sensitive material that reacts to the movements and thoughtforms of the wearer, moulding and reshaping itself to fit like a glove as the warrior fights. Even the heaviest and most ornate of these suits, worn by the Exarchs, are still lightweight enough for the wearer to kill without hindrance.

The Eldar also make use of powerful force fields varying from personal shield projectors to the holo-fields employed by Eldar grav-tanks and towering titans. Some are stranger in function still, including the psychic shielding of rune armour, said to pulse in time with the wearer's heartbeat, and the dathedi holo-suits used by the mysterious Harlequins.



WAR WALKERS

Sacrificing armour in favour of hard-hitting weaponry and manoeuvrability, the graceful bipedal War Walkers are often seen in the forward lines of Eldar armies. The role of a War Walker in the armies of the Eldar is that of aggressive reconnaissance. When the enemy is located, War Walkers stride forwards to pin them in place. Carried forwards on surprisingly agile limbs, War Walkers are universally armed with two heavy weapons, such as shuriken cannons, scatter lasers or starcannons. When a squadron fires, it tears through the ranks of the foe, peppers entire formations and leaves tanks as molten slag.

The War Walker is relatively well protected thanks to a formidable power field that blurs and distorts its outline as well as shielding the pilot from harm. Incoming shots that might strike the cockpit, or the Guardian pilot within, are deflected by a crackling hemisphere of invisible energy, making the War Walker as safe as a fully enclosed vehicle. With grim finality, the pilot returns fire, obliterating his target without mercy.

Being lightly built, squadrons of War Walkers rely on their ranged weaponry to neutralise threats in order of priority. This clinical process is facilitated by advanced support systems, including piloting failsafes in the form of spirit stones. It is said that during battle the pilot of a War Walker

enters a kind of meditative state, wherein he becomes one with his craft. The machine stalks effortlessly through terrain as its twin heavy weapons spit death at the foe. Indeed, the sheer rate of fire of a full squadron of War Walkers is staggering, and is often enough to obliterate a platoon of enemy troops before the rest of the Eldar host descends upon them.

Such is the power of the War Walkers' ranged weaponry that, after achieving their vanguard mission, they are often summoned back to the more static core of the Eldar army, joining their firepower with that of support weapon platforms, Dark Reapers and even Phantom Titans. This cavalcade of fire comes later in the battle, as part of what the Eldar call the *Murehkheth Bein Hekhita*, or 'the Sting of Grief'. Thus do the most successful War Walker pilots have both the first and last word in a battle.

	⌋ Armour ⌋								
	WS	BS	S	F	S	R	I	A	HP
War Walker	4	4	5	10	10	10	5	2	2

UNIT TYPE: Vehicle (Walker, Open-topped).

WARGEAR: Two shuriken cannons (pg 63), power field (pg 67).

SPECIAL RULES: Ancient Doom (pg 25), Battle Focus (pg 25), Fleet, Scouts.



ENGINES OF GRACE

Eldar technology adheres as closely as possible to natural biological profiles and shapes, and nowhere is this evidenced with greater clarity than in the towering walkers they muster in times of war. The Eldar are a race that prize agility and grace above all, and from the lowliest War Walker to the mighty Phantom Titans, the bipedal walkers of the Eldar move with an effortless finesse the likes of which the clumsy Titans of the Adeptus Mechanicus cannot possibly hope to match. Indeed, so nimble and dexterous are the Eldar war engines that many of these constructs, such as the Wraithknight and Revenant Titan, incorporate vast jump jets, allowing them to bound across the battlefield in a series of graceful arcs.

Depending on the size of the Eldar walker in question, they can be manned by a single Guardian pilot or a team of psychically linked crew that move and fight as one. However, the Eldar leave nothing to chance and often meticulously embed a network of spirit stones throughout each war machine's wraithbone structure, which enables the combined essence of a craftworld's long-dead kinsmen to aid the crew in times of direst need.

Many walkers also incorporate holo-fields, which emit a complex weave of rippling energy to confound the aim of their enemies with a mirage of distortion. As in all things, the Eldar prefer to rely on subtlety and guile, rather than brute strength – their fields reflect this philosophy, being far more artful than the crude power shields of lesser races, which can ultimately fail in the face of concentrated enemy fire.

VYPER SQUADRONS

The size of the sleek skimmer known as the Vyper Jetbike belies its lethal bite. Vypers fight as squadrons in the midst of the Eldar's fearsome Windrider hosts, offering a perfect compromise between the speed of a jetbike and the heavier armament of a grav-tank.

A military innovation initially pioneered by the artisans of Saim-Hann, Vypers are two-seater attack craft capable of mounting a variety of heavy weapons. Their relatively small size means that they can travel through all but the thinnest arterials of the webway, and their prodigious armament enables them to rival many tanks in terms of firepower. Their sheer speed provides more surety against incoming fire than any amount of armour plating – it is rare for a Vyper squadron to move at anything less than breakneck pace while a battle rages.

While the Vyper's pilot steers the craft through clouds of incoming fire with all the grace and skill expected of a Windrider, the rear-seated gunner effortlessly swings the turreted heavy weapon at the skimmer's rear to select and destroy potential targets. Vypers mount a fearsome array of weapons – shuriken cannons and scatter lasers to scythe down ranks of men or Orks, or missile launchers and bright lances to deal with tanks or heavy infantry. Together, Vypers have the speed and firepower to deal with any threat.



The crew of these arrow-swift attack craft usually share a close bond that allows them to better coordinate their actions, and it is common to find that those manning a Vyper are blood relatives, especially in the tight-knit kinbands of Saim-Hann Craftworld.



A well-drilled Vyper squadron moves as one, redeploying in seconds to target the vulnerable rear of an oncoming tank, looping around an exposed flank or jinking away to escape interceptors attempting to close with them. Vyper crews prefer to work at range, harrying the outriders of the foe before boosting past them to pour yet more firepower into them from a new vantage point.

Armour 7						
BS	F	S	R	HP		
Vyper	4	10	10	10	2	

UNIT TYPE: Vehicle (Fast, Open-topped, Skimmer).

WARGEAR: Shuriken cannon (pg 63), twin-linked shuriken catapult (pg 63).

THE HUNTER, HUNTED

Monsoon winds tore at the branches, storms lashing the jungle canopy overhead. Relentless rain streaked off the speeding Vyper's canopy and Edaia's targeting visor. Effortlessly, the Vyper Jetbike flashed between the tall tree trunks, dodging and weaving with smooth ease to avoid the thick hanging vines. Barely aware of the Jetbike's aerobatic manoeuvres, Edaia scanned the forest for movement, the slim barrel of the Vyper's shuriken cannon mimicking his retinal adjustments. This jungle was alive with monsters, their echoing cries haunting its boughs, and the Eldar were hunting them. Skimming low, Edaia tracked a creature's progress. It moved with amazing speed, fleshy hooks and long claws guiding it through the dense vegetation. Closing, Edaia locked his weapon on target, focussing runes scrolling across his visor. Then, in a blaze of flechette disks, the jungle exploded, vegetation churning, but with precognitive agility the creature dodged the fire.

The Vyper pitched left, coming around for a second attack run, targeting runes searching. The creature was unnaturally quick, but could not hope to outrun a Jetbike. The Vyper sped after its quarry, weaving through the trees, closing in again. Edaia fired, the shuriken cannon cutting a swathe through the undergrowth. With a tortured scream the sinuous creature was sliced apart by a stream of monofilament disks. Scanning ahead, Edaia saw the jungle suddenly come alive, a ravaging horde of chitinous creatures rushed towards them, claws extended. The Vyper punched through the jungle canopy and soared high into the stormy sky. The Tyrandid horde had been located.

ELDAR GRAV-TANKS

The grav-tanks the Eldar call 'Engines of Vault' are immaculate beyond the ken of the lesser races – aeronautical triumphs that combine ethereal grace with a deceptive lethality. Not for them the ground-churning rumble of Imperial tanks or the oil-drizzling incontinence of the vehicles cobbled together by Ork Mekaniaks. Instead, the sleek battle craft of the Eldar glide through the smoke-filled skies, the nimble Falcon as silent as the deadly Fire Prism and the giant Cobra. The only signs of their passage are the blasted bodies left in their wake; regardless of type, they mount weaponry capable of breaking open a battleline.

Held aloft by exceptionally advanced anti-gravitic motors, Eldar tanks are not bound by the laws that limit inferior craft. Their psychoplastic hulls can bear tremendous stress; when combined with holo-fields and auxilliary spirit stones, they become all but indestructible. All grav-tanks are capable of true flight, if only for a short while, but in battle they swerve above the field at unbelievable speed. Often, an enemy commander has barely registered the presence of a squadron of Eldar tanks on his flank before they have crippled his armoured strength and slid away again into the night. Yet, for all their deadliness, the grav-tanks of the Eldar are artefacts of true beauty, each a brightly-coloured jewel in the arsenal of the craftworld whose world-runes emblazon their curving hulls.

FIRE PRISMS

Despite its aesthetic qualities, the Fire Prism sacrifices none of the killing power associated with heavy armour. Its distinctive weapon, the prism cannon, is the bane of the heavy battle tanks of the lesser races. This extremely unusual armament uses a two-stage firing process. A medium-magnitude laser is discharged into a massive crystal prism that greatly amplifies the potency of the shot in a fraction of a second. This energy can be discharged in a focussed beam capable of blasting through a tank and out the other side, or dispersed to slay entire squads of enemy infantry. Most unusual of all, sophisticated tracking arrays allow this technological wonder to narrow the field of its prism cannon into a thin lance of light, forming one all-powerful laser beam that can fell even a Necron Monolith with a single shot.

	Armour				
	BS	F	S	R	HP
Fire Prism	4	12	12	10	3

UNIT TYPE: Vehicle (Tank, Fast, Skimmer).

WARGEAR: Prism cannon (pg 63), twin-linked shuriken catapult (pg 63).



FALCONS

During the War in Heaven, it was Faolchú, consort of the Great Hawk, who retrieved Vault's mighty sword Anaris and gave it to the Eldar hero Eldanesh. This principle of deliverance lies behind the Falcon grav-tank's design. As well as mounting a diverse array of potent weapons, it carries a small squad in its transport pod, delivering them to where their prowess is most needed and retrieving them once their mission is complete. The Eldar's enemies have learnt to fear the grav-tank's sleek silhouette, for if its deadly weapons do not bring about their doom, the Eldar inside it will.

Falcon

	Armour				
	BS	F	S	R	HP
	4	12	12	10	3

UNIT TYPE: Vehicle (Tank, Fast, Skimmer, Transport).

WARGEAR: Pulse laser (pg 62), shuriken cannon (pg 63), twin-linked shuriken catapult (pg 63).

TRANSPORT:

Transport Capacity: Six models. It cannot carry models with the Bulky, Very Bulky or Extremely Bulky special rules.

Fire Points: None.

Access Points: Falcons have one Access Point at the rear.



NIGHT SPINNERS

The Night Spinner is unique amongst artillery vehicles. It does not fire crude explosive shells or even high-powered blasts, but instead utilises a far more subtle and elegant means of delivering death from afar. The Night Spinner mounts a doomweaver atop its sleek chassis, an esoteric weapon that spins great swathes of monofilament wire into a lethal web that is launched high into the air. This substance is incredibly thin, and yet so strong that nothing can stop its inexorable descent. Indeed, the threads are known amongst the Eldar as the Chains of Vault, named after the unbreakable bonds of legend. Anyone unfortunate enough to lie beneath a Night Spinner's ghostly web will be shredded by the simple action of gravity drawing the cords gently downwards. A Night Spinner's web will eventually fall to the ground but, until then, it is a deadly barrier that dismembers anyone who moves through it. At close range, the Night Spinner can even hurl a deadly accurate web directly into the foe's ranks, with brutal consequences.

Night Spinner

	Armour				
	BS	F	S	R	HP
	4	12	12	10	3

UNIT TYPE: Vehicle (Tank, Fast, Skimmer).

WARGEAR: Doomweaver (pg 63), twin-linked shuriken catapult (pg 63).

WAVE SERPENTS

The Wave Serpent is the main troop carrier of a craftworld's army. Protected inside its sleek hull, strike forces can be transported in safety to any part of the battlefield. The Wave Serpent's energy field projectors generate a rippling bow wave of force at the front of the craft that disrupts incoming fire, though it can be projected outwards as a weapon in extremis. The tank's powerful anti-grav engines give it speed enough to hurtle across a battlefield in seconds, which, combined with its heavy weaponry, makes the Wave Serpent a superb asset to the Eldar warhost in all theatres of war.

Wave Serpent

	Armour				
	BS	F	S	R	HP
	4	12	12	10	3

UNIT TYPE: Vehicle (Tank, Fast, Skimmer, Transport).

WARGEAR: Twin-linked shuriken cannon (pg 63), twin-linked shuriken catapult (pg 63), serpent shield (pg 67).

TRANSPORT:

Transport Capacity: Twelve models.

Fire Points: None.

Access Points: Wave Serpents have one Access Point at the rear.

HARLEQUINS

For the warrior dancers of the Harlequins, there is no distinction between art and war. Followers of the cunning deity known as the Laughing God, they are the strangest and most inscrutable of all the Eldar race. Their mastery of the physical arts, twinned with their incredible speed, makes the Harlequins truly deadly fighters. Every moment is a performance, and they perform their legendary masques with puissant skill, flair and passion – their hallmarks upon the field of battle.

Of all the Eldar, the Harlequins of the Laughing God are the most enigmatic. Many credit them with supernatural powers above the dreams of mortal men, and they do nothing to discredit this idea. No one knows where they come from, for their appearance is always unexpected, but some claim that they guard the secrets of the webway's endless paths. Even to other Eldar they are otherworldly creatures, whose origins and fates seem curiously different from that of the rest of their race.

When an Eldar dies, his essence is caught within his crystal spirit stone and so escapes the Chaos God Slaanesh who would otherwise consume it. The craftworld Eldar release this spirit into the infinity circuit, and the souls of the Exodites find similar refuge within the world spirit of their home planets. The Harlequins, however, belong only to the Laughing God. Their dying spirits merge together with their patron, strengthening his power.

THE BLACK LIBRARY

The Black Library is spoken of as a craftworld, which in form it may be, yet it is very different from the other craftworlds of the Eldar, for the Black Library exists only within the webway itself. To reach this fabled realm it is necessary to travel secret passages through the webway, to pass its terrifying sentinels, and to find one of the hidden entrances that lead within.

The Black Library houses all the Eldar's most precious knowledge, and in particular focusses upon all that they have learned about the perils of Chaos. It was Chaos that destroyed their once great civilisation, and which threatens them still from the Warp. The secrets of the library are not for the unwary or the merely curious; within its psychically locked rooms lie grimoires of dark magic, black tomes of daemonic lore, and records of countless Chaos cults scattered across the stars. The expertise within has been gathered from every corner of the galaxy, and includes many alien works.

Of all humans, only a handful of Inquisitors have ever entered the confines of the Black Library, and then only in the company of Harlequins and under the closest supervision. None have ever described their experiences in this mystical realm. These Inquisitors share a common bond with the Harlequins, for both are sworn enemies of Chaos and understand only too well the nature of the threat that faces Eldar and Humanity. As to the sentinels of the Black Library, their true nature remains unspoken, yet they are described as the most terrible of all the perils to be encountered in the webway.

The story goes that while Slaanesh fought with Kaela Mensha Khaine, the Laughing God escaped into the webway and hid amongst its myriad tunnels. He lives there still, laughing at the gods of Chaos, dancing through the strands of fate and consequence as he makes his secret plans. Known to the Harlequins as Cegorach, he cannot be caught, for he is too fast and subtle, and he knows all the secrets of the webway.

Much like their ever-shifting god, the Harlequins are not tied to any particular craftworld, but wander from world to world through the interspatial tunnels of the webway as if guided from place to place by some unknown purpose. In peacetime, the Harlequins weave spells of song and dance, enacting the mythic cycles of the Eldar in mime and music. They occasionally grace other Eldar with impressive performances and acrobatic displays, and are even rumoured to stage their performances for the cursed Dark Eldar in their twilight city of Commorragh. In these pageants, each Harlequin plays the role of one of the figures from Eldar legend, acting out stylised versions of Eldar mythic cycles.

The plays and songs of the Harlequins are full of subtle meanings and significances that only the Eldar can fully appreciate. The roles within each performance are always taken by the same players; thus the role of the Laughing God is always played by the Troupe Master himself, whilst that of Fate is played by the Shadowseer, Death by the Death Jester, and so on. The majority of roles are played by the Harlequins who make up the bulk of the troupe. Having no individual names or identities, they have become the players of the troupe in a quite literal way.



Harlequins wear exotic multi-coloured costumes at all times, and employ shimmering holo-suits they call domino suits or *dathedi*. Similar in function to the holo-fields used by Eldar battle tanks, a holo-suit breaks up the outline of the wearer. Every time he moves, his outline explodes into a scintillating cloud of tiny fragments, and when he stops the image coalesces into a solid likeness once again. The Harlequins never show their real faces, but conceal them beneath a shifting mask that can assume any image at the will of the wearer. When the followers of the Laughing God bend their formidable skills to the art of murder, their masks reflect the worst nightmares of those who gaze upon them.

When the call to war is heard, the Harlequins lend their strength to the might of the Warrior Aspects and Guardians. The fact that they will as readily fight alongside the warhosts of the craftworlds as the cruel Kabals of the Dark Eldar speaks of an allegiance to the Eldar as a race rather than to any specific caste or offshoot, yet their aid is never refused. The Harlequins invariably appear upon the eve of momentous events, whether for good or ill, and their appearance is seen as a portent of the shifting tides of fate.

DEATH JESTERS

Death Jesters are heavy weapon specialists, sinister warriors who stand apart even from their fellow Harlequins. Their costumes always feature skulls, bones and death's head masks, and are often decorated with the remains of their predecessors. Death Jesters have a morbid sense of humour, and their mocking laugh heralds a messy and painful death. When they take to war, they wield long-barrelled shuriken cannons that they load with shrieker discs impregnated with virulent bio-explosive toxins.

SHADOWSEERS

The kaleidoscopic violence of a Harlequin attack is further accentuated by the faceless Shadowseers. These performer-psykers disburse confusion, deception and fear, releasing programmed hallucinations from their grenade launcher backpacks. During the ritual masques, they act as storytellers, forming scintillating phantoms that dance and duel in the air – in battle, these mystics can force visions of unholy terror upon the foe or even remove the Harlequins' presence from their minds altogether.

	WS	BS	S	T	W	I	A	Ld	Sv
Harlequin	5	4	3	3	1	6	2	9	-
Death Jester	5	4	3	3	1	6	2	9	-
Shadowseer	5	4	3	3	1	6	2	9	-
Troupe Master	5	4	3	3	1	6	3	10	-

UNIT TYPE: Infantry. Troupe Master, Shadowseer and Death Jester are **Infantry (Character)**.

WARGEAR:

Harlequin: Shuriken pistol (pg 63), close combat weapon, flip belt (pg 66), holo-suit (pg 65).

Death Jester: Shrieker cannon (pg 63), flip belt (pg 66), holo-suit (pg 65).

Shadowseer: Shuriken pistol (pg 63), close combat weapon, flip belt (pg 66), hallucinogen grenades (pg 66), holo-suit (pg 65).

Troupe Master: Shuriken pistol (pg 63), harlequin's kiss (pg 64), flip belt (pg 66), holo-suit (pg 65).

SPECIAL RULES: Fleet, Furious Charge, Hit & Run, Psyker (Mastery Level 1) (Shadowseer only).

PSYKER: A Shadowseer has the *Veil of Tears* psychic power.

VEIL OF TEARS

WARP CHARGE 1

Sketching a gesture in the air, the Shadowseer hides his Harlequin comrades from sight.

Veil of Tears is a **blessing** that affects the Shadowseer and their unit. Any enemy unit wishing to target the Shadowseer or their unit must roll 2D6x2. If the Shadowseer or their unit are not within this distance in inches, the enemy unit may not fire this turn.



THE SOLITAIRE

The strangest of all Harlequins is the Solitaire, who lives apart from all other Eldar. The Solitaire roams the universe alone for most of his life, occasionally joining a masque for a single performance or battle as the fancy takes him. He speaks and is spoken to only in ritual form, and when he is not performing he rarely communicates with the other Eldar.

Amongst the scintillating cast of each Harlequin troupe, only the Solitaire can play the part of She Who Thirsts in the greatest of the Harlequins' masterworks. Various stories exist of other Harlequins who have tried, and been driven to acts of cannibalism and madness by the experience. As a result, the Solitaire's role commands ultimate fear and respect, but it also makes him the most dangerous of all Harlequins, for a Solitaire treads the Path of Damnation. His destiny is incontrovertible, for his soul already belongs to Slaanesh.

Despite the dark fate that awaits them, it is said that the Solitaires are Harlequins who have been touched by the Laughing God – they have his insight into the Fall of their race, and even the nature of the universe. A Solitaire may live unknown among Eldar (or even members of another race) for years or decades, and there are many rumours and folk-tales telling of Eldar who have met a Solitaire, and realised later that it was Cegorach himself. It is said that to speak to the Solitaire or to cross his path is to invite a baleful fate indeed, and that if a person were to accidentally address or touch the Solitaire, it would be better that he ended his life there and then rather than suffer the terrible doom that awaits him.

RANGERS



The Rangers of the Eldar are unparalleled scouts and expert marksmen. Although they adopt a nomadic lifestyle to escape the rigours of the Eldar Path, most of these Outcasts remain loyal to their craftworlds and traditions. They take on the mantle of Ranger, and often choose to accept a mission from their Seers so that they can continue to serve their people in a useful fashion. Many die, alone and forgotten. Some fall from grace and become consumed by their dark passions, while others manage to exorcise their wanderlust and eventually return to their craftworld. They investigate alien planets, search for lost webway gates, explore new-found maiden worlds, and hunt down those who would harm their craftworlds. Sometimes Rangers are sent to recover lost artefacts, or retrieve the spirit stone from the corpse of a fallen warrior. Their greatest duty, however, is vigilance, keeping a close eye upon potential foes and reporting any source of danger to the craftworld.



Rangers wear a practical costume derived from the Exodite worlds, and can be recognised easily by their weather-beaten and well-travelled appearance. Most characteristic of all is the long chameleoline cloak they wear, a sophisticated but hard-wearing garment that allows a Ranger to merge seamlessly into their environment. In battle, a craftworld's Rangers will often gather into small groups to take up commanding positions on the battlefield. Blending in with their surroundings, they use their long rifles to deadly effect, their energy bolts finding the eye sockets and neck joints of even the most heavily armoured troops.



Ranger

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

UNIT TYPE: Infantry.

WARGEAR: Mesh armour (pg 65),
Ranger long rifle (pg 63), shuriken pistol (pg 63).

SPECIAL RULES: Ancient Doom (pg 25),
Battle Focus (pg 25), Fleet, Infiltrate,
Move Through Cover, Stealth.

'The first thing one must learn about the Eldar is that they are a race of fragments, broken and scattered across the galaxy. In culture, geography and technology, the disparate elements of the Eldar race vary wildly. Even within a single sub-race (the so-called kindreds of the Craftworld Eldar, Exodites, "Dark" Eldar and the mysterious Harlequins) there is great diversity of tradition and attitude.'

- Inquisitor Czevak, Teachings of the Unholy

EXODITES

Of all the Eldar race, the Exodites were uniquely far-sighted. Amongst a race naturally indulgent and hedonistic, they were reviled as dour fanatics obsessed with misery and gloom. There were some whose dire premonitions were perhaps yet another form of insanity, their doom-mongering simply one more conceit taken to inhuman extremes.

However, others were genuine survivalists who chose exile over degradation and destruction. In an assortment of spacecraft, the Exodites abandoned their homes and often their kin. Many of these travellers died out in open space. Some reached new worlds only to be slain by marauding Orks or slaving predators. Many more survived. For the most part they headed eastwards, as far away from the main concentration of Eldar worlds as they could reach.

Upon the fringes of the galaxy the Exodites made new homes. The worlds they settled were savage and life was often hard for a people unused to physical work and self-denial. When the final cataclysm erupted, most of the Exodite worlds were far from the epicentre and survived. Many craftworlds rode out the psychic shockwave, but the Exodites had already reached places of safety – or else they perished with the rest of their race and have been forgotten.

WRAITHGUARD & WRAITHBLADES

For the Eldar, death does not guarantee respite from war, for the race's need is greater than that of its constituent souls. With the guidance of a Seer, it is possible for an Eldar spirit to separate itself from the infinity circuit and flow into a spirit stone put aside for that purpose. Such a spirit stone can then be placed within the robotic body of a wraith-construct, imbuing its artificial form with a living intellect. This process is abhorrent to the Eldar, and such a technique is only initiated in times of dire need, but none can deny that the resultant combination of fierce warrior spirit and impervious host is a major weapon in the Eldar arsenal.

WRAITHGUARD

The predominant type of ghost warrior is the Wraithguard. These giant warriors are shaped from the immensely resilient substance known as wraithbone, and tower above the Spiritseers that accompany them upon the battlefield. They have the same exquisite design and flowing organic shapes common to all Eldar constructs, and are often decorated with stylised runes and gemstones. However these war-constructs contrast sharply with their living counterparts, for the vitality and alacrity of the Eldar is absent. Instead, the Wraithguard stride purposefully forward with the inevitability of death, the sepulchral silence of their advance punctuated only by the sound of reality itself being torn apart by their wraithcannons and distortion scythes.



The over-sized weapons of the Wraithguard allow each of them to focus a portion of their psychic power upon a fixed target. The arcane beams of these guns open a localised rift between Warp space and the material universe for a fraction of a second. If this rift opens within the ranks of the enemy, the results range from catastrophic trauma to full bodily displacement into the Warp.

WRAITHBLADES

The most feared of all the Wraithguard are usually referred to as Wraithblades – few Eldar will speak their true name, *Klaivaulch*, for fear of inciting the wrath of Khaine. Tradition has it that each craftworld keeps these vengeful constructs apart from other ghost warriors so that the immortal anger that pervades their wraithbone shells does not taint those who might one day attain peace. When the call to war is heard, these beings are awakened by the most gifted Seers. Their spirit stones glow hot as the slow-burning anger of the dead flows through their cores. Once kindled, the wrath that animates their wraithbone bodies becomes an unstoppable fury that can only be quenched in the blood of their foe. Wielding twin ghostwords that leave glowing traces in the air, the Wraithblades cut down their foes with both merciless precision and the great might afforded by their long-limbed forms. Some of these constructs instead bear elegant ghostaxes and glowing forcesshields, which deflect enemy fire as they advance and misdirect the desperate blows aimed at them at close quarters. In deadly melee, the Wraithblades take the lives of the foe just as their lives were taken in the ongoing battle against the extinction of the Eldar race.

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

UNIT TYPE: Infantry.

WARGEAR:

Wraithcannon (Wraithguard only) (pg 62),
two ghostwords (Wraithblade only) (pg 64).

SPECIAL RULES: Ancient Doom (pg 25), Bulky, Fearless.

ANARIS

In the last days of the War in Heaven, Vul reforged the blade he had failed to finish for Khaine, and he made it the mightiest sword of all. He called it Anaris, the sword of dawnlight, and with this weapon in his hand he strode to do battle with the war god. The fight was long and Vul did Khaine much injury, Anaris darting as swift and deadly as lightning. However, in the end, Khaine's fury overpowered the smith god and toppled him from heaven. It was as a result of this long battle that Vul is said to have been crippled, and after Vul's defeat, Khaine chained him to his anvil and took Anaris for himself. Thus did the god of war win the War in Heaven.

WRAITHLORDS

Wraithlords are lithe but mighty nobles that dwarf even their Wraithguard cousins. These statuesque constructs are extremely precious to their craftworlds and, due to their wraithbone construction, have a supernatural toughness that surpasses even that of adamantium. Summoned into being by the necromantic processes of the Eldar Seers, only a true hero of the Eldar race has spirit enough to animate the massive wraithbone shell of a Wraithlord.



The consciousness of the dead is never fully as individual or alert as that of the living. It exists at once in the real world and the spirit world of the Warp, and moves through reality as in a dream where even the thoughts and feelings of the lesser races are as tangible as steel and stone. Despite their ethereal perceptions, Wraithlords are sometimes summoned for a council of war, for they can communicate telepathically and invariably have millennia of experience.

An Eldar army may be accompanied by several of these heroes of ages past, but, like all of their kind, they are dependent upon the presence of living Eldar for their sense of purpose. The mind of an Eldar warrior or Seer is like a bright beacon in the murk of realspace, a guiding light which enables a ghost warrior to perceive the world around it. It is common practice for a Wraithlord to be accompanied in battle by a Spiritseer, an expert in matters ethereal who steers the ghost warrior to ever greater feats of destruction.

There are many different forms of Wraithlord, most of which have been devised by Craftworld Iyanden to better suit the warrior spirit inside. If the animating force within the Wraithlord specialised in close assault when it was alive, it will seek to tear apart its enemies with great energised fists or cleave its foes with a swing of the sentient scimitar known as a ghostglaive. If the animating spirit specialised in fire support, the ghost warrior's energy core will instead be rerouted to power a devastating array of heavy weapons that sprout from its shoulders or are carried in its huge fists with all the ease that a Dire Avenger wields a shuriken catapult. Either way, a single Wraithlord can turn the tide of battle, the legends of the fallen hero animating its shell continuing to grow even in death.

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

UNIT TYPE: Monstrous Creature (Character).

WARGEAR: Two shuriken catapults (pg 63).

SPECIAL RULES: Ancient Doom (pg 25), Fearless.



THE CRONE WORLDS

When the Eldar worlds were overwhelmed by the rift in time and space known as the Eye of Terror, they were not destroyed. They were instead drawn into the Warp and horribly altered, so that they became the abodes of Daemons and other foul Chaos entities. These worlds still exist in the timeless limbo today, half real and half within the Warp. In this environment, both Daemons and mortals can survive, and the physical laws of the material universe intermix with the endless possibilities of Chaos to produce hellish nightmare planets. It is impossible to imagine more vile or outlandish places, where the skies burn with fire, rivers run with blood, and mortals endure unending torments at the whim of their daemonic masters. Every world is a hell whose very form is a creation of a mighty Daemon Prince, the most favoured servants of the Chaos gods.

To the Eldar, these worlds are known as the crone worlds. According to tradition, the crone worlds still preserve some of the Eldar's greatest treasures, despite the changes that Chaos has wrought upon them. It is even said that there are crone worlds where Eldar still live. Eldar Outcasts sometimes quest for these worlds, searching for some lost treasure or friend. They rarely return and those that do are often so badly wounded in mind and spirit that they soon seek the solace of the infinity circuits.

WRAITHKNIGHTS

Looming ghost warriors many times larger than even the mighty Wraithlords, the war machines known as Wraithknights are still dextrous enough to run through the ruin of a shattered city, leaping from pillar to spar as their arcane weapons bring oblivion to the enemies of the Eldar. Each carries either a pair of heavy wraithcannons, their lengthy forms capable of sending their targets straight into the hell-dimension of the Warp; a suncannon, powerful enough to obliterate a platoon of human soldiers in a single blast of roiling plasma; or a great ghostglaive and scattershield with which to engage even the Daemon Lords of Chaos in single combat.

In many ways, the Wraithknights embody the cyclical symbols of the Eldar, the curving discs that show a portion of death within life and a portion of life within death. Their contoured shells house the spirits of the wakeful dead in much the same way as lesser ghost warriors, though their armoured chests each hold a living Eldar pilot within. These pilots are not normal steersmen such as those at the helm of grav-tanks and Eldar aircraft, but rare and unusual warriors who were each born a twin.

The psychic link between an Eldar and his identical twin is like no other. Whilst alive, these gifted individuals can sense the proximity, the mood, and even the thoughts of their

counterparts with the ease that a normal Eldar could feel the sun on his skin or the wind in his hair. The bond is so strong that should one of the twins die before the other, the surviving brother or sister will often fade away in sympathy.

Sometimes, when such a division has taken place, the surviving twin will sacrifice what is left of his life to pilot a Wraithknight. The essence of the dead twin is transferred into the large spirit stone in the chest of the giant ghost warrior, whilst the surviving sibling enters a near-permanent battle trance within the fitted cavity behind its breastplate. The clarity of thought provided by the living twin ensures that the construct moves with the speed typical of the Eldar race, whilst the psychic link between the pilot and his departed sibling allows him to commune with not only the animating forces of the twin, but also the spirits of former incumbents that once controlled the construct's long-limbed form. The great measure of control afforded by this gestalt mind gives the pilot mastery over the construct's psychically-powered weapon systems and affords the war machine an acrobatic grace that belies its massive size.

It is well that each Wraithknight is capable of such feats of heroism, for it is they who are at the forefront of the quest for new spirit stones. By passing through forbidden portals and traversing the shattered spars of the webway, Wraithknights can emerge onto the surface of crone worlds, where the nature of realspace shears with that of the Warp. It is the metaphysical friction of this unnatural union that causes reality itself to bleed, each drop of psychic energy crystallising into a new spirit stone. Those mortals who embark upon such perilous missions risk not only their life but also their eternal soul. Only the Wraithknights have the power and resilience necessary to harvest a clutch of spirit stones and still escape from the nightmarish denizens of the crone worlds.

As the end of days approaches and instances of birth become ever more eclipsed by reports of death, fewer and fewer twins are born upon each craftworld. A great many Wraithknight pilots are recruited from Revenant Titan helmsmen who have lost their twins in battle and, driven to regain their kinship whatever the cost, give themselves over to the twilight life of a Wraithknight pilot. As unsettling as it may be, it is whispered that some craftworld councils are removing the option of choice from such individuals. Desperate times call for desperate measures, after all – should a pair of twins be too attached to the light of the living world, it is possible to steer them toward a darker fate.



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

UNIT TYPE: Jump Monstrous Creature.

WARGEAR: Two heavy wraithcannons (pg 62).

SPECIAL RULES: Ancient Doom (pg 25), Fearless.

HEMLOCK WRAITHFIGHTERS

The Hemlock Wraithfighter is the subject of much controversy among the craftworlds, for it is a weapon of utmost terror. To use such a device is to teeter on the brink of atrocity. Only the most dire of circumstances could force the Eldar to employ such an abhorrent device, and those who do so have a stain upon their soul that is not easily erased. Yet the Autarchs know that they have little option – they must use every weapon in their quest for survival.

The Hemlock blends the psychic abilities of its Spiritseer pilot with the sinister gestalt energies of the Eldar dead. The co-pilots of these uncanny devices are not living beings at all, but spirit stones that contain the essences of departed Eldar. Just as the ghost warriors that accompany the warhosts to battle are inhabited by the spectres of the past, the Hemlock has a psychically reactive wraithbone core that functions a little like a miniature infinity circuit, thrumming with the essence of the otherworld. The spirits within the Hemlock's hull can operate the craft's basic functions should the Spiritseer pilot be rendered senseless, which is just as well given the constant mental strain of sharing a weapon-shell with the brotherhood of the departed. Each Spiritseer pilot risks being driven slowly insane by the whispering voices within his Hemlock or, after communing with his co-pilots one time too many, having his spirit forever join the ghosts within the craft and leaving behind nothing more than an empty husk.

Yet it is the Wraithfighter's arcane weaponry that demands such an unusual alliance. The Spiritseer's innate abilities are magnified many times over by the mindshock pod that hangs underneath its cockpit, allowing him to send out a bow-wave of terror from his craft. This wave of negative emotion causes the air itself to shudder and the enemies of the Eldar to gibber and wail in panic. Just as this fear reaches its peak, the Hemlock's vengeful spirits will fire the heavy distortion scythes mounted under each wing. No blast or beam accompanies the discharge of these fell weapons, for they operate in another dimension entirely. The only signs of their use are a piercing, discordant wail and the bodies of their targets tumbling to the ground like puppets with their strings severed. The baleful energies are even powerful enough to scramble the engrams of a Necron Warrior or – as its creators upon Craftworld Iyanden intended – to sever a Tyranid warrior-beast from the guiding presence of the Hive Mind. Not a single scratch is inflicted upon such victims, but they are worse than dead, for their animus has been hurled into the Warp.

The Eldar call the act of separating a spirit from its body the 'Cutting of the Crone's Cord', for in Eldar myth a silvered strand ties the soul of a being to its mortal form. Tradition has it that only Morai-Heg herself has the right to sever this connection, for to do so is the work of a god, not a mortal. The act is strictly forbidden upon Eldar craftworlds – using the spiritual energies of the dead to animate ghost warriors and bolster the craftworld's defences is one thing, but weaponising them is quite another. Yet, as the more militant Autarchs maintain, such rules were made in less desperate times, when the galaxy was not infested and the Eldar were ascendant instead of staring into the abyss.



∇ Armour ∇

BS F S R HP

Hemlock Wraithfighter 4 10 10 10 3

UNIT TYPE: Vehicle (Flyer).

WARGEAR: Two heavy D-scythes (pg 62), mindshock pod (pg 67), spirit stones (pg 67).

SPECIAL RULES: Psychic Pilot, Psyker (Mastery Level 1), Vector Dancer.

PSYCHIC POWERS: The Hemlock Wraithfighter does not roll for psychic powers but always knows the *Terrify* psychic power from the Telepathy discipline.

'The howling scream of a Hemlock's passage... once heard, it can never truly be forgotten. Every night it echoes in my mind like a trapped soul; I know I will carry it to my grave. It was the sound of pure anguish, of the dead torn from their rest to terrify the living.'

- Illithrys Goldenmane, Everguard of Alaitoc

ELDRAD ULTHRAN

HIGH FARSEER OF ULTHWÉ

Chief amongst the Farseers of Ulthwé is Eldrad Ulthran. Eldrad has lived for over ten thousand years, and successfully guided his people along the twisting paths of fate since the fall of the Eldar, and throughout the rise of the Imperium. It was his prognostications that resulted in the armies of Ulthwé moving suddenly and unexpectedly against the Ork tribes of Ghazghkull Thraka's homeworld. As a result, the balance of power amongst the warring rival factions was changed in favour of Ghazghkull, rather than another Ork Warlord whose ambitions were more directly perilous to the Eldar, and it was the world of Armageddon, that infamous bastion of Humanity, that felt the full wrath of the planet's Waaagh! Such a machination defines the way of the Farseers; to manipulate the time-stream with great skill and subtlety to their own ends.

Time and time again, Eldrad has averted disaster for the Eldar race; acts of heroism hidden within severed strands of fate. It was Eldrad who prevented the Hrud infestation of proud Saim-Hann that would otherwise have reduced it to rotting mulch. It was Eldrad who thwarted the malefic works of the newly-risen Necron dynasties, Eldrad who stopped the Days of Blood from coming to pass, and he has prevented a hundred other disasters besides.



As the fate of the galaxy teeters and the Farseer's bones slowly turn to crystal, the experiences of Eldrad's long past show that the lesser races cannot be relied upon to thwart the rising threat of Chaos. If the Eldar are to weather the coming storm, their greatest Farseer must fight on.

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

UNIT TYPE: Infantry (Character).

WARGEAR: Shuriken pistol (pg 63), witchblade, ghosthelm (pg 66), runes of warding (pg 28), runes of witnessing (pg 28).

WARLORD TRAIT: An Eye on Distant Events (pg 25).

SPECIAL RULES: Ancient Doom (pg 25), Battle Focus (pg 25), Fleet, Independent Character, Psyker (Mastery Level 4).

The Path Beyond: After both sides have deployed, but before Scout redeployment has been performed, you can redeploy D3+1 of your units. Such units must be placed in your deployment zone, even if they have the Infiltrate special rule. This cannot be used to move units into or out of reserve.

PSYKER: Eldrad Ulthran generates his powers from the Divination, Runes of Fate and Telepathy disciplines.

REMNANTS OF GLORY

Armour of the Last Runes: *The runic scripts upon Eldrad's breastplate are incredibly powerful wards against harm. One schooled in deciphering Eldar runes would see they speak of enduring until the final dying of the light.*

The Armour of the Last Runes grants the wearer a 3+ invulnerable save.

Staff of Ulthamar: *This ancient force staff is carried by the chief Farseer of Ulthwé, and forms a hyperspatial link with the infinity circuit of the craftworld. Drawing on its power, Eldrad is able to draw on the wellspring of power and wisdom that flows through the craftworld, enhancing his psychic powers.*

Range	S	AP	Type
-	User	3	Melee, Spiritlink, Fleshbane, Force

Spiritlink: Whenever Eldrad passes a Psychic test, roll a D6. On a score of 5 or 6, Eldrad immediately regains a Warp Charge point.

PRINCE YRIEL



AUTARCH OF IYANDEN

High Admiral of the Eldritch Raiders and bastard scion of the House of Ulthanash, Prince Yriel is a consummate Eldar commander. In his youth, despite his lack of years, he was chosen to walk the Path of Command; a level of trust that many speculated was unwarranted, especially in light of future events.

The incidents that shaped much of Yriel's life came when he led a bold attack against an encroaching Chaos fleet. His victory over the scions of Chaos was complete and overwhelming, but it temporarily left Craftworld Iyanden all but unprotected. Instead of accolades, Yriel earned bitter censure from those who had remained behind. Driven by pride, he became an Outcast, vowing never to set foot on Iyanden again. When he left, his followers – the Eldritch Raiders – left with him. Under Yriel's leadership, they were to become the galaxy's most feared corsair fleet.

It is likely that Yriel would have never returned to the home that spurned him had Iyanden not faced annihilation in the face of Hive Fleet Kraken. As the claws of Kraken dug deep into Iyanden's defences, the flame of Iyanden's defiance was all but snuffed out until the corsair prince led his Raiders in a glorious return. In a daring series of strikes, Yriel won a titanic space battle that crushed the Tyranid fleet, before leading his warriors onto Iyanden's surface. There, Yriel drew the ill-fated Spear of Twilight from the Shrine of Ulthanash, a weapon so potent it curses the soul of any who near it. With this weapon, he slew the Tyranid leader-beast, and in so doing vanquished the horde.

Yriel was later restored to Admiralship of Iyanden's fleet. However, in saving his people Yriel had doomed himself, for the Spear is no mortal weapon, and cannot be abandoned. Though he holds the office of Autarch to this day, Yriel still plies the stars, seeking a way to restore his craftworld to its former glory before it finally fades into myth. Whilst he lacks the modesty and temperance of the majority of his peers upon the Path of Command, he is the best and brightest of all Iyanden's leaders. Though he has only years left to him, if that, he intends to live them to the full in the defence of his craftworld.

	WS	BS	S	T	W	I	A	Ld	Sv
Prince Yriel	6	6	3	3	4	7	4	10	3+

UNIT TYPE: Infantry (Character).

WARGEAR: Heavy Aspect armour (pg 65), forceshield (pg 66), plasma grenades.

WARLORD TRAIT: Ambush of Blades (pg 25).

SPECIAL RULES: Ancient Doom (pg 25), Battle Focus (pg 25), Fleet, Independent Character, The Path of Strategy (pg 27).



REMNANTS OF GLORY

The Eye of Wrath: *This monocular device is able to send a storm of lightning into those under Prince Yriel's gaze.*

One use only. In the Fight sub-phase, provided he is not in a challenge, Yriel can make a special attack at his Initiative step instead of making any close combat attacks. Centre a large blast marker over 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 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 engaged in combat, Yriel must re-roll saving throws of 6.

ILLIC NIGHTSPEAR

THE WALKER OF THE HIDDEN PATH

Illic Nightspear of Alaitoc has wandered the Path of the Outcast for thousands of years, striding the skeins of fate and seeking out the unknown paths that span the galaxy. He is known to different ranger bands by many different titles; the Sentinel of the Stars, the Wayforger, the Shield of Alaitoc. To Illic, one name is as good as another. Such is Nightspear's knowledge of the webway that it is said by the Eldar that he can arrive unheralded upon any planet, stepping through its portals with the ease of a man drawing breath. Whilst this is undoubtedly an exaggeration, Illic clearly knows more of the hidden paths than any other living being save the Harlequins themselves. Indeed, some say that he knows too much.

Over the centuries, Illic's great knowledge has benefitted Alaitoc and its brother craftworlds markedly. He has guided countless Eldar warhosts through the winding paths of the webway to do battle on far away worlds, arriving to turn the tide of a battle from an unseen quarter. His worth to the Eldar cause does not end with his arrival on the field of war; his accuracy with a longrifle is unmatched in all the galaxy, and Ork Warlords, Necron Overlords, Imperial Guard generals and Chaos Champions have all met their end under his watchful gaze.



Illic has walked the Path of the Outcast for so long that it is no longer clear if he can leave it. He wanders the galaxy, pursuing some hidden agenda that his acolytes whisper is the only thing staving off the Rhana Dandra. Legends fall like footprints in his wake, telling that he fights against the rise of the Necrons, that he searches for the lost Seerstones, or that he seeks to transcend the mortal plane altogether.

Though Illic prefers to fight alone, he has garnered a great following amongst the outcasts, and especially those of his own craftworld, Alaitoc. Master snipers and expert trackers all, the Pathfinders loyally follow the Nightspear into battle, hoping to learn from the greatest of all Rangers as an Aspect Warrior might from a Phoenix Lord.

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

UNIT TYPE: Infantry (Character).

WARGEAR: Mesh armour (pg 65), shuriken pistol (pg 63), power sword.

WARLORD TRAIT:

Mark of the Incomparable Hunter (pg 25).

SPECIAL RULES: Ancient Doom (pg 25), Battle Focus (pg 25), Fleet, Hatred (Necrons), Independent Character, Preferred Enemy (Necrons), Shrouded.

Sharpshot: Shots fired by models with this special rule (excluding Snap Shots) are always precision shots.

Walker of the Hidden Path: Illic Nightspear has the Infiltrate special rule, and can be deployed anywhere on the battlefield that is outside of impassable terrain, regardless of enemy proximity. In addition, any friendly Eldar Rangers or Alaitoc Pathfinders that are Outflanking can choose to arrive next to Illic Nightspear when they become available. To do so, Deep Strike the unit so that it is wholly within 6" of Illic Nightspear – it does not scatter.

REMNANT OF GLORY

Voidbringer: Illic's longrifle is said to contain the essence of the ancient warrior-smith Uldanoreth. The psychic capability granted by his presence enables Voidbringer to tear warp-holes within the foe, or even transport them completely into the void.

Range	S	AP	Type
48"	X	2	Heavy 1, Distort (pg 62), Sniper

ASURMEN

THE HAND OF ASURYAN

Asurmen is the first and oldest of the legendary Phoenix Lords, those most ancient of Exarchs from whom the Aspects themselves were created. Each is a demigod of battle whose legend spans the stars, imbued with supernatural powers that grant them the ability to cheat death. Asurmen himself is the living embodiment of the warrior, just as the Avatar is the incarnation of the Bloody-handed God himself.

Asurmen is known as the Hand of Asuryan, for he acts as the immortal agent of the father and chief of the Eldar gods. In the time of the Fall, Asurmen led his disciples into exile, abandoning his world to the horrors of the Warp. He founded the first of the Aspect Warrior shrines upon the barren world his people eventually settled, which was named Asur in honour of its claimant. This was no peaceful temple of contemplation, but a nexus of martial focus that honed the minds of its devotees just as it did their bodies, until they were sharper than any blade. From the Shrine of Asur sprang the first Aspect Warriors, and the Path of the Warrior was opened forever.

Just as with the Exarchs that follow his path, Asurmen is immortal after a fashion. Should the Hand of Asuryan be vanquished, his body and his essence will lie dormant for a time, until discovered by an Eldar whose soul resonates with the spirit-echo that dwells within his armoured shell. The aspirant feels the call of destiny upon him, and if he is worthy, he will don Asurmen's armour, taking his place and thus his identity so that the Phoenix Lord can be reborn to fight once again. No matter how many individuals a Phoenix Lord might have been, his mind is forever unchanged, driven for eternity by the dominant personality of the first and greatest to wear the suit.

Asurmen is the forefather of the Dire Avengers, most noble and vengeful of all the Aspects. He has founded more shrines on more craftworlds than any other Phoenix Lord. Soon after the inception of the Aspect shrines, the Hand of Asuryan vanished, but tales of his deeds persist throughout the galaxy. He has been reported slaying the agents of the Great Enemy from the Eye of Terror to the Eastern Fringe, and word of the towering, relentless warrior's valour and skill has spread not only throughout Eldar culture but also to the legends of the lesser races.



Hand of Asuryan: If your primary detachment includes Asurmen, he must be your Warlord. When determining Warlord Traits for Asurmen, he always has D3 traits from the Eldar Warlord Traits table (pg 25) – re-roll any duplicates.

EXARCH POWERS: *Battle Fortune* (pg 30), *Shield of Grace* (pg 30).

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 (pg 64)

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

UNIT TYPE: Infantry (Character).

WARGEAR: Phoenix armour (pg 65), twin-linked avenger shuriken catapult (pg 63).

SPECIAL RULES: Ancient Doom (pg 25), Battle Focus (pg 25), Counter-attack, Eternal Warrior, Fearless, Fleet, Independent Character.

JAIN ZAR

THE STORM OF SILENCE

When Asurmen raised the original Aspect Warriors he became the first of the Asurya, the Children of Asur. First to learn under Asurmen's tutelage was Jain Zar, a passionate Eldar swordmaiden famed for her speed and ferocity. She and her brothers-in-arms learned well at the feet of their master, and in their turn they assumed the mantle of the Asurya, spreading their own teachings across the stars and founding the shrines of the Warrior Aspects. It was during this time that the first of the Aspects were formalised, taking as a model the specialities of their founders. Great shrines were built on the craftworlds as they took to deep space so the skills of the Asurya could be conserved for all time.

Once her training was complete, Jain Zar travelled the webway extensively, perfecting the abilities of her devotees and leading ever more Eldar along the Warrior Path. Soon enough, there were shrines practicing her arts on every major craftworld – shrines that she still frequents to this day.

Jain Zar's astonishing swiftness and mercurial temperament are echoed by her Howling Banshee daughters, and it was she who first perfected the Scream that Steals – though the psychosonic barrage that emanates from her mask can not only stun the foe but liquefy their brains in the process.

Jain Zar is the most active of all the Phoenix Lords in the war against the forces of the Great Enemy. She has led hundreds of Howling Banshees to war on countless occasions, even mustering them from several craftworlds at once should she deem it necessary. Although she might disappear for centuries at a time, she always returns, and her shrines maintain a constant vigil for their deadly mistress.

Jain Zar

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

UNIT TYPE: Infantry (Character).

WARGEAR: Phoenix armour (pg 65).

WARLORD TRAIT: Falcon's Swiftness (pg 25).

SPECIAL RULES: Acrobatic (pg 32), Ancient Doom (pg 25), Battle Focus (pg 25), Eternal Warrior, Fearless, Fleet, Independent Character.

EXARCH POWERS: Disarming Strike (pg 30), Fear.

REMNANTS OF GLORY

Silent Death: *The Silent Death is a triple-bladed throwing weapon whose edges were forged in the anti-flame of the Warp. Black fire licks around its keen surfaces as the Silent Death describes an elegant loop through the air, leaving decapitated bodies in its wake before returning to its mistress.*

Range	S	AP	Type
12"	User	2	Assault 4
-	User	2	Melee

Blade of Destruction: *This long and elegant polearm was made in the distant past, yet retains much of its original power. It is amongst the most potent of blades to survive from the time of the Fall, yet it is light and easy to wield with blurring speed.*

Range	S	AP	Type
-	User	2	Melee, Shred

Mask of Jain Zar: *The first and greatest of all Howling Banshee masks, this artefact has the power to turn its wearer's warcry into a devastating barrage that robs the mind of all those who hear it.*

When Jain Zar charges into combat, all enemy models in the combat suffer a -5 modifier to both Weapon Skill and Initiative (to a minimum of 1) until the end of the Assault phase. The Initiative penalty is not cumulative with that from a Banshee mask.



KARANDRAS

THE SHADOW HUNTER

Karandras is the most mysterious of the Phoenix Lords. No-one knows where his shrine originally lay; perhaps it was on one of the small craftworlds that survived the Fall but was destroyed soon after, or perhaps it does not even exist in the material dimension at all. It is from shadow that Karandras was born, and it is shadow that is his ally to this day.

From Karandras comes the patience of the hunter, whose discipline pervades the Striking Scorpion shrine throughout the galaxy. A squad of Striking Scorpions under Karandras' tutelage will crouch motionless in darkness, forsaking breath altogether as they wait for the optimum moment to dart out and strike at the enemy's heart.

Karandras himself embodies this skill on a far grander level. His armoured body might lay hidden and dormant for decades, lurking in the twilight between worlds until the Eldar race needs his intervention. Just as all seems lost, the Shadow Hunter will burst from legend into horrific life, slaughtering the foes of his people before fading into shadow once more.

Karandras has the most potent sting of any Striking Scorpion, and uses his powered claw and diamond-tipped chainsword to rip his opponents to shreds before they are

even aware of his presence. He speaks rarely, but a single shift in his stance can carry deadly meaning, for his aura is thick with menace. Be they Eldar or not, few have set eyes upon Karandras and lived to tell of it, ensuring the secrets that surround him persist.

Karandras is not the oldest of the Exarchs of the Striking Scorpions, for that honour belongs to Arhra, the Father of Scorpions. Arhra was the most sinister of all the Phoenix Lords; the Fallen Phoenix who burns with the dark light of Chaos. Karandras took Arhra's place after his defection, tempering the murderous nature of his predecessor with the patience of the hunter. It is whispered in the shattered reaches of the webway that Arhra still lives, and that he fled to the darkest corners of Eldar civilisation to begin his murderous teachings anew. Rumours persist that the rival Phoenix Lords duelled with each other for weeks in the shattered ruins of Zandros, over the Shrine of the Slicing Orbs and the mysteries it contains, and that only one walked away with what passed for his soul intact. As with many of the secrets that owe their beginnings to the Scorpion, the truth yet remains hidden from mortal sight.

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

UNIT TYPE: Infantry (Character).

WARGEAR: Phoenix armour (pg 65), scorpion chainsword (pg 65), scorpion's claw (pg 65), plasma grenades.

WARLORD TRAIT: Ambush of Blades (pg 25).

SPECIAL RULES: Ancient Doom (pg 25), Battle Focus (pg 25), Eternal Warrior, Fearless, Fleet, Independent Character, Infiltrate, Move Through Cover, Night Vision, Stealth.

EXARCH POWERS: Monster Hunter, Stalker (pg 30).

REMNANT OF GLORY

The Scorpion's Bite: *The Scorpion's Bite is a vastly superior mandiblaster constructed in ancient times. The helm-weapons of Karandras' disciples are but pinpricks compared to the fearsome strike of this Phoenix Lord.*

During the Fight sub-phase, at the Initiative 10 step, Karandras automatically inflicts a single Strength 6 AP-hit on one enemy unit in base contact. If Karandras is in a challenge, this hit must be directed against his opponent. The Scorpion's Bite is not affected by special rules that reduce Initiative.



FUEGAN

THE BURNING LANCE

When the Asurya made their way across the galaxy, it was Fuegan who founded the shrines of the Fire Dragon upon the craftworlds – the warrior Aspect whose teachings advocate the utter annihilation of the enemy so that his demise is assured beyond all doubt. Fuegan schooled his disciples in the arts of wielding fire and flame, of channelling and mastering the powers of the Dragon. It was his hope that the Eldar could bring harmony through selective destruction rather than regarding oblivion as a force that could only bring discord.

Fuegan is a mighty hero to the Eldar of the craftworlds, often depicted holding the cosmic serpents of wisdom and entropy in his fiery grasp. In his footsteps entire worlds are set ablaze, for the Dragon of Eldar myth is synonymous with destruction. Fuegan's gaze is flame; smoke rises from the blistering skin of those who do not address him with the proper respect, and those who truly earn his wrath are swiftly reduced to ash.

In many ways it is Fuegan who most embodies the Aspect Warriors' obsession with their deadly craft. He devotes himself completely to the systematic and total persecution of the Eldar race's enemies, pitilessly culling them one by one until their

deaths form an unbroken chain of retribution stretching across the universe. The Eldar believe that, with this chain, Fuegan intends to bind the Dragon at the end of days, though such a feat would mean mastery over destruction itself. Legend also has it that the Burning Lance will be the last of his brethren to fall in the final battle of the Rhana Dandra, when the footsteps of Daemon kings and demigods shake the earth.

After the destruction of Asur, Fuegan disappeared for many centuries. He reappeared during the final battle of Haranshemash, the world of blood and tears, where, fighting at Eldrad Ulthran's side, he scoured a score of Daemon lords from the planet with the firepike from which he takes his name, and claimed a dozen more with his rune-covered axe. Once that conflict was done, Fuegan vanished into the webway, and he has travelled its ancient tunnels ever since. He emerges only when it serves his noble cause – tracking down the enemies of his forebears and ensuring their sudden and merciless death.

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

UNIT TYPE: Infantry (Character).

WARGEAR: Phoenix armour (pg 65), firepike (pg 62), melta bombs.

WARLORD TRAIT:

Mark of the Incomparable Hunter (pg 25).

SPECIAL RULES: Ancient Doom (pg 25), Battle Focus (pg 25), Eternal Warrior, Fearless, Feel No Pain, Fleet, Independent Character.

Unquenchable Resolve: 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.

EXARCH POWERS: Crushing Blow (pg 30), Fast Shot (pg 30).

REMNANT OF GLORY

Fire Axe: This ancient weapon glows red with the heat of its forging. Massive in size and yet still possessed of the alien elegance typical to 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
-	User	1	Melee, Armourbane



BAHARROTH

THE CRY OF THE WIND

Baharroth is the oldest of the Swooping Hawks, the first Exarch to master aerial combat and the founder of the Warrior Path that is represented by Swooping Hawk shrines throughout the craftworlds. He was the most vibrant and youthful of the Phoenix Lords, revelling in the sensation of the sun on his wings. Baharroth and Maugan Ra are brothers as the sun is to the moon, and many of the Eldar's deadliest foes have met their doom on the edge of their blades. He learned the arts of war under Asurmen when the Fall was still a living memory in the minds of the Eldar. Since then, he has died and been reborn many times. Innumerable battlefields have felt the pure white light of his anger, and countless foes have fallen before his might.

Baharroth can be translated as Cry of the Wind, for he is the master of aerial warfare. Though he moves with the subtlety and grace of a zephyr, he attacks with the force of a hurricane. The Eldar consider his presence a sign of victory to come, for he appears above the battlefield as a glorious hero, shining with a brilliance of his own making. Looping and soaring through flak-churned skies, the Cry of the Wind looses pinpoint blasts of blinding fire into the cockpits of enemy aircraft and into those warriors who dare to venture into his domain, sending the airborne interlopers hurtling

to an unmarked grave amongst their brethren below. Where Baharroth passes, the ground burns with blinding white fire, for the weapons of the Hawk are many, and his eyes are sharp enough to spy evil wherever it may be found. This glare is often the first and last warning his victims are granted, as he plunges like a falcon to engage his opponents before leaping skywards once more.



It is recorded in the Asuryata that Baharroth's final death will come at the Rhana Dandra, the final battle between Chaos and the material universe that will end with the destruction of both. All Eldar secretly fear that the long foretold events of the Rhana Dandra will be played out within their lifetime. Given the portents of the Farseers, and the frequency with which the Phoenix Lords have been sighted in recent years, their fears may yet prove well placed.

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

UNIT TYPE: Jump Infantry (Character).

WARGEAR: Phoenix armour (pg 65), hawk's talon (pg 62), haywire grenades, plasma grenades, grenade pack (pg 66), Swooping Hawk wings (pg 67).

WARLORD TRAIT: Falcon's Swiftmess (pg 25).

SPECIAL RULES: Ancient Doom (pg 25), Battle Focus (pg 25), Eternal Warrior, Fearless, Fleet, Herald of Victory (pg 35), Independent Character, Night Vision, Skyleap (pg 35).

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

EXARCH POWERS: Battle Fortune (pg 30), Hit & Run.



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 burning painfully into their eyes.

Range	S	AP	Type
-	User	3	Melee, Blind

MAUGAN RA

THE HARVESTER OF SOULS

Altansar was one of the many craftworlds, large and small, that survived the Fall. It rode out the initial psychic shockwaves that destroyed the Eldar realms but was subsequently caught in the gravity well of the Eye of Terror. Although the Eldar of Altansar fought valiantly against the encroachment of Chaos, they were unable to escape their inevitable doom. Within five hundred years of the Fall their craftworld was swallowed whole into the Warp. The only soul that escaped the clutches of this roiling Warpstorm was the Phoenix Lord known as Maugan Ra, the Harvester of Souls – the mightiest of Altansar’s Exarchs and founder of the Aspect of Dark Reapers.

When Asurmen taught his brethren the arts of war, it was Maugan Ra that fell furthest from the fold. He fashioned baroque weapons of occult nature – not for him the shining blades of his brethren, but instead dark and malefic artefacts that could slay his foes from afar. As his craft progressed, Maugan Ra learnt that even the most outlandish of weapons could be used with the precision of a scalpel. This discovery, and his mastery of each of the diverse facets of ranged combat, led to the creation of the Maugetar – loosely translatable as the Harvester – and later to the disciplines of the Dark Reaper Aspect itself.

Ten thousand years after the Eye of Terror swallowed Maugan Ra’s homeworld, that nightmarish realm vomited the legions of Chaos into the material universe, leaving a gaping lesion in space where realspace and the Warp could coexist. Whilst the great rift was still open and the armies of that hell-plane were spewing forth, Maugan Ra took his chance. He plunged into the unreality of the Warp and searched its malignant reaches for what was left of his lost people. Over the course of many adventures, Maugan Ra eventually found the remains of his craftworld. The Eldar of Altansar lived on still, after a fashion.

Maugan Ra guided what was left of his craftworld out of the Eye of Terror and led them against the forces of Chaos to deny them their victory. However, at the war councils that followed Altansar’s return, there was no welcome from the other craftworlds’ Autarchs for their long-lost kin. Though the Phoenix Lord’s people certainly fight hard, not one of them will remove his helm, even under duress, and they speak only in whispers. The question has been asked many times, though never in Maugan Ra’s presence – how could any living Eldar warrior remain untouched by the predations of the Eye of Terror for so many millennia?

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

UNIT TYPE: Infantry (Character).

WARGEAR: Phoenix armour (pg 65).

WARLORD TRAIT:

Mark of the Incomparable Hunter (pg 25).

SPECIAL RULES: Ancient Doom (pg 25), Battle Focus (pg 25), Eternal Warrior, Fearless, Fleet, Hatred (Chaos Daemons), Independent Character, Relentless.

EXARCH POWERS: Fast Shot (pg 30), Marksman’s Eye (pg 30), Night Vision.

REMNANT OF GLORY

The Maugetar: *The Maugetar is a scythe-like weapon built into a shrieker-pattern shuriken cannon. The mind-linked discs it fires are large enough to decapitate a swathe of foes one after another before vanishing into nothingness, and the curved blade it sports is worthy of its grim reputation.*

Range	S	AP	Type
36"	6	5	Assault 4,
-	+2	3	Pinning, Rending Melee



THE FORGE OF VAUL

This section of *Codex: Eldar* 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 special characters is detailed in the appropriate entry in The Eldar Warhost (pages 25 to 61), while weapons and equipment used by all the other types of units are detailed here.

RANGED WEAPONS

Profiles for flamers and dragon's breath flamers are listed in the Reference. The full rules can be found in the Warhammer 40,000 rulebook.

CHAINSABRES

See pg 64.

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, for if the target is not wholly swept into the Immaterium, it is usually torn to pieces by the violent forces brought to bear upon it.

	Range	S	AP	Type
D-scythe	Template	4	2	Assault 1, Distort
Heavy D-scythe	18"	4	2	Assault 1, Blast, Distort
Wraithcannon	12"	10	2	Assault 1, Distort
D-cannon	24"	10	2	Heavy 1, Barrage, Blast, Distort
Heavy wraithcannon	36"	10	2	Assault 1, Distort

Distort: When rolling To Wound against non-vehicle models with this weapon, on rolls of a 6, it wounds automatically (regardless of the target's Toughness) and has the Instant Death special rule. Against vehicle models, if this weapon rolls a 6 for armour penetration, it automatically causes a penetrating hit, regardless of whether the armour penetration roll was higher than the vehicle's armour value or not.

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, Pinning
Flakk missile	48"	7	4	Heavy 1, Skyfire
Starshot missile	48"	8	3	Heavy 1, Pinning

FUSION WEAPONS

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

LASER LANCE

See pg 65.



LASER WEAPONS

Eldar lasers use psychically grown crystals to refine their 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. These include the Swooping Hawks Aspect Warriors, who have transformed the practice of pinpoint laser fire into an art in itself – their Exarchs lead them in this deadly technique, utilising sustained fusillades of deadly light. Some heavier Eldar laser weapons are calibrated to send out a staccato series of blasts, whilst others narrow their focus to such a degree they can pierce any armour, no matter the thickness.

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

Laser Lock: If a model is firing one or more weapons with this special rule and also one or more other weapons, roll To Hit with the weapon(s) with the laser lock special rule first. If the laser lock weapon(s) causes one or more hits, treat all weapons on the same model yet to fire this phase as being twin-linked for the rest of the phase. Note that all of the hits caused by the firer's shooting attacks are still resolved simultaneously.

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 organo-polymer compound. This is released through thousands of microscopic firing ducts and woven into a net of monofilament wire by spinning gravity clamps. The victim's own struggles bring about his doom, for the razored net is so sharp it can reduce an entangled enemy into bloody chunks of flesh in seconds.

	Range	S	AP	Type
Death spinner	12"	6	-	Assault 2, Monofilament
Shadow weaver	48"	6	6	Heavy 1, Barrage, Blast, Monofilament
Doomweaver - Dispersed	48"	7	6	Heavy 1, Barrage, Large Blast, Monofilament, Pinning
- Focussed	Template	7	6	Heavy 1, Monofilament, Torrent

Monofilament: If the target's majority Initiative is 3 or lower, or the target has no Initiative characteristic, then Hits from a weapon with this special rule are resolved at +1 Strength. If two or more Initiative characteristics are tied for majority, use the highest of those tied values. Additionally, if a 6 is rolled To Wound with this weapon, the target is wounded automatically and the Wound is resolved at AP1.

PRISM CANNON

Typically mounted on Fire Prism tanks, prism cannons greatly amplify the power of a high-intensity laser through priceless psychocrystal to generate a devastating blast. This can be focussed into a narrow beam or widened to devastate a broader area at the touch of a rune.

	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 designed for sniper fire. So armed, a Ranger can hit an enemy's eye socket at a thousand paces.

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 small but potent armour piercing starswarm missiles. Some Dark Reapers also sport the more powerful starshot missiles, which allow them to engage enemy tanks and fortifications with impunity.

	Range	S	AP	Type
Starshot missile	48"	8	3	Heavy 1, Pinning
Starwarm missile	48"	5	3	Heavy 2

SCORPION'S CLAW

See pg 65.

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. This ammunition is stored as a solid core of plasti-crystal material. A series of high-energy impulses originate at the rear of the weapon and fly through the barrel at terrific speed. Each impulse detaches a monomolecular slice of the ammunition core and catapults it from the weapon's barrel, allowing each of these instruments of war to fire up to a hundred bladed discs in a few seconds. 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
Shrieker cannon	24"	6	5	Assault 3, Bladestorm, Pinning

Bladestorm: When a weapon with this special rule rolls a 6 To Wound, the target is wounded automatically and the Wound is resolved at AP2.

SINGING SPEAR

See pg 65.

SPINNERET RIFLE

Used exclusively by Warp Spider Exarchs, the long-barrelled spinneret rifles fire spiralling threads of focussed monofilament that make a mockery of even the thickest battle plate, shredding the unfortunate foe.

Range	S	AP	Type
18"	6	1	Rapid Fire, Monofilament, Pinning

STAR LANCE

See pg 65.

STARCANNONS

The Adepts of the Imperium have never really harnessed the full power of plasma technology; only the Eldar have truly mastered its potential. To the Eldar, it is further testament to the idiocy of Man that he has created a weapon that frequently maims or even kills the wielder. The sophisticated starcannons and suncannons of the Eldar have no such flaws. Each weapon's plasma core produces the incandescent heat of a star, but sophisticated containment fields ensure that the gun's exterior remains cool to the touch.

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

TEMPEST LAUNCHER

Dark Reaper Exarchs sometimes employ tempest launchers that hurl explosives high into the air to land amongst the foe, allowing these merciless Eldar to obliterate several targets at once from amongst the foe's ranks.

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

TRISKELE

An arcane throwing weapon used by Howling Banshee Exarchs, the triskele has three razor-sharp blades that scythe through armour as a knife through paper. A well-thrown triskele will curve like a boomerang, cutting through multiple foes before returning to the wielder in time for the real killing to start.

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

MELEE WEAPONS

Profiles for the following Melee weapons are listed in the Reference. The full rules can be found in the *Warhammer 40,000* rulebook.

Close combat weapon Witchblade
Power weapons

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 twinned chainblades mounted in ancient gauntlets that each incorporate a shuriken pistol, meaning the user can deliver a short-range fusillade as he leaps from ambush, followed by a lightning flurry of blows.

A set of chainsabres is comprised of two weapons and hence grants an additional attack.

Range	S	AP	Type
-	+1	5	Melee, Rending
12"	4	5	Assault 2, Bladestorm (pg 63)

VIBRO CANNON

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

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

Vibro: If a unit is hit by two or more Vibro shots as part of the same unit's Shooting attack, the Strength of all Vibro hits is increased by 1 for each hit beyond the first, and the AP of all Vibro hits is reduced by 1 for each hit beyond the first. Strength cannot be raised above 10, and AP cannot be reduced below 1. For example, if a unit suffers three hits from Vibrocannons (normally Strength 7 and AP4), those hits are resolved at Strength 9 and AP2.

DIRESWORD

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

Range	S	AP	Type
-	User	2	Melee, 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.

EXECUTIONER

An executioner is an elegant, two-handed power glaive favoured by the Exarchs of the Howling Banshees, who use them to weave bloody arcs across the battlefield.

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

GHOST WEAPONS

The rudimentary sentience within the spirit stone core of each ghost weapon, whether axe, glaive or sword, guides the wielder's blows into his target's weak spots.

	Range	S	AP	Type
Ghostaxe	-	+2	2	Melee, Unwieldy
Ghostglaive	-	+1	2	Melee, Master-crafted
Ghostsword	-	+1	3	Melee

HARLEQUIN'S KISS

When the needle-pointed muzzle of the Harlequin's kiss is punched into an enemy's body, the monofilament wire concealed within it uncoils, immediately reducing the unfortunate victim's insides to a gory soup.

Range	S	AP	Type
-	User	-	Melee, Rending

LASER LANCE

Used by the Shining Spears Aspect when they charge, laser lances produce built-up pulses of energy that they release with explosive force on nearing the target.

Range	S	AP	Type
6"	6	3	Assault 1, Lance
-	+3	3	Melee, Impact, Lance

Impact: In any Fight sub-phase in which the wielder is engaged but has not charged, this weapon uses the profile of a close combat weapon instead of the melee profile above.

MIRRORSWORDS

Used in an ambidextrous sword-form by some Howling Banshee Exarchs, mirrorswords can be used to create a whirling web of deadly blades.

A set of mirrorswords is comprised of two weapons and hence grants an additional 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 an additional 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 strength of their users considerably.

Range	S	AP	Type
-	+1	6	Melee

ELDAR ARMOUR

MESH ARMOUR

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

Mesh 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.

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 63)

SINGING SPEAR

When hurled by a psychic user, 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

A far more powerful version of his Aspect's ritual weapon, when a Shining Spear Exarch charges with a star lance, even vehicle armour is not immune.

Range	S	AP	Type
6"	8	2	Assault 1, Lance
-	8	2	Melee, Impact (see left), Lance

TRISKELE

See pg 64.

WITCH STAFF

Those struck by a psychically-imbued 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

HOLO-SUIT

Eldar Harlequins use sophisticated holo-suits to fragment their image and baffle incoming fire.

A holo-suit grants the wearer a 5+ invulnerable save.

PHOENIX ARMOUR

The legendary Phoenix Lords wear ancient, invaluable Aspect armour so finely wrought it is proof against almost any weapon.

Phoenix armour confers a 2+ Armour Save.

RUNE ARMOUR

Eldar psykers fashion themselves elegant armour decorated with runes that offer protection against attacks both spiritual and physical in nature.

This grants the wearer a 4+ invulnerable save.

TREASURES OF VAUL

Rules for the following grenades can be found in the *Warhammer 40,000* rulebook.

Plasma grenades
Melta bombs

Haywire grenades

BANSHEE MASK

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

When one or more models with a banshee mask charge into combat, all enemy models in the combat suffer -5 to their Initiative (to a minimum of 1) until the end of that phase.

ELDAR JETBIKE

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

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

FLIP BELT

Harlequins' unnatural agility is enhanced by anti-grav technology.

Harlequins are not slowed by difficult terrain.

FORCESHIELD

These contain a powerful shield projector that can deflect any attack.

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).

GRENADE PACK

These enable Swooping Hawks to drop explosives onto their victims.

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, 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 – otherwise it has the Blast special rule.

HALLUCINOGEN GRENADES

These grenades release a thick, sweet-smelling hallucinogenic gas that pacifies and disorients those who inhale it.

All models in a unit that contains one or more models with hallucinogen grenades count as being armed with plasma grenades.

HEAVY WEAPON PLATFORM

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

A weapon mounted on a weapon platform and any model firing it have the Relentless special rule. One Guardian (from the same unit) within 2" may fire the platform instead of his shuriken catapult. If there are no Guardians left in the unit, remove the heavy weapons platform as a casualty. If a weapons platform is removed as a casualty, it counts towards the number of models required to cause a Morale check (in the Movement and Shooting phases), and counts towards combat result (in the Assault phase). A heavy weapons platform counts as a single Infantry model when embarked upon a vehicle or building. Weapons platform models are ignored when allocating Wounds from Look Out, Sir rolls.

MANDIBLASTERS

The stings of the Striking Scorpions are mounted on their helms.

During the Fight sub-phase, at the Initiative 10 step, a model with mandiblasters automatically inflicts a single Strength 3 AP- hit on one enemy unit in base contact. If a model with a mandiblasters is in a challenge, this hit must be directed against his opponent. Mandiblasters are not affected by special rules that reduce Initiative.

REAPER RANGEFINDER

Mounted in the helmet vanes of the Dark Reapers are highly advanced targeters that calculate telemetries in the blink of an eye.

Enemies cannot take Jink cover saves against shots fired by a unit that contains at least one model with a reaper rangefinder.

SCATTERSHIELD

Used to protect precious Eldar war-constructs, a scattershield is a gigantic fan-shaped shield generator that converts the energy of incoming attacks into a blinding spray of multicoloured light.

The bearer has a 5+ invulnerable save. Whenever the bearer passes one or more saving throws using its scattershield, all units (friend or foe) within 6" must test as if they had just been hit by a weapon with the Blind special rule – even those that are engaged in close combat. A unit that passes the Initiative test is immune to the Blind rule for the rest of the phase.

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 to enable their wearers to soar high above the battlefield.

A model with Swooping Hawk Wings gains the Jump unit type as described in the *Warhammer 40,000* rulebook.



ELDAR VEHICLE EQUIPMENT

CRYSTAL TARGETING MATRIX

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

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 targeting vulnerable areas.

Provided the vehicle moved in the previous turn, it gains +1 cover save. If it does not already have a cover save, it gains a 6+ cover save.

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.

All successful Morale or Pinning tests made within 12" of a Hemlock Wraithfighter must be re-rolled.

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.



WARP JUMP GENERATOR

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

Models with Warp jump generators gain the Jet Pack unit type as described in the *Warhammer 40,000* rulebook. In the Movement phase, a model with a Warp jump generator can choose to either move as Jet Pack Infantry or make a Warp jump. If making a Warp jump, it immediately moves up to 6+2D6" 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, one member of the unit (determined randomly) is removed as a casualty. Warp jumps cannot be used when falling back.

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.

The Wave Serpent's shield protects the bow of the tank – whilst the shields are active, all penetrating hits inflicted against the Wave Serpent's front and side armour are downgraded to glancing hits on a D6 roll of 2+.

In its Shooting phase, the Wave Serpent can deactivate its shields to shoot a burst of energy with the following profile (treat this as a hull-mounted weapon pointing forward):

Range	S	AP	Type
60"	7	-	Assault D6+1, Pinning, Ignores Cover

If this option is used, the Serpent shield is inactive until the start of its following turn.

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.

STAR ENGINES

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

A non-Walker vehicle with this upgrade can move 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 alter its facing swiftly, placing deadly weapons, or stronger armour, to the fore.

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).

ELDAR WARGEAR

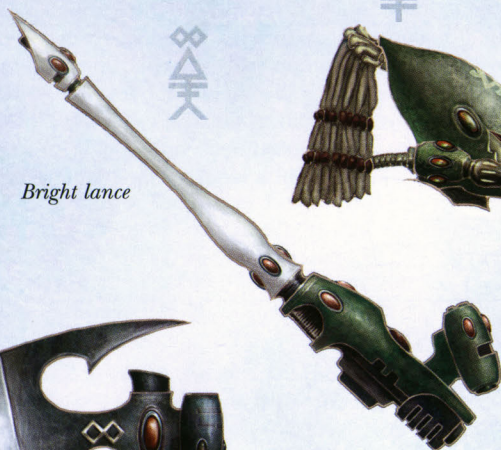
Striking Scorpion helmet
with mandiblasters



Banshee mask



Bright lance



Ranger long rifle



Ghostaxe



Shuriken pistol



Ghostsword



Avenger shuriken catapult



Harlequin's kiss



Fusion gun

Death Spinner



Melta bomb



Wraithcannon

Plasma grenade



Starcannon

REMNANTS OF GLORY

Remnants of glory are items of incredible rarity and power. Only one of each of the following remnants may be chosen per army – there is only one of each of these items in the galaxy.

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 amidst the craftworlds. Legend tells that the Shard of Anaris was then crafted into a blade to be borne by the craftworld'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.

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 razored fang in celebration of Ulthanes'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 6, that unit is set ablaze as for the Soul Blaze special rule (this Soul Blaze does not benefit from the Wildfire special rule).

THE SPIRIT STONE OF ANATH'LAN

Anath'lan was once one of Biel-Tan Craftworld'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 guides other Eldar away from error to this day.

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.

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 through his wits. For his most promising students, Uldanoreth fashioned exquisite long rifles like unto his own, and a handful of these rifles have survived where his students did not.

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

MANTLE OF THE LAUGHING GOD

Every few decades, the Harlequins converge upon a particular craftworld, in search of a champion who will bear the mantle of the Laughing God in pursuance of some dire task. Whilst he bears the mantle, the champion will surely walk in dark and perilous places, but he will not do so alone – the Laughing God was ever sentimental of his followers, and watches with keen interest those who do him honour.

The bearer loses the Independent Character special rule but has the Hit & Run, Shrouded and Stealth special rules. In addition the bearer can re-roll failed cover saves.



FAOLCHÚ'S WING

When Eldanesh fell battling Khaine, the great falcon Faolchú was disconsolate. Faolchú gifted a single golden pinfeather 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 Faolchú's Wing can Run up to 48" in its Shooting phase. If it does so it cannot shoot, charge or manifest psychic powers in that Shooting phase or the remainder of the turn. However, the model can re-roll failed cover saves until the start of its next turn.

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 hale to his people and his consort. It is said that the phoenix gem is the only surviving fragment of this ancient stone. Even now, diminished over millions of years, 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, nothing happens – 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 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.

PSYCHIC POWERS

The incredible discipline that the Eldar possess makes them amongst the most formidable psykers in the galaxy. They bring myriad powers to the battlefield, from those that curse the foe to raw destructive force that wrecks tanks and slays men.

GENERATING PSYCHIC POWERS

Eldar Psykers have access to those psychic disciplines found in the *Warhammer 40,000* rulebook that are listed in their army list entry. In addition, they may choose their powers from the **Runes of Battle** or **Runes of Fate** as stated in their unit entry. For each Mastery Level he has, a Psyker may

make a roll on one of the tables available to him. Note that to represent the duality of the Eldar spirit, 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.

RUNES OF BATTLE

PRIMARIS POWER

CONCEAL/REVEAL..... WARP CHARGE 1

The Warlock seizes command of the shadows, concealing his squad from the enemy's gaze or revealing the enemy.

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 energy, the Warlock sends it forth to heal his allies and destroy his enemies.

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.

Horrrify is a **malediction** that targets a single enemy unit within 18". All models in the target unit suffer a -3 modifier to Leadership.

3. ENHANCE/DRAIN WARP CHARGE 1

Calling upon Khaine's 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 have +1 Weapon Skill and +1 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 have -1 Weapon Skill and -1 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 have their Armour Saves improved by 1 (to a maximum of 2+).

Jinx is a **malediction** that targets a single enemy unit within 18". Whilst the power is in effect, models in the target unit have their Armour Saves worsened by 1 (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.

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, whilst diminishing the might of his foes.

Empower is a **blessing** that targets the psyker. Whilst the power is in effect, the psyker and his unit have +1 Strength.

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

RUNES OF FATE

PRIMARIS POWER

GUIDE WARP CHARGE 1

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

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.

Executioner is a **focussed witchfire** power with a range of 24". The target suffers 3 hits, resolved at the Farseer'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 Farseer 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 1

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

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. ELDRITCH STORM WARP CHARGE 2

The Farseer summons a swirling corona of energy that assails the foe with bolts of lightning and psychic shockwaves.

Eldritch Storm is a **witchfire** power with the following profile:

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



4. DEATH MISSION WARP CHARGE 2

Sensing an approaching crux of destiny, the Farseer imbues himself with whatever fortune the future holds, preparing his own mind for death even as he brings this fate to his foes.

Death Mission is a **blessing** power that targets the Farseer. Place D3+2 *Death Mission* counters next to your Farseer. Whilst there is at least one *Death Mission* counter next to the Farseer he gains the Fearless and Rampage special rules, and gains several bonuses to his characteristic profile as shown below (Note that his special rules and unit type are unaffected):

	WS	BS	S	T	W	I	A	Ld	Sv
<i>Death Mission</i> bonus	+5	+5	-	-	-	+5	+2	-	-

At the end of each phase, roll a D6. On a score of 1, 2 or 3, the *Death Mission* fades – remove one *Death Mission* counter from the Farseer. On a score of 4 or more, the *Death Mission* continues unabated – don't remove a counter. If, at any point, there are no *Death Mission* counters next to the Farseer or the game ends, the *Death Mission* ceases – the Farseer is removed from play as a casualty and awards Victory Points as normal for the mission being played. Whilst the *Death Mission* lasts, the Farseer cannot manifest other psychic powers. He can, however, manifest *Death Mission* again whilst it is still in effect – if he does so, add D3+2 *Death Mission* counters to him.

5. FORTUNE WARP CHARGE 2

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

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.

6. MIND WAR WARP CHARGE 2

The Farseer reaches out to attack the mind of an enemy in a desperate mental duel.

Mind War is a **focussed witchfire** power with a range of 24". Both the Farseer and the target model roll a D6 and add their respective Leadership values:

- If the target's score is higher, the Farseer manifesting this power has his Weapon Skill and Ballistic Skill reduced to 1 until the end of the following turn.
- If the scores are drawn, the target model has its Weapon Skill and Ballistic Skill reduced to 1 until the end of the following turn.
- If the Farseer's score is higher, the target suffers a number of Wounds equal to the difference between the two scores. In addition, the target has its Weapon Skill and Ballistic Skill reduced to 1 until the end of the following turn. No armour or cover saves are allowed against Wounds caused by *Mind War*.





COLOURS OF THE CRAFTWORLDS



An Eldar army arrayed for war is a splendid sight. The ritual colours of the Aspect Warriors sit alongside the vibrant heraldry of the craftworlds to form an impressive spectacle on the battlefield. The sheer variety of the Eldar range allows unparalleled opportunities for the collector, whilst the graceful shapes and lines that typify their models are a real pleasure to paint.



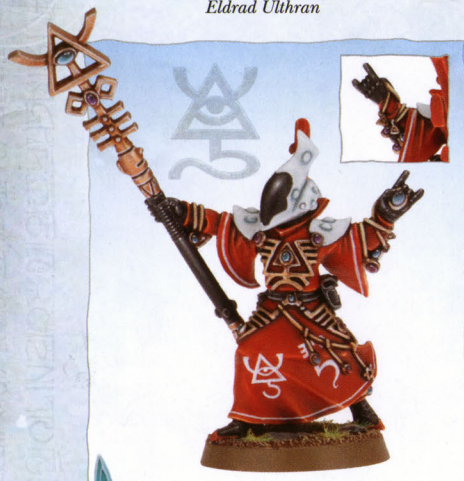
Eldrad Ulthran



Saim-Hann Farseer with singing spear



Biel-Tan Farseer with witchblade



Saim-Hann Spiritseer



Saim-Hann Farseer



Ulthwé Farseer



Saim-Hann Warlock with singing spear

Saim-Hann Warlocks with witchblades



Ulthwé Warlock with witchblade



Iyanden Autarch with power sword, banshee mask and swooping hawk wings



The Avatar of Khaine



Biel-Tan Autarch with fusion gun, mandiblasters and Warp jump generator



Prince Yriel of Iyanden



Escorted by his Warlock Council, a Farseer of Saim-Hann conjures an ethereal tempest to confound his enemies.



Asurmen, the Hand of Asuryan



Dire Avenger Exarch with power weapon and shimmershield



*Banner of the
Argent Crest Shrine*



*Banner of the
Falling Moon Shrine*



Dire Avengers of the Silvered Blade Shrine



Dire Avenger of the Sable Helm Shrine



Dire Avengers, Striking Scorpions and Howling Banshees visit the wrath of Khaine upon the foe.



Karandras, the Shadow Hunter



Striking Scorpion Exarch with scorpion's claw



*Banner of the
Obsidian Claw Shrine*



Striking Scorpions of the Stinging Shade Shrine



Striking Scorpion of the Hidden Strike Shrine



Howling Banshees of the Shrieking Blade Shrine



Howling Banshee of the Crimson Scream Shrine



Jain Zar, the Storm of Silence



Howling Banshee Exarch with mirrorswords



*Banner of the
Ebon Witch Shrine*



Maugan Ra, the Harvester of Souls



Dark Reaper Exarch with tempest launcher



Dark Reapers of the Last Midnight Shrine



Dark Reaper of the Crystal Grave Shrine



Banner of the Jade Scythe Shrine



Banner of the Red Wyrms Shrine



Fire Dragon of the Living Flame Shrine



Fire Dragons of the Blazing Fang Shrine



Fire Dragon Exarch with firepike



Fuegan, the Burning Lance



Shining Spear of the Shrine of the Swift Kill

Shining Spear Exarch



The Wraithguard of Saim-Hann shield their living brethren from harm.



Warp Spider Exarch with powerblades



Warp Spider of the Deathly Web Shrine



Banner of the Shade Gate Shrine



Warp Spiders, Shrine of the Slicing Skein



Swooping Hawks, Shrine of the Shimmering Horizon



Swooping Hawk of the First Dawn Shrine



Baharroth, the Cry of the Wind



Swooping Hawk Exarch with hawk's talon



Banner of the Ashen Sky Shrine



Crimson Hunter of the Ascendant Strike Shrine



Guardian Defenders of Saim-Hann



Guardian Defender of Alaitoc



Guardian Defender of Yme-Loc

Guardian Defender of Lugganath



Storm Guardians of Ulthwé



Guardian Defenders of Biel-Tan



Guardian Defender of Altansar



Guardian Defender of Il-Kaithe



Guardian Defender of Iybraesil



Starcannon heavy weapon platform and Guardian Defender crew



Saim-Hann Autarch with Eldar jetbike and laser lance



Vyper Jetbike of Alaitoc



Biel-Tan Windrider Guardian with shuriken cannon



Saim-Hann Windrider Guardian



Under the inspirational leadership of an Autarch, the Guardians of Craftworld Biel-Tan lay down a punishing barrage of fire.



Biel-Tan War Walkers



Alaitoc Rangers

Illic Nightspear



Harlequin with Harlequin's kiss

Shadowseer

Harlequin Troupe Master

Death Jester



Saim-Hann Fire Prism



The grace and swiftness of the Eldar grav-tanks hides a lethal punch that has seen many an army brought to ruin.



Lyanden Wraithblade with ghostwords



Biel-Tan Wraithguard with D-scythe



Ulthwé Wraithguard with wraithcannon



Saim-Hann Wraithguard



Saim-Hann Wraithlord with ghostglaive and bright lance



Saim-Hann Wraithblades



Saim-Hann Wraithknight with two heavy wraithcannons and two scatter lasers



Saim-Hann Hemlock Wraithfighter



Alaitoc Hemlock Wraithfighter



Yme-Loc Hemlock Wraithfighter



FORCES OF THE ELДАР

The following army list enables you to field an army of Eldar and fight battles using the missions included in the *Warhammer 40,000* rulebook.

USING THE ARMY LIST

The Eldar army list is split into six sections: HQ, troops, dedicated transports, elites, fast attack and heavy support. All of the squads, vehicles and characters in the army are placed into one of these sections depending upon their role on the battlefield. Each model is also given a points value, which varies depending on how effective that model is in battle.

Before you choose an army, you will need to agree with your opponent upon the type of game you are going to play and the maximum total number of points each of you will spend. Then you can proceed to pick your army following the guidelines given in the *Warhammer 40,000* rulebook.

ARMY LIST ENTRIES

Each entry in the army list represents a different unit.

More information about the background and rules for the Eldar and their options can be found in the Eldar Warhost section, while examples of the Citadel miniatures you will need to represent them can be found in the Colours of the Craftworlds section.

WARP SPIDERS

1

1 95 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Warp Spider	4	4	3	3	1	5	1	9	3+	3 Jet Pack Infantry	5 Warp Spiders	37
Warp Spider Exarch	5	5	3	3	1	6	2	9	3+	3 Jet Pack Infantry (Character)		

Wargear:

- Heavy Aspect armour
- Death spinner
- Warp jump generator

Options:

- May include up to five additional Warp Spiders 19 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 5 pts
 - Spinneret rifle 15 pts
- May take a pair of powerblades 20 pts
- The Warp Spider Exarch may take up to two of the following Exarch powers:
 - Fast Shot 10 pts
 - Marksman's Eye 10 pts
 - Stalker 10 pts

Special Rules:

- Ancient Doom
- Battle Focus
- Fleet
- Hit & Run

Each unit entry in the Eldar army list contains the following information:

- Unit Name:** At the start of each army list entry you will find the name of the unit alongside the points cost of the unit without any upgrades.
- Unit Profile:** This section will show the profile of any models the unit can include, even if they are upgrades.
- Unit Type:** This refers to the unit type rules in the *Warhammer 40,000* rulebook. For example, a unit may be classed as Infantry, Cavalry or vehicle, which will subject it to a number of rules regarding movement, shooting, assaults, etc.
- Unit Composition:** Where applicable, this section will show the number and type of models that make up the basic unit, before any upgrades are taken. If the Unit Composition includes the word 'Unique', then you may only include one of this unit in your army.
- Wargear:** This section details the weapons and equipment the models in the unit are armed with. The cost for all these models and their equipment is included in the points cost listed next to the unit name.

- Special Rules:** Any special rules that apply to the models in the unit are listed here. These special rules are explained in further detail in either the Eldar Warhost section of this book or the Special Rules section of the *Warhammer 40,000* rulebook.

- Options:** This section lists all of the upgrades you may add to the unit, and the associated points cost for each. Where an option states that you may exchange one weapon 'and/or' another, you may replace either or both, provided you pay the points cost for each. The abbreviation 'pts' stands for 'points' and 'pts/model' stands for 'points per model'.

Dedicated Transport: Where applicable, this option refers to any Transports the unit may take. These have their own army list entries. Dedicated Transports do not use up any Force Organisation chart selections, but otherwise function as separate units. The Transports section of the *Warhammer 40,000* rulebook explains how Dedicated Transports work.

Warlord Traits: Sometimes an entry will have a specific Warlord Trait, in which case it will be listed here in its army list entry.

Remnants of Glory: Some entries have unique Remnants of Glory, listed here. These, like wargear, are already included in the unit's points cost.

ELDAR WARGEAR LIST

These lists detail the points values of Remnants of Glory and Eldar Vehicle Equipment, each of which are available to some units in your army. Many unit entries in the army list that follows include options from one of these lists – in each instance, the army list entry will tell you (in bold) whether these are available.

Remnants of Glory..... Page 69

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

- The Spirit Stone of Anath'lan^{1,2}..... 15 pts
- The Phoenix Gem²..... 25 pts
- Uldanorethi Long Rifle 25 pts
- Faolchú's Wing 30 pts
- Firesabre 30 pts
- Mantle of the Laughing God² 40 pts
- Shard of Anaris..... 40 pts

¹Farseer or Spiritseer only.

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

Eldar Vehicle Equipment

Page 67

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

- Ghostwalk matrix³ 10 pts
- Spirit Stones 10 pts
- Holo-fields 15 pts
- Star Engines..... 15 pts
- Vectored Engines 15 pts
- Crystal Targeting Matrix 25 pts

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



Surrounded by glittering statues of pure crystal, a Farseer stands deep in concentration. Around him orbit glowing runes in the same way as planets orbit a sun, but this graceful solar system describes not space, but time. The Farseer raises a delicate hand and plucks a burning rune from its erratic orbit before it touches any of the others.

He frowns at it for a long second, and bows his head.

In the cool depths of the craftworld, a Spiritseer glides through the mists of the Chamber of Fallen Heroes. Ranged along the vaulted walls are green-lit alcoves containing statuesque wraith-constructs. As he reaches each alcove, the Spiritseer pulls a glittering gemstone from his robe and, with great care, transfers one into each warrior shell in turn. One by one, the statues start to come alive.

A circle of female Aspect Warriors stands in an arena of slender white pillars. Their strident voices keen through the air as they sing the Hymn of Khaine. They move in a synchronised dance, activating the plates and clasps of their bone-white Aspect armour one by one in a ritual pattern. Finally, the warriors don their maned helmets, completing the transformation into faceless, emotionless killers.

The Young King fixes his gaze on the opposite wall as his attendant Exarchs move around him silently. They are painting blood runes of war on his naked body. The blood dries instantly, and it burns corrosively into his skin like a net of fire. The fate that awaits him behind the bronze doors of the Avatar's chamber is polarised into a single point of time. It bears down upon him like a ball of fire.

The swirling wraithgate in the midst of the mustered warhost crackles and spits. As one the chanting Aspect Warriors around it fall to one knee. A moment passes, then suddenly the Avatar of Khaine bursts from the portal in a storm of flame. The sand vitrifies in the towering warrior's footsteps. He stalks toward the lip of the ridge. He looks down with contempt on the enemy armies. The Avatar raises his weapon to the skies and emits an ear-splitting roar. The Eldar raise their voices as one, and fall upon the prey below.

Blood Runs. Anger Rises. Death Wakes. War Calls!



HQ

✠ ELDRAD ULTHRAN

205 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Eldrad Ulthran	5	5	3	4	3	5	1	10	-	Infantry (Character)	1 (Unique)	53

Wargear:

- Shuriken pistol
- Witchblade
- Ghosthelm
- Runes of warding
- Runes of witnessing

Remnants of Glory:

- Armour of the Last Runes
- Staff of Ulthamar

Warlord Trait:

- An Eye on Distant Events

Special Rules:

- Ancient Doom
- Battle Focus
- Fleet
- Independent Character
- The Path Beyond
- Psyker (Mastery Level 4)

Psyker:

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

✠ PRINCE YRIEL

140 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Prince Yriel	6	6	3	3	4	7	4	10	3+	Infantry (Character)	1 (Unique)	54

Wargear:

- Heavy Aspect armour
- Forceshield
- Plasma grenades

Remnants of Glory:

- The Eye of Wrath
- The Spear of Twilight

Warlord Trait:

- Ambush of Blades

Special Rules:

- Ancient Doom
- Battle Focus
- Fleet
- Independent Character
- The Path of Strategy



✠ ILLIC NIGHTSPEAR

140 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Illic Nightspear	6	9	3	3	3	6	3	10	5+	Infantry (Character)	1 (Unique)	55

Wargear:

- Mesh armour
- Shuriken pistol
- Power sword

Remnant of Glory:

- Voidbringer

Warlord Trait:

- Mark of the Incomparable Hunter

Special Rules:

- Ancient Doom
- Battle Focus
- Fleet
- Hatred (Necrons)
- Independent Character
- Preferred Enemy (Necrons)
- Sharpshot
- Shrouded
- Walker of the Hidden Path

Master of Pathfinders: If your army contains Illic Nightspear, any number of Eldar Ranger units can be upgraded to Alaitoc Pathfinders at an additional cost of 13 points per model. In addition to the normal rules for Eldar Rangers, Alaitoc Pathfinders have the Shrouded and Sharpshot (pg 55) special rules.

✠ ASURMEN

220 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Asurmen	7	7	4	4	3	7	4	10	2+	Infantry (Character)	1 (Unique)	56

Wargear:

- Phoenix armour
- Twin-linked avenger shuriken catapult

Remnant of Glory:

- The Sword of Asur

Special Rules:

- Ancient Doom
- Battle Focus
- Counter-attack
- Eternal Warrior
- Fearless
- Fleet
- Hand of Asuryan
- Independent Character

Exarch Powers:

- Battle Fortune
- Shield of Grace

HQ

AIN ZAR

200 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Jain Zar	7	7	4	4	3	7	4	10	2+	Infantry (Character)	1 (Unique)	57

Wargear:

- Phoenix armour

Warlord Trait:

- Falcon's Swiftness

Special Rules:

- Acrobatic
- Ancient Doom
- Battle Focus
- Eternal Warrior
- Fearless
- Fleet
- Independent Character

Exarch Powers:

- Disarming Strike
- Fear

Remnants of Glory:

- Silent Death
- Blade of Destruction
- Mask of Jain Zar

KARANDRAS

230 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Karandras	7	7	4	4	3	7	4	10	2+	Infantry (Character)	1 (Unique)	58

Wargear:

- Phoenix armour
- Scorpion chainsword
- Scorpion's claw
- Plasma grenades

Special Rules:

- Ancient Doom
- Battle Focus
- Eternal Warrior
- Fearless
- Fleet
- Independent Character
- Infiltrate
- Move Through Cover
- Night Vision
- Stealth

Exarch Powers:

- Monster Hunter
- Stalker



Remnant of Glory:

- The Scorpion's Bite

Warlord Trait:

- Ambush of Blades

FUEGAN

220 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Fuegan	7	7	4	4	3	7	4	10	2+	Infantry (Character)	1 (Unique)	59

Wargear:

- Phoenix armour
- Firepike
- Melta bombs

Remnant of Glory:

- Fire Axe

Warlord Trait:

- Mark of the Incomparable Hunter

Special Rules:

- Ancient Doom
- Battle Focus
- Eternal Warrior
- Fearless
- Feel no Pain
- Fleet
- Independent Character
- Unquenchable Resolve

Exarch Powers:

- Crushing Blow
- Fast Shot

BAHARROTH

195 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Baharroth	7	7	4	4	3	7	4	10	2+	Jump Infantry (Character)	1 (Unique)	60

Wargear:

- Phoenix armour
- Hawk's talon
- Haywire grenades
- Plasma grenades
- Grenade pack
- Swooping Hawk wings

Remnant of Glory:

- The Shining Blade

Warlord Trait:

- Falcon's Swiftness

Special Rules:

- Ancient Doom
- Battle Focus
- Eternal Warrior
- Fearless
- Fleet
- Herald of Victory
- Independent Character

- Night Vision
- Sky leap
- Sun's Brilliance

Exarch Powers:

- Battle Fortune
- Hit & Run

HQ

MAUGAN RA

195 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Maugan Ra	7	7	4	4	3	7	4	10	2+	Infantry (Character)	1 (Unique)	61

Wargear:

- Phoenix armour

Remnant of Glory:

- The Maugetar

Warlord Trait:

- Mark of the Incomparable Hunter

Special Rules:

- Ancient Doom
- Battle Focus
- Eternal Warrior
- Fearless
- Fleet
- Hatred (Chaos Daemons)
- Independent Character
- Relentless

Exarch Powers:

- Fast Shot
- Marksman's Eye
- Night Vision



THE AVATAR OF KHAINE

195 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
The Avatar of Khaine	10	10	6	6	5	10	5	10	3+	Monstrous Creature (Character)	1 Avatar of Khaine	26

Remnant of Glory:

- The Wailing Doom

Heart of the Craftworld:

Only one Avatar of Khaine may be taken per detachment.

Special Rules:

- Ancient Doom
- Battle Focus
- Daemon
- Fearless
- Fleet
- Khaine Awakened
- Molten Body

Options:

- The Avatar can purchase up to two of the following Exarch powers:
 - Night Vision 5 pts
 - Crushing Blow 10 pts
 - Fast Shot 10 pts
 - Monster Hunter 10 pts
 - Marksman's Eye 15 pts
 - Disarming Strike 20 pts

AUTARCH

70 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Autarch	6	6	3	3	3	6	3	10	3+	Infantry (Character)	1 Autarch	27

Wargear:

- Heavy Aspect armour
- Shuriken pistol
- Haywire grenades
- Plasma grenades
- Forceshield

Special Rules:

- Ancient Doom
- Battle Focus
- Fleet
- Independent Character
- The Path of Strategy

Options:

- May take one of the following:
 - Eldar jetbike 15 pts
 - Swooping Hawk wings 15 pts
 - Warp jump generator 15 pts
- May take one of the following:
 - Banshee mask 5 pts
 - Mandiblasters 10 pts
- May take up to two of the following:
 - Scorpion chainsword 3 pts
 - Avenger shuriken catapult 5 pts
 - Lasblaster 5 pts
 - Deathspinner 10 pts
 - Fusion gun 10 pts
 - Laser lance (Autarch on Eldar jetbike only) 10 pts
 - Power weapon 15 pts
 - Reaper launcher with starswarm missiles 25 pts
- May take items from the **Remnants of Glory** list.

HQ

FARSEER

100 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Farseer	5	5	3	3	3	5	1	10	-	Infantry (Character)	1 Farseer	28

Wargear:

- Rune armour
- Shuriken pistol
- Witchblade
- Ghosthelm

Special Rules:

- Ancient Doom
- Battle Focus
- Fleet
- Independent Character
- Psyker (Mastery Level 3)

Psyker:

A Farseer generates his powers from the **Divination**, **Runes of Fate** and **Telepathy** disciplines.

Options:

- A Farseer can exchange his witchblade for a singing spear ... 5 pts
- A Farseer may take any of the following:
 - Runes of warding..... 10 pts
 - Runes of witnessing..... 15 pts
 - Eldar jetbike..... 15 pts
- May take items from the **Remnants of Glory** list.



SPIRITSEER

70 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Spiritseer	5	5	3	3	2	5	1	9	-	Infantry (Character)	1 Spiritseer	29

Wargear:

- Rune armour
- Shuriken pistol
- Witch staff

Special Rules:

- Ancient Doom
- Battle Focus
- Fleet
- Independent Character
- Psyker (Mastery Level 2)
- Spirit Mark

Psyker:

A Spiritseer generates his powers from the **Telepathy** and **Runes of Battle** disciplines.

Options:

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

Death Speaker:

If your army contains a Spiritseer, Wraithguard and Wraithblades are Troops choices rather than Elites.



WARLOCK COUNCIL

35 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Warlock	4	4	3	3	1	5	1	8	-	Infantry	1 Warlock	29

Each Primary Detachment in your army may include up to one Council of 1-10 Warlocks. This unit does not use up a force organisation slot. Before the battle, immediately after determining Warlord Traits, any Warlock in the Council may be split off from this unit and assigned to lead a different unit from the following list, which they then cannot leave: Guardian Defenders, Storm Guardians, Windrider Jetbikes or Vaul's Wrath Support Battery. Any Warlock attached in this way changes its unit type to Infantry (Character) for the entire game. Only one Warlock can join each unit in this manner. Any models that do not do this remain part of the Warlock Council.

Wargear:

- Rune armour
- Shuriken pistol
- Witchblade

Special Rules:

- Ancient Doom
- Battle Focus
- Fleet
- Psyker (Mastery Level 1)

Psyker:

A Warlock generates his powers from the **Runes of Battle** discipline.

Options:

- May add up to 9 additional Warlocks..... 35 pts/model
- Any model may replace their witchblade with a singing spear..... 5 pts/model
- Any model may take an Eldar jetbike 15 pts/model

TROOPS

⚔ DIRE AVENGERS

65 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Dire Avenger	4	4	3	3	1	5	1	9	4+	Infantry	5 Dire Avengers	31
Dire Avenger Exarch	5	5	3	3	1	6	2	9	3+	Infantry (Character)		

Wargear:

- Aspect armour
- Heavy Aspect armour (Exarch only)
- Avenger shuriken catapult
- Plasma grenades

Special Rules:

- Ancient Doom
- Battle Focus
- Counter-attack
- Fleet

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 exchange his avenger shuriken catapult for one of the following:
 - Twin-linked avenger shuriken catapult 5 pts
 - Power weapon and shuriken pistol 15 pts
 - Diresword and shuriken pistol 20 pts
 - Power weapon and shimmershield 20 pts
- The Dire Avenger Exarch may take up to two of the following Exarch powers:
 - Disarming Strike 10 pts
 - Shield of Grace 10 pts
 - Battle Fortune 15 pts
- The unit may take a Wave Serpent as a Dedicated Transport (pg 97).



Δ GUARDIAN DEFENDERS

90 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Guardian	4	4	3	3	1	5	1	8	5+	Infantry	10 Guardians	40
Heavy Weapon Platform	-	-	-	5	1	-	-	-	3+	Infantry		

Wargear:

- Mesh armour
- Shuriken catapult
- Plasma grenades

Special Rules:

- Ancient Doom
- Battle Focus
- Fleet

Options:

- May include up to ten additional Guardians 9 pts/model
- For every ten Guardians in the unit, may add one Heavy Weapon Platform from the following list:
 - Shuriken cannon 15 pts/model
 - Bright lance 20 pts/model
 - Scatter laser 20 pts/model
 - Starcannon 20 pts/model
 - Eldar missile launcher with plasma and starshot missiles 30 pts/model
- The unit can take a Wave Serpent as a Dedicated Transport (pg 97).

✧ STORM GUARDIANS

90 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Guardian	4	4	3	3	1	5	1	8	5+	Infantry	10 Guardians	40

Wargear:

- Mesh armour
- Shuriken pistol
- Chainsword
- Plasma grenades

Special Rules:

- Ancient Doom
- Battle Focus
- Fleet

Options:

- May include up to ten additional Guardians 9 pts/model
- Up to two Guardians may exchange their chainsword and shuriken pistol for one of the following:
 - Flamer 5 pts/model
 - Fusion gun 10 pts/model
- Up to two Guardians may exchange their chainsword for a power sword 15 pts/model
- The unit can take a Wave Serpent as a Dedicated Transport (pg 97).

TROOPS

WINDRIDER JETBIKE SQUAD

51 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Windrider Guardian	4	4	3	4	1	5	1	8	3+	Eldar Jetbike	3 Windrider Guardians	41

Wargear:

- Mesh armour
- Eldar jetbike

Special Rules:

- Ancient Doom
- Battle Focus

Options:

- May include up to seven additional Windrider Guardians..... 17 pts/model
- For every three models in the unit, one Windrider Guardian can exchange his Eldar jetbike's twin-linked shuriken catapult for a shuriken cannon 10 pts/model

RANGERS

60 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Ranger	4	4	3	3	1	5	1	8	5+	Infantry	5 Rangers	48

Wargear:

- Mesh armour
- Ranger long rifle
- Shuriken pistol

Special Rules:

- Ancient Doom
- Battle Focus
- Fleet
- Infiltrate
- Move Through Cover
- Stealth

Options:

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



DEDICATED TRANSPORT

WAVE SERPENT

115 Points

	BS	F	S	R	HP	Unit Type	Unit Composition	Page
Wave Serpent	4	12	12	10	3	Vehicle (Tank, Fast, Skimmer, Transport)	1 Wave Serpent	45

Wargear:

- Twin-linked shuriken cannon
- Twin-linked shuriken catapult
- Serpent shield

Transport Capacity:

- Twelve models

Options:

- May exchange twin-linked shuriken cannon for one of the following:
 - Twin-linked bright lance 5 pts
 - Twin-linked scatter laser..... 5 pts
 - Twin-linked starcannon..... 5 pts
 - Twin-linked Eldar missile launcher with plasma and starshot missiles 15 pts
- May exchange twin-linked shuriken catapult for a shuriken cannon..... 10 pts
- Wave Serpents may take items from the **Eldar Vehicle Equipment** list.

ELITES

HOWLING BANSHEES

75 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Howling Banshee	4	4	3	3	1	5	1	9	4+	Infantry	5 Howling Banshees	32
Howling Banshee Exarch	5	5	3	3	1	6	2	9	3+	Infantry (Character)		

Wargear:

- Aspect armour
- Heavy Aspect armour (Exarch only)
- Shuriken pistol
- Power sword
- Banshee mask

Special Rules:

- Acrobatic
- Ancient Doom
- Battle Focus
- Fleet

Options:

- May include up to five additional Howling Banshees..... 15 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..... 5 pts
 - Executioner..... 10 pts
- The Howling Banshee Exarch may exchange both her shuriken pistol and power sword for two mirrorswords..... 10 pts
- The Howling Banshee Exarch may take up to two of the following Exarch powers:
 - Fear..... 5 pts
 - Disarming Strike..... 10 pts
 - Shield of Grace..... 10 pts
- The unit can take a Wave Serpent as a Dedicated Transport (pg 97).

STRIKING SCORPIONS

85 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Striking Scorpion	4	4	3	3	1	5	1	9	3+	Infantry	5 Striking Scorpions	33
Striking Scorpion Exarch	5	5	3	3	1	6	2	9	3+	Infantry (Character)		

Wargear:

- Heavy Aspect armour
- Shuriken pistol
- Scorpion chainsword
- Plasma grenades
- Mandiblasters

Special Rules:

- Ancient Doom
- Battle Focus
- Fleet
- Infiltrate
- Move Through Cover
- Stealth

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..... 30 pts
- The Striking Scorpion Exarch may exchange his scorpion chainsword for a biting blade..... 5 pts
- The Striking Scorpion Exarch may exchange both his shuriken pistol and scorpion chainsword with two chainsabres..... 10 pts
- The Striking Scorpion Exarch may take up to two of the following Exarch warrior powers:
 - Monster Hunter..... 5 pts
 - Crushing Blow..... 10 pts
 - Stalker..... 10 pts
- The unit can take a Wave Serpent as a Dedicated Transport (pg 97).

FIRE DRAGONS

110 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Fire Dragon	4	4	3	3	1	5	1	9	3+	Infantry	5 Fire Dragons	34
Fire Dragon Exarch	5	5	3	3	1	6	2	9	3+	Infantry (Character)		

Wargear:

- Heavy Aspect armour
- Fusion gun
- Melta bombs

Special Rules:

- Ancient Doom
- Battle Focus
- Fleet

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..... 15 pts
- The Fire Dragon Exarch may take up to two of the following Exarch powers:
 - Iron Resolve..... 5 pts
 - Crushing Blow..... 10 pts
 - Fast Shot..... 10 pts
- The unit can take a Wave Serpent as a Dedicated Transport (pg 97).

ELITES

✠ HARLEQUINS

90 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Harlequin	5	4	3	3	1	6	2	9	-	Infantry	5 Harlequins	47
Death Jester	5	4	3	3	1	6	2	9	-	Infantry (Character)		
Shadowseer	5	4	3	3	1	6	2	9	-	Infantry (Character)		
Troupe Master	5	4	3	3	1	6	3	10	-	Infantry (Character)		

Wargear:

- Shuriken pistol
- Close combat weapon
- Flip belt
- Holo-suit

Psyker:

A Shadowseer always has the *Veil of Tears* psychic power.

Options:

- May include up to five additional Harlequins..... 18 pts/model
- May upgrade one Harlequin to a Death Jester, exchanging his shuriken pistol and close combat weapon for a shrieker cannon..... 10 pts
- May upgrade one Harlequin to a Troupe Master, exchanging his close combat weapon for a Harlequin's kiss..... 20 pts
- Troupe Master may exchange Harlequin's kiss for a power sword free
- May upgrade one Harlequin to a Shadowseer, gaining the Psyker (Mastery Level 1) special rule and hallucinogen grenades 30 pts
- Any Harlequin may exchange its close combat weapon for a Harlequin's kiss 4 pts/model
- Up to two Harlequins may exchange their shuriken pistols for fusion pistols..... 10 pts/model

Special Rules:

- Fleet
- Furious Charge
- Hit & Run



✠ WRAITHGUARD

160 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Wraithguard	4	4	5	6	1	4	1	10	3+	Infantry	5 Wraithguard	49

Wargear:

Wraithcannon

Options:

- May include up to five additional Wraithguard 32 pts/model
- The entire unit may replace their wraithcannons with D-scythes..... 10 pts/model
- The unit can take a Wave Serpent as a Dedicated Transport (pg 97).

Special Rules:

- Ancient Doom
- Bulky
- Fearless

✠ WRAITHBLADES

160 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Wraithblade	4	4	5	6	1	4	1	10	3+	Infantry	5 Wraithblades	49

Wargear:

Two ghostswords

Options:

- May include up to five additional Wraithblades..... 32 pts/model
- The entire unit can exchange both their ghostswords for ghost axe and forceshield free
- The unit can take a Wave Serpent as a Dedicated Transport (pg 97).

Special Rules:

- Ancient Doom
- Bulky
- Fearless

FAST ATTACK

SWOOPING HAWKS

80 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Swooping Hawk	4	4	3	3	1	5	1	9	4+	Jump Infantry	5 Swooping Hawks	35
Swooping Hawk Exarch	5	5	3	3	1	6	2	9	3+	Jump Infantry (Character)		

Wargear:

- Aspect armour
- Heavy Aspect armour (Exarch only)
- Lasblaster
- Haywire grenades
- Plasma grenades
- Grenade pack
- Swooping Hawk wings

Special Rules:

- Ancient Doom
- Battle Focus
- Fleet
- Herald of Victory
- Skyleap

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 10 pts
 - Sunrifle 15 pts
- The Swooping Hawk Exarch may take a power weapon 10 pts
- The Swooping Hawk Exarch may take up to two of the following Exarch powers:
 - Night Vision 5 pts
 - Marksman's Eye 10 pts
 - Hit & Run 15 pts

WARP SPIDERS

95 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Warp Spider	4	4	3	3	1	5	1	9	3+	Jet Pack Infantry	5 Warp Spiders	37
Warp Spider Exarch	5	5	3	3	1	6	2	9	3+	Jet Pack Infantry (Character)		

Wargear:

- Heavy Aspect armour
- Death spinner
- Warp jump generator

Special Rules:

- Ancient Doom
- Battle Focus
- Fleet
- Hit & Run

Options:

- May include up to five additional Warp Spiders 19 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 5 pts
 - Spinneret rifle 15 pts
- The Warp Spider Exarch may take a pair of powerblades 20 pts
- The Warp Spider Exarch may take up to two of the following Exarch powers:
 - Fast Shot 10 pts
 - Marksman's Eye 10 pts
 - Stalker 10 pts

SHINING SPEARS

75 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Shining Spear	4	4	3	4	1	5	1	9	3+	Eldar Jetbike	3 Shining Spears	38
Shining Spear Exarch	5	5	3	4	1	6	2	9	3+	Eldar Jetbike (Character)		

Wargear:

- Heavy Aspect armour
- Laser lance
- Eldar jetbike

Special Rules:

- Ancient Doom
- Battle Focus
- Outflank
- Skilled Rider

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:
 - Power weapon free
 - Star lance 10 pts
- The Shining Spear Exarch may take up to two of the following Exarch powers:
 - Monster Hunter 5 pts
 - Disarming Strike 10 pts
 - Hit & Run 15 pts

FAST ATTACK

CRIMSON HUNTER

160 Points

	Armour				
	BS	F	S	R	HP
Crimson Hunter	4	10	10	10	3
Crimson Hunter Exarch	5	10	10	10	3

Unit Type
Vehicle (Flyer)
Vehicle (Flyer)

Unit Composition
1 Crimson Hunter

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39

Wargear:

- Two bright lances
- Pulse laser

Special Rules:

- Perfect Strike (Crimson Hunter Exarch only)
- Skyhunter
- Vector Dancer

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 free
- The Crimson Hunter Exarch may take the following Exarch powers:
 - Night Vision 5 pts
 - Marksman's Eye 10 pts



VYPER SQUADRON

50 Points

	Armour				
	BS	F	S	R	HP
Vyper	4	10	10	10	2

Unit Type
Vehicle (Fast, Open-topped, Skimmer)

Unit Composition
1 Vyper

Page
43

Wargear:

- Shuriken cannon
- Twin-linked shuriken catapult

Options:

- May include up to two additional Vypers 50 pts/model
- Any Vyper can exchange its shuriken cannon for one of the following:
 - Starcannon 5 pts/model
 - Bright lance 10 pts/model
 - Scatter laser 10 pts/model
 - Eldar missile launcher with plasma and starshot missiles 15 pts/model
- Any Vyper may exchange its twin-linked shuriken catapult for a shuriken cannon 10 pts/model
- Vypers may take items from the **Eldar Vehicle Equipment** list.



HEMLOCK WRAITHFIGHTER

185 Points

	Armour				
	BS	F	S	R	HP
Hemlock Wraithfighter	4	10	10	10	3

Unit Type
Vehicle (Flyer)

Unit Composition
1 Hemlock Wraithfighter

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52

Wargear:

- Two heavy D-scythes
- Mindshock pod
- Spirit stones

Special Rules:

- Psychic Pilot
- Psyker (Mastery Level 1)
- Vector Dancer

Psyker:

The Hemlock Wraithfighter does not roll for psychic powers but always knows the *Terrify* psychic power.

HEAVY SUPPORT

☠ DARK REAPERS

90 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Dark Reaper	4	4	3	3	1	5	1	9	3+	Infantry	3 Dark Reapers	36
Dark Reaper Exarch	5	5	3	3	1	6	2	9	3+	Infantry (Character)		

Wargear:

- Heavy Aspect armour
- Reaper launcher with starswarm missiles
- Reaper rangefinder

Special Rules:

- Ancient Doom
- Slow and Purposeful

Options:

- May include up to seven additional Dark Reapers..... 30 pts/model
- All Dark Reapers in the unit may take starshot missiles 8 pts/model
- Upgrade one Dark Reaper to a Dark Reaper Exarch 10 pts
- The Dark Reaper Exarch may exchange his reaper launcher for one of the following:
 - Shuriken cannon..... free
 - Eldar missile launcher with plasma and starshot missiles..... 10 pts
 - May also take flakk missiles 10 pts
 - Tempest launcher..... 20 pts
- If the Dark Reaper Exarch has a reaper launcher, he may take starshot missiles..... 10 pts
- The Dark Reaper Exarch may take up to two of the following Exarch powers:
 - Night Vision..... 5 pts
 - Fast Shot..... 10 pts
 - Marksman's Eye 10 pts
- The unit can take a Wave Serpent as a Dedicated Transport (pg 97).

⚡ VAUL'S WRATH SUPPORT BATTERY

30 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Guardian crew	4	4	3	3	1	5	1	8	5+	Artillery	2 Guardians	41
Support weapon	-	-	-	7	2	-	-	-	3+	Artillery	1 Support Weapon	

Wargear

(Support Weapon only):

- Shadow weaver

Wargear

(Guardian crew only):

- Mesh armour
- Shuriken catapult
- Plasma grenades

Special Rules

(Guardian crew only):

- Ancient Doom
- Battle Focus
- Fleet

Options:

- May include up to two additional support weapons (each including two Guardian crew) 30 pts/model
- The Support weapons may all replace shadow weavers with one of the following:
 - Vibro-cannon..... free
 - D-cannon 25 pts/model

☄ FIRE PRISM

125 Points

	Armour								
	BS	F	S	R	HP	Unit Type	Unit Composition	Page	
Fire Prism	4	12	12	10	3	Vehicle (Tank, Fast, Skimmer)	1 Fire Prism	44	

Wargear:

- Prism cannon
- Twin-linked shuriken catapult

Options:

- May exchange twin-linked shuriken catapult for a shuriken cannon..... 10 pts
- Fire Prisms may take items from the **Eldar Vehicle Equipment** list.

☞ NIGHT SPINNER

115 Points

	Armour								
	BS	F	S	R	HP	Unit Type	Unit Composition	Page	
Night Spinner	4	12	12	10	3	Vehicle (Tank, Fast, Skimmer)	1 Night Spinner	45	

Wargear:

- Doomweaver
- Twin-linked shuriken catapult

Options:

- May exchange twin-linked shuriken catapult for a shuriken cannon..... 10 pts
- Night Spinners may take items from the **Eldar Vehicle Equipment** list.

HEAVY SUPPORT

FALCON

125 Points

	Armour 7							Unit Type	Unit Composition	Page
Falcon	BS	F	S	R	HP			Vehicle (Tank, Fast, Skimmer, Transport)	1 Falcon	45
	4	12	12	10	3					

Wargear:

- Pulse laser
- Shuriken cannon
- Twin-linked shuriken catapult

Transport Capacity:

- Six models

Options:

- May exchange shuriken cannon for one of the following:
 - Starcannon..... 5 pts
 - Bright lance 10 pts
 - Scatter laser..... 10 pts
 - Eldar missile launcher with plasma and starshot missiles..... 15 pts
- May exchange twin-linked shuriken catapult for a shuriken cannon:..... 10 pts
- Falcons may take items from the **Eldar Vehicle Equipment** list.

WAR WALKER SQUADRON

60 Points

	Armour 7									Unit Type	Unit Composition	Page
War Walker	WS	BS	S	F	S	R	I	A	HP	Vehicle (Walker, Open-topped)	1 War Walker	42
	4	4	5	10	10	10	5	2	2			

Wargear:

- Two shuriken cannons
- Power field

Special Rules:

- Ancient Doom
- Battle Focus
- Fleet
- Scouts

Options:

- May include up to two additional War Walkers..... 60 pts/model
- Any shuriken cannon may be exchanged for one of the following:
 - Bright lance 5 pts
 - Scatter laser..... 5 pts
 - Starcannon..... 5 pts
 - Eldar missile launcher with plasma and starshot missiles..... 15 pts
 - Each Eldar missile launcher may also take flakk missiles 10 pts each
- War Walkers may take items from the **Eldar Vehicle Equipment** list.

WRAITHLORD

120 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Wraithlord	4	4	8	8	3	4	3	10	3+	Monstrous Creature (Character)	1 Wraithlord	50

Wargear:

- Two shuriken catapults

Special Rules:

- Ancient Doom
- Fearless

Options:

- May exchange any shuriken catapult for a flamer free
- May take a ghostglaive 5 pts
- May take up to two of the following:
 - Shuriken cannon..... 15 pts each
 - Bright lance 20 pts each
 - Scatter laser..... 20 pts each
 - Starcannon..... 20 pts each
 - Eldar missile launcher with plasma and starshot missiles..... 30 pts each

WRAITHKNIGHT

240 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Wraithknight	4	4	10	8	6	5	4	10	3+	Jump Monstrous Creature	1 Wraithknight	51

Wargear:

- Two heavy wraithcannons

Special Rules:

- Ancient Doom
- Fearless

Options:

- May exchange both heavy wraithcannons for:
 - Ghostglaive and scattershield 10 pts
 - Suncannon and scattershield 40 pts
- May take up to two of the following in any combination:
 - shuriken cannon 15 pts each
 - scatter laser 20 pts each
 - starcannon 20 pts each

REFERENCE

All of the rules and tables here are condensed for ease of reference. If you need the full rule, see its entry in the main pages of the book.

ARMY SPECIAL RULES (pg 25)

Ancient Doom: Hatred (Daemons of Slaanesh and models with the Mark of Slaanesh). When making Fear tests, suffers -1 Leadership if in combat with a unit containing Daemons of Slaanesh or models with Mark of Slaanesh.

Battle Focus: Can either Shoot and then Run, or Run and then Shoot, in the same Shooting phase. Must complete both actions before you move onto the next unit. Cannot fire Heavy weapons then Run, or Run then fire Heavy weapons, unless Relentless.

WARLORD TRAITS (pg 25)

D6	WARLORD TRAIT
1	Ambush of Blades. One use only. Use at the start of your Shooting or Assault phase. For that phase, Warlord and friendly units within 12" of him re-roll 1s To Wound.
2	An Eye on Distant Events. One use only. Use at the start of enemy Shooting phase. For that phase, Warlord and friendly units within 12" have Stealth.
3	Falcon's Swiftmess. Warlord and his unit add 1" to their Run moves.
4	Fate's Messenger. Warlord re-rolls saving throw results of 1.
5	Mark of the Incomparable Hunter. Warlord has Split Fire.
6	Seer of the Shifting Vector. Friendly Deep Striking Eldar do not scatter if placed within 6" of the Warlord.

ELDAR VEHICLE EQUIPMENT (pg 67)

Crystal Targeting Matrix: One use only. A non-Walker vehicle with this upgrade can fire one weapon, at its full BS, after moving Flat Out.

Ghostwalk Matrix: Move Through Cover.

Holo-fields: Provided the vehicle moved in the previous turn, it gains +1 cover save.

Mindshock pod: All successful Morale or Pinning tests within 12" must be re-rolled.

Power Field: 5+ invulnerable save.

Serpent Shield: Whilst the shields are active, penetrating hits against the front and side armour become glancing hits on a 2+. Can deactivate shields to shoot forwards:

Range	S	AP	Type
60"	7	-	Assault D6+1, Pinning, Ignores Cover

Spirit Stones: The vehicle ignores Crew Shaken on a 2+ and Crew Stunned on a 4+.

Star Engines: A non-Walker vehicle can move up to 24" when moving Flat Out. A Walker instead runs +3".

Vectored Engines: Unless Immobilised, this vehicle can pivot after shooting.



EXARCH POWERS (pg 30)

Fear, Feel No Pain, Hit & Run, Monster Hunter, Night Vision (see the *Warhammer 40,000* rulebook).

Battle Fortune: 4+ invulnerable save.

Crushing Blow: +1 Strength.

Disarming Strike: In a challenge, this model can disarm his opponent. To do so, both he and his opponent roll a D6 before any To Hit rolls. This model gets +1 to the total if his WS is higher than his opponent's. If this model's total is equal to or higher than his opponent's, one of the opponent's melee weapons (your choice) is treated as a close combat weapon until the end of the phase.

Fast Shot: This model always fires one more shot than is normal for his weapon. No effect on Template weapons.

Iron Resolve: +1 Leadership.

Marksman's Eye: Precision Shots on 5+, rather than 6.

Shield of Grace: In a challenge, this model can defend, gaining a 3+ invulnerable save until the end of the phase. If he does, he can only make a single Attack this phase. Declare that the model is defending before the Initiative 10 step.

Stalker: In a challenge, this model can backstab his opponent – declare immediately after the challenge has been accepted. Both he and his opponent roll a D6 before any To Hit rolls. This model gets +1 to the total if his Initiative is higher than his opponent's. If this model's total is equal to or higher than the opponent's, he re-rolls failed To Wound rolls this phase.

PSYCHIC POWERS (pg 70-71)

RUNES OF BATTLE

PRIMARIS POWER

CONCEAL/REVEAL

Warp Charge 1.

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

Reveal is a **malediction** . A single enemy unit within 18" loses the Stealth and Shrouded special rules.

1. DESTRUCTOR/RENEWER

Warp Charge 1.

Destructor is a **witchfire** power.

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

Renewer is a **blessing** . One friendly model within 18" regains a Wound.

2. EMBOLDEN/HORRIFY

Warp Charge 1.

Embolden is a **blessing** . The psyker and his unit have the Fearless special rule.

Horrrify is a **malediction** . One enemy unit within 18" has -3 Leadership.

3. ENHANCE/DRAIN

Warp Charge 1.

Enhance is a **blessing** . The psyker and his unit have +1 Weapon Skill and Initiative.

Drain is a **malediction** . One enemy unit within 18" has -1 Weapon Skill and Initiative.

4. PROTECT/JINX

Warp Charge 1.

Protect is a **blessing** . The psyker and his unit have +1 Armour Save.

Jinx is a **malediction** . One enemy unit within 18" has -1 Armour Save.

5. QUICKEN/RESTRAIN

Warp Charge 1.

Quicken is a **blessing** . The psyker and his unit Run an additional 3" (normally D6+3").

Restrain is a **malediction** . One enemy unit within 18" cannot Run.

6. EMPOWER/ENERVATE

Warp Charge 1.

Empower is a **blessing** . The psyker and his unit have +1 Strength.

Enervate is a **malediction** . One enemy unit within 18" has -1 Strength.

RUNES OF FATE

PRIMARIS POWER

GUIDE

Warp Charge 1. Blessing.

One friendly unit within 24" can re-roll shooting To Hit rolls.

1. EXECUTIONER

Warp Charge 1. Focussed Witchfire.

Range 24". Target suffers 3 hits at the Psyker's Strength with the Fleshbane special rule, and AP-. If they are removed from play as a result, another model in the unit suffers 2 hits as above. If the second target is also removed from play, a final model in the unit suffers 1 hit as above.

If the Farseer chose the first target model, he can choose the second and third. If the first target model was chosen randomly, then the second and third are also chosen randomly. If a target survives, or there are no models left in the target's unit, the power ends.

2. DOOM

Warp Charge 1. Malediction.

Range 24". If target unit is a non-vehicle unit, To Wound rolls can be re-rolled. If target unit is a vehicle, failed Armour Penetration rolls can be re-rolled.

3. ELDRITCH STORM

Warp Charge 2. Witchfire.

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

4. DEATH MISSION

Warp Charge 2. Blessing.

Place D3+2 Death Mission counters next to your Farseer. Whilst there is at least one counter next to him he has Fearless and Rampage, and increases his characteristic profile, as below.

	WS	BS	S	T	W	I	A	Ld	Sv
Death Mission bonus	+5	+5	-	-	-	+5	+2	-	-

At the end of each phase, roll a D6. On a 1-3, remove a counter. Once there are no counters remaining or the game ends, the Farseer is removed. Whilst the Death Mission lasts, the Farseer can only manifest Death Mission (to replenish his counters).

5. FORTUNE

Warp Charge 2. Blessing

Range 24". A friendly unit can re-roll all failed saving throws and Deny the Witch rolls.

6. MIND WAR

Warp Charge 2. Focussed Witchfire.

Range 24". The Farseer and his target roll a D6 and add their Leadership. If the target scores higher, the Farseer has Weapon Skill and Ballistic Skill 1 until the end of the next turn. If the scores are drawn, the target has Weapon Skill and Ballistic Skill 1 until the end of the next turn. If the Farseer scores higher, the target suffers a number of Wounds equal to the difference between the two scores, and has Weapon Skill and Ballistic Skill 1 until the end of the next turn. No armour or cover saves are allowed against *Mind War*.



TREASURES OF VAUL (pg 66)

Banshee Mask: When one or more models with a banshee mask charge, all enemy models in the combat suffer -5 to their Initiative (to a minimum of 1) until the end of that phase.

Eldar Jetbike: The rider has a 3+ Armour Save and a twin-linked shuriken catapult. Unit type changes to Eldar Jetbike.

Flip Belt: Harlequins are not slowed by difficult terrain.

Forceshield: 4+ invulnerable save.

Ghosthelm: If wounded by Perils of the Warp, the wearer can prevent it by immediately expending a Warp Charge point.

Grenade pack: When arriving by Deep Strike, the unit can make a special attack in the Movement phase, immediately after the Swooping Hawks have arrived. The unit can still shoot in the Shooting phase, but must target the same unit.

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

Guardian Heavy Weapon Platform: Relentless. A Guardian may fire the platform instead of his shuriken catapult. Remove the heavy weapons platform as a casualty if no Guardians remain. Counts as a single Infantry model when embarked upon a vehicle or building.

Hallucinogen grenades: The models in the bearer's unit have plasma grenades.

Mandiblasters: Inflicts a single Strength 3 AP- hit on one enemy unit in base contact, always at Initiative 10 step.

Reaper Rangefinder: Enemies cannot take Jink cover saves against this unit.

Scattershield: 5+ invulnerable save. If a save is made, units within 6" must make a Blind test.

Shimmershield: Bearer and unit have a 5+ invulnerable save.

Swooping Hawk Wings: Confers the Jump unit type.

Warp Jump Generator: Confers Jet Pack unit type. Can Warp jump 6+2D6" in any direction in Movement phase, ignoring intervening terrain, models and dangerous terrain tests. If the 2D6 roll is a double, one member of the unit (determined randomly) is removed as a casualty. Cannot be used when falling back.

ELDAR ARMOUR (pg 65)

Mesh armour: 5+ Armour Save.

Aspect armour: 4+ Armour Save.

Heavy Aspect armour: 3+ Armour Save.

Holo-suit: 5+ invulnerable save.

Phoenix armour: 2+ Armour Save.

Rune armour: 4+ invulnerable save.



WEAPON SPECIAL RULES

Bladestorm (pg 63): On a 6 To Wound, target is wounded automatically at AP2.

Distort (pg 62): On a 6 To Wound, weapon wounds automatically and has Instant Death. A 6 rolled for armour penetration automatically causes a penetrating hit.

Impact (pg 65): Only use the weapon's profile if the bearer charged this turn; otherwise it is a close combat weapon.

Laser Lock (pg 62): Roll To Hit with this weapon first. If it hits, all other weapons on that model are twin-linked for the rest of the phase.

Monofilament (pg 63): If target's Initiative is 3 or less (or it has no Initiative), hits are resolved at +1 S. Also, on a 6 To Wound, target is wounded automatically at AP1.

Soulrazor (pg 64): Models that suffer one or more unsaved Wounds from this weapon must pass a Ld test for each or die.

Vibro (pg 64): Has +1 Strength and -1 AP for each Vibro hit (from the same unit, in the same phase) after the first.



SPECIAL RULES

Acrobatic (pg 32): This unit Runs +3".

Herald of Victory (pg 35): Does not scatter when Deep Striking.

Khaine Awakened (pg 26): Eldar units within 12" are Fearless.

Molten Body (pg 26): The Avatar is unaffected by all Pyromancy psychic powers, flamer weapons, and all attacks that have the Melta and/or Soulblaze special rules.

The Path of Strategy (pg 27): You can modify your reserve rolls by +1 or -1 (choose separately after each roll is made).

Perfect Strike (pg 39): Any to hit roll of a 6 made by this model in the Shooting phase is a Precision Shot.

Skyhunter (pg 39): Re-rolls armour penetration rolls that do not cause a glancing or penetrating hit against Flyers.

Skyleap (pg 35): This unit can 'sky leap' – remove the unit from the board and place it in Ongoing Reserve at the start of the unit's Movement phase, before Regroup tests. If locked in combat, pinned, falling back or carrying an objective counter, you cannot sky leap. A unit in Reserve at the end of the game awards Victory Points as if removed as a casualty.

Spirit Mark (pg 29): In your Movement phase, nominate an enemy unit within 12" of the Spiritseer. All Wraithguards, Wraithblades, Wraithlords, Wraithknights and Hemlock Wraithfighters re-roll To Hit rolls of 1 against that unit this turn.

PROFILES

HQ

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Pg
Autarch	6	6	3	3	3	6	3	10	3+	In (ch)	27
The Avatar of Khaine	10	10	6	6	5	10	5	10	3+	Mc (ch)	26
Eldrad Ulthran	5	5	3	4	3	5	1	10	-	In (ch)	53
Farseer	5	5	3	3	3	5	1	10	-	In (ch)	28
Illic Nightspear	6	9	3	3	3	6	3	10	5+	In (ch)	55
Phoenix Lords*	7	7	4	4	3	7	4	10	2+	*	*
Prince Yriel	6	6	3	3	4	7	4	10	3+	In (ch)	54
Spiritseer	5	5	3	3	2	5	1	9	-	In (ch)	29
Warlock	4	4	3	3	1	5	1	8	-	In	29

TROOPS

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Pg
Dire Avenger	4	4	3	3	1	5	1	9	4+	In	31
Exarchs**	5	5	3	3	1	6	2	9	3+	**	**
Guardian	4	4	3	3	1	5	1	8	5+	In	40
Hvy Wpn Platform	-	-	-	5	1	-	-	-	3+	In	40
Ranger	4	4	3	3	1	5	1	8	5+	In	48
Windrider Guardian	4	4	3	4	1	5	1	8	3+	Ejb	41

ELITES

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Pg
Fire Dragon	4	4	3	3	1	5	1	9	3+	In	34
Harlequin	5	4	3	3	1	6	2	9	-	In	47
Death Jester	5	4	3	3	1	6	2	9	-	In (ch)	47
Shadowseer	5	4	3	3	1	6	2	9	-	In (ch)	47
Troupe Master	5	4	3	3	1	6	3	10	-	In (ch)	47
Howling Banshee	4	4	3	3	1	5	1	9	4+	In	32
Striking Scorpion	4	4	3	3	1	5	1	9	3+	In	33
Wraithblade	4	4	5	6	1	4	1	10	3+	In	49
Wraithguard	4	4	5	6	1	4	1	10	3+	In	49

FAST ATTACK

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Pg
Shining Spear	4	4	3	4	1	5	1	9	3+	Ejb	38
Shining Spear Ex.	5	5	3	4	1	6	2	9	3+	Ejb (ch)	38
Swooping Hawk	4	4	3	3	1	5	1	9	4+	In, J	35
Warp Spider	4	4	3	3	1	5	1	9	3+	In, Jp	37

HEAVY SUPPORT

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Pg
Dark Reaper	4	4	3	3	1	5	1	9	3+	In	36
Guardian crew	4	4	3	3	1	5	1	8	5+	Ar	41
Support weapon	-	-	-	7	2	-	-	-	3+	Ar	41
Wraithlord	4	4	8	8	3	4	3	10	3+	Mc (ch)	50
Wraithknight	4	4	10	8	6	5	4	10	3+	J, Mc	51

VEHICLES

	WS	BS	S	F	S	R	I	A	HP	Unit Type	Pg
Crimson Hunter	-	4	-	10	10	10	-	-	3	Fl	39
Crimson Hunter Ex.	-	5	-	10	10	10	-	-	3	Fl	39
Falcon	-	4	-	12	12	10	-	-	3	Tk, F, S, T	45
Fire Prism	-	4	-	12	12	10	-	-	3	Tk, F, S	44
Hemlock Wraithfighter	-	4	-	10	10	10	-	-	3	Fl	51
Night Spinner	-	4	-	12	12	10	-	-	3	Tk, F, S	45
Vyper	-	4	-	10	10	10	-	-	2	F, O, S	43
War Walker	4	4	5	10	10	10	5	2	2	W, O	42
Wave Serpent	-	4	-	12	12	10	-	-	3	Tk, F, S, T	45

RANGED WEAPONS

Weapon	Range	S	AP	Type
Avenger shuriken catapult	18"	4	5	Assault 2, Bladestorm
Bright lance	36"	8	2	Heavy 1, Lance
Chainsabres	12"	4	5	Assault 2, Bladestorm
D-cannon	24"	10	2	Heavy 1, Barrage, Blast, Distort
D-scythe	Template	4	2	Assault 1, Distort
Death spinner	12"	6	-	Assault 2,
Monofilament				
Doomweaver				
- dispersed	48"	7	6	Heavy 1, Barrage, Large Blast, Monofilament, Pinning
- focussed	Template	7	6	Heavy 1, Monofilament, Torrent
Dragon's breath flamer	Template	5	4	Assault 1

Weapon

Weapon	Range	S	AP	Type
Eldar missile launcher				
- Flakk missile	48"	7	4	Heavy 1, Skyfire
- Plasma missile	48"	4	4	Heavy 1, Blast, Pinning
- Starshot missile	48"	8	3	Heavy 1, Pinning
Firepike	18"	8	1	Assault 1, Melta
Flamer	Template	4	5	Assault 1
Fusion gun	12"	8	1	Assault 1, Melta
Fusion pistol	6"	8	1	Pistol, Melta
Hawk's talon	24"	5	5	Assault 3
Haywire grenade	8"	2	-	Assault 1, Haywire
Heavy D-scythe	18"	4	2	Assault 1, Blast, Distort
Heavy wraithcannon	36"	10	2	Assault 1, Distort
Lasblaster	24"	3	5	Assault 3
Laser lance	6"	6	3	Assault 1, Lance
Plasma grenade	8"	4	4	Assault 1, Blast
Prism cannon				
- Dispersed	60"	5	3	Heavy 1, Large Blast
- Focussed	60"	7	2	Heavy 1, Blast
- Lance	60"	9	1	Heavy 1, Lance
Pulse laser	48"	8	2	Heavy 2
Ranger long rifle	36"	X	6	Heavy 1, Sniper
Reaper launcher				
- Starshot missile	48"	8	3	Heavy 1, Pinning
- Starswarm missile	48"	5	3	Heavy 2
Scatter laser	36"	6	6	Heavy 4, Laser Lock
Scorpion's claw	12"	4	5	Assault 2, Bladestorm
Shadow weaver	48"	6	6	Heavy 1, Barrage, Large Blast, Monofilament
Shrieker cannon	24"	6	5	Assault 3, Bladestorm, Pinning
Shuriken cannon	24"	6	5	Assault 3, Bladestorm
Shuriken catapult	12"	4	5	Assault 2, Bladestorm
Shuriken pistol	12"	4	5	Pistol, Bladestorm
Singing spear	12"	9	-	Assault 1, Fleshbane
Spinneret rifle	18"	6	1	Rapid Fire, Monofilament, Pinning
Starcannon	36"	6	2	Heavy 2
Star lance	6"	8	2	Assault 1, Lance
Suncannon	48"	6	2	Heavy 3, Blast
Sunrifle	24"	3	3	Assault 3, Blind
Tempest launcher	36"	4	3	Heavy 2, Barrage, Blast
Triskele	12"	3	3	Assault 3
Vibro cannon	48"	7	4	Heavy 1, Pinning, Vibro
Wraithcannon	12"	10	2	Assault 1, Distort

MELEE WEAPONS

Weapon	Range	S	AP	Type
Biting blade	-	+2	4	Melee, Two-handed
Chainsabres	-	+1	5	Melee, Rending
Close combat weapon	-	User	-	Melee
Diresword	-	User	2	Melee, Soulrazor
Executioner	-	+2	2	Melee, Two-handed
Ghostaxe	-	+2	2	Melee, Unwieldy
Ghostglaive	-	+1	2	Melee, Master-crafted
Ghostsword	-	+1	3	Melee
Harlequin's kiss	-	User	-	Melee, Rending
Haywire grenade	-	2	-	Haywire
Laser lance	-	+3	3	Melee, Impact, Lance
Melta bomb	-	8	1	Armourbane, Unwieldy
Mirrorswords	-	User	3	Melee, Master-crafted
Plasma grenade	-	4	4	-
Power axe	-	+1	2	Melee, Unwieldy
Power lance	-	+1/U	3/4	Melee
Power maul	-	+2	4	Melee, Concussive
Power sword	-	User	3	Melee
Powerblades	-	User	3	Melee
Scorpion chainsword	-	+1	6	Melee
Scorpion's claw	-	x2	2	Melee
Singing spear	-	User	-	Melee, Armourbane, Fleshbane
Star lance	-	8	2	Melee, Impact, Lance
Triskele	-	User	3	Melee
Witch staff	-	User	-	Melee, Armourbane, Fleshbane, Soul Blaze
Witchblade	-	User	-	Melee, Armourbane, Fleshbane

UNIT TYPES

Unit Types: Artillery = Ar, Eldar Jetbike = Ejb, Infantry = In, Jet Pack unit = Jp, Jump unit = J, Monstrous Creature = Mc, Character = (ch) **Vehicle Types:** Fast = F, Flyer = Fl, Open-topped = O, Skimmer = S, Tank = Tk, Transport = T, Walker = W

* The Phoenix Lords share this profile. See pages 56-61 for their Unit Types.
 ** Most Exarchs share this profile. See pages 31-37 for their Unit Types.



