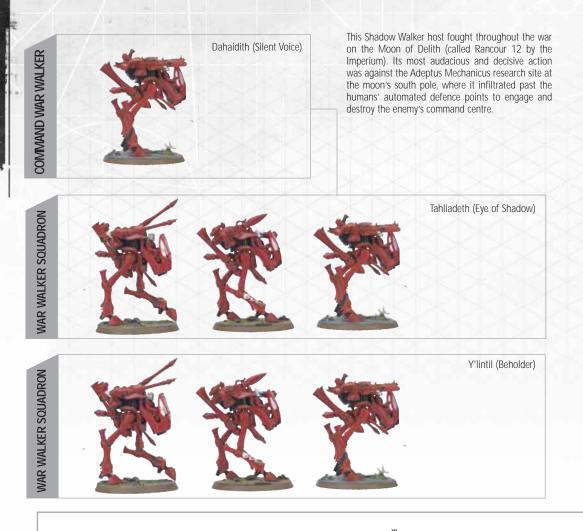
SHADOW WALKER WAR WALKER HOST

Shadow Walker Hosts are utilised when the Eldar need to insert well-armed scouts deep into enemy territory. The War Walkers of the host range far and wide, utilising a unique cloaking field system called the Cloak of Shadow to remain hidden from enemy sensors for days, even weeks, at a time.

When the main force of the Eldar army is ready to engage the enemy en masse, the Shadow Walker Host takes position, often ahead of the army or on the enemy's flank. At the key moment, as directed by the Craftworld's Farseers, the host will disengage its Cloak of Shadow and concentrate all its fire on the enemy, trapping him in a lethal crossfire pattern referred to as the Web of Twilight. Few enemies survive long enough to report the presence of the Shadow Walker host, most being cut down within seconds by the intricate pattern of death.



FORMATION:

1 War Walker marked as the command vehicle. 2+ War Walker squadrons.

SPECIAL RULES:

Cloak of Shadow: The formation is not deployed at the start of the battle and is not placed in strategic reserve. At the beginning of any Eldar Movement phase, nominate a point on the table more than 12" from an enemy model, and place the command vehicle on this point. The remaining War Walkers are then placed within 6" of the command vehicle.

Web of Twilight: In the shooting phase of the turn in which the formation is deployed by way of the Cloak of Shadow special rule, each War Walker may fire each of its weapons twice.

"As a silvered moon is concealed by cloud, so we bide our time. And when our face is revealed, our enemies turn and flee before the harbingers of their doom."

Sarithel Jhelisdai of the Moonstrike Shadow Walkers

POINTS: 50 + MODELS