

ELDAR BIEL-TAN CRAFTWORLD ARMY LIST

“There is no art more beautiful and diverse than the art of Death.”

Laconfir of Biel-Tan

The Eldar are the most ancient of the dominant races of the galaxy. Their civilisation spans countless millennia and their technology is the most sophisticated and evolved. However they are a dwindling race, scattered through the galaxy on their massive craftworlds, battling against the eternal threat of their extinction.

Each Eldar craftworld has its own a unique culture, and while there are many common qualities between armies from the different craftworlds, there are important differences too. Biel-Tan is known amongst the craftworlds for being the most militaristic and for having the most Aspect Warriors. Biel-Tan is also the most aggressive of all the craftworlds, and has taken it upon itself the task of re-building the Eldar empire.

THE SWORDWIND

Biel-Tan is located towards the southern rim of the galaxy, at the edge of what is believed to be the extent of the ancient Eldar empire. Amongst the Eldar, the Biel-Tan have a well-deserved reputation for being warlike. Their name means ‘Rebirth of Ancient Days’ in the Eldar tongue and it is the Biel-Tan who have taken it upon themselves to strive to rebuild the glory of the Eldar. To this end, the Eldar of Biel-Tan place greater importance upon the Path of the Warrior than other craftworlds do, for they know that if a new Eldar empire is to be forged, it will be done in the heat of battle and with much bloodshed.

As well as its Seers, Biel-Tan is also governed by a military council known as the Court of the Young King. Their number is made up from Exarchs who have spent a year in

the honoured position of the Young King. The Young King is ritually sacrificed to awake the raging spirit of the Avatar of Khaine but on Biel-Tan, a Young King who survives the year in office will join the Court rather than return to tend their Shrine. The Exarchs of the Court are highly hostile to all outsiders, as one might expect, and it is they who have led to the aggressive nature of the Biel-Tan Craftworld.

The assembled warhost of Biel-Tan is known as the Bahzhakhain, meaning the Swordwind, or Tempest of Blades. The Swordwind relies on a single attack which uses surprise and the immense fighting skills and firepower of its Aspect Warriors to annihilate the enemy in one swift blow. To this end, the Swordwind employs numerous Wave Serpents and Falcons to move its units into position, from which the Aspect Warriors then launch a devastating all-out attack, smashing into the enemy and giving them no chance to recover.

This kind of attack has proved particularly devastating against the Swordwind’s favoured type of target – enemy colonies. The Biel-Tan see any colonisation by other races as a threat to the future growth of the Eldar empire. It is their philosophy that it is better to eradicate any usurpers as soon as possible before the enemy becomes well established. To this end, there have been countless conflicts between Imperial forces and the Biel-Tan Craftworld. Often the Explorators of the Adeptus Mechanicus colonise worlds near to Biel-Tan’s course, only for the Eldar to launch an attack and wipe out the settlers. This forces the Imperium to provide heavy garrisons for newly settled worlds on the southern rim to protect colonists from these sorties by the Eldar, draining valuable resources for battles elsewhere. While Biel-Tan certainly doesn’t possess the power to restore the Eldar empire alone, this penchant for attacking Imperial colonies certainly makes the craftworld one of the greatest threats to the Imperium on the southern rim.

The Swordwind has fallen upon other alien races as well. The Orks in particular are hated by the Biel-Tan, as they can rapidly spread across a colonised world (with a proliferation which even the Imperium finds hard to forestall). The starships of Biel-Tan hunt across the stars to destroy Ork spacecraft before they can find a world to engulf with a tide of green warriors. There have been many accounts through the millennia of the Biel-Tan Eldar arriving to help a beleaguered Imperial garrison fighting against the Orks, only for the Aspect Warriors to turn on their erstwhile allies once the Orks have been destroyed. The leaders of the Swordwind see it as their duty to protect the Exodite worlds from alien invasion. As the Eldar of Biel-Tan see it, when the time comes for the Eldar to emerge from the shadows and reclaim what is rightfully theirs, the Exodite worlds will be the first staging points for conquering the worlds of other races that have spread across the galaxy. Many an incautious expeditionary force has made planetfall on a world not knowing that the Exodites inhabit it, only to find themselves swept away by the ferocious attack of the Swordwind.

BIEL-TAN CRAFTWORLD ARMY LIST

Biel-Tan armies have a Strategy rating of 4. Biel-Tan Avatars, Aspect Warriors, Revenants, Phantom Titans and Warlock Titans have an Initiative rating of 1+. All other formations have an Initiative rating of 2+.

BIEL-TAN CRAFTWORLD INDIVIDUALS

TYPE	FORMATION	NOTES	COST
0-1 Wraithgate	The Eldar player may choose to replace one of the Objective markers in his half of the table with a Wraithgate at a cost of 50 points.	The Wraithgate functions both as a Webway portal and as an objective for rules purposes. It may not be attacked or destroyed. Important Note: Wraithgates are one of the smallest type of Webway portal, and may only be used by formations made up exclusively of infantry, light vehicles, and armoured vehicle units that have the Walker ability; formations that include any other type of unit may not use a Wraithgate to enter play.	50
0-1 Avatar	One Avatar escorted by the Court of the Young King (counts as one unit).	In Grand Tournament games the Avatar must start off the table. At the start of any turn (including the first) they may be set up on the table within 15cms of a Farseer (this represents the Farseer summoning the Avatar to the battlefield). In the End Phase of the turn the Avatar returns to the Webway and is removed from play. Once the Avatar has left they may not return. Note that if there are no Farseers in play then the Avatar may not be used (as there will not be a Farseer that can summon them).	Free
0-1 Autarch	You may add an Autarch character to any Aspect Warrior stand for +75 pts.	If an Autarch is taken then he counts as one of the Exarchs in the Aspect Warrior formation (see the entry for the Aspect Warrior Warhost below).	75

BIEL-TAN CRAFTWORLD HOSTS

TYPE	FORMATION	EXTRAS	COST
Aspect Warrior Warhost	Eight aspect warrior units chosen from the following list: Dire Avengers, Striking Scorpions, Howling Banshees, Fire Dragons, Warp Spiders, Dark Reapers, Swooping Hawks, Shining Spears.	All units apart from Swooping Hawks and Shining Spears may be transported in Wave Serpents and/or Falcons if desired. If you choose to take this option then you must take exactly enough transport vehicles to carry the units that require transport, without any spare transport spaces being 'left over'. For example, if six units required transport, you could take three Wave Serpents, or six Falcons, or one Wave Serpent and four Falcons, or any combination of vehicle that had six transport spaces between them. Each Wave Serpent taken costs +50 points. Each Falcon costs +65 points. In addition the formation may include up to 2 Exarch character upgrades for +25 points each.	300
Eldar Guardian Warhost	An Eldar Guardian Warhost consists of one Farseer unit and seven Guardian units.	Up to three Guardians may be replaced with Heavy Weapon Platforms at no additional cost in points. In addition the formation may include: 3 Support Weapon Platforms for +50 points 3 Wraithguard units for +150 points 3 Wraithlords for +175 points Alternatively, the formation may be mounted in four Wave Serpents for +200 points. If this option is taken then the formation is not allowed to take any other upgrades.	150

BIEL-TAN CRAFTWORLD TROUPES

FORMATION	NOTES	COST
The army may include up to three troupes chosen from the following list for each Aspect Warrior or Guardian Warhost included in the army.	Ranger Troupe: From four to eight Eldar Rangers for +25 points each. War Walker Troupe: Six Eldar War Walkers for 200 points Windrider Troupe: Six Jetbikes for 200 points. Any number of Jetbikes may be replaced with Vypers at no additional cost. Falcon Troupe: Five Eldar Falcons for 250 points. Up to two Falcons may be replaced with Firestorms at no additional cost. Fire Prism Troupe: Three Eldar Fire Prisms for 250 points. Night Spinner Troupe: Three Eldar Night Spinners for 175 points. Engine of Vault Troupe: Up to three Scorpion, Cobra, Storm Serpent or Voidspinner (or any combination of these) for 250 points each.	Varies

BIEL-TAN CRAFTWORLD SPACECRAFT, AIRCRAFT & TITANS

FORMATION	NOTES	COST
Up to a third of the armies points may be spent on units chosen from the following list.	0-1 Eldar spacecraft: One Wraithship for 150 points, or one Dragonship for 300 points 0-1 Warlock Titan: One Warlock Titan for 850 points Phantom Titan: One Phantom Titan for 750 points each Revenant Titans: Two Revenant Titans for 650 points Nightwings: Three Nightwing Interceptors for 300 points Phoenix Bombers: Three Phoenix Bombers for 400 points Vampire: One Vampire Raider for 200 points	Varies

SPECIAL RULE
May Not Garrison

The Eldar are a highly mobile army, and rarely have enough forces to try to take and hold ground. Because of this, instead of maintaining a heavily garrisoned front line, they will usually rely on a screen of Rangers and War Walkers to warn of the approach of any enemy forces. Meanwhile the bulk of the highly mobile Eldar army will be held back in reserve, where it will be ready to move quickly to any threatened sector. This tactic allows the Eldar to hold large areas of ground with relatively few troops.

To represent these tactics, only Eldar Rangers and War Walkers are allowed to garrison objectives in the Grand Tournament game scenario.

BARAN SIEGEMASTERS

“We’ve been ‘claiming’ this damned planet for the Imperium all of my life, and all of my father and grandfathers lives before that. I just wish someone would get round to telling those damned Orks to get off our damned land!”

– Anon

The following army list allows you to field an Imperial Guard army that is based on a Siege regiment of the type typified by the Baran Siegemasters. It can also be used as a ‘stand in’ army list for other Imperial Guard Siege regiments, other kinds of static defence regiment, as well as being an excellent army list to use to represent the planetary defence forces fielded by Imperial Governors all across the Imperium.

Siege regiment formations come in two types: companies and support formations. Each company you include in the army allows you to field any two support formations, plus one set of Fortified Positions. Although you can only take support formations if you first take a company, they are treated as separate independent formations during a battle and do not have to move around together.

In addition companies may be given up to three company upgrades. A company can only take each type of upgrade once. Each upgrade that is taken adds to the cost of the company, as shown on the upgrade chart. Support formations may not be given company upgrades.

Up to a quarter of the points available to the army may be spent on Imperial Navy aircraft formations. Titan Legion formations may not be used as part of a Siege Regiment army (Titans are not used in a static defence role except under extraordinary circumstances).



SPECIAL RULE
Commissars

A Baran Siegemasters army may include 2D6 Commissar characters. The Commissars do not cost any points. If the dice roll exceeds the number of Commissar units that a player has available then any excess are lost.

Roll to see how many Commissar units a player may add to their army at the start of the battle before either side sets up. If the army includes a Supreme Commander then the first Commissar must be attached to the Supreme Commander’s formation. Any further Commissars may be attached to any other formations. You may not include more than one Commissar per formation. If you have more Commissars than formations then any excess are lost.

SPECIAL RULE
Fortified Positions

A Siege Regiment army regiment is allowed to purchase one set of fortified positions for its troops to occupy for each Regimental HQ or Infantry company included in the army.

Fortified positions must be set up after Objectives, but before Spacecraft and Garrisons are deployed. They may be set up anywhere a vehicle may deploy in the Siegemasters half of the table. You may split up a set of fortified positions as desired, as long as the rules for formation coherence are adhered to. For example, you could split up trenches into several lines, as long as there are 5cm ‘links’ between the different parts of the position. Fortified positions count as having a move of zero, and may ‘garrison’ (eg, they can be set up in positions that garrison units can be set up in). It goes without saying that they may not be transported, and any players that were considering transporting them onto the table should be deeply ashamed of themselves!

Once set up fortified positions may be used by any unit, not just the units they were purchased for. They may be captured and used by enemy units too.

SPECIAL RULE
Regimental HQs

When playing Grand Tournament games, a Siegemaster army must include a Regimental HQ. The enemy count as having achieved the ‘Break Their Spirit’ victory condition by destroying this formation or by destroying the most expensive formation in the army (see 6.1.7 in the Epic: Armageddon rulebook).

BARAN SIEGEMASTERS ARMY LIST

Baran Siegemaster armies have a Strategy rating of 1. Baran Siegemaster formations and Imperial Navy aircraft formations have an Initiative rating of 2+.

SIEGE REGIMENT COMPANIES

COMPANY TYPE	UNITS	COST
1 Siegemaster Regimental HQ	One Supreme Command unit, plus nine Siege Infantry units	150 points
Siegemaster Infantry Company	Imperial Guard Command unit plus nine Siege Infantry units	125 points

SIEGE REGIMENT SUPPORT FORMATIONS

(Three may be taken per Siegemaster Regimental HQ or Infantry Company)

UPGRADE	UNITS	COST
Siege Infantry Platoon	Six Siege Infantry units	75 points
Rapier Platoon	Three Rapiers	75 points
Thudd Gun Platoon	Three Thudd guns	75 points
Hellhound Squadron	Three Hellhounds	150 points
Griffon Battery	Three Griffons	100 points
Snipers	Two Snipers	50 points

SIEGE REGIMENT SUPPORT FORMATION

(Two may be taken per Siegemaster Regimental HQ or Infantry Company)

FORMATION	UNITS	COST
Siege Regiment	Nine Götterdämmerung Howitzers, plus nine Bruennhilde transporters <i>or</i> nine gun emplacements	450 points
Artillery Company		
Rough Rider Platoon	Six Rough Rider units	150 points
Light Tank Platoon	Six Siegfried light tanks	150 points
Heavy Tank Platoon	Six Ragnarok heavy tanks	300 points
Siege Regiment Artillery Battery	Three Götterdämmerung Howitzers, plus three Bruennhilde transporters <i>or</i> three gun emplacements	150 points
Siege Regiment AA Battery	Three Blitzen AA guns, plus three Bruennhilde transporters <i>or</i> three gun emplacements	125 points
Super-Heavy Tank Platoon	One Baneblade <i>or</i> Shadowsword	200 points
Bombard Battery	Three Bombards	250 points
0-1 Deathstrike Missile Battery	Two Deathstrike missile launchers	200 points
0-1 Sapper Platoon	Eight Sapper units. The units may be split up and added to one or more Infantry Companies in the army, or fielded as a single formation in their own right.	250 points

SIEGE REGIMENT FORTIFIED POSITIONS

(One may be taken per Siegemaster Regimental HQ or Infantry company)

Fortified Positions	Up to 500mm of trenches and 500mm of razor wire, plus up to 6 gun emplacements or bunkers.	100 points
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IMPERIAL NAVY AIRCRAFT

(Up to a quarter of the army’s points may be spent on Aircraft)

FORMATION	POINTS COST
Two Thunderbolt Fighters	150 points
Two Marauder Bombers	300 points

WARLORD SNAGGA SNAGGA'S
FERAL ORK HORDE

"Some says we'z Feral, nomadz they calls uz. I just say we'z always marching, konkering we iz..."

Warlord Snagga Snagga

Feral Orks are known from across the galaxy, for the most part forming small tribes and causing an occasional nuisance to colonies nearby. What set Snagga-snagga's horde apart were two things – the size of his horde, and the size of the things in his horde!

When the Eldar of Biel-Tan invaded Baran and began to scour it clean of Orks, many tribes fled, their warlords slain by the Eldar, or else panicked by their sudden defeat. Ork battled Ork as tribes lost their stamping grounds and tried to steal them from their neighbours. In the midst of this, Snagga-snagga proved his might and united the tribes into a great Feral Waaagh! that, for a while at least, gave both the Eldar and the Baran Siegemasters a good run for their money.

Where most Feral Orks fear technology, Snagga-snagga always saw it as another way to impress his boyz, prove his might and beat his rivals. Because of this Snagga-snagga was soon attended by many ambitious Boilerboyz, delighted at last to serve a warlord who wouldn't cast them out of the tribe for their 'tinkering'. Two of the most ambitious, Wurzbag and Durrboz, became great rivals vying for his attention, and to prove their worth each built for him the greatest construction they could muster. What emerged were Bigga & Bigga, the first of the Steam Gargants.

Not to be outdone, the Pigdoks quickly produced their own engine of destruction with which to wow Snagga-snagga. Convinced that teknology never quite works, and trusting the good old worth of flesh and blood, the Pigdoks raised



SPECIAL RULE
Warlord

Every Ork army must include a Supreme Command character called a Warlord. The Warlord character is free, you don't have to pay any points for it. The Warlord will join the formation with the most units in the army. War Engines count their starting Damage Capacity towards the formation size. If there is a tie you may choose which warband the Warlord will join.

Orkeosaurus that are part of a warband may only transport units from their own formation.

Feral Ork armies are allowed to field a Trappa formation. This formation represents Ork Wildboyz using their skills to scout ahead of the main army. Because of this all units in the formation count as being Scouts.

the colossal Squiggoths, grown large from fungus raised in soil, unbeknownst to the Orks, once tended to by the Eldar Exodites and still possessing much of their mystical vitality.

So it was that as Snagga-snagga set out to prove himself Warlord of Baran, he took with him an army quite unlike any seen before.

FO1.2.2 How To Use The Army List

Unlike the very rigid formations used by the Imperium, Ork formations vary widely in both size and composition. The rules for creating Ork formations reflect this. The most common type of Ork formation is the warband. The different types of warband you may choose are shown on the army list below.

The army list includes the following information:

Type: The name of the formation.

Core Units: The units that make up the formation. An Ork player can choose to double or triple the number of units in the formation if he wishes. A formation with double the normal number of units is called a big formation, and a formation with three times the normal number of units is called a 'uge formation.

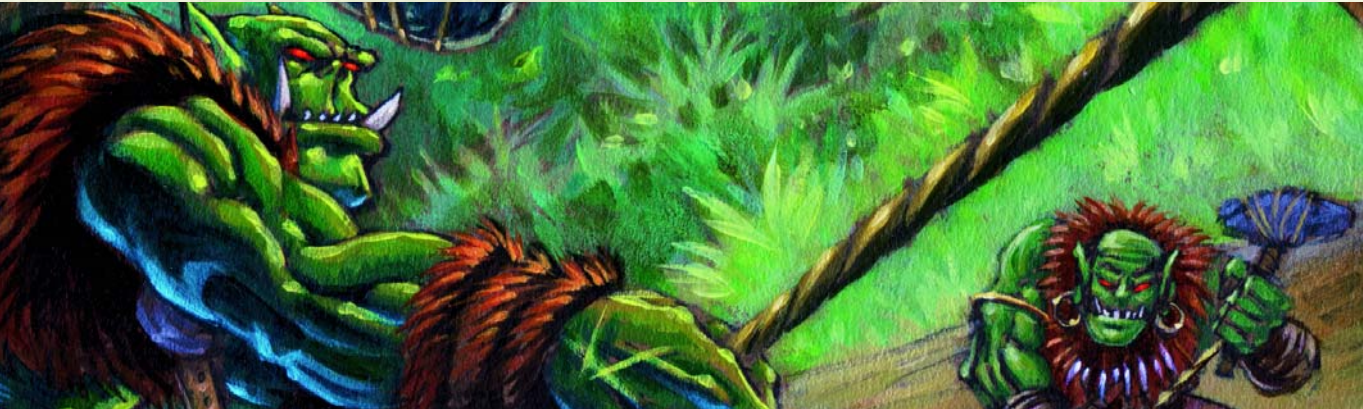
Cost: Most Ork formations have three values. The first value is the cost for the basic formation, the second is its cost if it is a big formation, and the third value is its cost if it is a 'uge formation. If the formation only has one cost then it may not be increased in size.

Extra Units: An Ork formation may include any of the extra units listed in the 'Extras' column. You may include any number of extra units in a formation unless it is specifically noted otherwise. If there is a limitation then the limit is doubled for a big formation and tripled for a 'uge formation.

WARLORD SNAGGA-SNAGGA'S
FERAL ORK HORDE

Ork armies have a Strategy rating of 3. All Ork units have an Initiative rating of 3+, but receive modifiers depending on the action chosen when taking an action or the size of the warband when rallying (see the Power of the Waaargh and Mob Rule special rules in the forces section).

TYPE	CORE UNITS	COST PER FORMATION			EXTRAS
		NORMAL	BIG	'UGE	
Warband	Two Nobz and six Ork Boyz and two Grotz	200	350	500	Any number of the following for +25 points each: Boyz (+ an optional free Grot per Boy unit taken), two Wildboyz (note: you get two Wildboyz units for 25 points), Squig Katapult, Boarboyz Up to one Nob for +35 points Any number of Squiggoths for +50 points each Up to one Wyrdboy character for +50 points Up to one Orkeosaurus for +150 points
Wildboyz	Two Nobz, Six Wildboyz	150	250	350	Any number of the following for +25 points each: two Wildboyz (note: you get two Wildboyz units for 25 points), Squig Katapult, Boarboyz Up to one Nob for +35 points Any number of Squiggoths for +50 points each Up to one Wyrdboy character for +50 points Up to one Orkeosaurus for +150 points
Boarboyz Horde	Five Boarboyz	100	175	250	Any number of the following for +25 points each: Boarboyz Up to one Wyrdboy character for +50 points
Trappas	Six Wildboyz	150	n/a	n/a	Up to one Nob for +35 points Note: All units in a Trappa formation count as having the Scout ability
0-1 Madboyz Horde	Six Madboyz	100	n/a	n/a	Up to six extra Madboyz for +15 points each. Up to three Wyrdboy character for +50 points
Junka Brigade	Six Junkatrukks and six Ork Boyz	150	250	350	Any number of the following for +25 points each: Junkatrukk and one Ork Boyz unit Up to one Junkatrukk and one Ork Nob for +35 points Up to one Wyrdboy character for +50 points
0-1 Steam Gargant	One Steam Gargant	200	350	500	None



COLLECTOR’S MODELS

This section of the Swordwind supplement provides details for the older ‘classic’ Citadel Miniatures produced for earlier versions of the Epic rules. Games Workshop has been making Epic scale Eldar models since the late 1980s, and many of the earlier versions are now prized collectors pieces. The following rules and guidelines explain how you can use these models with the current rules, rather than just leaving them to gather dust on a shelf!

Eldar Schools of Design

Many of the classic Eldar models are simply different designs for Eldar vehicles that are still in the current range of models. For example, there have been two designs of Epic Falcon, both of which are different to the Falcon model made for Warhammer 40,000. In Imperial or Space Marine armies, different designs tend to represent different ‘marks’ of the same vehicle, and usually the later marks will have been improved, upgraded or changed in some way or another.

The Eldar, on the other hand, don’t really produce vehicles that have a modified function. Instead the different vehicles represent different aesthetic designs for a vehicle, all of which perform on the battlefield more or less identically. To put this another way, although the appearance changes, the characteristics and weaponry for the vehicle stays the same.

Aesthetic considerations like this are an extremely important aspect (no pun intended!) of Eldar culture. Decades can be spent discussing the different styles of design for a vehicle, ‘Titan or spaceship. At any one time, on any one craftworld, one style of design (generally referred to as a ‘school’ of design) will dominate. However, on another craftworld a different school of design may hold sway, while on any one

craftworld the school of design that dominates will change and evolve over time. Sometimes an old school will be revived, or several competing schools of design may compete to prove that their aesthetic vision is the greater.

The effect of this in game terms is to mean that any and all of the classic models may be used to represent units from Eldar army lists that bear the same name. There is no need to modify or change the unit’s characteristics, as although the school of design may be different for the two models, the function and therefore the game characteristics will be the same.

In the past, this practise has led to Imperial scholars giving different names to Eldar vehicles when in fact they were simply from a different school of design. Here is a list of classic models that were wrongly indentified in earlier Epic rulebooks:

Classic Name	Correct Name
Death Stalker	Fire Prism
Doom Weaver	Night Spinner
Tempest	Scorpion
Warp Hunter	Cobra

Classic Eldar Unit Datasheets

Several classic Eldar models are not included in the Biel-Tan army list. In tournament games you may use these models by ‘counting them as’ a unit that is included in the army list; the chart below includes our own recommendations as to what each model should count as. In non-tournament games you may instead use the unit characteristics listed below for the units.

Eldar Titan Weapon List

Some classic Eldar Titan models are armed with weapons that are not covered by the entry in the Biel-Tan army list. You can either count these weapons as Eldar Titan Pulsars, or in non-tournament scenario games you may use the following weapon characteristics instead.

Weapon	Range	Firepower
Fusion Lance or Heat Lance	60cm	MW2+ Titan Killer (5 –1 per 15cm range to target)
Titan D-Cannon	45cm	D3+1BPs Ignore Cover, Macro-weapon, Titan Killer (D6)
Tremor Cannon	75cm	MW3+ Disrupt, Pulse



Name	Counts As	Type	Speed	Armour	CC	FF	Weapons	Range	Firepower	Notes
Bright Stallion	Fire Prism	AV	30cm	5+	4+	5+	Stallion Laser Hooves	45cm (base)	MW4+, Pulse Extra Attacks (+1)	Reinforced Armour; Walker
Fire Gale	Firestorm	AV	15cm	5+	5+	4+	Fire Lance	30cm	MW4+, Titan Killer (3 –1 per 15cm range to target)	Reinforced Armour; Walker
Towering Destroyer	Revenant	AV	15cm	5+	4+	4+	Destroyer Laser Destroyer Cannon Assault Weapons	45cm 30cm (15cm)	AT4+, Pulse AP4+, Pulse Assault Weapon, Extra Attacks (+1) or Small Arms, Extra Attacks (+1)	Reinforced Armour; Walker
Exarch stand	Swooping Hawks w/ Exarch	INF	30cm	5+	4+	4+	Exarch Weapons	(15cm)	Assault Weapon, Extra Attacks (+2) OR Small Arms, Extra Attacks (+2)	Jump Packs
Harlequins	Howling Banshees	INF	15cm	5+	4+	4+	Harlequin Weapons	(15cm)	Assault Wpn, 1st Strike, Extra Attacks (+1) OR Small Arms, MW, Extra Attacks (+1)	
Lascannon Heavy Weapon Platform	Heavy Weapon Platform	INF	15cm	None	6+	5+	Bright Lance	30cm	AT5+, Lance	
Vibro-Cannon Support Weapon Platform	Support Weapon Platform	INF	15cm	None	6+	5+	Vibro-cannon	30cm	AP4+, Disrupt	
Warlock stand	Farseer	INF	15cm	4+	4+	5+	Witch Blades	(base)	MW, Extra Attacks (+1)	Invulnerable

