

WARHAMMER

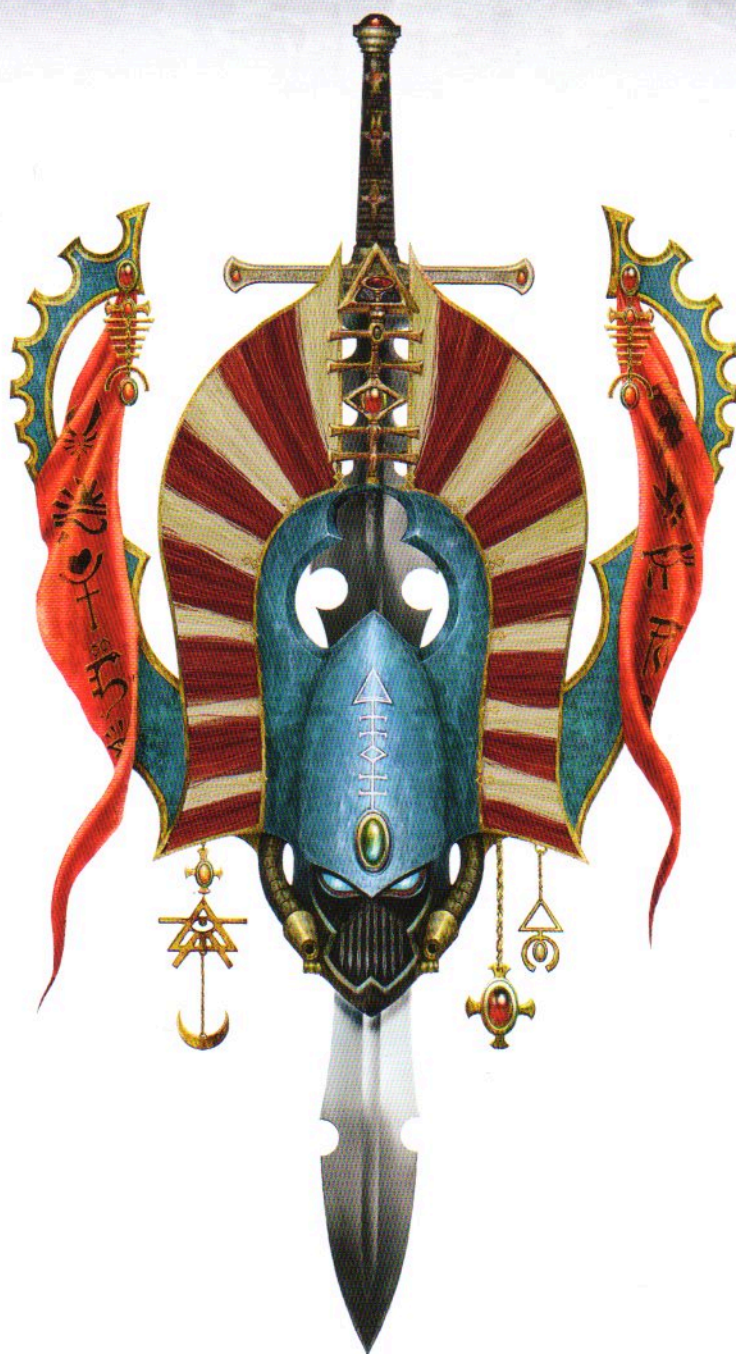
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CODEx ELDAR

GRAFTWORLDS™







CRAFTWORLDS

HOSTS OF THE LOST EMPIRE

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GRAFTWORLD ELДАР

The craftworld Eldar are an ancient and enigmatic race that cross the galactic wilderness on vast world-ships. Though they once ruled the stars, the Eldar brought a terrible curse upon themselves that sundered their empire forever. Now they struggle against the dying of the light, the embers of their former splendour burning in the darkness of the void.

In appearance the Eldar are much like humans, albeit taller and more graceful. Yet their hearts and minds race at twice the speed, and their lives of rich sensation can stretch over a millennium. Every Eldar is psychic to one extent or another, and the wondrous artefacts and weaponry of their race are created using mental energies alone. To an Eldar, every experience occurs on a grand scale, from the intellectual rewards of study to the exhilaration of battle.

No creature can taste such rich fruits of sensation without consequence. Over a million years ago, the Eldar were the undisputed masters of their own destiny. Such was the technological mastery of the Eldar that worlds were created for their pleasure, and stars lived or died at their whim. They were convinced they had nothing to fear from the galaxy at large, yet the doom of the Eldar, when it came, took a form far more subtle and dangerous than war.

The Eldar outgrew the need for honest labour. Fuelled by curiosity, many indulged their most hedonistic impulses. Exotic cults sprang up that eclipsed the noble pursuits of old, each dedicated to esoteric knowledge or sensual excess. Such behaviour became perilously decadent, and over time a sickness of vice overtook the Eldar race. The first to flee

were the Exodites, who settled verdant planets far from the heart of their empire. Those who would become the Dark Eldar hid in private realms within the webway. The most farsighted of the remainder took flight upon the great vessels known as craftworlds. Yet there was no real escape from what was to come. Amidst the swirling psychic energy of the Empyrean, the corruption of their race coalesced into a gestalt consciousness – Slaanesh, the Dark God of excess, whom the Eldar call She Who Thirsts.

When Slaanesh finally burst into divine consciousness, a psychic implosion tore at the universe. In a heartbeat, the aeons-old Eldar civilisation was ripped away, leaving in its place the Warp rift that men call the Eye of Terror. All Eldar within thousands of light years were reduced to lifeless husks, their souls forever claimed by Slaanesh as their gods were scattered and destroyed.

War is now the Eldar's only hope. Their foes lack the technology, wisdom and skill found upon the craftworlds; it is in numbers alone that their enemies are insurmountable. Even when staring extinction in the face, the Eldar will neither flee nor yield. They are a proud race, determined not to flicker and die out, but to blaze brightly once more.

Uranash Skyblade stepped out of the shimmering portal. In an instant, the shadowy twilight of the webway became the blazing crimson dawn of Aktosha. Broken wraithbone spires stretched out in all directions, their walls pitted by age and twisted by long exposure to the Warp. A moment of sorrow stole through Uranash's mind as he beheld the crone world; before the Fall, this had been a jewel in the Eldar empire, but now it was lost forever to the Eye of Terror. Behind the Autarch came his warhost, clan kindred of Saim-Hann, blooded and ready for war. At the sight of his warriors Uranash's heart swelled. He brought his thoughts into deadly focus, making his breath come faster and his muscles tense.

In the shadows of Aktosha, the enemy stirred – Daemons clawing their way out of the Warp and into the half-real light of the ruined world. They were pale, pink-skinned things that moved with a grace and speed that matched even that of the Eldar. These were the spawn of She Who Thirsts, and Uranash felt both fear and revulsion at the sight of them. The Autarch quelled his doubts, his thoughts fixated only on the destruction of his foes.

With a whispered command, Uranash sent his warriors forward, unsheathing his scorpion chainsword. In his wake, Howling Banshee Aspect Warriors ran and vaulted across the Warp-cursed battlefield. Their keening masks drowned out the hisses and guttural promises of the Daemons as the two sides charged together. Uranash hit the Daemonette line in a blur of crimson.

The first horned face vanished in a spray of ichor as Uranash's mandiblasters fired. The second foe was gutted as he plunged his blade into its sinuous body. At his side, the Banshees expertly carved apart enemies with flashing power swords. They were glorious to behold, though the Daemons outnumbered them at least three to one. Here and there, though, Uranash saw his Banshees dying as wickedly curved claws plunged through armour. Precious Eldar blood soaked the soil of Aktosha. Worse was the hungry ecstasy in the eyes of the Daemons, as if they could taste the souls of his warriors and were delighted by them. For a moment it seemed the Aspect Warriors and their Autarch might falter. Then Uranash sprung his trap.

From behind the throng of Daemons, Striking Scorpions burst from the ruins, mandiblasters spitting. Purple blood and piteous wails filled the air as the Aspect Warriors vented their rage upon the spawn of Slaanesh. The Daemon host's leader was the last to perish, Uranash's own blade taking her throat. Stepping over the body, the Autarch could see this had been but the first wave. Out in the ancient ruins thousands of Daemons gathered, numberless Daemonettes frolicking beside long-limbed Warp-beasts and glittering bladed chariots. A cold smile touched Uranash's lips as he watched his enemies come closer. Behind him, the webway portal flared to life once more. Ranks of lithe Guardians, flanked by swift grav-tanks and faceless Wraith-constructs, set foot upon the cursed soil of Aktosha. Now, thought Uranash, the Daemons would taste the true might of the Eldar.







A FLAME IN THE DARKNESS

Craftworlds are marvels of grace and beauty. Colossal vessels of living wraithbone, they sparkle like jewels scattered upon velvet as they drift through the infinite darkness of space. The world-ships were originally created as spacefaring arks by those ancient Eldar who foresaw the horrifying fate of their empire, and who fled far enough to escape the hunger of She Who Thirsts. Now, each of the surviving craftworlds represents but a small fragment of Eldar civilisation. Their inhabitants are the guardians of their people's culture, history and traditions, striving to preserve an echo of its past greatness.

Through necessity, each craftworld has also become a vast interstellar fortress. Aspect Warrior shrines, armadas of grav-craft and spirit-driven constructs all wait for the time when the craftworld must go to war. Within crystal domes and in glittering gardens, the Eldar live their lives as they have done for millennia, following the ascetic Paths that keep them from falling prey to the same decadence as their forefathers. However, when the shadow of war falls upon them all Eldar citizens will take up arms as Guardians, together forming warhosts mighty enough to conquer worlds.

Mounted like a stolen sun astern of every craftworld is a shimmering webway gate. Linked to an impossibly vast network of tunnels through time and space, this portal allows the craftworld Eldar to send their armies and warriors immeasurable distances across the stars. Thus, the location of a craftworld is little hindrance to its armies, as it remains forever connected to the galaxy even when hidden deep within the void. Yet the webway too is a broken remnant of its former grandeur, and its dangers are many – from the dark kin of the Eldar themselves to the fiends that haunt its shattered spars.

The craftworlds are home to the dead as well as the living. Legends tell that at the moment of the Fall, the Eldar gods were slain, devoured by Slaanesh along with the souls of their mortal children. The war god Khaine was torn apart and scattered across the galaxy, the fragmented shards of his spirit coming to rest deep within the hearts of the craftworlds. Only Cegorach, the Laughing God, escaped. Without the protection of their ancestral gods, the souls of all Eldar are vulnerable to the predations of Slaanesh when they die. To stay this terrible fate the craftworld Eldar wear objects known as waystones somewhere on their person. These gems of psycho-receptive crystal capture the wearer's essence upon death, thereby becoming spirit stones. Precious beyond measure, these glowing gems are gathered from fallen Eldar and returned to their bearer's craftworld. There, the soul within is transferred into the wraithbone skeleton of the ship itself. Thus the Eldar live on even after death as ghostly echoes trapped in the shadowy limbo of the infinity circuit.



ECHOES OF A LOST EMPIRE

The Eldar craftworlds move only at sub-light speeds, for they have grown vast beyond reason, and the Eldar consider their physical positions nothing more than a momentary detail in an eternal journey. Smaller spacecraft, dotted like shoaling fish around a leviathan, travel between the craftworlds by means of the webway.

The webway exists between the material realm and the Warp. 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 verdant worlds of the Exodites, and to untold thousands of other locations. 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. Some lead to places long since abandoned, destroyed or infested by the Daemons of the Warp. The craftworld seers claim there are many secret paths, though only the elegant Harlequins truly know of them. It is rumoured that a transdimensional map was made thousands of years ago, a priceless artefact now kept in the fabled Black Library, repository of all the Eldar's eldritch knowledge.

While some of the webway's arterial passageways are large enough to carry spacecraft, most only allow strike forces of Eldar on foot or small vehicles to pass. Though many Eldar spacecraft can travel through the Warp itself, it is a difficult and dangerous process – to risk a craftworld in such a way would be to carry a candle into a storm of darkness. Webway journeys are relatively fast, enabling the Eldar to transfer swiftly to places connected by the labyrinth dimension, their warhosts bursting from swirling skies and shimmering gates to fall upon the panicking foe.

The arterial webway gate at each craftworld's stern is not its only mystical site. Dotted across the world-ship are warrior shrines dedicated to the Aspects of Khaine in which the Eldar's most proficient and deadly fighters train. In the great halls of forging, Bonesingers and smiths of Vaul use uncanny powers to craft beautiful, deadly weapons. Within the Dome of Crystal Seers stands a forest of glittering figures, each a mighty Eldar psyker in life and a crystalline statue in death. Most sinister of all is the wraithbone chamber at the craftworld's heart, where a towering statue of iron sits upon a giant throne: the Avatar of Khaine, awaiting the call to war.



An illustration of Phoenix Lord Asurmen, a three-armed Eldar warrior. He wears blue and gold armor with a red cape and a red helmet with a phoenix crest. He holds a sword in his upper right arm, a mace in his upper left, and a staff in his lower right. A large Yin-Yang symbol is on his chest. The background is a cloudy sky.

ANCIENT LORE

The Eldar cling tenaciously to their folklore and traditions. The characters and events of legend are commonly discussed and comparisons drawn with 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 pouch of skin.

The mystical power of the number three mirrors the Eldar's view of reality, composed of the material universe, the Warp, and the labyrinth dimension that exists between the two. It shapes not only myth, but also many aspects of Eldar society, and even their warhosts are built around it. The Autarchs teach that in a perfect triumvirate all warriors are connected to each other, each drawing on the strengths of his fellows to enhance his own abilities. In these complex battle-ready structures, every squad has its own specialist role to play on the battlefield.

The level of discipline and focus required for such specialisation comes from a practice steeped in mystical tradition known as the Path, which helps temper the fickle and obsessive nature of the Eldar. Each Eldar will make a choice from many thousands of Paths, which they follow to the exclusion of all else until it is mastered. They will then move on to another, and another, rarely sticking to a single Path too long lest it eclipse their sense of self. There are many varied Paths; the ways of the Artisan, Voidfarer and Healer are all vital roles within a craftworld, for instance, and for much of his life an Eldar might pursue perfection in relative peace. However, as the long night draws in and the Eldar race's enemies gather in the darkness, more and more turn to the Path of the Warrior, their souls tempered in the flames of battle and quenched in blood.

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 Phoenix Lords taught the arts of war to both males and females, and as a result Eldar warriors come from either sex. As with many complex Paths, the Warrior Path is divided into several branches. Each of these is known as a Warrior Aspect, representing a different facet of the war god Khaine. From the most numerous horde to the mightiest enemy war machine, there is a cadre of craftworld warriors with the skills and weapons that will ensure its annihilation.



The rune worn by the Phoenix Lord Asurmen is an ancient symbol of the Eldar warrior spirit. Representing the balance between the fury of emotion and the cold surety of skill, it is synonymous with the Path of the Warrior.



WARHOSTS

Like the shimmering blade of Khaine, Eldar warhosts carve through the ranks of their enemies. Guided by the military genius of their Autarchs and the prescience of their Farseers, they turn their minds to war with a single deadly purpose, despatching their foes with blistering speed and masterful skill.

Grace in battle and merciless efficiency are prized virtues of craftworld Eldar armies. The warhosts are led by those who epitomise such traits: the Autarchs. These are Eldar who have walked the Path of the Warrior for decades or even centuries, yet resisted the taint of Khaine's red madness. Theirs is a vital role, for the Autarchs alone tread the esteemed Path of Command.

If the Autarchs are the hand that grips the blade then it is the Farseers who guide its aim. The bond between Autarch and Farseer can shape a warhost, and even if neither takes to the field directly, it is their combined vision that will be the difference between victory and defeat.

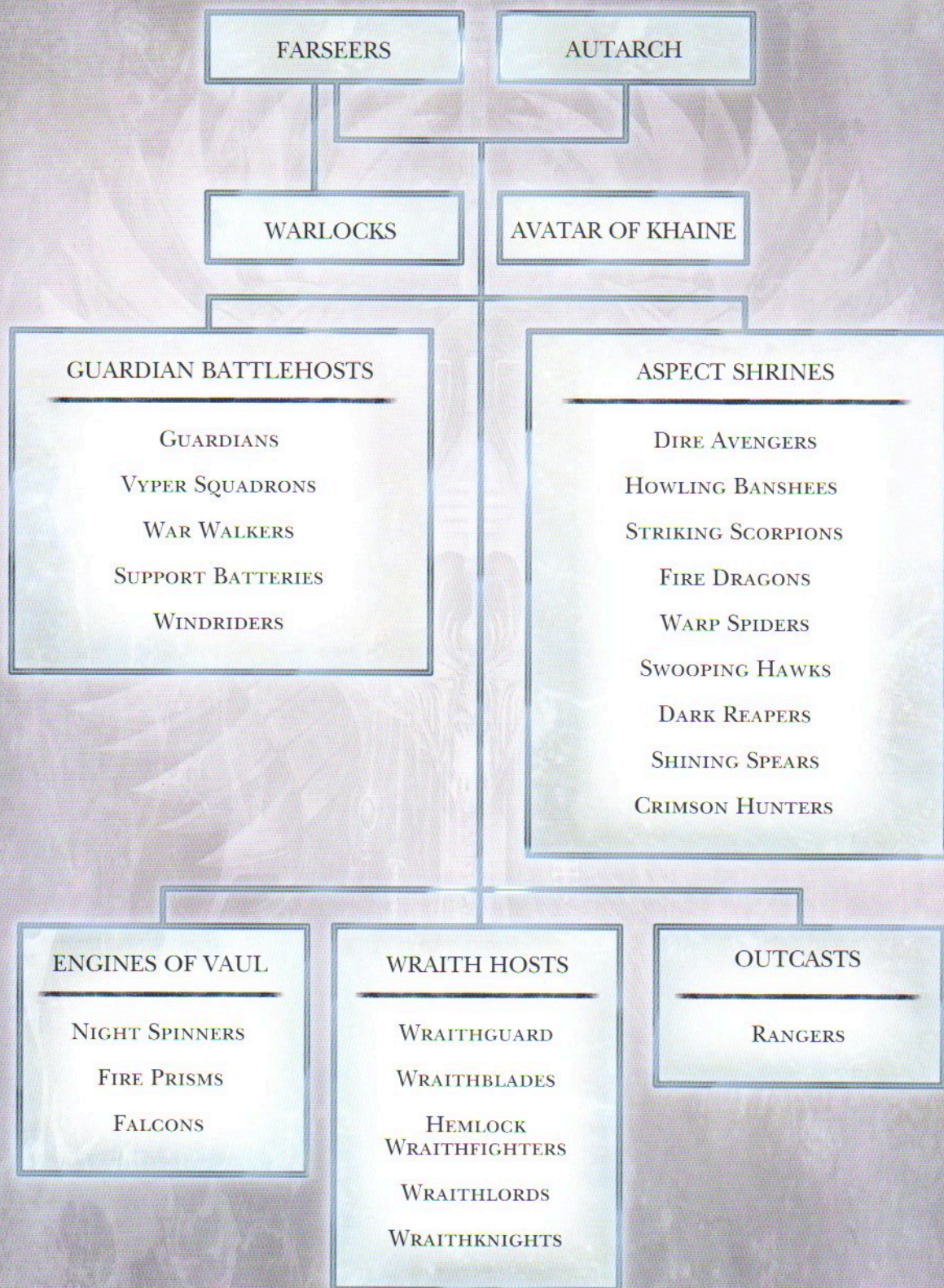
Though some Eldar warhosts still comprise only Aspect Warriors, the millennia have taken their toll, and it is now all too common for warhosts to rely upon a core of Eldar Guardians, those who through necessity have donned the mask of the killer despite their Path being one of peace. It is a testament to the Eldars' skill at war that even their citizen militia can overcome the armies of the lesser races.

Well motivated and expertly led, even a modest warhost of Guardians can outclass an army many times its size. If in need of a stalwart defence, an Autarch can order Guardian-crewed weapon platforms and eldritch artillery to swathe the battlefield in ash and fire, while Windriders, Storm Guardians and grav-tank squadrons dart in at his behest, providing lightning-swift spears with which to spit his foes.

Driven by the peerless skill and obsessive focus of their Exarchs, the warriors of the Aspect Shrines form their own strike forces within the Eldar armies. These are the most adept of all their kin, and Autarchs must use their talents wisely. Like razor-tipped arrows, each one is loosed into the enemy where it might do the most harm.

In times of great need, Autarchs can also call upon ghostly legions of wraith-constructs, keen-eyed Rangers, and even the Avatar of the Bloody-Handed God itself. As the 41st Millennium draws to a close, such warriors are forced take the field with disturbing frequency, knowing they must fight, or fade away forever.







ASPECT SHRINES

The Eldar are a race beset on all sides. Would that it were not this way, for Eldar generations are few and far between. Every life lost in battle will only have been sacrificed because there was no other choice, and at great cost to the enemy. Young Eldar often believe they can rebuild the glory of their empire with fire and passion, but in fact their shattered civilisation is locked in a deadly struggle for survival. Because of this unavoidable truth, more and more Eldar walk the Warrior Path with every passing year, setting aside their peace-time crafts to learn the arts of Khaine.

Many are the ways in which the Bloody-Handed God waged war upon his foes. For each aspect of Khaine, the craftworld Eldar have created a shrine to the art of killing. When they go to war, the Warrior Aspects fight in a predetermined role associated with their shrine. They have their own warrior garb, a ritual battle suit, and distinctive weaponry. Their minds and bodies are honed with endless exercise until they become suffused with the Aspect of Khaine their shrine represents. In battle, each squad plays its own part with the artistry of a virtuoso, combining its talents with those of the other squads of its shrine. When war's call resounds loudest, the shrines go to battle in three-pronged Aspect Hosts that combine their abilities in a symphony of destruction.

For all their puissant skill, when they put aside their ritual masks and wargear, the Aspect Warriors walk at peace through their craftworld. Only the keepers of each shrine, the Exarchs, live always within them. Eldar Exarchs are the war aspects of Khaine embodied. They are the high priests of the Bloody-Handed God and the teachers of his creed. 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 the psyche. When an Aspect Warrior loses the ability to dissociate from the killer-self, he is trapped forever, held in both fear and awe by his kin.

An Exarch wears an elaborate version of the ritual Aspect Warrior armour. He boosts his already superhuman abilities with arcane wargear, and wears the spirit stones 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 supernatural powers. Thus, an Aspect Warrior who becomes an Exarch is reborn as a living legend, the heroic ideal of that Aspect.

The fathers of the Aspect Shrines, the Phoenix Lords, take this strange immortality to the extreme. Upon their death their suits lie empty, gathering the dust of ages, until worthy Exarchs find them. In donning the hallowed suit, the Exarch becomes a part of the gestalt soul, and the Phoenix Lord rises once more to lead the armies of the Eldar race.



AVATAR OF KHAINE

Within the hot core of every craftworld, a giant suit of pitted, iron armour sits in a chamber of wraithbone. It is usually sealed behind massive metal doors, for its dormant rage is infectious, and the air around it is thick with the stench of burning blood. As the craftworld prepares for war, this psychically receptive chamber pulses with the collective battle-lust of the Eldar. The Farseers choose an Aspect Warrior, known as the Young King, to be given the honour of becoming the Avatar of Khaine. Alone, the Young King enters the wraithbone chamber, the great doors sealing behind him. Ignoring the agonised screams of their sacrifice, attendant Exarchs wait in silence. When at last the doors crash open, the Young King is no more, and the Avatar of Khaine stands in his place. Clad in plates of glowing metal, the war god emerges, each footstep blackening the ground as the heat of his wrath washes over all who behold him. One hand ever dripping with the blood of the legendary hero Eldanesh, the other clutching the dread weapon known as the Wailing Doom, the Avatar strides forth to bring utter destruction to the enemies of the Eldar.

WRAITH HOSTS

There is no guarantee of eternal rest for the souls within a craftworld's infinity circuit, for in times of crisis the fallen will be called forth to make war once more. Bound to towering bodies of wraithbone and equipped with devastating weaponry, these ghost warriors epitomise the desperate lengths the Eldar will go to in order to preserve their race.

Woven within the avenues and shining domes of every craftworld is a lingering spirit realm. Generations of dead Eldar dwell within the crystalline matrix of the infinity circuit, where their souls are held between this world and the next. For most of these spectral entities, this is a sanctuary and place of contemplation, a haven safe from Slaanesh's gluttonous hunger. However, not all Eldar can find peace after death. Theirs is a fading race, and every year there are fewer of their number to take up arms against their enemies. So pressing is their plight that the craftworlds turn to the dead to strengthen their warhosts.

The statuesque forms of Eldar ghost warriors are crafted from psycho-kinetic wraithbone – a substance more resilient and flexible than adamantium. When not at war, these wraith-constructs rest in smooth niches deep in the skeleton of the craftworld. On the eve of battle, Spiritseers coax the souls of dead heroes from the infinity circuit into a spirit stone, which is then interred in the dormant shell of a ghost warrior. Trapped between life and death, a shade bound within such a wraithbone body sees the world as a muted realm of psychic echoes and their enemies as dark spectres dancing in firelight. Only the Spiritseers can guide them through the mists of this shadowy half-life.

When roused for battle, ghost warriors are killers without respite or remorse, hacking down and blasting apart their enemies with weapons a living soul could never wield. Occasionally, a craftworld will deploy its ghost warriors in massed formations, entire warhosts of silent wraithbone giants marching toward their hapless enemies. Foes can expect no quarter from such constructs, their curses and pleas ignored as the reality-tearing scream of wraithcannon fire and the wet ripping of blades through flesh dominates the battlefield.

Ghost warriors can take a variety of forms, from immense cannon-armed walkers to phantom-driven fighter aircraft. Many world-ships only ever maintain a small but elite force of these unliving warriors to be deployed solely in the direst of circumstances, while some – such as Iyanden – are home to sweeping vaults of inanimate wraithbone shells ready to join the living in battle. Some Eldar believe that using the souls of their departed in this way is an affront to Isha, and that her shade weeps for every soul bound to a wraithbone body. However, as the enemies of the Eldar seem only to grow in number, it becomes ever more apparent that the ghost warriors are a crucial part of the thin line that stands between their people and extinction.





ARMOURIES OF VAUL

Elegant in appearance and deadly in purpose, the weapons and vehicles of the Eldar are beauty and lethality combined. Crafted under the sign of the smith god Vaul, sleek grav-tanks and sophisticated artillery ensure the deadly firepower and agility of the Eldar warhosts remain unsurpassed.

Blazing energy cannons, clouds of monofilament wire and hissing hurricanes of shuriken are all hallmarks of the craftworld Eldar warhosts. Their weapons are exquisitely designed, for the concepts of art and war are fundamentally interwoven within the Eldar psyche.

The grav-tanks the Eldar call 'Engines of Vaul' are immaculate beyond the ken of the lesser races – aeronautical triumphs that combine ethereal grace with a deceptive destructiveness. The sleek battle craft of the Eldar glide through the smoke-filled skies, the only signs of their passage the blasted bodies left in their wake.

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, and when combined with holo-fields and auxiliary 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 just above the field at unbelievable speed. Often, an enemy commander has barely registered the presence of a squadron of Eldar grav-tanks on his flank before they have crippled his armoured strength and soared away gracefully into the night.

The craftworlds long ago mastered the secrets of laser and plasma containment, and are able to create weapons with a precision and reliability far beyond the clumsy armaments of the Imperium. Every grav-tank, cannon and blade is a superlative example of the weaponsmith's craft. The drive to perfect the art of killing exists not only in the hearts of the Aspect Warriors but also in those of the Eldar craftsmen, for to them there can be no greater accomplishment than the creation of a flawless weapon.

The smiths work alongside the psychically gifted Bonesingers – Eldar whose chanting has the power to manipulate the ectoplastics and psychocrystal from which the craftworld's weapons are made. The latent psychic ability that allows weaponry to be moulded in this way also affords the craftworld's warriors a level of attunement with their wargear that other races find impossible to match.

The night before battle, the Engines of Vaul soar through the spires of the world-ship, accompanied by Windrider Hosts and fighter squadrons as they make for the craftworld's flickering webway portal. As one, they slip through into the twilight realm of the webway, emerging in a blaze of light onto the battlefields of the galaxy beyond.



SAIM-HANN

The Wild Host falls upon its foes in a blur of crimson attack craft, its riders and pilots screaming war cries into the raging winds. Like the bloody spear of Khaine, the Wild Rider clans of Saim-Hann strike from above, their warriors mounted upon jetbikes or taking to the skies in grav-tanks whilst their kin sprint into the fray below. In the face of their assault, foes fall back in disarray, stunned by the speed of the attack or torn asunder in a storm of shuriken fire and energy blasts. The Wild Riders then sweep back around for another pass, ready to thin the enemy's ranks once more.

The Eldar of Saim-Hann were among the first of their race to set off into the void aboard their craftworld. Even then they were considered uncivilised by their kin. And yet, for all their tribal ways and clannish laws, the Saim-Hann Eldar escaped the slow rot that was eating away at their race. Millennia later, the ways of their people remain much unchanged. Hundreds of Wild Rider clans form a loose alliance under the banner of the Cosmic Serpent, but they are ultimately beholden only to their chieftains. These warrior lords often take the role of Autarch, leading their clans to war on speeding jetbikes. Their 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.

It is the nature of the Saim-Hann kindred that when one clan rides to battle, others will often follow. The craftworld's fierce reputation has spread across the burning battlefields of the galaxy, so that the distant wail of jetbike engines and the flicker of crimson in the clouds is enough to sow a seed of crippling fear into the hearts of their enemies.



The world-rune of Saim-Hann represents the Cosmic Serpent. This mythical creature exists in the material and psychic universes simultaneously, and thus knows the myriad secrets of the past and present. Its coils are emblazoned on many of Saim-Hann's craft.





ALAITOC

Banners snapping in the wind, the hosts of Alaitoc enter the fray. The brilliant colours of their Aspect shrines flood onto the field, striking at the quarry with guile as much as force. Each Aspect Warrior demonstrates his unparalleled mastery of the art of killing, despatching his foes in an effortless display of martial prowess and cold discipline. From afar, camo-cloaked snipers send long rifle rounds through hearts and skulls, picking off key targets as their Aspect Warrior kin cut through the enemy's ranks. Few foes can withstand this combined assault. Yet there can be no escape for those who flee, for the Eldar of Alaitoc are swift, and will cut their foes down as they run.

The Eldar of Alaitoc are driven by a puritanical adherence to the Path that borders on fanaticism. This is due not to a weakness of spirit or a failing of leadership, but rather an intensity of focus that – despite being extreme even to their fellow Eldar – sharpens their minds into an unyielding shield against the vagaries of Slaanesh. As a result of this fervour, many Alaitoc Eldar become lost within the practice of their chosen Path, and the Aspect shrines of Alaitoc are consequently home to an unusually high number of Exarchs. Conversely, Alaitoc is also famous for the frequency with which its Eldar enter voluntary exile. Its culture of self-denial is too restrictive for many of its people, so they take the Path of the Outcast, choosing to wander far from the spires of their home – although almost

all remain loyal to their kin no matter how far they roam. Known as the Starstriders, these warriors are the invisible blades of Alaitoc, the eyes and ears of the craftworld in the wider galaxy. By virtue of their efforts, Alaitoc is one of the few craftworlds to fully realise the scale of the threat posed by the awakening Necron dynasties. While the young races blind themselves with ignorance, Alaitoc remembers well the scale of their wars with the Necrons when the Eldar were still ascendant. As the craftworld prepares for war with these ancient foes, there is every chance it will be the wanderers, corsairs and itinerants of Alaitoc that determine the craftworld's ultimate fate.



Alaitoc bears the Doom of Eldanesh as its rune – the symbol of when Khaine slew that mortal hero and brought an end to his house. The red moon was Eldanesh's sigil, and it remains an ill omen for the Eldar – a grim reminder of the fate of those who defy the gods.

Eranaduelle put her rifle's cross hairs over the chestplate of another deathless machine, aiming to ricochet the burst up into its jaw. She brought her war-focus to a deadly point, and twitched the trigger. A pulse of light blazed, rebounded, and took the Necron's head from its neck. As it slumped, Illic put the follow-up shot under its ribcage, the miniature Warp rift conjured by his rifle, Voidbringer, swallowing its phase unit.

'Two more and we move,' said Illic. Behind her scope, Eranaduelle raised an immaculate eyebrow. Their vantage point amongst the mesa's boulders was the perfect sniper's nest – but she did not question him. None gainsaid the Wayforger. It was said his intuition was the equal of Farseer Athenuac himself.

Far below was a scene of such panoramic violence it could have been torn from the Rhana Dandra. Thousands of Aspect Warriors plunged a narrow wedge into the Necron line, Autarch Loquiliath and her Shining Spears at its tip. Eranaduelle watched in awe as the jetbikers jinked through the deadly emerald fire of the enemy foot soldiers, heading as fast as Faolchú towards a cowed, hunched Necron. The leader-figure was gesturing grandly with a glowing staff and emitting noises akin to speech.

Loquiliath's lance spat, putting down one of the Lord's bodyguard. Three more fell in as many heartbeats as her Aspect Warrior entourage followed suit. A scarab-bodied destroyer drifted to intercept, shrugging off Loquiliath's fly-by attack. Eranaduelle put a round into its neck. A second shot from Illic sent it crumpling in a steaming heap to the ground.

The Necron Lord stepped towards the Shining Spears, shaking its head as if at disobedient children. A glittering cloud of motes fanned from its claw to surround Loquiliath. The Autarch turned in the saddle, features slack, and shot her Exarch dead.

'The cowl,' said Illic. Eranaduelle obliged, her shot burning away the thing's metallic hood to expose the bald head beneath. It turned, eyes burning, only for Voidbringer to open a Warp rift in its skull, banishing it forever.

'Move,' said Illic. The Pathfinders sprinted, a shimmer in the air flickering on the mesa to their left. Feeling a hostile gaze on the back of her neck, Eranaduelle could not help but glance backwards. The shimmering had coalesced into a team of Deathmarks, the dread snipers of the Necron race. Their cyclopean eyes blazed behind long rifles of their own. From their vantage point atop the mesa, they had the perfect shot.

Eranaduelle cried out a warning, but it was swallowed by the war shouts of the Striking Scorpions that burst from the scattered rubble. Mandiblasters spat, chainswords whirled. The next time Eranaduelle looked back, the mesa was empty once more.

'You knew the Scorpions were there all the time, didn't you?' called Eranaduelle as she ran. 'Why didn't you tell me?'

'I knew not,' said Illic. 'It was likely the prescience of Farseer Athenuac that won us this reprieve. Let us spend it wisely, daughter of Loec. Three more kills. And make them count.'







BIEL-TAN

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. It is Biel-Tan's goal to see the fading fires of the Eldar civilisation burn bright again, built upon a pyre of vanquished enemy empires. They believe that the future glory of the Eldar will be written in the blood of the lesser races, and that any who oppose their return to power must be destroyed.

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. Because of this, the Biel-Tan Eldar see any colonisation of these worlds 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 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 shrines of Biel-Tan number more than in any other craftworld. Led by their craftworld's Avatar of Khaine, the Aspect Warriors of Biel-Tan fight as if possessed, their barely harnessed rage driving them to acts of bloody slaughter. Woe to the race that crosses paths with Biel-Tan, for there is little mercy to be found in the hearts of its warriors.

The warhost of Biel-Tan is known as the *Bahzhakhain*, an Eldar term 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 focussed 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.



The Biel-Tan world-rune symbolises reincarnation, the fate of every Eldar before the Fall. The name of the world-rune loosely translates as 'Rebirth of Ancient Days'. For the Eldar of Biel-Tan, winter has fallen, but spring will soon return.







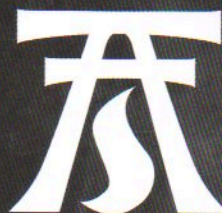
IYANDEN

Craftworld Iyanden is a world of wraiths, where the living walk amid the countless tombs of their kindred. Though the flame of its future flickers unsteadily, the world-ship endures, its seers turning to the dead for their salvation. In bodies of living bone, the souls of ancient heroes are roused to war, lest the light of Iyanden fade away forever.

When the armies of Craftworld Iyanden march to battle, the dead often outnumber the living. In utter silence, the faceless soldiers stride into the fray. Among their ranks walk the craftworld's Spiritseers, their minds bridging the gap between the real world and that of the spirit realm. It is these strange psykers who guide the Wraithguard and their kind to battle. In doing so, they wade the deep rivers of sorrow that flow through Iyanden's history, forced to relive the tragedy that befell them again and again.

Iyanden was once among the most populous of the craftworlds – its wraithbone spires and crystal domes echoed to the voices of billions of Eldar as they went about their lives, believing themselves equal to any threat the universe might have in store. But such arrogance always leads to tragedy. Eventually, the craftworld drifted into the path of a tendril of Hive Fleet Kraken. Unprepared for the ferocity of the Tyranids, Iyanden suffered greatly, countless Eldar devoured to feed the fathomless hunger of the hive fleet. Only the return of the exiled Prince Yriel and his Corsair fleet saved the craftworld from being completely annihilated. Even so, the damage had been done. Where there had once been a teeming world-scape in space, there now drifted a ghost ship.

The spirits of those killed by the Tyranids were preserved within Iyanden's infinity circuit, and it is from this well of souls the craftworld replenishes its decimated ranks. Were it not for the direst necessity, the seers of Iyanden would leave their ancestors to rest, for the process of creating a ghost warrior is akin to necromancy in the Eldar mind. The dead of Iyanden are trapped in an eternal cycle of war, martyrs to the future just as they were in years long past. Yet with these indomitable heroes fighting at their side, the warhosts of Iyanden may rise again from the fires of their demise.



The world-rune of Iyanden is the Shrine of Asuryan. It means 'Light in the Darkness', a reference to the sacred flame held within Iyanden's temple to Asuryan. Now more than ever this icon gives the craftworld hope, for though that flame died long ago, since Yriel's return it has burst into life once more.





ULTHWÉ

Craftworld Ulthwé is home to many of the most powerful psykers in the galaxy. Its inhabitants cast themselves as sentinels, keeping an endless vigil over the Eye of Terror. Closest of all the craftworlds to that seething Warp rift, its people live in the shadow of a realm that constantly hungers for their souls, an inescapable reminder of their race's downfall and the Dark God that it spawned. It is this memory that drives the Eldar of Ulthwé in their war against Chaos, a fight not just for themselves, but for the continued existence of their species – and perhaps even the galaxy.

Few races understand the threat of Chaos like the Eldar, who have suffered so deeply for their hubris. The seers of Ulthwé watch Humanity treading the path once walked by the Eldar and despair. It is not for the Imperium that they mourn; instead they fear that in the fires of Mankind's destruction, the Eldar may also perish. Yet Ulthwé does not sit idly by. Led by the divinations of High Farseer Eldrad Ulthran, their foresight allows them both to preserve their line and thwart their enemies. Ulthwé uses such future-knowledge wisely, always acting in the interests of the Eldar, whatever the cost.

Perhaps due to its proximity to the Eye of Terror, Ulthwé boasts far more psykers than other craftworlds. Consequently, it has few Aspect Warriors, instead relying heavily upon a standing army of citizen troops known as the Black Guardians. These fearless soldiers hold back the advance of the Chaos hordes in a hundred different locations, striking with serpentine swiftness from hidden webway portals across Segmentum Obscurus. Many of the other craftworlds consider Ulthwé cursed by its proximity to the Eye of Terror, calling its people the Damned. The truth is that, for Ulthwé, the Immaterium is both ally and enemy. It is a dichotomy the Seer Councils must balance with consummate skill. By harnessing its roiling energies, Ulthwé's Farseers gaze into past and future, manipulating the fates of the lesser races to their advantage whilst their Guardian warhosts smite those who stand in the way of their agendas.



The goddess Isha wept for her lost children, whom Asuryan separated from her when he closed the mortal realm. The smith god Vault forged her tears into waystones so her grief might not be in vain. The Eldar of Ulthwé bear the Eye of Isha as a reminder of their race's lost divinity.





ALTANSAR

When Slaanesh surged into existence, many craftworlds escaped the deadly metaphysical pull of the Eye. Altansar found itself on the cusp of the rift's reach, and although the Eldar of that craftworld fought valiantly, over five hundred agonising years their craftworld was swallowed by the Warp. Only the Phoenix Lord Maugan Ra survived. For millennia Altansar was considered lost. However, as the Eye opened wide at the end of the 41st Millennium, Maugan Ra undertook a great odyssey that culminated in the rescue of his lost people. Since their re-emergence, the people of Altansar have been distrusted by their kin. Some whisper they are tainted by their ordeal, others that they entered a dread pact with Ynned. Perhaps the rumours are based in truth, for it is said the Eldar of Altansar never remove their helms, and speak only in whispers.



The world-rune of Altansar is the Broken Chain. Once a reference to Kurnous and Isha's escape from the dungeons of Khaine, it has taken on a deeper meaning since Altansar's mysterious escape from the Eye of Terror.

IL-KAITHE

In the endless war against the Dark Gods, the Eldar of Il-Kaithe are a keen and vengeful blade. They are driven by a desire to scour the stars of the Great Enemy, and will ally with Commorragh and even the armies of Mankind to see their goals achieved. Their impossible quest has doomed Il-Kaithe to generations of relentless warfare – even the craftworld's name, translated as 'Knowledge of Blood', has changed meaning. Where once their title spoke of the gifts passed down through the generations and the blessings of their ancestry, in the last few millennia it has become a promise of war. Once, the craftworld was renowned for the exquisite art of its Bonesingers. Now, these same craftsmen have turned their skills to creating only weapons, and even accompany the warhosts to battle to heal wraith-constructs and Engines of Vaul amid the crack of gunfire.



After Asuryan gave the all-seeing Helm of Eldanesh to that hero of aeons past, the warrior slew gods and monsters, but in the end foresaw only his own bloody demise. The rune is a bleak reminder of the price that knowledge can bear.

LUGGANATH

The Lugganath Eldar have turned their backs upon the material realm, for they consider its worlds already lost. Instead, they focus their attentions on the webway, and seek to find salvation for the Eldar within its twilight expanse. It is their ultimate plan to secede from realspace entirely by finding a webway gate large and stable enough to sail their craftworld through, and a hidden spar of the galactic labyrinth in which to create a new home. Having cast off many of the rigid ways of Eldar culture, the craftworld has become a haven for outcasts of all kinds. They foster close ties with the Harlequins, for their knowledge of the webway is unrivalled. Corsair fleets cluster around the docking towers of the craftworld, amongst them the notorious Sunblitz Brotherhood. Under the watchful gaze of their Farseers, the hard-eyed people of Lugganath mingle freely with these warriors of the fringe. When Lugganath gathers for war, its armies are an eclectic mix of standing and auxiliary forces, a riot of colour in a galaxy grey with age.



Lugganath's name means 'Light of Fallen Suns'. Their world-rune, the Black Sun, is a reference to the lost glory of the original Eldar star systems. 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 know.

IYBRAESIL

Structured around a largely matriarchal society, Craftworld Iybraesil includes more female warriors within its ranks than any other. For millennia uncounted, the Howling Banshees have formed the vanguard of Iybraesil's warhosts, falling upon their foes amid a cacophony of paralysing war cries. The legends of Iybraesil tell of a pact their ancestors made with the goddess Morai-Heg. Seven times seven of Iybraesil's warrior women became the Crone's deathly handmaidens so their sisters might enjoy especially long and fruitful lives free of her cursing touch. The craftworld has a disproportionately high female population to this day. In these dark times, the people of Iybraesil are driven to hunt for crone worlds, for they hope to secure not only the Tears of Isha, but also ancient technologies and doomsday artefacts with which to tip the balance of fate.



Iybraesil's rune, Wisdom from Pain, represents the tale of the crone Morai-Heg, who convinced Khaine to sever her hand that she might sup the wisdom in her blood. Such are the sacrifices that must be made for enlightenment.

YME-LOC

The war-smiths of Yme-Loc toil endlessly to craft gigantic machines of destruction. Masterful and prolific in their efforts, they ensure that their warhosts are always furnished with the finest Engines of Vaul, and are able to field a great number of titans when they go to war. Yme-Loc's warriors are almost always delivered to battle aboard grav-tank transports, while Fire Prisms and Night Spinners provide supporting fire. Though the wraith-constructs of Yme-Loc are but few in number, there are tales among the Eldar that their weaponsmiths have created a new and devastating weapon powered by the souls of the dead. It is a device so terrible in potency that Yme-Loc have never dared to use it. It is whispered that it can scour entire continents of life in mere minutes, the souls of the living torn from their bodies by a vast ghost-storm.



The Crucible of Souls is the spiritual forge within which Vaul created the ninety-nine-and-one Swords of Vaul. For the Eldar of Yme-Loc, the symbol represents their belief that the fate of their race is still theirs to forge.

MYMEARA

When the Fall consumed the souls of billions in a psychic shock wave that rocked the foundations of reality, Mymeara was cast far out into the galactic wilderness. For millennia afterwards, the craftworld sailed the void alone, thinking themselves the last of the Eldar people. Its citizens turned inwards, focussing upon the glories of the past – for they believed that without them the memory of the Eldar would fade away forever. During its long isolation, Mymeara was forced to fight for its survival against rampaging Ork hordes and the ever expanding boundaries of the Imperium. In these bloody wars a great number of Mymeara's people were slain, though they took many millions of their enemies to the grave with them. Alone and outnumbered, the craftworld learned well the ways of stealth, and mastered the art of concealing their world-ship. In time, fate eventually reunited them with their kindred. In their ranks, the Eldar found a host of exceptional warriors possessed of great cunning and resourcefulness.



The Cursing Eye is born from ancient tales of Asuryan's deadly gaze, that perceives and kills in the same instant. It reminds those who wear it that an enemy revealed must be destroyed before it can threaten the noble Eldar race.



THE DOOM OF THE ELДАР

The once-glorious history of the Eldar is preserved only in myth; most of the truths of ages past have long been lost. In the millennia since the Fall, the craftworld Eldar have been locked in an endless struggle to survive, and they have no choice but to fight with every weapon at their disposal.

C.M15-20 AN EMPIRE ASCENDANT

C.M18-30 A SICKNESS OF THE SPIRIT

The luxury of the Eldar empire breeds a combination of curiosity and complacency.

C.M18-30 DARKNESS RISING

Throughout the Eldar civilisation, a profound degradation in moral discipline sets in. Over the millennia, there is a gradual slide into sensual excess. With the rise of the cults of pleasure, the worship of the Eldar gods declines. Slowly, the foundations of the once-great empire start to crumble. As the quest for excess crosses the line into outright evil, a perverse new god stirs in the Warp.

C.M30-31 THE GREAT EXODUS

Those Eldar able to see the rotten core of their empire for what it truly is flee. First to leave are the Exodites, followed not long after by the craftworld Eldar.

C.M18-20 THE HIDDEN KIN

The cults of pleasure slowly take over the lawless port-cities of the webway. The largest and most influential, Commorragh, becomes synonymous with vice. The forefathers of the Dark Eldar are born.

C.M31 THE FALL

The core of the Eldar empire is consumed by the cataclysmic birth-screams of the Dark God Slaanesh. Trillions of sentient beings die as the centre of the galaxy collapses into the Immaterium, leaving the Eye of Terror in its place. The Eldar civilisation shatters, and the psychic backlash of Slaanesh's ascendance curses the immortal souls of all those who survive. The Eldar race's long battle against extinction begins.

764.M34 THE SHATTERING OF LUGGANATH

The Emperor's Children ravage Craftworld Lugganath in Slaanesh's name, killing thousands of Eldar before they are repelled.

487-492.M39 A CRUEL THIRST

334.M36 THE GHOSTLY HARVEST

Twelve Alaitoc Wraithknights plunder waystones from the ruins of Belial IV. The cavorting Daemon hosts of the crone world attack in force, but the Eldar are able to forge a path back to their webway portal and escape unharmed.

C.M31 THE RISE OF HUMANITY

The Warp storms isolating the human home world of Terra are swept away by the violence of Slaanesh's birth and the Emperor of Mankind unites Humanity in conquest. Their stranglehold on space travel broken, the Eldar are powerless to stop it.

818.M35 THE GHOUL STAR SUPERNOVA

514.M38 WAR IN THE WEBWAY

The Eldar of Ulthwé and the Jade Knife Kabal of Commorragh battle for dominance within the shattered spars of the webway. An uneasy truce is called only when the death toll becomes unbearable.

C.M31 THE PRIDE OF THE PHOENIX

Farseer Eldrad Ulthran of Craftworld Ulthwé contrives a parley with Fulgrim, the Primarch of the Emperor's Children, to warn him of the tendrils of Chaos corrupting the Legiones Astartes. Tragically, the Eldar's warnings fall upon deaf ears.

741.M41 THE SONS OF KHAINE

A conclave of Autarchs decide the lesser races of the galaxy must be shown their place, leading to a great surge of Eldar taking the Path of the Warrior.

783.M41 MAEDRAX STIRS

Eldrad Ulthran brings about the destruction of the Necron tomb world of Maedrax before Imperial explorators awaken it fully. In doing so, the Eldar uncover a vast Necron dynasty that spans the system.

845.M41 THE TWIN-BETRAYALS

891.M41 THE PERFECT WAR

Upon the sludge-planet of Yurk, an army of Orks is engaged and destroyed by Craftworld Iyanden without Eldar loss. The pinpoint precision of the Eldar assault prevents the Yurkoid Waaagh! and saves a virgin Eldar colony from destruction.

794.M41 THE HOUNDS OF KHORNE

Caelec the Wanderer breaches a sealed runic portal, only to find it leads to Khorne's realm. A warband of hound-headed fiends slays Caelec and follows his scent to Yme-Loc, causing utter carnage before it is finally banished to the ether.

745.M41 THE COMING OF THE GREAT DEVOURER

The seers of the Eldar lament as the true magnitude of the encroaching Tyranid hive fleets becomes horribly clear.

801.M41 FIST OF THE MACHINE GOD

When Craftworld Yme-Loc refuses to yield its secrets to an Adeptus Mechanicus war fleet, battle breaks out within the armouries of Vault. Millions die before the Tech-Priests seize enough Eldar technology to sate their predatory curiosity.

928.M41 SCORPION'S STING

Karandras duels his predecessor, Arhra, the Father of Scorpions, in the ruins of the lost craftworld of Zandros.

786.M41 THE DEATH OF GNOSIS PRIME

Autarch Zephyrblade's warhost sweeps down upon the Imperial world of Gnosis Prime, outmanoeuvring its lumbering human armies at every turn. In alliance with Dark Eldar raiders, the Autarch sees the world brought to the brink of destruction.

812.M41 THE DOOM OF MALAN'TAI

941.M41 ROAR OF THE BEAST

Whilst preventing a Waaagh! that would have strayed into the path of Craftworld Idharac, Eldrad Ulthran of Ulthwé raises the Ork warlord Ghazghkull Thraka to prominence, capsizing a huge swathe of the Imperium in the process.

991.M41 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 Ynned, the Eldar god of the dead.

992.M41 THE DOOM OF IYANDEN

Craftworld Iyanden is locked in a death-struggle against Hive Fleet Kraken. As the craftworld teeters on the brink, Prince Yriel rallies the desperate defenders and slays the monstrous Hive Tyrant leading the invasion.

999.M41 RISE OF THE PHOENIX

The Phoenix Lords gather together for the first time in millennia.

998.M41 SANCTITY BREACHED

At great cost, the Eldar defend the sacred Black Library from the Chaos Sorcerer Ahriman.

999.M41 THE BIO-PURGE

Using the device known as the Fireheart, Biel-Tan and Iyanden unite in the incineration of Dûriel and dozens of Imperial and Ork-held worlds within the Octarius system. In doing so, they deny Hive Fleet Leviathan precious biomass and bring about the destruction of one of its tendrils.

999.M41 CHAOS ASCENDANT

Abaddon the Despoiler launches the greatest invasion of realspace ever seen. Ulthwé has waited long for this moment, and leads the craftworlds to war. 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. The death toll rises ever higher, with no end in sight.





FARSEERS & WARLOCKS

The Farseers of the Eldar stitch their own artful designs into the tapestries of the future. Psykers of prodigious power, these visionaries guide the fate of the Eldar away from disaster and towards a gradual ascendancy. Aboard the craftworlds, the Farseers turn their gaze to the march of history, meticulously planning each war that the Eldar fight. In the midst of battle, these mystics consult glowing runes to better guide the graceful assaults and perfect counter-attacks of their kin, manipulating the course of reality to favour the Eldar and spell disaster for their enemies. The plots of the Farseers can cover thousands of light years and centuries uncounted, and even their smallest actions can dramatically alter the future. Under their careful guidance, the Eldar race endures amid a galaxy intent on their annihilation.

Beneath the lordly Farseers are the Warlocks – battle psykers that use their gifts to enhance their allies and confound their enemies. These psykers are unusual in that they have also walked upon the Path of the Warrior, and so bear Khaine's mark upon their soul. Destructive force comes easily to these mystics; where the powers of the Farseers are often subtle and far-reaching, those of the Warlock are sudden and violent. Armed with psychically attuned witchblades and singing spears that hum with potent energy, a Warlock's place is always in the thick of combat, bringing death to their hated foes with runespell and shimmering sword alike.



The rune of the mystic eye appears in many forms. Each design hints at the variations of discipline and foresight favoured by the wearer.

RUNES OF THE PSYKER

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 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 bodily form 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.

GUARDIANS

Clad in psycho-reactive armour and armed with lethal shuriken weaponry, the Guardians of the Eldar armies are able warriors all. Gifted with the natural speed of the Eldar and the determination to preserve their craftworld no matter the cost, the Guardians are more than a match for the soldiery of the lesser races. Guardians are the civilians of the craftworlds, who take up arms as assault teams, pilots and artillerymen. In this way, all Eldar can play the role of the remorseless killer should the fates dictate it.

Among the ever-thinning ranks of the Eldar, Guardians remain the most numerous of a craftworld's warriors. Yet they are not deployed idly, for every Eldar life is a precious thing, not to be squandered in pyrrhic victories or needless last stands. To tip the odds further in their favour, Guardians go to battle supported by anti-grav weapons platforms whose crews have a mandate to vanquish priority targets in a storm of firepower. Should a foe draw too near, the Guardian Defenders make a fighting retreat, for their weapons are designed for accuracy on the move.

When an Eldar Guardian dons his war mask, his former life is supplanted by the thrill of battle. Thoughts of peace and tranquillity are replaced with the desire to destroy his foes and secure glorious victory. Where once the dulcet tones of a star-harp would stir the Eldar's spirit, at war the wailing song of the shuriken catapult and the blast of grenades are the sounds that set his heart racing.



The Guardian rune represents the trinity that guides the craftworld Eldar both in their daily lives and on the field of battle.

STORM GUARDIANS

Despite the precious nature of Eldar life, sometimes the brutal economy of war requires Autarchs to commit troops to shock assaults and bloody close combats. Though rare among the warhosts, the Storm Guardians are warriors ideally suited to the reckless maelstrom of melee. Armed with shuriken pistols and crystal-toothed chain blades, they wade into the press of enemy ranks, hewing open flesh in vivid sprays of gore. However, unlike the clumsy butchery of other races, there is a beautiful violence to the way the Storm Guardians despatch their foes. Chainswords carve bloody figures of eight in the air as they find the throats of enemies, the agile Storm Guardians ducking and diving through the foe's errant fire whilst shooting their shuriken pistols point-blank into their ranks.





WINDRIDERS

Guardians who pilot Eldar jetbikes into battle are known as Windriders. Beautifully designed, the Eldar jetbike is a sleek one-man craft propelled by powerful anti-gravitic motors, capable of such velocity that without the lightning reactions possessed by the Eldar it would be more lethal to the rider than his foe. So finely wrought are these incredible machines that a skilled pilot can cross leagues in just a few heartbeats before levelling a hurricane of close-range shuriken fire into the enemy ranks. Retaliation is nigh impossible, for the jetbike is agile enough to bear its pilot away into cover, vanishing from sight whilst the survivors reel from the sudden assault.

To an Eldar, mastering the jetbike is an exhilarating challenge. These machines have extremely sensitive controls; they have long, curved vanes on either side that allow the rider to execute incredibly sharp turns in mid-air, and the strength of their anti-grav motors can be subtly manipulated to send the jetbikes hurtling into a steep dive or sharp climb. Even for an Eldar it takes years of practice to harness a jetbike's potential, but one who does so builds a rapport with his steed comparable to that of the horsemasters of Eldar mythology.

Windriders are often among the vanguard of the Eldar warhosts, where their speed and agility make them ideal scouts and hunters. In the former role, they will scream out ahead of the Eldar forces, hugging the ground to stay clear of enemy anti-aircraft defences. Such is the skill of the Windriders that they think little of darting through the thick trees of a jungle or dodging down the rubble-choked streets of a ruined city. Foes will often not hear the whine of the jetbike's engine until the craft has flashed past, and can only watch uselessly as the Eldar slip swiftly out of reach. As hunters, the Windriders are equally skilled, circling above like birds of prey as their enemies scabble in the dirt below. At breakneck speed they hurtle down, guns blazing, before peeling away once more.



Rising upon a winged fan of blades, the skysword rune often represents the ascendant warrior. It is emblematic of the Windrider squadrons that deliver a swift and inescapable death from above.

'FEEL THE RUSH OF THE WIND AGAINST YOUR SKIN AND HEAR HER KEENING CRY IN YOUR EARS. LISTEN TO HER CALL WELL, FOR WE ARE THE WILD RIDERS, THE CHILDREN OF THE STORM.'

- Nuadhu Fireheart, chieftain of Saim-Hann

VYPERS

Vyper squadrons plummet through the smoke above the battlefield, their weapons ripping up the ground in clouds of dust and vaporised blood. Guidance runes flow across each pilot's contour display as he weaves through valley and forest, while his gunner swings his turret around to track his quarry with cold precision. In perfect formation, a Vyper squadron can take apart any foe, concentrated bursts from shuriken cannons turning lightly armoured troops into crimson mist, while searing storms of laser and plasma fire punch smoking holes in tanks and transports.

The Vyper fills a vital niche between the high-speed Windrider squadrons and the Vaul's Wrath Support Batteries' impressive firepower. An innovation of the Saim-Hann artisans, the Vyper has found a place among the warhosts of almost every craftworld, for it seamlessly combines agility, firepower and armour. Its sleek design and size cast a distinctive shadow upon the battlefield – one that the enemies of the Eldar have wisely learnt to fear. Vypers are a common sight in craftworld warhosts, laying down supporting fire for their Guardian brethren wherever they deploy. The crew of these arrow-swift attack craft usually share a close bond that allows them to better coordinate their attacks; it is common to find that those manning a Vyper are blood relatives. This is especially true of those from craftworlds such as Saim-Hann, where siblings form bonds of war as rites of passage.



The horned skysword rune is used to represent the Vyper. Horns often denote the hunter god, Kurnous. Here they reflect the Vyper's role as an airborne predator dealing death from above.

'PERFIDIOUS ELДАР! 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



VAUL'S WRATH SUPPORT BATTERIES

Another explosion washed over the rockcrete barricade, showering Ynaidhec with dust and stone. Out in the twisted ruins of the city, the enemy artillery continued to hammer away, shells falling like rain upon the Eldar positions. Not far away, the side of a gutted hab-block exploded outwards, and the building came crashing down across the rubble-choked street. That the Imperium considered this kind of indiscriminate barrage effective spoke much of the unfocussed way they waged war. Soon, Ynaidhec and his kin would show the humans the true art of death.

Softly spoken commands filled Ynaidhec's helmet, spurring him to action. With practised ease he took his place in the gunner's cradle of the vibro cannon. Keying in guidance runes, he felt a low hum as the massive artillery piece pivoted on its anti-grav platform. The elegant gun barrel lowered toward the broken city-scape out beyond the barricade. Ynaidhec's spotter, Korhellia, calibrated the frequency generators, her nimble fingers dancing over the gun's control array. Not long ago, those same fingers had danced across his skin. That meant nothing now. Only the death of the hated enemy mattered.

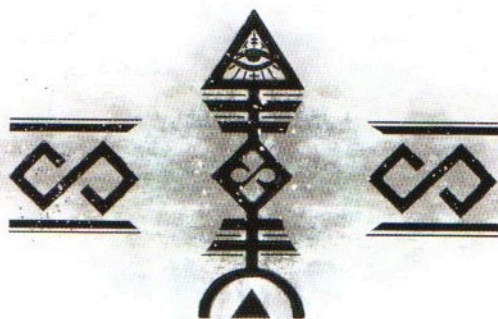
Nearby, barely visible through the dust and smoke, Ynaidhec could make out the shapes of the other two cannons in his battery. Somewhere out there in the city, the Eldar warhost was gathering for its counter-attack, probing the human battle lines, looking for weaknesses. Soon, the Autarch would despatch his warriors to deliver the killing blow, but until that moment Ynaidhec and his unit would hold their ground. They would not have to wait long to play their vital role.

Abruptly, the shelling ended, the crash and boom of falling ordnance replaced by a pregnant silence. Ynaidhec counted his breaths as his gaze remained fixed on the gun's targeting matrix. A susurrus began in the distance – at first he mistook it for the wind rushing between the ruins, but second by second it built, until it was unmistakably the roar of hundreds of voices raised in a single unintelligible cry. Clad in filthy grey uniforms, faces covered in dust and grime, the first humans charged into view. Clutching their guns, they ran on, naked hatred in their eyes.

With a deep murmur, the cannon's harmonic chamber began to spin up to full power, until its core screamed like a caged Daemon dying to be set free. The vibro cannon's sonic beam cut across the humans, invisible but deadly in the extreme. Where it touched flesh, men popped like meat-filled balloons, or collapsed in on themselves as their skeletons turned to dust. Despite the appalling losses, the soldiers kept coming, barely breaking their strides as they clambered over the mangled dead.

For a fraction of a second Ynaidhec thought they might cross the barricade, and he reached instinctively for his shuriken catapult. Then the other cannons fired. A shock wave of deadly sound boomed where the three sonic beams intersected. In its wake only blood and dust remained.

Eldar artillery glides forward upon broad grav-platforms, each gun's generator thrumming low as it obliterates the craftworld's enemies. Unlike the crude solid explosives hurled by the ordnance of lesser races, these elegant weapons of death cast forth clouds of monofilament strands, waves of sonic fury and roiling blasts of carefully contained Warp energy.



In honour of their smith god, the Eldar refer to these powerful support weapons as Vaul's Wrath. Just as Vaul forged blades for Khaine, the artillery batteries give deadly aid to the Guardians of a craftworld's warhost. Each is manned by a skilled Guardian crew, comprising a spotter and a gunner, who work in tandem to lay down a curtain of fire. Most of those foolish enough to brave the cross hairs of Eldar artillery are reduced to bloody ribbons of weeping meat or puddles of liquefied flesh, the source of their doom still a mystery. Enemy lines quickly become clogged with clouds of deadly monofilament wire whilst humming beams combine into ever more destructive sound-quakes. In truth, those killed by these invisible barrages are the lucky ones, for at least their deaths are swift. Any targeted by the dreaded D-cannons suffer a far more horrendous fate – a glinting pinpoint nearby swiftly becomes a roaring vortex, tearing them screaming from the material dimension and hurling them into the Warp. It is better not to speak of the fate suffered by such unfortunate souls.



The unyielding baseline of the rune displayed upon Vaul's Wrath Support Batteries represents the enduring quality of Vaul's creations, as well as the many weaponsmiths that strive for perfection among the Eldar craftworlds.

WAR WALKERS

War Walkers pick their way nimbly across the battlefield, their dual cannons filling the air with whining shuriken, speeding missiles or blazing beams of energy. These machines can cover the long leagues between war fronts in effortless strides. They move with remarkable grace due to their gyroscopic stabilisers and long, reverse-jointed limbs, traversing even the crumbling cities of the Imperium with ease. The War Walker is tougher than its slender appearance suggests, and the pilot is well protected. His vehicle is crafted from durable psychoplastics, and he is further shielded by a shimmering power field that wards against heavy weaponry.

The Eldar hosts use War Walkers as armoured scouts, deploying them in squadrons to range ahead of their Guardian kin. In contrast to the screeching gears and hissing servos of Imperial and Ork walkers, Eldar War Walkers move with barely a whisper, and their energy signatures are often subtle enough to evade auto-detection completely. Should the squadron encounter enemies, they will either slip away unnoticed to warn their kindred, or launch a devastating ambush, at which point the heavy armament of the War Walker comes into its own.

As with many Eldar units, the War Walker operates at optimal efficiency when deployed in groups of three. Guardian pilots train with each other the night before battle, their minds becoming attuned to the reactions of their brothers and sisters so that they might move as one. Like a pack of predatory beasts, the walkers stalk their prey through shattered ruins and fog-shrouded war zones, three sets of keen eyes scanning the horizon. When danger is detected, the pilots swiftly move into action, coordinating streams of fire or rapid surprise assaults. By using an array of weaponry, the squadron increases its versatility. Each War Walker will either carry paired anti-infantry weapons such as shuriken cannons, or high-yield guns, such as the bright lance, with which to tackle enemy armour. Switching between strafing volleys and focussed energy blasts, the War Walkers can destroy almost anything in their path.



The War Walker rune reflects the skill and speed of these vehicles as they stalk their prey, while their Guardian pilots proudly embody the spirit of Kurnous, the horned Eldar god of the hunt.





AUTARCHS

Among a race that leans so heavily upon its fighting forces for survival, the ability to coordinate the actions of its armies is paramount. For the craftworld Eldar, 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.

Those selected to walk the Path of Command must be the most capable of their kind, for they carry the weight of their race's survival on their shoulders. Over 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. 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. 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. Still, many Autarchs lead their warhost from the front, plunging into the fray at need.

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, victory is to harness every aspect of Khaine's might at once – to carry the day without weakening the craftworld, and prove the supremacy of the Eldar race in the process.



The more complex an Eldar rune, the more meaning it can carry, as with the rune of the Autarch, which denotes both the aggression of the warrior and the insight of the leader in perfect union.

THE ELDAR LANGUAGE

It is almost impossible for an outsider to understand anything but the most basic attributes of the Eldar language, as many of its references draw directly upon the Eldar psyche, mythical peoples and places, and long-lost times and events. The Eldar also communicate with pose and gesture; it is possible for two Eldar to have an entire conversation with body language alone.

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The Eldar written language is similarly complex. Each symbol, be it script, rune or hierogram, is not a simple letter form like the written Gothic of the Imperium, but a symbol of a concept. Even more strangely, many of these word-concepts have one meaning when committed to script, a subtly different meaning when employed in the runecasting of the Farseers, and yet another when incorporated into the hierograms of the ancient Eldar houses or depicted on their machineries of war.

DIRE AVENGERS

The hissing whine of shuriken catapult fire announces the arrival of the Dire Avengers. Moments later, the vanguard of the enemy army jerks and falls, cut to ribbons by a storm of slicing blades. Tall, crested helms rise above deep blue armour as these Aspect Warriors plunge into the tides of battle time and time again. Deadly on the attack and immovable in defence, the Dire Avengers consistently prove their skill in the ever-changing face of war. Their ritual weapon, the Avenger shuriken catapult, enables them to fight teeming hordes and armoured elites alike, for the Dire Avengers can slay anything short of a Dreadnought with ease. They are masters at adapting their tactics to ensure victory, demonstrating the unyielding strength of starsteel or the fluidity of water depending upon the nature of their foes.

Dire Avengers are the spiritual sons of Asurmen, first among the Phoenix Lords and eldest of the Asurya. These Aspect Warriors remain the most numerous of their kind, and their shrines appear upon almost every craftworld. Indeed, the number of Dire Avengers is steadily increasing as more and more Eldar embark upon the Path of the Warrior. Some have entered legend; the names of the Argent Crest, Sable Helm and Falling Moon shrines are spoken of with awe and reverence across the galaxy. No matter the craftworld, when an Autarch seeks a certain victory over the savage tribes of the galaxy, it is to the Dire Avengers that his summons is delivered.



The Dire Avenger rune stands taller than that of the Guardians, though it has the same pointed tip, representing the prominence of these Aspect Warriors in the Eldar warhost as well as their role in spearheading its advance.

ASURMEN

Asurmen is the first of the Phoenix Lords. He is hailed as the Hand of Asuryan, the father god's immortal agent in the mortal world. Armed with a flashing diresword and driven by unflinching bravery, Asurmen has carved his warrior path through the millennia. Wherever he walks, his enemies tremble and the armies of the Eldar gather to make war.

Preserved within the spirit stones of his ancient Phoenix armour, Asurmen's unchanging essence has endured countless centuries. Each mighty warrior that dons his warsuit becomes another vessel for the Phoenix Lord's will. Since the time of the Fall, tales of the Phoenix Lord's deeds have continued to reach the craftworlds, filling all his Aspect Warrior sons and daughters with pride. Inspired by the example of their predecessors, many Exarchs seek the armour of Asurmen so that they too might be deemed worthy enough to embody the Hand of Asuryan.





STRIKING SCORPIONS

Like stalking shadows, the Striking Scorpions hunt their prey across dark and dust-choked battlefields. The thick psycho-reactive plates of their armour slide across their bodies without a sound as they ready their scorpion chainswords and shuriken pistols for the ambush to come. When they spring their trap, the Scorpions leap into battle, all stealth discarded. In close assault it is with their helm-mounted mandiblasters that they strike first, their laser-bite slicing through armour and flesh in a single blitzing strike. Then, as diamond-toothed chainswords roar, enemies are torn apart in sprays of blood until only the gore-spattered forms of the Striking Scorpions remain standing.

Despite their relatively heavy armour, these Aspect Warriors are expert infiltrators. Like their namesake, the Scorpion of legend, they favour getting as close to their enemies as possible before launching a devastating assault. The Phoenix Lord of their Aspect, Karandras, has bred a sinister patience in his disciples; they dwell upon the joy of the kill long before landing the first blow. It is said that a gathering of Striking Scorpions will often lie in wait for several days before springing their ambush. Theirs is the lethal, single-minded focus that the predator feels for its prey; they are the shadow of Khaine that falls upon his enemies at the perfect moment to strike.



The scorpion rune represents the slow, stalking killer and the sudden blow – two aspects of war perfected by the Striking Scorpions. It has dark connotations in Eldar myth, but the Aspect Warriors wear it with pride nonetheless.

KARANDRAS

Mystery clings tightly to the legend of Karandras, the Shadow Hunter. Through the gloom of history, his terrible deeds and hidden secrets can only be glimpsed. The most enigmatic of the Phoenix Lords, Karandras' past remains a sea of half-truths from which the Striking Scorpions were born.

Perhaps the most ominous stories associated with this Aspect are those concerning Karandras' predecessor, Arhra, Father of Scorpions. The legends tell that Arhra succumbed to the darkness in his soul, and now burns with the black light of Chaos. Karandras, bravest and most cunning of his shrine, finally hunted down his old teacher within the cursed ruins of Zandros. There, Karandras duelled his former mentor for seventeen gruelling days. The two fought to a standstill before Karandras melted into a patch of shadow and disappeared. In doing so, he drove Arhra into a killing frenzy that saw him slaughter his own minions and damn himself even further.

HOWLING BANSHEES

The keening wail of the Howling Banshees cuts through to the very souls of their foes, filling them with unspeakable dread. Hardened veterans and cold-blooded killers alike feel their muscles freeze and their hearts pound as the sound rolls across the battlefield. From out of the swirling dust, lithe armoured forms charge into view, their bone-white forms shimmering like ghosts. It is then that the dreadful sound takes on a new and terrifying reality, its psychic curse paralysing all in range. As enemies reel from the sonic assault, the Howling Banshees leap into their ranks, their crackling power blades swinging.

The Howling Banshees are a predominately female Aspect, embodying Khaine's speed, agility and terrifying presence. They stun and confound the foe as they charge in, ensuring none can escape the energised blade of the power sword as it thrusts forward with absolute precision. To exact this sudden retribution upon their enemies the Howling Banshees move with a terrible swiftness, preparing for the charge by thinning the ranks of their victims with shuriken pistol fire. Their feet barely touching the ground, they charge through crumbling ruins and twisted forests with ease, tumbling and bounding over obstacles. All the while they emit blood-curdling screams that promise their foes but one thing: a swift and gruesome death.



The rain of tears represents a depthless sorrow that the Banshees use as a weapon, stealing the soul of those who witness it and turning their blood to ice.

JAIN ZAR

Though the Phoenix Lord Jain Zar is known as the Storm of Silence, her war cry can burst a man's heart or liquefy his brain with its intensity. She is a whirlwind of death, a maelstrom of flashing blades amid a rain of blood. For millennia she has led the Howling Banshees in wars uncounted against the Great Enemy. Her hatred for the Dark Gods is equalled only by her skill at arms, and to witness her in combat is to see the wrath of the Eldar given flesh.

Jain Zar was the first of the Phoenix Lords to train under Asurmen, and thus became one of the Asurya, the Children of Asur. This was a time of turmoil for the Eldar, yet from their despair and anger the Aspect Shrines took shape. Jain Zar's grace and fury lives on in her daughters, the legacy of her rage finding fertile ground in which to grow. Though she may disappear for centuries at a time, Jain Zar always returns to lead the Howling Banshees into battle, her piercing scream filling their hearts with murderous joy.





DARK REAPERS

From far across the battlefield, the Dark Reapers cut down their enemies with devastating salvoes of missiles, each armour-piercing projectile ripping through the air to blast ragged holes in tanks and soldiers alike. Silhouetted against the sky from their position on the high ground, the Reapers are as Khaine himself calling down destruction upon the unworthy. Impassive and all-seeing, they scan the horizon for any signs of movement, complex relays allowing their gaze to be channelled through the barrels of their ritual weaponry at will. Then, with unflinching precision, the Reapers wreak devastation upon their chosen targets.

The Dark Reapers adhere to the teachings of Maugan Ra, the grim founder of their shrine, who taught the aspect of Khaine's far-reaching fury – the spear hurled across worlds to strike at those who consider themselves beyond the Eldar's reach. It is thus long-ranged combat at which the Reapers excel, each one a marksman of peerless skill equipped with the most advanced wargear. Their thick armour plates offer protection against small arms fire, hardening and locking on impulse to provide the warrior with a perfect firing stance. Meanwhile, sensor vanes and rangefinders on the Reaper's helm gather targeting telemetry from the battlefield, allowing him to shoot down even supersonic prey as if it were sluggish and mundane.



The rune of the Dark Reapers symbolises the scythe that harvests the living. Here, the warrior rune is inverted, carrying connotations of morbidity, merciless intent or unconventional talent.

MAUGAN RA

A menacing shadow lingers upon Maugan Ra, Harvester of Souls. Where the Phoenix Lord treads, the screams of the dying are never far behind. Hefting the scythe-like Maugetar, he lays down pinpoint hails of shuriken, filling the air with razor-sharp discs that carve apart his foes.

It is whispered that though Maugan Ra avoided his craftworld's dread fate, he has been touched by darkness – a mark that has followed him ever since. Maugan Ra cares not, preferring to let his deeds speak for themselves. In the Ybaric Cluster he cut down the Daemon Prince Periclitor; within the honeycomb world of Kneshe he defeated the Red Wurm; upon Stormvald he stood alone against a swarm of Hive Fleet Leviathan that threatened a webway gate, and still triumphed. Yet despite the great deeds he has accomplished to defend the Eldar race and ensure its continued survival, the Phoenix Lord is still a figure of fear amongst his kin.

FIRE DRAGONS

Shimmering with a haze of lambent fire, the Fire Dragons stride into battle. These warriors send blasts of fusion energy spearing out to incinerate their foes, turning men into pillars of flame and tanks into half-melted wrecks. Slab-sided fortresses and lumbering war machines are the prey of the Fire Dragons, and their craft is that of pure devastation. With expert precision, the Aspect Warriors pick out the weak spots of reinforced hulls and plascrete bunkers, for they have trained long to know the vulnerabilities of their foes. Even the heaviest armour offers little protection; when superheated on the molecular level, even the hardest known substances in the galaxy can be reduced to gaseous by-products in mere seconds.

Legends tell of how the Fire Dragon Aspect is styled upon the Dragon of Eldar myth, who strove to set the galaxy aflame. Some believe that the Dragon is merely another guise of Khaine, one that reflects his destructive rage. The Fire Dragons do all they can to embody the burning anger of their god. Unsurprisingly, they are a favoured unit of the Autarchs and their warhosts. The intervention of a squad of these Aspect Warriors can often turn the tide, their blazing salvos breaching towering fortress gates, crippling super-heavy tanks or slaying ironclad assault troops.



The Dragon's tail coils beneath the horned warrior rune – a symbol of the hunting destroyer. The Fire Dragon rune has long been synonymous with the fall of tyrants and the smouldering waste left in the wake of these Aspect Warriors.

FUEGAN

The soul of the Dragon lives in Fuegan, the Burning Lance, first of the Fire Dragons. The air around him crackles, and enemies blister and blacken at his touch. Fuelled by the all-consuming fires of oblivion, the Phoenix Lord embodies the aspect of Khaine that demands his enemies be not only vanquished, but turned to ash. Armed with a long-barrelled firepike and the Fire Axe, a weapon that smoulders still with the heat of its forging, Fuegan fells enemies both near and far with every blazing strike. The Eldar myths tell that every great foe slain by Fuegan is another link in a chain of destruction that stretches across the universe. Daemon Princes, Ork warlords and the champions of Mankind have all fallen to his pike and axe, each one strengthening Fuegan's chain. When the Rhana Dandra, the Eldar's final battle, comes to pass, these legends tell of how Fuegan will use this same chain to bind the Dragon to his will, unleashing its white-hot fury upon the Dark Gods that prey upon the Eldar.





WARP SPIDERS

Flickering in and out of reality, the Warp Spiders teleport from one firing position to another. As their enemies strive desperately to bring their guns to bear, these Aspect Warriors vanish in a blur of movement only to reappear a second later in a new vantage point, their death spinners firing out streams of razor-edged monofilament that coil and tangle around their targets until they are cut into bloody slivers of meat.

The Warp Spiders take their name from the tiny crystalline arachnids that crawl throughout a craftworld's infinity circuit. Slipping in and out of existence, these diminutive phantoms act as an immune system for a world-ship's wraithbone skeleton, hunting psychic shadows and Daemon predators that are drawn carrion-like to the spirit stones. The Aspect Warriors emulate these spiders by using Warp jump generators. Taking the form of a wide carapace, these eldritch devices can hurl their wearers in and out of realspace. Such ethereal transitions are a dangerous prospect for the Eldar, for even a second spent traversing the Warp can draw the attentions of Slaanesh. Yet the Warp Spiders are courageous enough to harness their potential, stepping through the veil between worlds to appear behind their foes or slip away from hurried counter-attacks.



The rune of the Warp Spider shows the many-limbed hunter that moves unseen amongst his foes. With spars branching off from its centre, the rune also depicts the ambush launched from multiple directions, and the enveloping doom that follows.

Arcoyra's surroundings blurred momentarily as he stepped through the veil, and for a heartbeat the Exarch felt as if a vast maw was opening to swallow him. In a haze of ghostly blue light he rematerialised in the midst of his foes, powerblades snapping out to carve apart the sluggish Orks as they bellowed and cursed. With a sound like claws shredding silk, Arcoyra's death spinners fired into the mass of brutish aliens. A moment of consummate laceration, and waxy green flesh was turned into a fog of scarlet mist.

Another blur, a swirl of empyreal mist, and Arcoyra was somewhere else. Crouched in crumbling ruins, he watched a mob of squabbling gretchin pushing ramshackle artillery into position. With a silent command he summoned his Aspect Warriors. In an eye-watering shimmer of movement, a dozen Warp Spiders leapt through the veil between worlds to materialise behind the smoke-belching guns. A hook-nosed greenskin looked up in time to see them fire, its beady black eyes locking with Arcoyra's for a split second. Then there was only the sound of pitiful shrieks and ripping flesh.

SWOOPING HAWKS

When the shadows of the Swooping Hawks fall upon their foes, retribution is never far behind. Upon shimmering multi-hued wings, the Aspect Warriors leap down from the sky, their weapons raining brilliant beams of energy into the midst of the enemy. As they pass overhead the warriors let fall a shower of small grenades, the deadly orbs blasting the foe from his feet and preparing the way for the Swooping Hawks' killing strike. Landing with the avian grace of their namesakes, the Eldar cut down any survivors with bursts of lasblaster fire before taking flight once more, leaving the corpses of their victims in the mud far below.

In ancient times, the Eldar believed that a murder victim's spirit would soar free of his body and take the form of a hawk, which would then hover above his killer to mark out his guilt. The Swooping Hawk Aspect echoes this legendary belief, though they bring direct vengeance and retribution to those who have wronged them. Borne aloft upon wings of vibrating metal woven through with gravitic lifters, these Aspect Warriors appear to walk upon the wind, striking without warning at earthbound targets and airborne foes alike. Launching their hallmark grenade assaults in mid-air, enemy aircraft are crippled and tanks disabled in coruscating explosions of electromagnetic energy.



The Swooping Hawk symbol is the rune of the winged warrior. It represents a return to a position of ascendency after a period of darkness, and the heights of greatness to which all Eldar aspire.

BAHARROTH

Spirited and brave, Baharroth is known as the Cry of the Wind. Cumbersome foes below feel his wrath as he soars down to scorch them in a hail of laser fire. Blinded by his radiant glory, enemies fall by the dozen to his shining blade, limbs and heads arcing into the air upon bloody trails as this master of the skies revels in his own skill. Then, with a piercing cry, Baharroth sweeps upward once more into the sky, his brilliant wings catching the sun's rays. Baharroth was the youngest of the Phoenix Lords, though no less skilled or fierce than his kin. He created the Swooping Hawk Aspect Shrine so that he might pass the gift of the skies to willing warriors. For generations, Baharroth has died and been reborn to fight anew. It is written in the Asuryata, a text sacred to the Aspect shrines, that Baharroth will meet his final end during the Rhana Dandra. The legends tell of this last battle with the Dark Gods, and how Baharroth, by his final sacrifice, will change the fate of the galaxy forever.



SHINING SPEARS

The Shining Spears ride to war upon alabaster-white jetbikes of exceptional quality, slender laser lances held lightly in their hands. Like the legendary spear of Khaine that slew with but a single blow, the Aspect Warriors strike at the heart of the enemy. Moving with blinding speed, they wend and weave through tumbled ruins and broken warzones, effortlessly anticipating every twist and turn, for they are completely at one with their soaring steeds. The bewildered opponents in this one-sided joust catch but the barest glimpse of white and blue before the Shining Spears are upon them, lances spitting hot death.



Shining Spears are masterful riders, each one more at home in the saddle of his jetbike than upon his own two feet. These riders specialise in hit-and-run attacks, shooting past their victims and circling for another attack. They guide their jetbikes with the barest of touches, executing complex high-speed stunts with the subtlest gestures. By undertaking breathtaking manoeuvres that would be impossible to any lesser species, these knights of Khaine flow around the predictable volleys of those who would tear them from the sky. The Shining Spears have thus garnered a reputation for bold heroics and glorious charges, their mere presence upon the battlefield inspiring their kindred. Few things are as impressive to watch as a Shining Spear charge. Like heroes plucked from the legends of old, they bear down upon their foes in argent blurs, explosions of light in their wake as their thunderbolt charges hit home.



The rune used by the Shining Spears is the warrior sigil graced with tripartite lightning. It promises a quick, painful and inescapable death to the enemies of the Eldar – a promise these Aspect Warriors are eager to honour.



CRIMSON HUNTERS

Screaming above the battlefield in a blur of colour and flickering laser fire, the Crimson Hunters are fighter pilots without peer. They guide their ritual weapon, the Nightshade Interceptor, with preternatural skill. These Aspect Warriors bank, tumble and roll through the firmament, dancing between searing streams of anti-air fire and the twisting missiles of their foes. Shooting down their airborne rivals from the sky, the Crimson Hunters ensure aerial superiority before turning their formidable guns upon ground targets.

The Crimson Hunters are few in number, though their shrines are becoming ever more widespread. These temples to Khaine take the form of transparent atriums that float around the periphery of the craftworlds like archipelagos around a vast landmass. Inside are captive stretches of sky where the pilots can train, honing their reaction times and command of their aircraft until they can outclass any opponent. Against their skill and speed an enemy pilot will be lucky to last seconds. The Crimson Hunters dance away from their opponent's target-locks and frenzied lines of tracer rounds, only to fall in behind them and burn them from the sky with pulse laser and bright lance fire.



The Crimson Hunter rune depicts the blade that changes direction in mid-flight, the sudden doom that darts from the sky. It symbolises the bloody daggers of Khaine that strike from nowhere, so sharp they can take the victim's eyes even before he has a chance to react.



RANGERS

Moving like shadows through the darkness, Eldar Rangers take up commanding positions above the battlefield, as silent and lethal as Asuryan's withering gaze. A Ranger's keen eyes are constantly seeking out prize targets, his subtle hand signals spelling the doom of commanders and priests. When his cross hairs flit over his target it takes only a single beat of the Eldar's heart to judge distance, direction and deflection before he squeezes the trigger. Far away, confusion erupts within the enemy ranks as the target falls dead, blood squirting from the stump of his neck. Of the sniper there is no sign – the Ranger is already gone, searching for a new firing position and fresh targets.

The loose brotherhood of the Rangers is comprised of those who have abandoned the strictures of their kin or been exiled from their craftworld altogether. These warriors are wanderers, travelling far from home to walk upon distant worlds and visit alien civilizations. In their travels they learn much of the universe, as they hunt for long-lost webway gates, forgotten maiden worlds or artefacts missing since before the Fall. Many remain loyal to their craftworld, and when it faces peril they return to join its armies. Rangers operate on the periphery of the warhost, long rifles ready to snipe targets of opportunity while the shimmering folds of their chameleoline cloaks make them almost undetectable to their enemies. Such is a Ranger's peerless precision that even a heavily armoured foe can be felled by a single piercing bolt of energy.



The rune of the Outcast is most often used to represent the way of the Ranger and their methods of waging war. It embodies the concepts of unconventional warfare, counter-intuitive tactics and shadow-hunting – strategies employed by the Rangers to constantly outwit their foes.



'WE MOVE LIKE GHOSTS ACROSS A GALAXY THAT WAS ONCE OURS. SILENTLY WE WALK UPON THE RUINS OF CITIES AND ACROSS THE BONES OF WORLDS, OUR EVERY KILL A REMINDER TO OUR ENEMIES THAT THOUGH OUR LIGHT GROWS DIM, THE ELДАР WILL HAVE THEIR VENGEANCE.'

- Illic Nightspear

SPIRITSEERS

Chilling, otherworldly energies coil around the Spiritseers as they pad softly towards the foe. Half in the world of the living, and half in the world of dead, they see mortality as a fluttering veil across which the soul can cross with the right ritual and emotion. Because of their ability to commune with the departed, it falls to the Spiritseers to guide the wraith hosts into battle, directing their fire and marking out targets for them to destroy. It is a vital gift indeed, for the dead do not adapt well to the real world, their spectral senses struggling to make sense of the material dimension they left long behind them. Even Spiritseers sometimes struggle to cling to reality, for the whispers of the dead ever beckon them into the realm beyond. For minds as prone to obsession as those of the Eldar, to be steeped in the deathless limbo of the afterlife is an all-consuming experience that stains the soul.

The first Spiritseers emerged in the wake of the creation of the infinity circuits. No longer did the deceased travel into the beyond to reincarnated, but were instead interred within spirit stones. From these crystalline prisons, the souls whispered to the living, but there were those among the Eldar who heard them with greater clarity than the rest. When one of these mystical pioneers answered the call of his departed lover, he became the first Spiritseer. Since that day many have followed his path, for the Eldar have come to rely upon their dead almost as much as their living.



The rune used by the Spiritseers is sometimes associated with Ynnead, the nascent god of the dead, and the mysteries of the infinity circuit. Spiritseers wear these runes to show that they stand astride two worlds, but do not truly belong to either.

Eldreth looked out upon the battlefield and despaired. Everywhere, shards of searing pain and anguish marked the places where Eldar had fallen, their presence flickering like fire in her witchsight. Letting her mind reach out into the roiling storm of emotion, Eldreth called to the dead. With a heart-wrenching clarity she saw the cold pinpricks of light within the flames, each one a freshly-severed Eldar soul trying to respond to her call. Yet it was not the newly slain she sought.

Out of the darkness marched the Wraithguard, each one a towering giant with a massive D-scythe in its arms. In Eldreth's eyes they were the warriors they had been in life, tall and proud Eldar heroes, their faces turned in triumph toward the stars. Her heart swelled as she turned to them, ready to raise her voice and call them to her so they might be united. Then, as if from a great distance, another call drifted across the battlefield – the commands of the Spiritseer Yngharia urging her to war. Heaving up her D-scythe, Eldreth strode forward on long wraithbone legs to fall in beside her kindred.





GHOST WARRIORS

WRAITHGUARD

Wraithguard loom out of the twilight, their blank faceplates reflecting only the flames of battle and the terrified faces of their foes. Reality-rending energies shoot forth from their guns, turning men inside out or tearing them screaming from existence. Within each of these constructs lurks not a crude cybernetic brain, as with the automatons of the Adeptus Mechanicus, but the soul of a dead Eldar warrior called forth from beyond the veil.

The creation of a ghost warrior is a process that the Eldar find distasteful in the extreme, for though their gods might be no more, the Eldar still hope for peace after death. For many, the infinity circuit provides a respite from the horrors of the galaxy as, while its mystical limbo offers a bleak existence indeed, its reaches are nonetheless a safe haven from the Ruinous Powers. It is with great sorrow, therefore, that Spiritseers reach into this other-realm to beckon forth Eldar souls. Willingly, but with great sadness, these leave the infinity circuit so they might be contained within a spirit stone and housed inside a wraithbone war construct. The most common of these ghost warriors are the Wraithguard, the sepulchral silence of their advance punctuated only by the sound of reality itself being torn apart by their wraithcannons and distortion scythes.

WRAITHBLADES

The shimmering ghostswords and curving axes of the Wraithblades make a mockery of mortal armour. Blades swung by unnaturally strong arms hew and hack apart the mightiest of enemies with each bloody blow, while the armoured hulls of tanks cave under the power of the Wraithblades' assault. Feared even by their living kin, these ghost warriors are exceptional shock troops, combining immense size, strength and fearlessness to create formidable warriors that can break apart a battle line with a single blood-curdling charge.

Wraithblades are driven by Eldar souls that are consumed with rage even beyond death, their anger transcending the gulf between worlds and granting them no peace in the afterlife. It is these spirits that grant the ghost warriors their legendary fury in combat. Whereas the Wraithguard keep their distance from the enemy and fight with a methodical detachment, the Wraithblades seek out the press of bodies and the screams of the dying. Looming over their enemies, they cut them down with terrifyingly powerful blows, blood patterning their wraithbone bodies.

Many Eldar seers believe the souls that drive the Wraithblades are those of Eldar that died while in the grip of Khaine's battle-lust, or were so wronged by their enemies that they took the bitterness of defeat with them into death. Whatever the truth, the Wraithblades are a fearsome weapon in the armouries of the Eldar, and one the Farseers and Autarchs have come to rely upon more and more to stay the decline of their race.

WRAITHLORDS

Noble heroes even amongst the ranks of the Eldar dead, the long-limbed Wraithlords stride across the battlefield, laying down devastating salvos of incandescent energy. Due to the incredible durability of their wraithbone forms, they are almost impervious to harm. Bolter shells detonate harmlessly against their statuesque physiques, lasguns bother them no more than starlight. Even heavy weapons struggle to damage these ghost warriors; often tank-busting missiles and searing plasma blasts will leave only scorched smears where they hit home. Just as the Wraithlord's indomitable body fights on, the spirit of the Eldar hero too endures, memories of war driving him on to crush his foes.

Each Wraithlord is a precious component of its craftworld's forces. Body and animating spirit alike are revered relics of a vanished age, for only the souls of the strongest Eldar heroes have the psychic presence to give life to these wraithbone shells. These long-departed nobility fight as they did in life – if they favoured the press of close combat or the art of killing from afar, this will be reflected in the Wraithlord's choice of weapons.

As honoured ancestors, Wraithlords are often present at Eldar war councils, where their wisdom and experience helps to guide the decisions of the Farseers and Autarchs. Though often seeming distant from their living kin by virtue of their shadowy existence, the weight of a Wraithlord's word is not to be taken lightly, for with death comes a wisdom inaccessible to the living.

WRAITHKNIGHTS

Dominating the battlefield, the Wraithknight looks down upon its foes like a vengeful god of war. Armed with either massive energy cannons or a colossal blade and shield, this giant ghost warrior can unleash blazing destruction or charge in to carve apart its foes. Inside its wraithbone hull, its pilot communes with the soul of his twin, for this ghost warrior is driven by two Eldar, one living and one dead, working as one.

Eldar twins share a bond far beyond those of other races. If one should die, both continue to feel their connection even through the veil. It is this unique bond that enables the Wraithknights to function. Only through the combined strength of the living and the dead can a wraith-construct so large move with grace and speed across the battlefield to obliterate its foes with such precision. It is a duty many Eldar siblings accept should their twin perish, hoping to salve the sorrow in their hearts with the thrill of battle.

Such is the strength and power of the Wraithknights that they are often used for one of the craftworld's most perilous tasks – the recovery of mystical artefacts from the crone worlds. Only a Wraithknight can endure the Warp-touched environments and daemonic infestations that plague these planets and return with their bounty intact.



HEMLOCK WRAITHFIGHTERS

The Hemlock Wraithfighter projects a psychic bow wave of terror as it howls overhead. The craft's mindshock pod amplifies the terrifying abilities of its Spiritseer pilot, bringing fear and dismay to all in the area, while a long-dead Eldar spirit activates the underwing heavy D-scythes, sending out soul-rending energy that can rip an enemy's spirit from his body, leaving only a lifeless husk behind.

A herald of woe, the Hemlock Wraithfighter's presence claws at the minds of the foe long before they hear the craft's engines or see its forboding shape. The aircraft moves with terrifying grace and speed, appearing to those on the ground as a flickering phantom darting through the pall that rises above the battlefield. As the Spiritseer pilot manoeuvres the craft, his mind sifts the disembodied thoughts of his spectral co-pilot just as his mortal senses scan the horizon for foes. No creature is safe from the Hemlock, not man, nor Daemon, nor monstrous beast.

As befits its haunting aspect, the Hemlock Wraithfighter is a terror weapon, used to sow panic ahead of the warhost. Although undeniably effective in this role, the Eldar find its use abhorrent, and only with great reluctance do they call forth the spirits of their ancestors to be weaponised in such a horrific fashion. It is these souls, however, that give the fighter its dire potency and gruesome reputation.



The rune of the Hemlock Wraithfighter bears the horns of the Hunter of Fates atop the skeletal symbol of the revenant-brought-to-life. It is the same rune used for the Cutting of the Crone's Cord, an act by which a warrior severs the connection between body and soul – and in doing so risks the wrath of Morai-Heg's own shade, for such is the work of a god, not a mortal.



The inhuman shriek of the Tyranid swarm hit the Eldar lines like a physical blow and echoed off the broken spires and cracked boulevards of Craftworld Iyanden. Faerin Brightsun leapt up onto the smouldering corpse of a weapon-beast, the Farseer's singing spear held aloft as he ordered another wave of Dire Avengers to advance. Like the teeth of the white wyrm Oghanothir, waves of shuriken chewed apart the closest foes, turning the air thick with a mist of alien ichor. Still the Tyranids came on. For every alien horror that staggered and fell, it seemed a dozen more erupted from tentacled spore-pods, roaring in their hunger for Eldar flesh.

Faerin felt the psychic death-throes of his brothers and sisters like cold knives slipping into his flesh. Worse still, he could feel the craftworld itself rebelling at the presence of the Tyranids, their vile psychic shadow smothering Iyanden's spirit even as their living weapons tore at its wraithbone body. Mere yards away, the Farseer saw another line of Guardians vanish under a scuttling tide of monsters, the screams of the dying drowned out by a cacophony of shrieks and clattering chitin.

More Guardians rushed forward to take the place of the fallen, but it was as if the Eldar were casting stones into a raging sea. For the first time in many long years, Faerin felt true despair

clawing at his soul, for he knew he was watching his world die. No, Faerin thought, scouring the emotion from his mind. If he was doomed to join his ancestors then it would be with a weapon in his hand and Khaine's dark call resonating in his blood. With a piercing war cry, Faerin raised his spear and charged towards the swarm.

The Farseer had taken only a few steps toward the foe when an icy wind washed across his soul. Instinctively, Faerin knew that his ancestors had come to join him instead of the other way around. A moment later the shadow of Hemlock Wraithfighters fell over the battlefield. Even the Tyranid swarms seemed to sense their coming, a wave of confusion rippling through them. With a howl of engines the first ghostly fighter swept over Faerin, its spectral guns felling bio-horrors like an invisible scythe. Weapon-organisms were reduced to mindless shells as their leaders fell convulsing to the ground. Towering wraith-constructs joined the battle, their suncannons searing bloody canyons through the swarm. Some were pulled down under avalanches of chittering bodies, but yet more came on. Faerin lamented to see the dead forced to fight alongside the living, but there was no time to mourn the souls of his people. Rallying his warriors, he sped into the fray, his singing spear plunging into alien flesh over and over, joining the dead as they fought for Iyanden's survival.



GRAV-TANKS

Sunlight glinting off their curving hulls, Falcons and Wave Serpents streak across the battlefield like hawks on the hunt. Gliding easily over hazardous terrain, these streamlined craft plunge directly into the combat zone, their fearless pilots delivering squads of Guardians and Aspect Warriors into the swirling chaos of combat. Meanwhile, Fire Prisms and Night Spinners prowl at the warhost's rear, unleashing incandescent bombardments of hyper-focussed light or storm clouds of monofilament wire to eradicate their outmanoeuvred foes.

Eldar grav-tanks follow an elegant design that contrasts with the crude vehicles of the lesser races. Each variant is based on the same fundamental concept; that of speed and grace over physical, stolid durability. All grav-tanks are capable of true flight for a short while, but in battle they descend low to search for victims. Psychoplastic hulls, targeting matrices, holo-fields and vectored engines all combine to produce a swift and lethal engine of war. Their transport cells are even proof against the void, hermetically sealed so they can carry their passengers through the darkness of space just as easily as they slice through the atmosphere of a world. Though the craftworlds play host to a great variety of grav-tank patterns, the sight of any of these deadly craft mustered in support of a warhost is sure to dismay enemy tank commanders and foot soldiers alike.



The Fire Prism's rune shows the arrow that strikes from afar, its tip bearing the horns of Kurnous. Straight and true flies the arrow of the Hunter God, much like the beam of the prism cannon, whose deadly illumination brings only death.



The rune of the Wave Serpent combines many aspects: the pronged attack, the crushing tide and the writhing snake. Skilfully avoiding enemy fire whilst bringing destruction of its own, the Wave Serpent delivers its cargo to battle without fear.

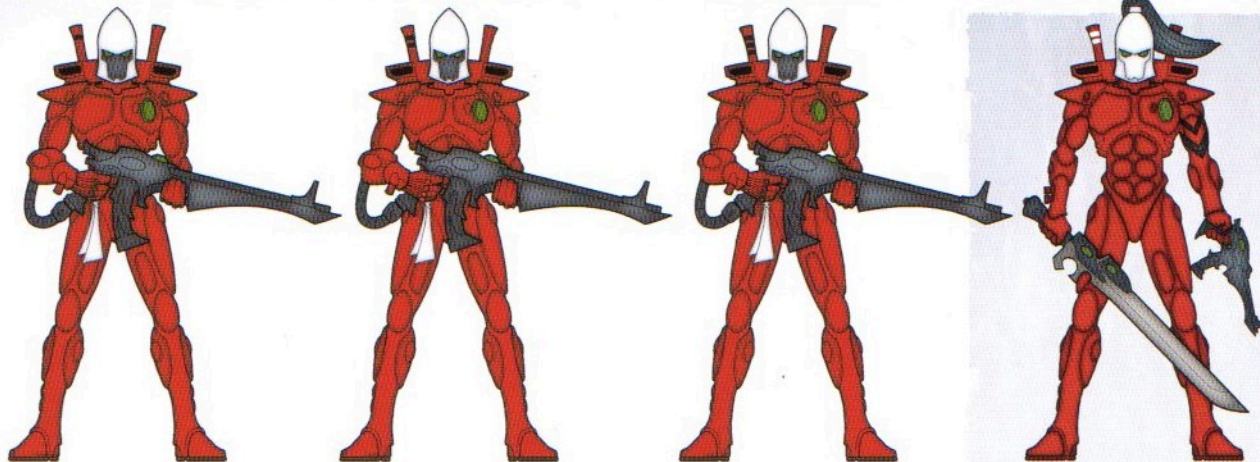


The rune of the Night Spinner depicts the rearing duskspider, fangs and forelimbs spread wide as it sprays its prey with venom. It is an ancient and deadly threat that the craft echoes with every shot, hurling forth a shimmering cloud of razor-edged death to bring low its foes.



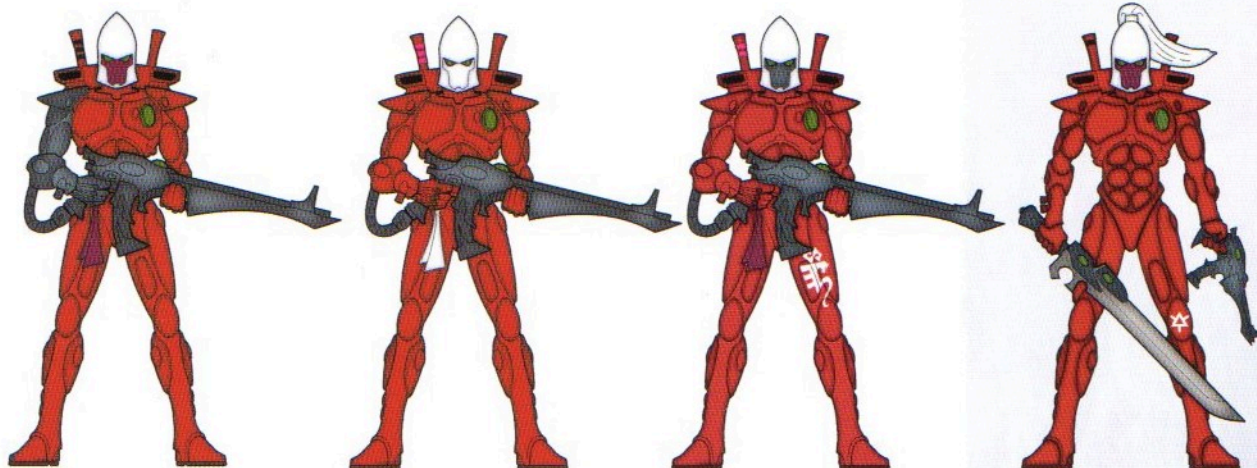


CRAFTWORLD SAIM-HANN



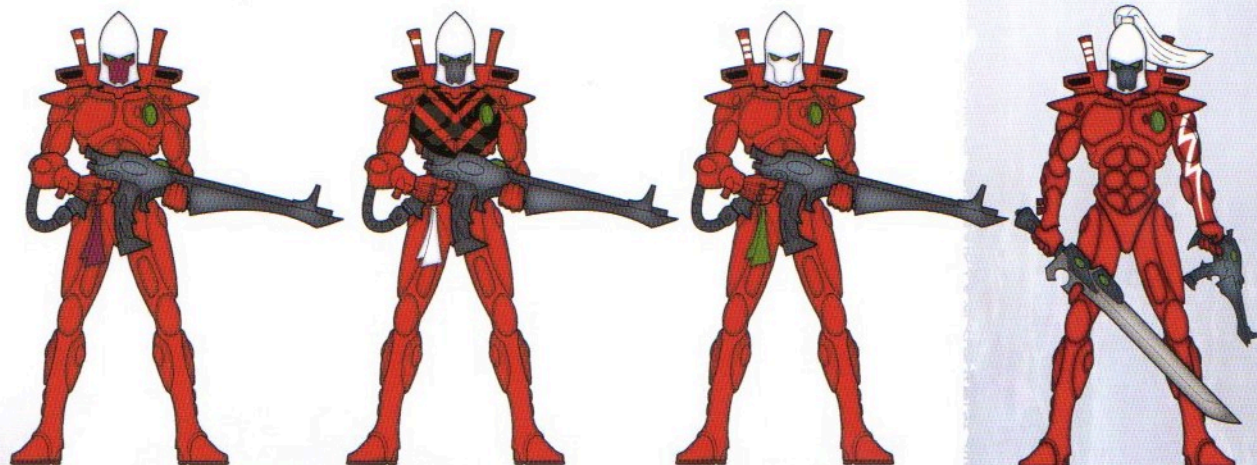
The Guardians of the craftworlds utilise a system of coloured bands marked upon their power pack vanes to identify distinct groups of warriors.

Helmet plume colours are consistent within squads.



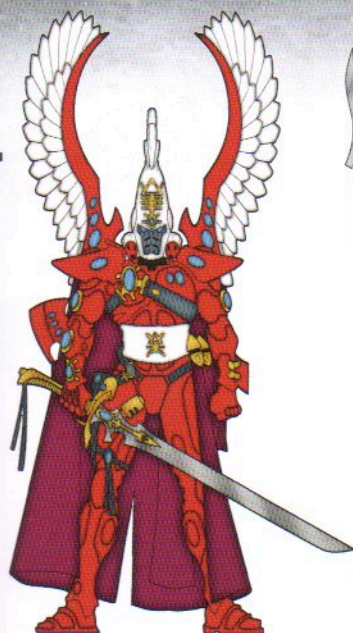
The number of the bands indicates the Guardian's squad, whereas the colour represents their battlehost. World-runes may be displayed anywhere upon the armour.

Faceplate colour signifies a warrior's warhost.

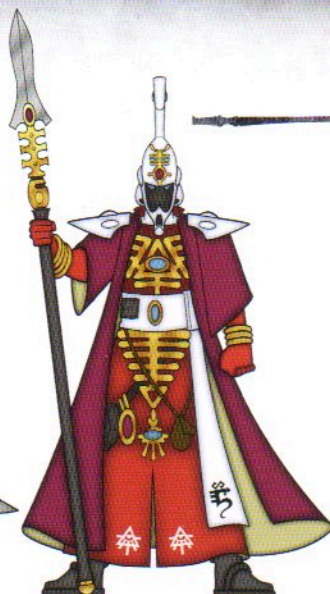


Squad members sometimes display personal flourishes and honour-markings, such as the black chevrons upon the Saim-Hann Guardian's torso, above.

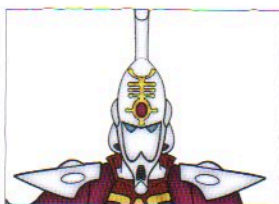
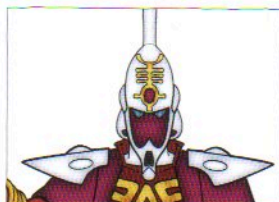
Saim-Hann warriors often display clan markings.



The colour of an Autarch's faceplate defines that of the warriors in his warhost.



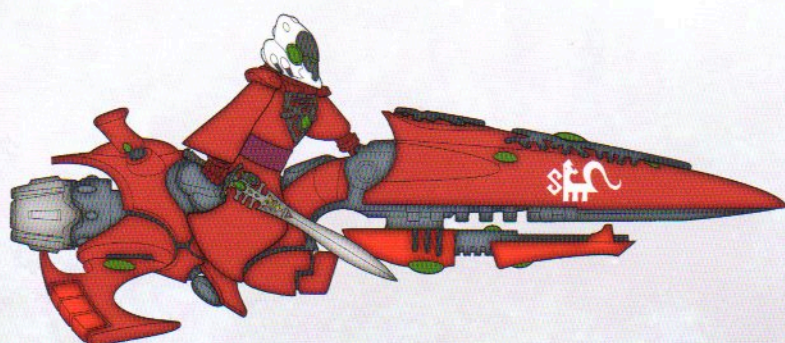
Farseers and Warlocks often bear the runes of the Witch Path on their robes.



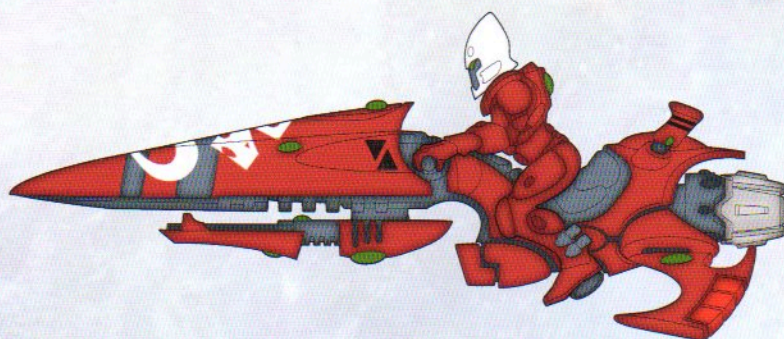
Farseers adhere to the same system of faceplate markings as their warhost.



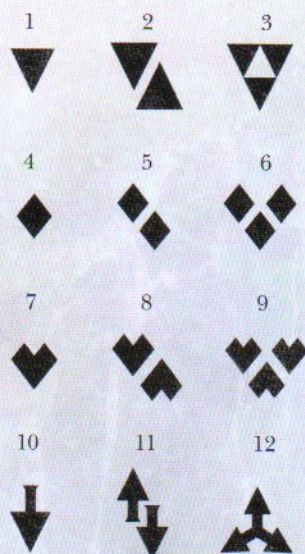
Warlock leaders sometimes bear their Guardian squad's rune.



Warlocks who ride jetbikes into battle forsake the standard numerical designations normally employed by the Windriders; their steeds' canopies are instead embellished with the runes of their eldritch craft.

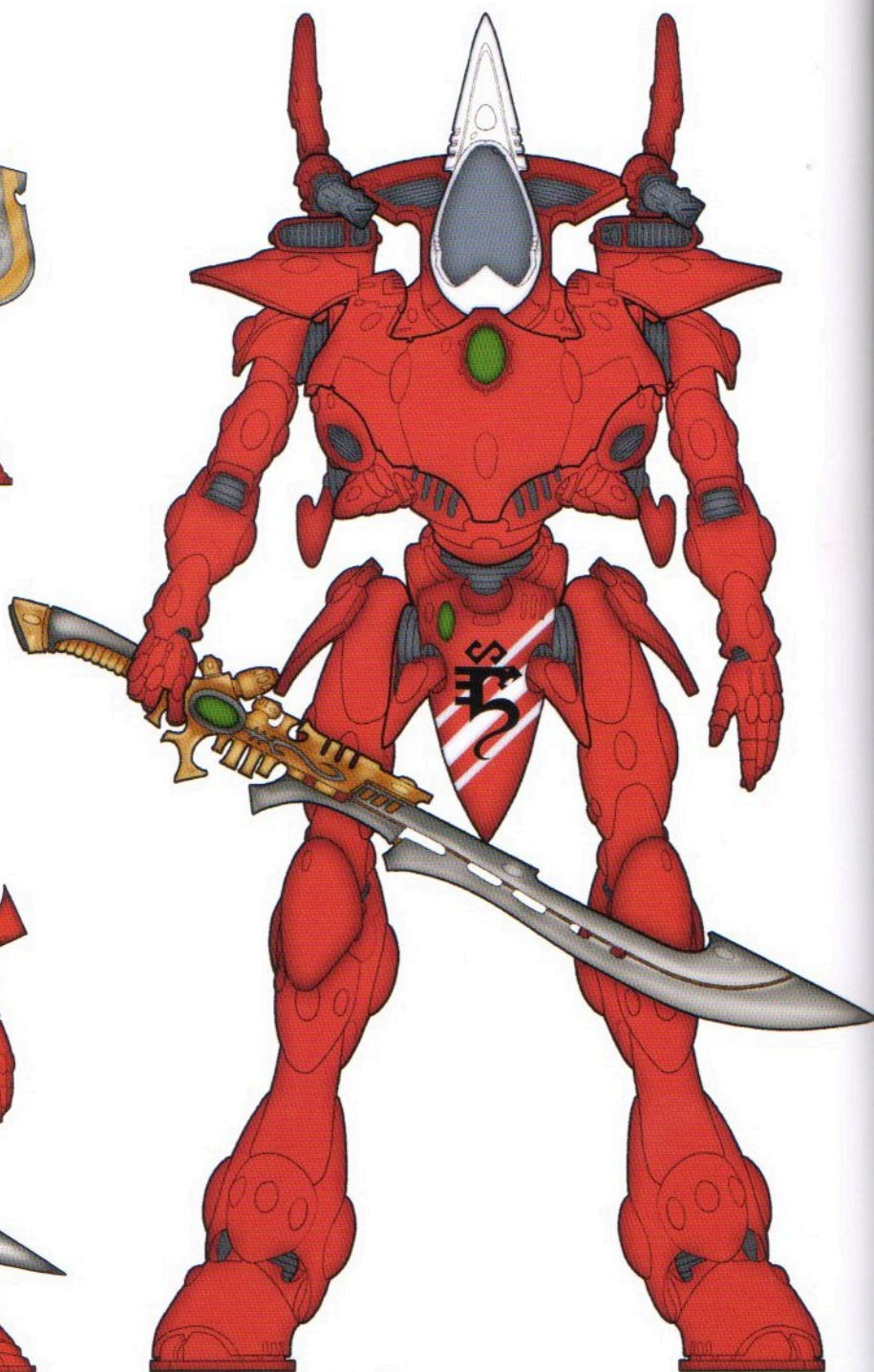
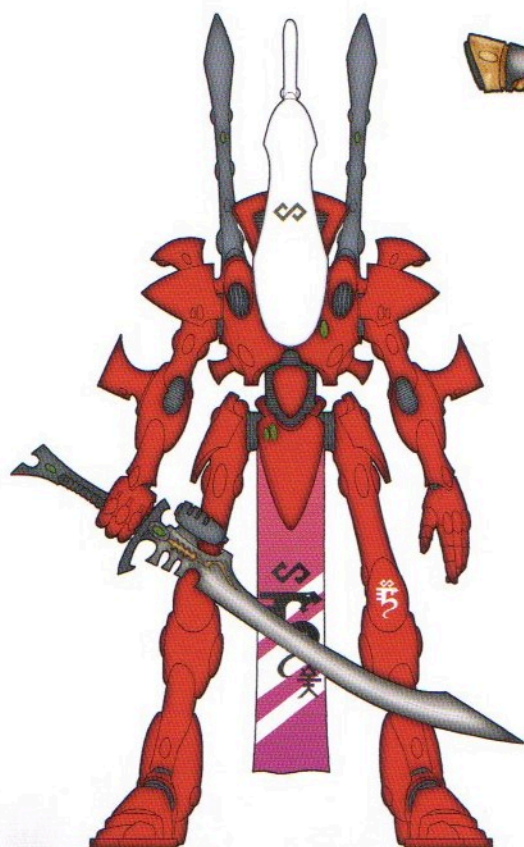
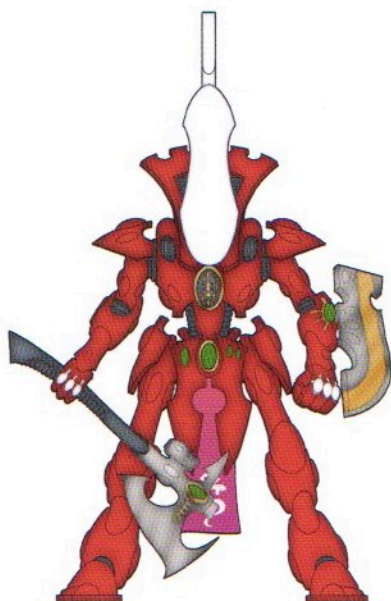


The symbol of the fearsome Cosmic Serpent is often emblazoned upon the upper facing of Saim-Hann Windrider jetbikes – the better to strike fear into the foe as they descend from the heavens like the wyrm of myth.



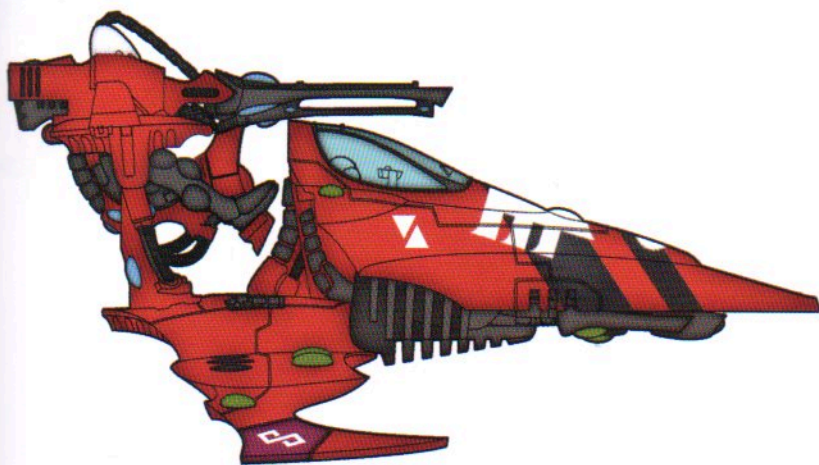
Craftworld Eldar employ a numerical system whose roots are untold thousands of years old. Individual vehicles bear the rune corresponding to their number within the squadron somewhere upon their outer hull or, in this jetbike's case, on the canopy.

CRAFTWORLD SAIM-HANN

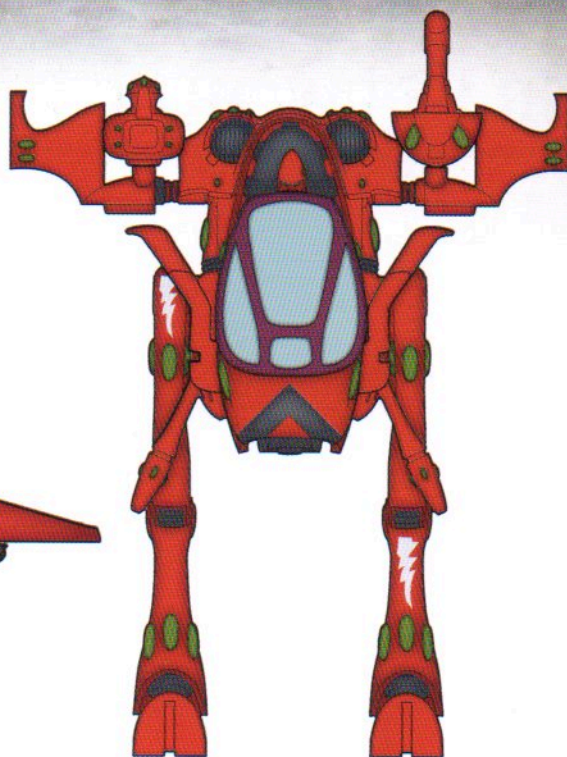


Wraithlords were great heroes in life as they are in death. The wraithbone forms of these towering warriors are often decorated with additional runes and individual markings.

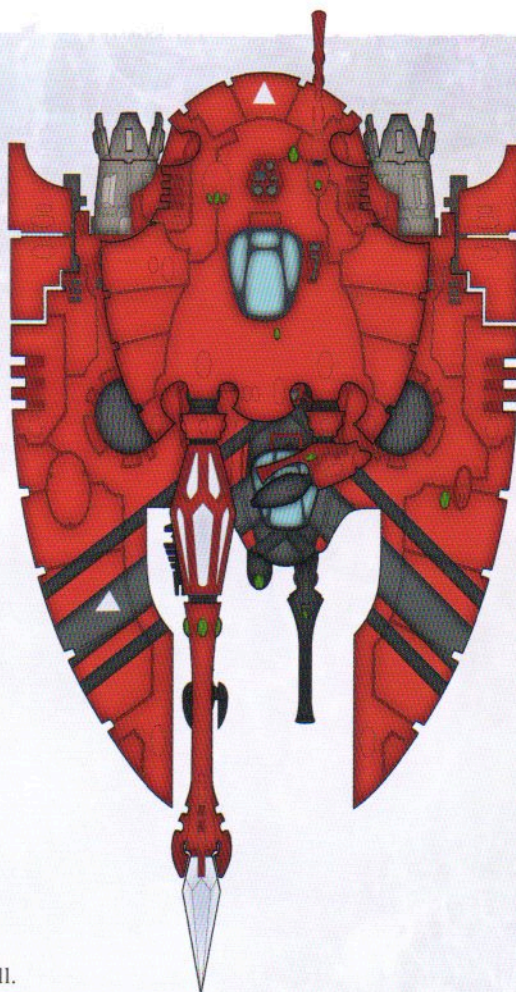
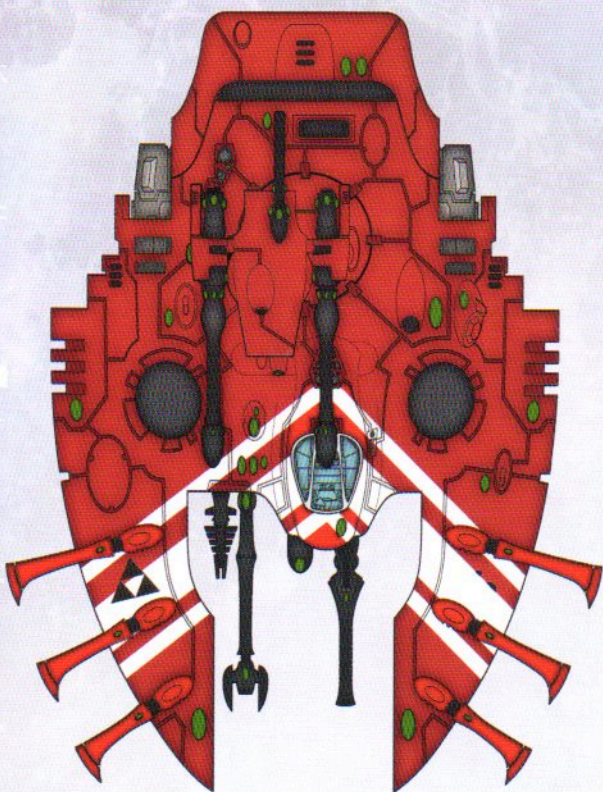
Ghost warriors can be identified by the colours and iconography displayed upon their pennants or, in the case of the Wraithknight above, on their armour plating.



Vypers often display individual markings upon their fins, along with a numerical designation on their hull.

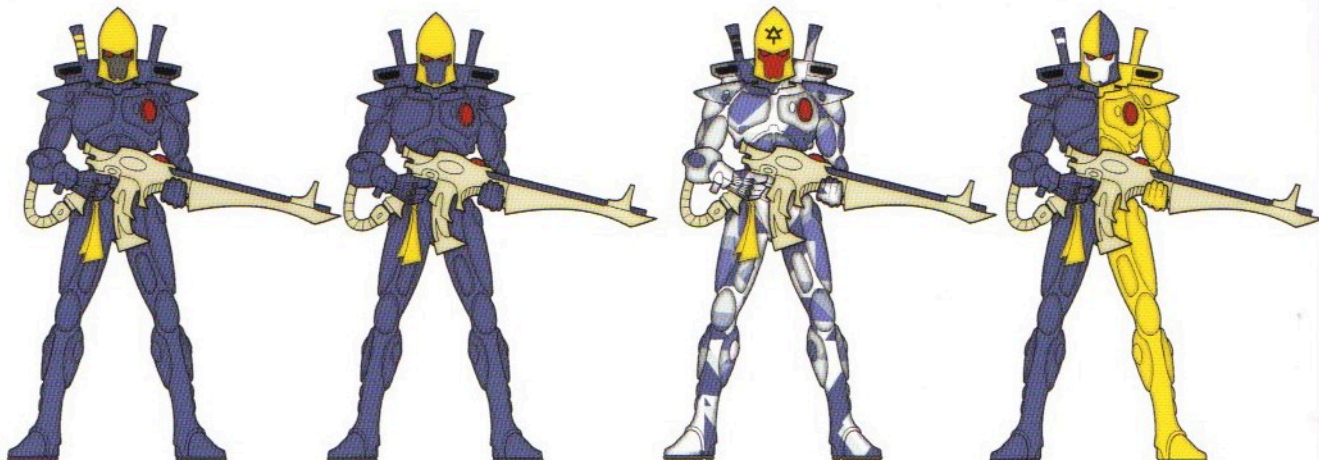


The warhost to which a vehicle belongs is indicated by the colour of the framework around its cockpit or screen.



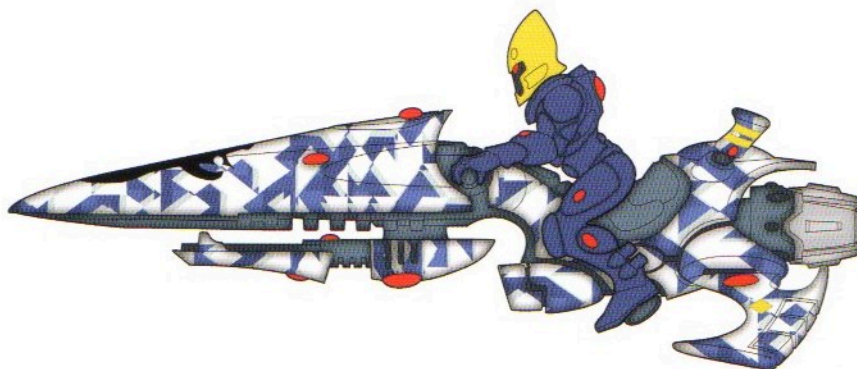
Should they enter battle in formation, Engines of Vaul sometimes bear bold squadron designs such as the chevrons shown on the Wave Serpent and Fire Prism above. Numerical markings may appear in various locations on a grav-tank's hull.

CRAFTWORLD ALAITOC



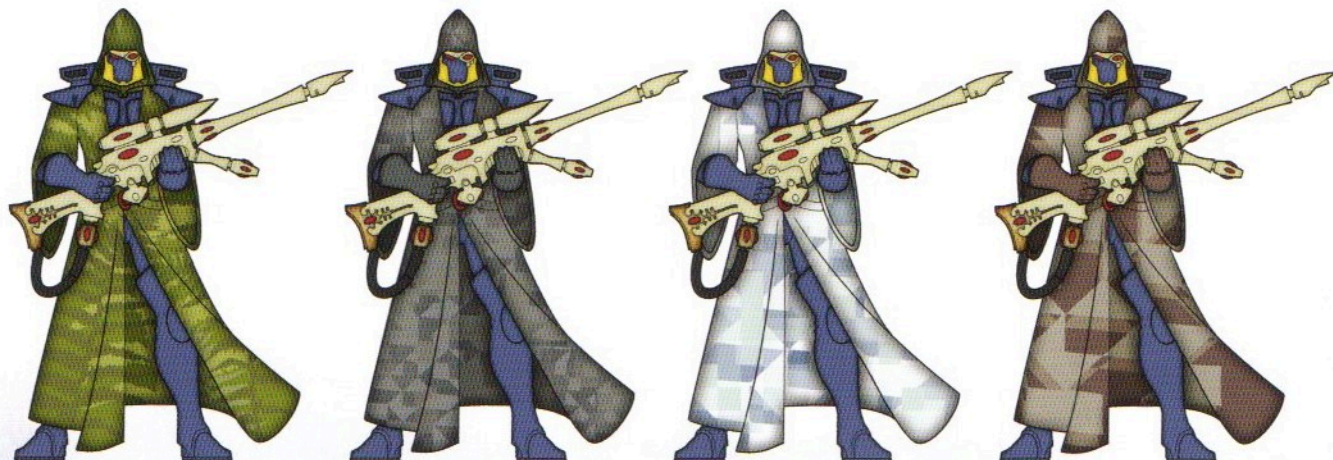
The traditional colours of Craftworld Alaitoc are a deep blue for the body armour and a bold yellow for the helm.

The arrangement of these colours is by no means static, however; camo-patterns and counterchanging are common.



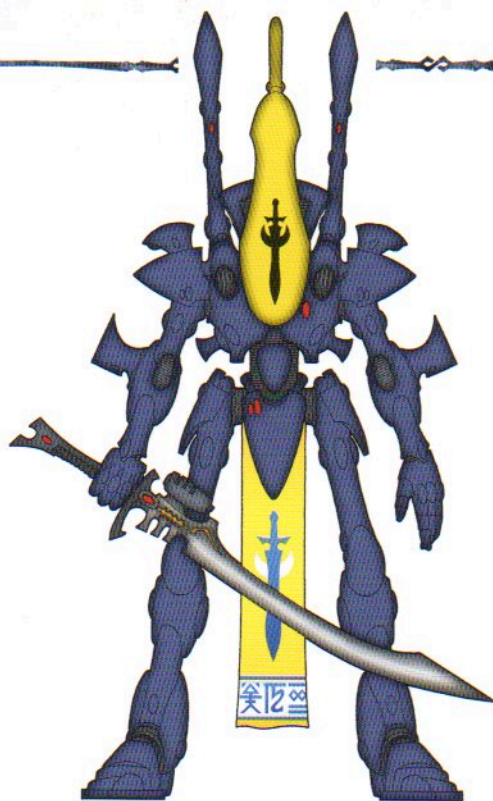
Complex camouflage designs break up the outline of Windrider jetbikes as they speed through the air.

Squad markings are displayed on the jetbike's rear vane, whereas the placement of the numerical marking varies.

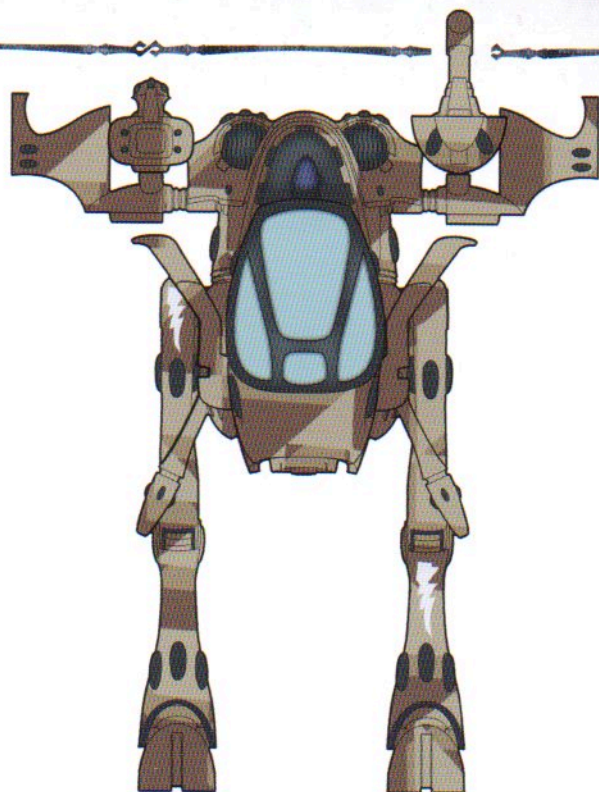


Eldar Rangers' chameleoline cloaks are far more advanced than those worn by the Imperium's stealth operatives.

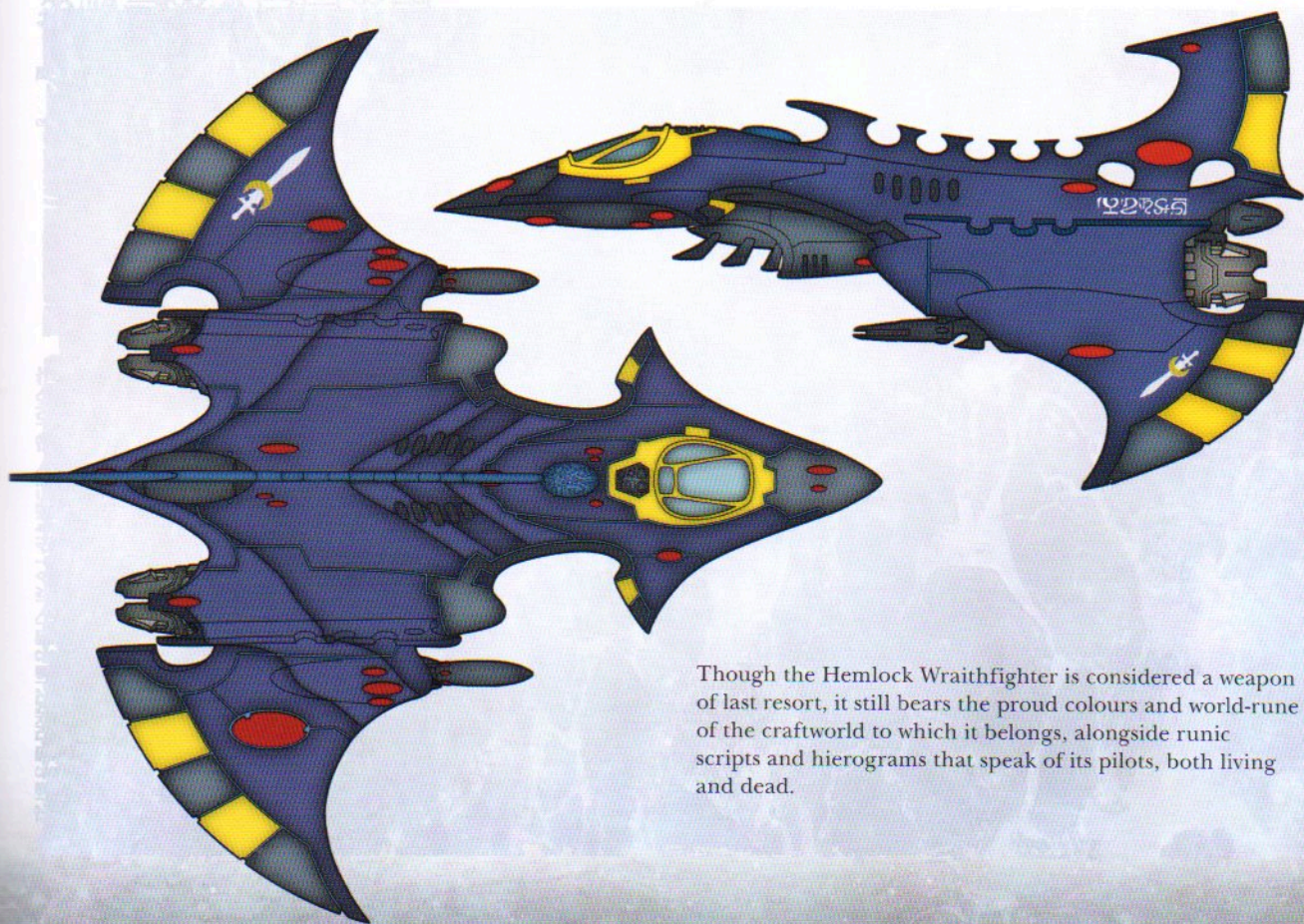
The craftworld's colours remain in evidence beneath, for these Rangers are ever bound to Alaitoc's destiny.



Alaitoc's world-rune features prominently alongside markings indicating this Wraithlord's revered status.

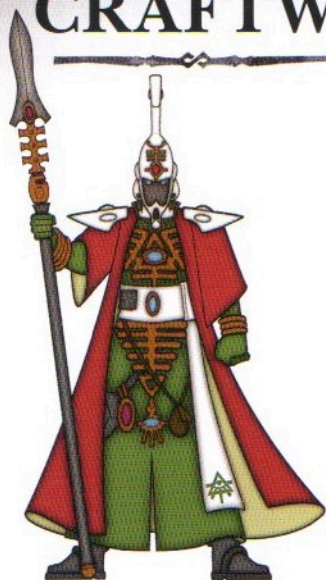


As befits their role as scouts, War Walkers often display camouflage appropriate to their designated war zone.

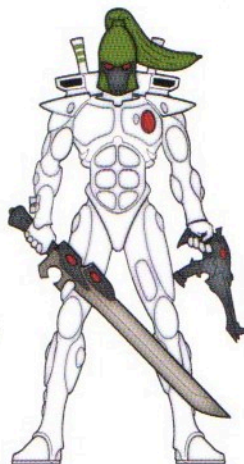


Though the Hemlock Wraithfighter is considered a weapon of last resort, it still bears the proud colours and world-rune of the craftworld to which it belongs, alongside runic scripts and hieroglyphs that speak of its pilots, both living and dead.

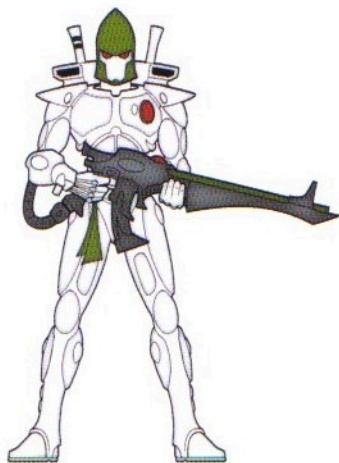
CRAFTWORLD BIEL-TAN



The Farseers and Warlocks of Biel-Tan frequently display a reversal of the colours worn by Guardians in the same host.



The colouration of the Guardians' mesh armour can be as simple or complex as the craftworld desires.

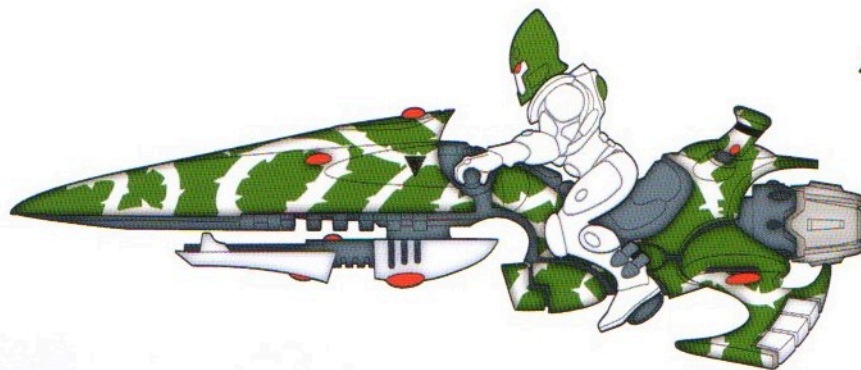
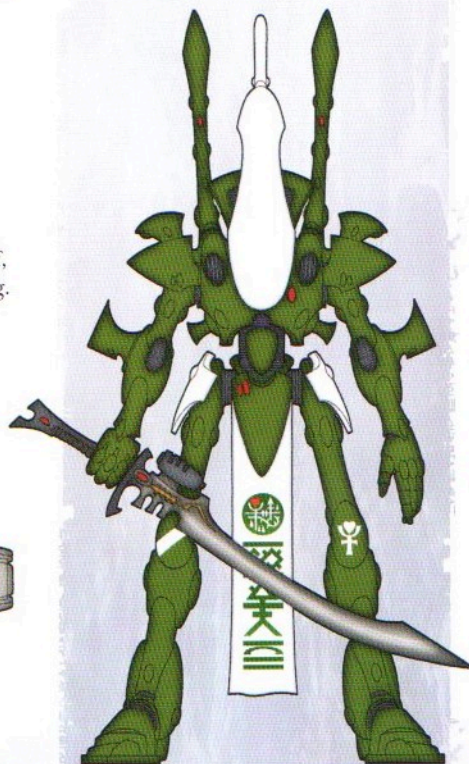


Traditionally, Biel-Tan Guardians wear white armour with green helms.

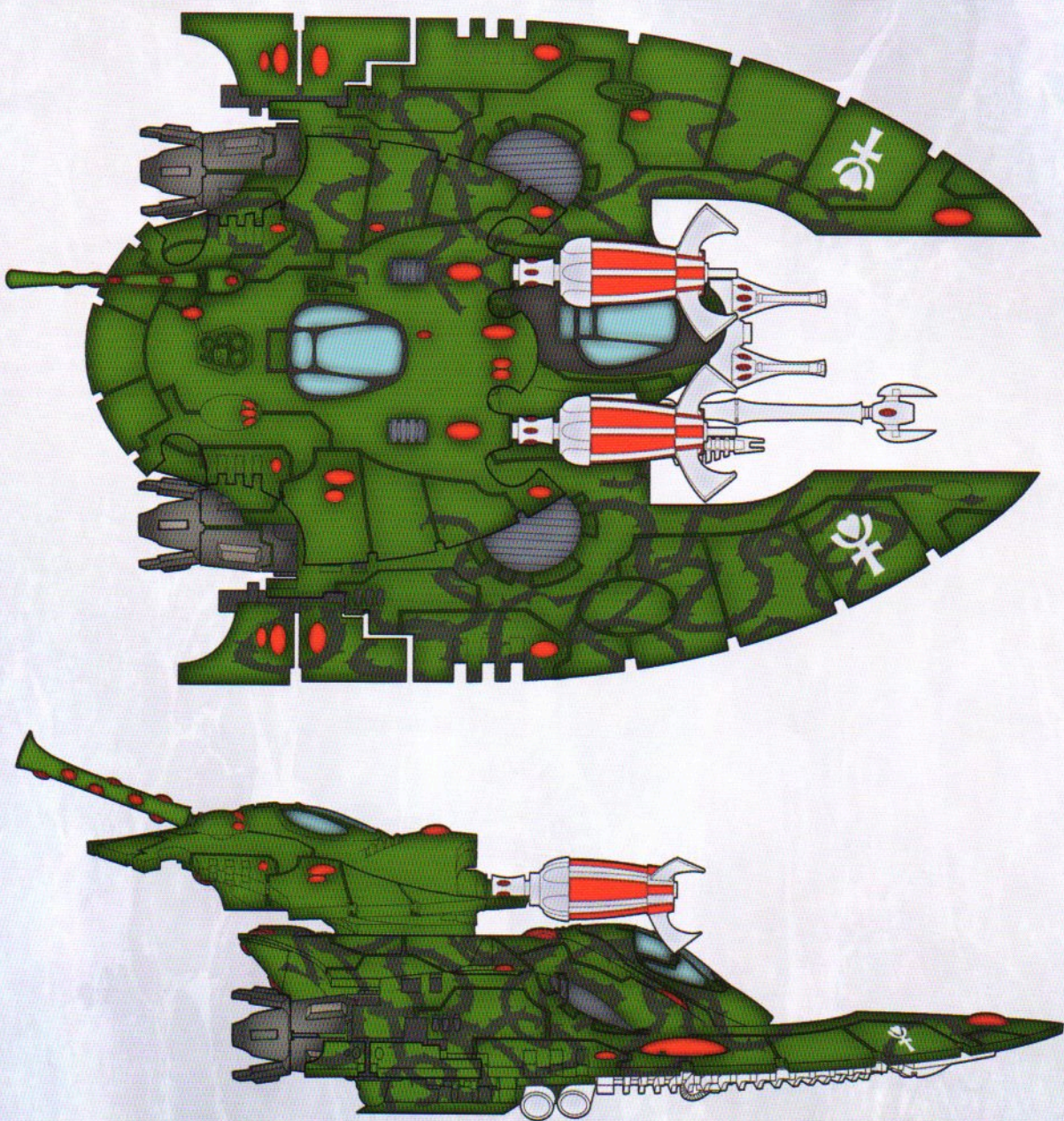


The thorned vine is a common motif, displayed here as an honour marking.

This Wraithlord displays a spirit rune incorporating a variation of Biel-Tan's world-rune, above runic script signifying his ghost warrior status.

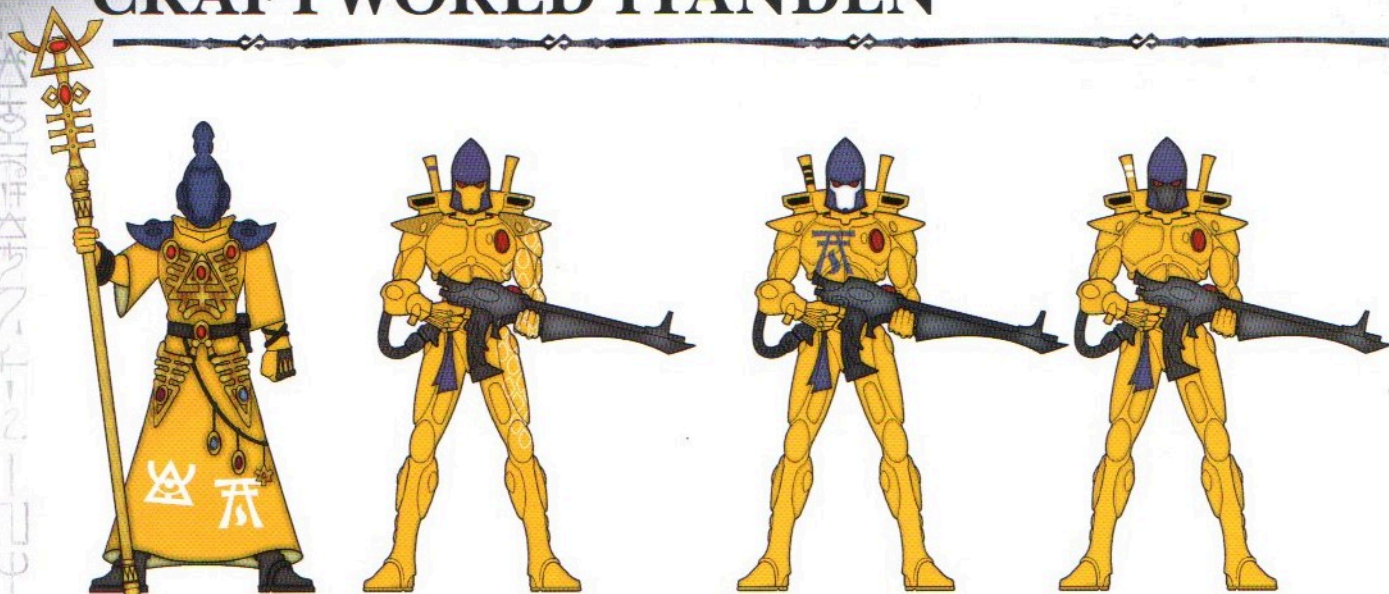


Here, the thorn pattern has been applied consistently across this jetbike, acting as an unmistakable signifier of the warrior's craftworld, but also as a form of stylised camouflage. To the Eldar, war and art are fundamentally intertwined; it is common for a design to have both an aesthetic and practical purpose in battle.



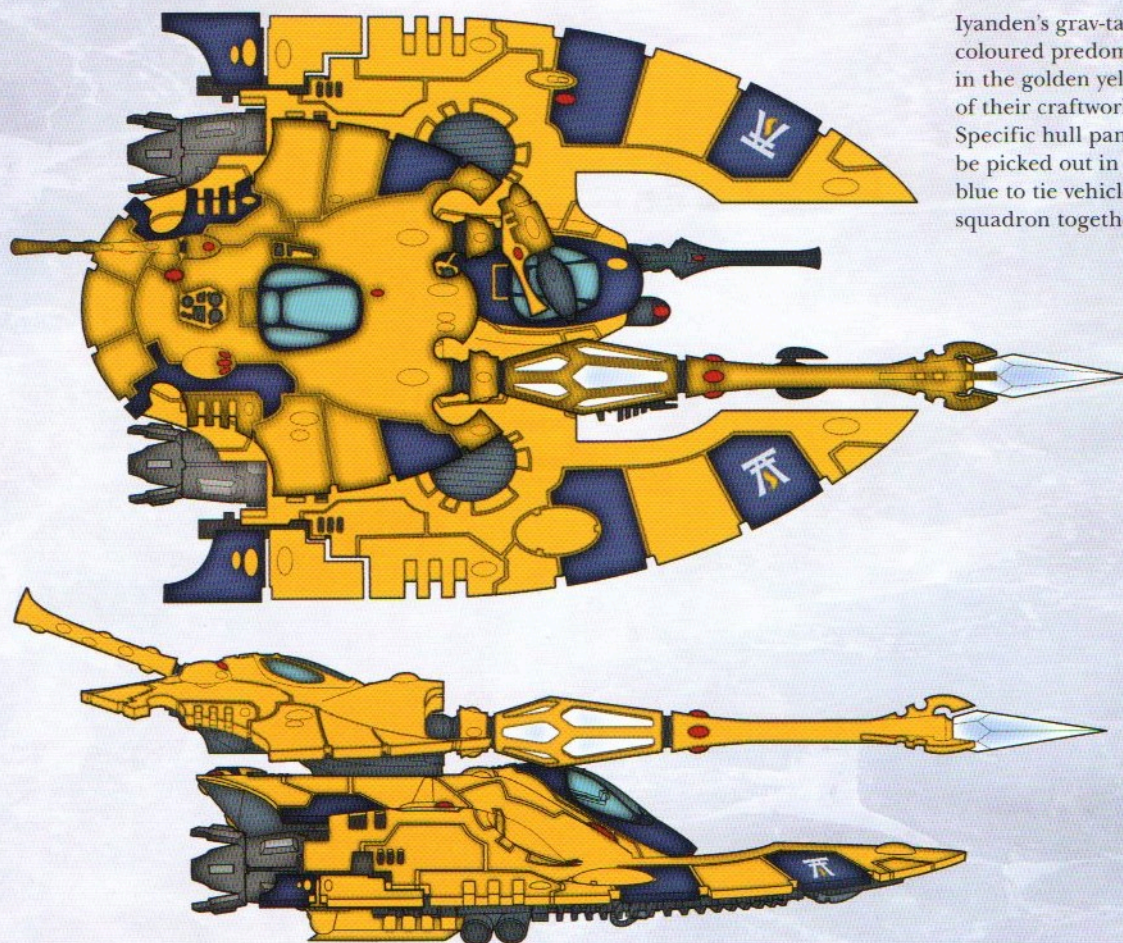
This Night Spinner's hull provides a broad canvas for the iconic thorn design of Biel-Tan. An apt symbol, the tangled vines evoke new life, though with the potential to wound any who would threaten it. To the people of Biel-Tan, the regrowth of the Eldar empire will be nurtured only by the spilled blood of their enemies.

CRAFTWORLD IYANDEN

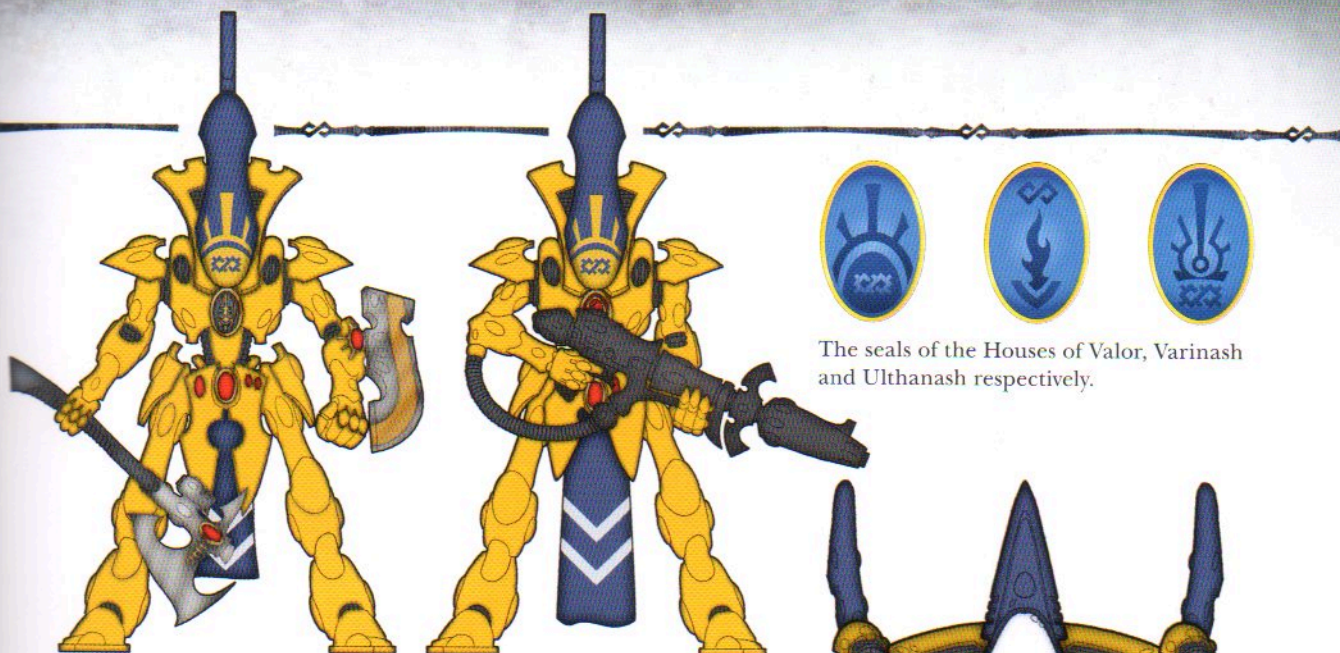


Like all craftworld Eldar, Iyanden warriors wear a waystone somewhere upon their armour. These come in a variety of colours, each unique to its crone world of origin.

Iyanden's world-rune, representing the shrine and flame of Asuryan, is sometimes worn upon the breast of its warriors as a symbol of renewed hope for their people's fate.

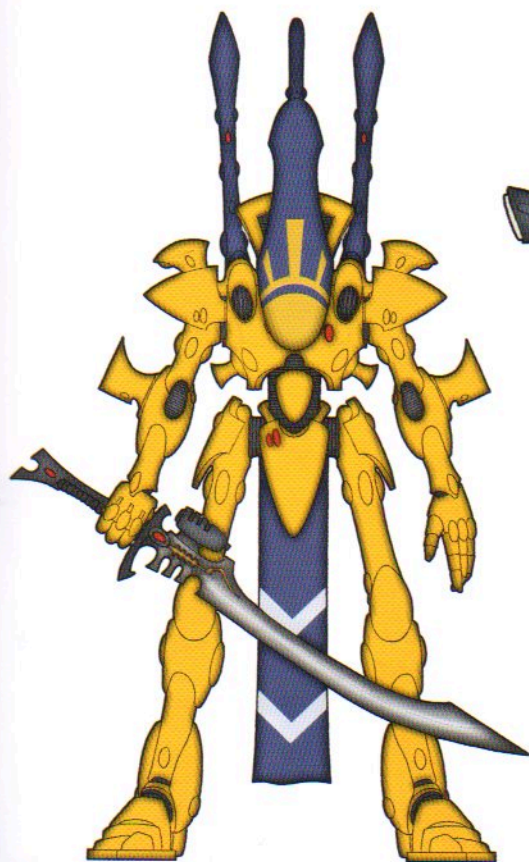


Iyanden's grav-tanks are coloured predominantly in the golden yellow of their craftworld. Specific hull panels may be picked out in a regal blue to tie vehicles in a squadron together.



The seals of the Houses of Valor, Varinash and Ulthanash respectively.

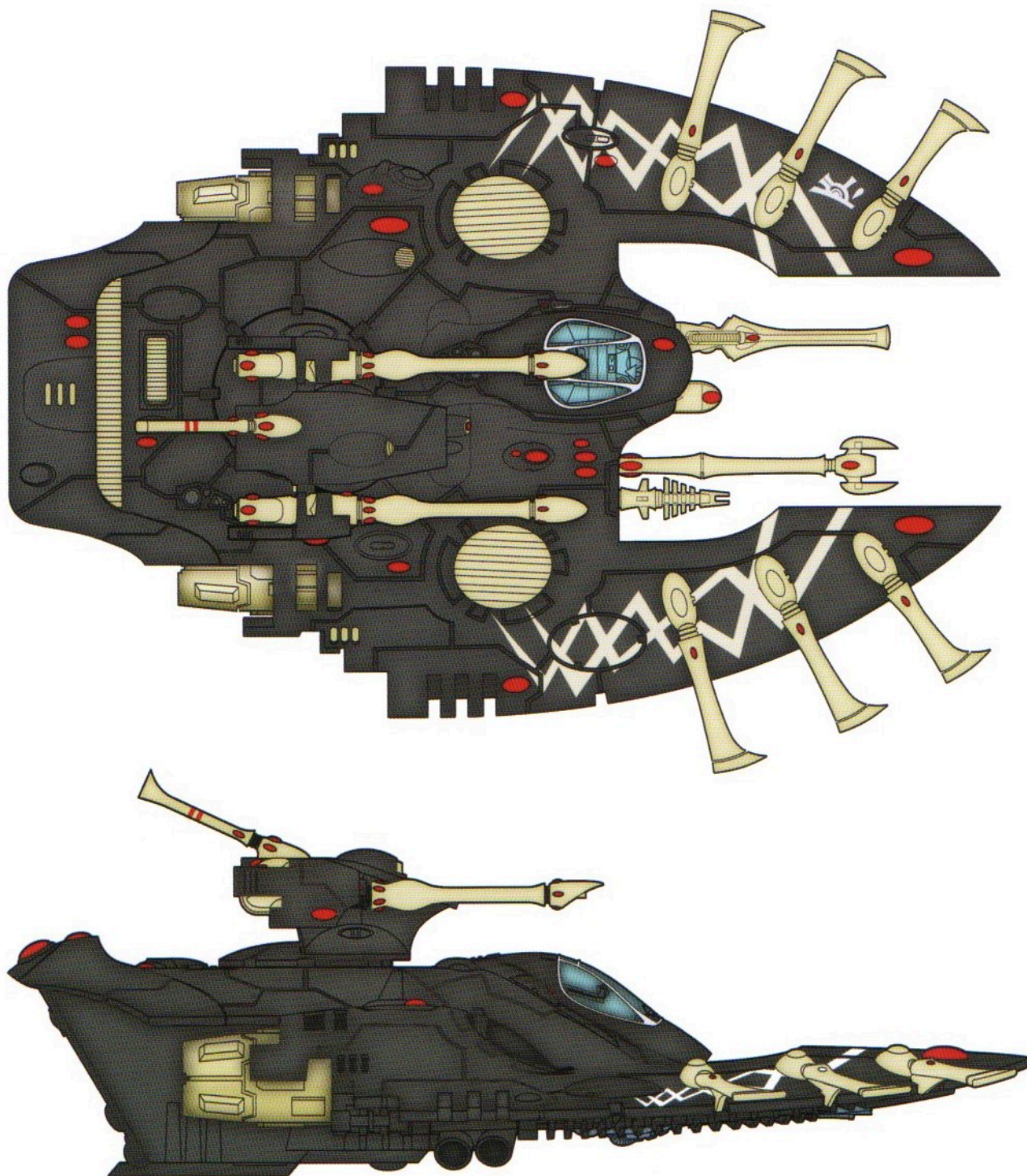
Iyanden is unusual among the craftworlds for the sheer number of wraith hosts it is able to field, each forged from an entire household of the departed known as a ghost hall.



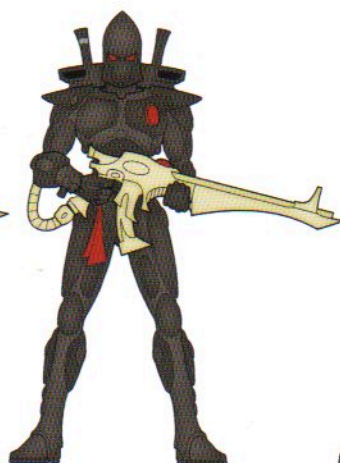
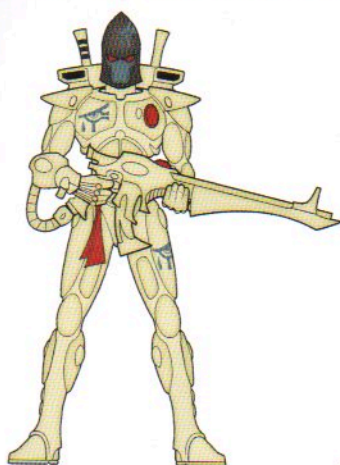
Ghost warriors of Iyanden often bear the heraldry of their ghost hall upon their helm-plates. This mighty Wraithlord carries the symbol of the House of Valor.



CRAFTWORLD ULTHWÉ

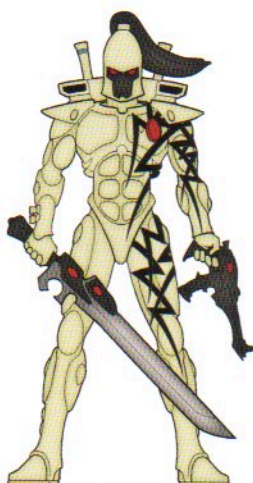
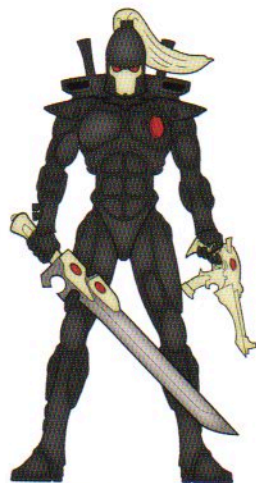


The crossed-lightning design is a common motif among the warhosts of Craftworld Ulthwé, and is reminiscent of the potent psychic energies unleashed in battle by their many Farseers and Warlocks.



Black and bone take varying degrees of prominence on Ulthwé Guardians' armour, depending on their squad.

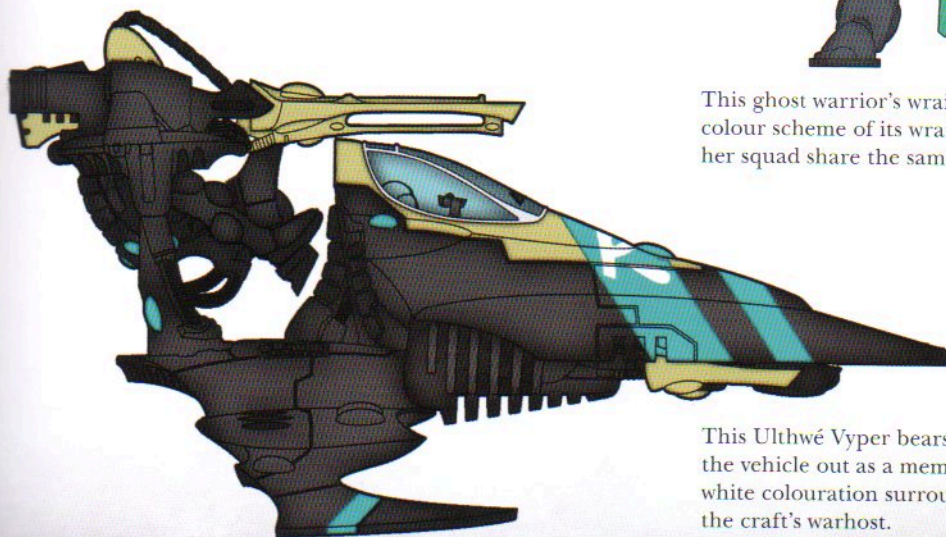
Due to their craftworld's sombre colours, Ulthwé also employs brighter identifiers such as turquoise or yellow.



The stark contrast between the black and bone markings of Ulthwé gives rise to some striking colour schemes.



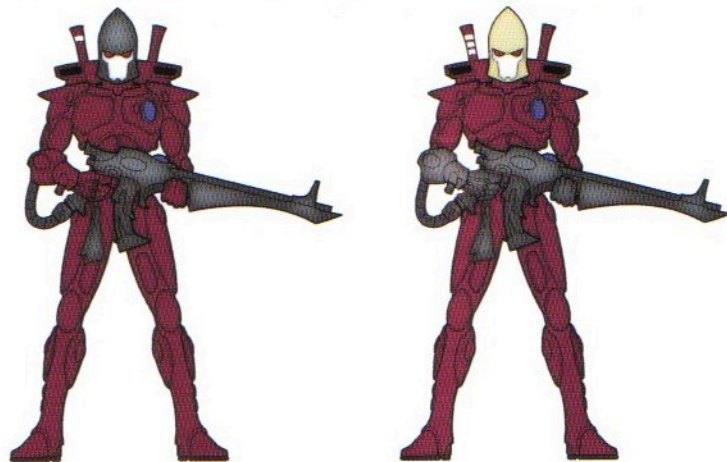
This ghost warrior's wraith host is indicated by the bisected colour scheme of its wraithbone form, whereas members of her squad share the same pennant design.



This Ulthwé Vyper bears turquoise banding which marks the vehicle out as a member of a Windrider Host. The white colouration surrounding its cockpit is specific to the craft's warhost.

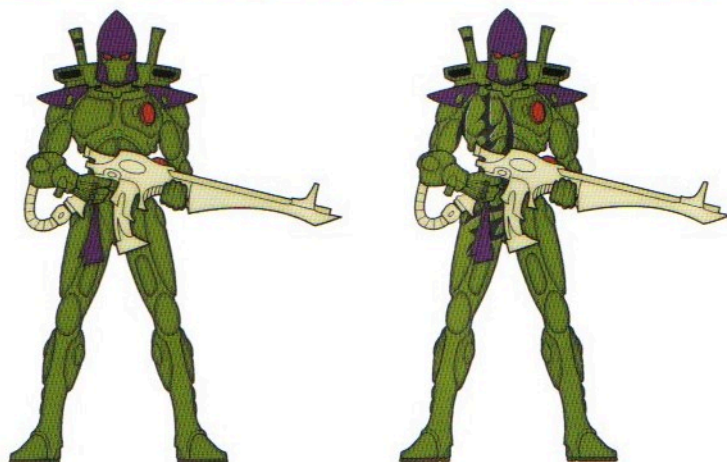
ALTANSAR

Aeons spent adrift in the Eye of Terror have forever altered the warriors of Altansar. The stained reddish purple of their armour evokes the seas of blood shed by their people in the craftworld's defence; the white the bones of their ancestors. Warriors of Altansar also wear the colour black in honour of Manguan Ra – first of the sinister Dark Reapers – for it was he who found them within the Eye of Terror and freed them from its perilous grip.



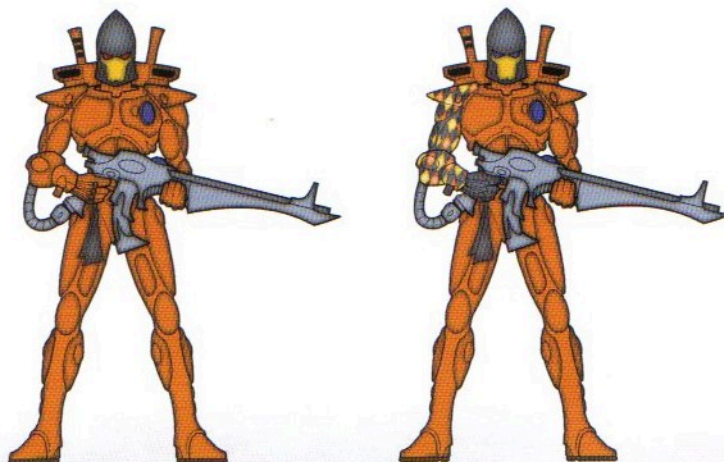
IL-KAITHE

Il-Kaithe's hatred for the Great Enemy runs deep, and has changed its warhosts' appearance over the millennia. Kill markings and death-runes are used by many of the craftworld's Guardians, who have sworn oaths to eradicate the followers of Chaos. Many of these symbols share the same jagged edges and bladed lines as the icons borne by the Dark Eldar, for in their quest for vengeance this craftworld has formed close ties with their Commorrite kin.



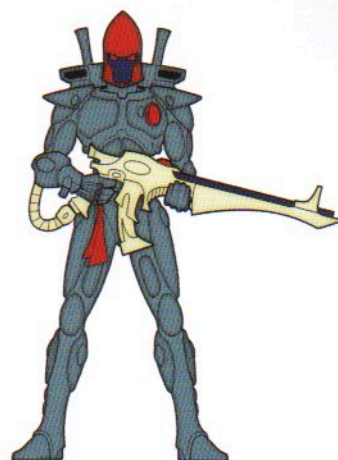
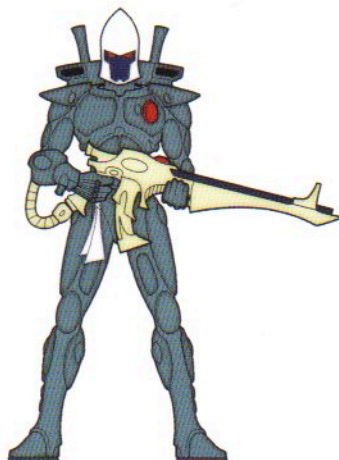
LUGGANATH

Lugganath has become a haven for scoundrels and pirates, and it is not uncommon for their Guardians to bear the icons or patterns of the Harlequin masques or Corsair forces they fight alongside. Comparisons have been drawn between the craftworld's own colours and the fiery orange of the Corsairs of the Sunblitz Brotherhood. Whether this similarity is a coincidence or an indication of some deeper connection between the two factions is open to speculation.



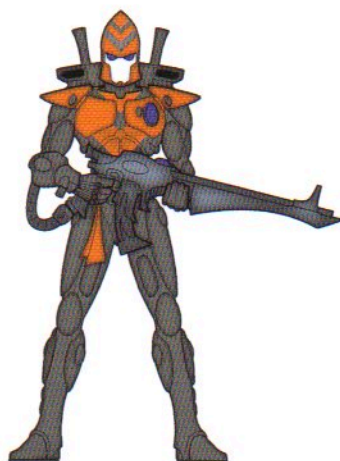
IYBRAESIL

The grey-blue of Craftworld Iybraesil is said to represent the limpid scrying pool of Morai-Heg, the pure white her piercing third eye, and the arterial red the blood she drank from her own wrist for the hidden knowledge contained therein. To its people, this trinity of colours represents the inextricable link between wisdom and sacrifice. Iybraesil's obsession with the crone worlds has also meant that the waystones harvested by them are often of a particularly rare quality.



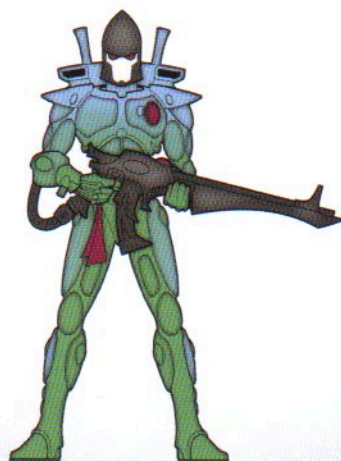
YME-LOC

Yme-Loc's reputation was built upon the works of its forgemasters. The craftworld's colours reflect the ancient garb of those smith-brotherhoods: an orange heat-mantle reminiscent of molten metal, and a grey forge suit for the coals that fuelled the furnace. Millions of years on, their craftsmen rarely work with such base materials, and only then as an artistic indulgence. However, they still bear this ancient heraldry with the pride synonymous with their race.



MYMEARA

For millennia, Mymeara was alone among the stars. In that time its warriors learned well the ways of concealment and survival within a hostile galaxy. The craftworld's colours harken to the cold blues, greys and greens of the shadow nebulas and ice-locked comets they would often encounter during their long voyage across the galactic fringe. More than any other craftworld, Mymeara employs camouflage patterns to aid them in their wars of stealth.

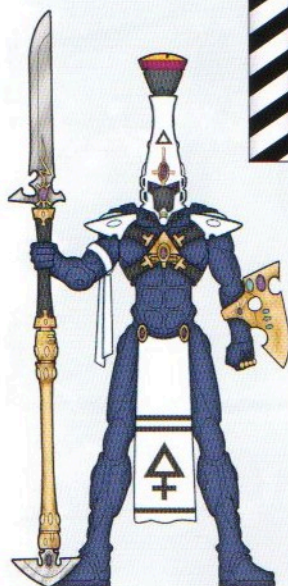


ASPECT SHRINES

DIRE AVENGERS



The Silvered Blade



Dire Avengers of the Silvered Blade Shrine wear distinctive helm crests of alternating black and yellow.



The Falling Moon



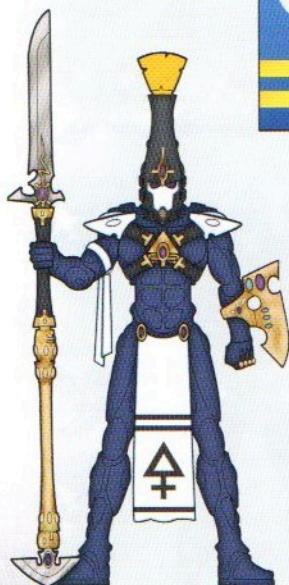
Aspect Warriors bear colours and iconography unique to their shrine and independent of their craftworld.



The Argent Crest



The Sable Helm



As befits the name of their shrine, warriors of the Sable Helm are instantly recognisable by their black helmets.



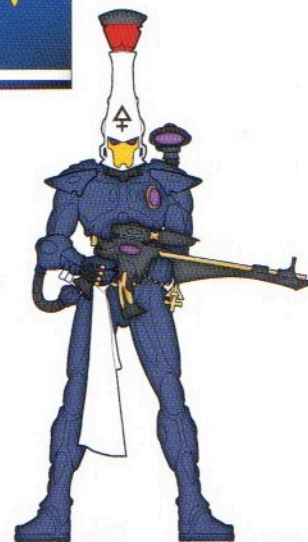
The Knights Azure



The Knights Azure pursue sightings of Asurmen, whereas the Sun Blade are known for their fierce counter-charges.



The Sun Blade



STRIKING SCORPIONS

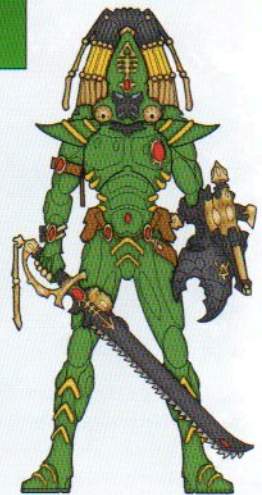
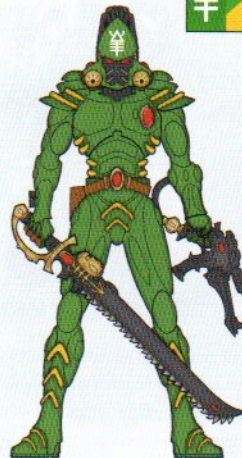
The Hidden Strike



The Stinging Shade



The Obsidian Claw

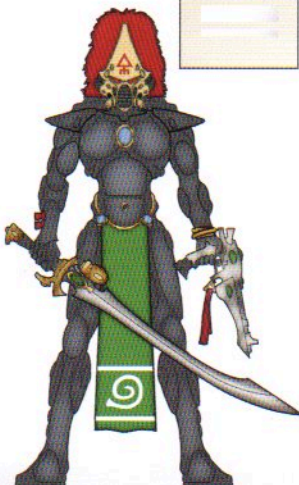


The heavy Aspect armour of the Striking Scorpions is predominantly green, with black and yellow detailing.

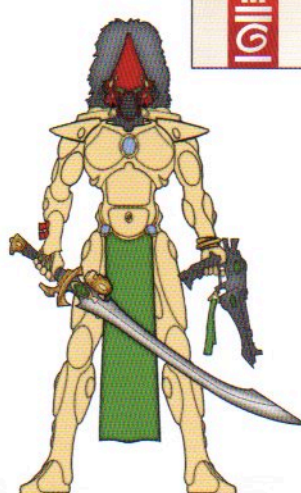
Striking Scorpion Exarchs are often marked out by the arrangement of colours on their sensor mane bundles.

HOWLING BANSHEES

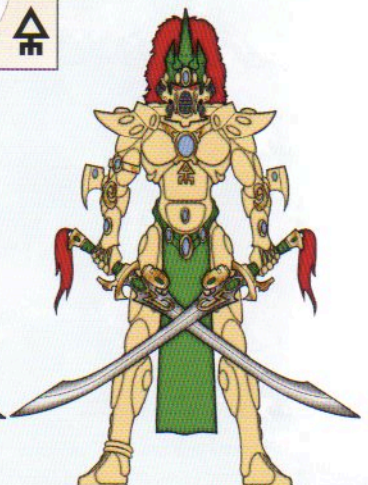
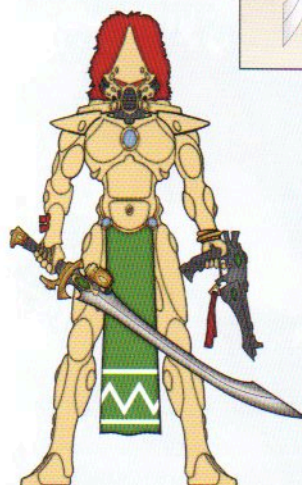
The Ebon Witch



The Crimson Scream



The Shrieking Blade

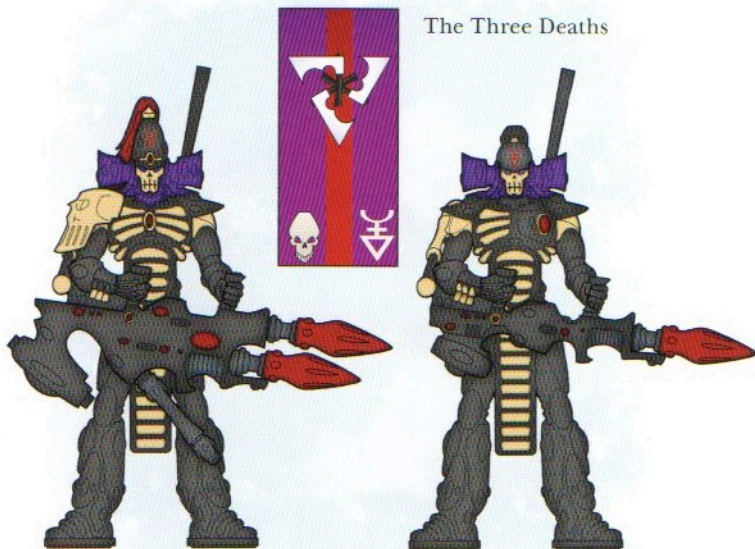


All Howling Banshees bear the red and bone of their Aspect, though the Ebon Witch wear black bodysuits.

The Exarchs of the Shrieking Blade favour the use of mirrorswords, slaying their foes in a flurry of strikes.

ASPECT SHRINES

DARK REAPERS



The Three Deaths



The Jade Scythe



The Shrine of the Three Deaths seeks to eradicate its foes from all planes of existence; to slay the foe in realspace is to them merely one step on the true path of destruction. Even the Dark Eldar with whom they often associate hold a certain respect for their commitment to total annihilation.

Dark Reapers of the Jade Scythe have perfected the art of obliterating as many foes as possible in a single application of overwhelming firepower. Where their warriors take to battle, the ranks of the enemy fall in droves in the face of their sinister economy of force.

FIRE DRAGONS



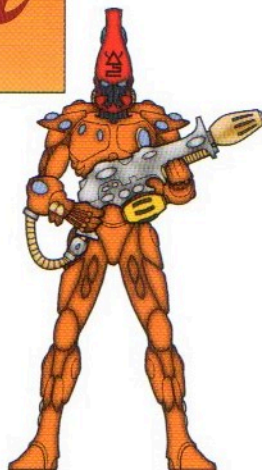
The Blazing Fang



The Burning Wing



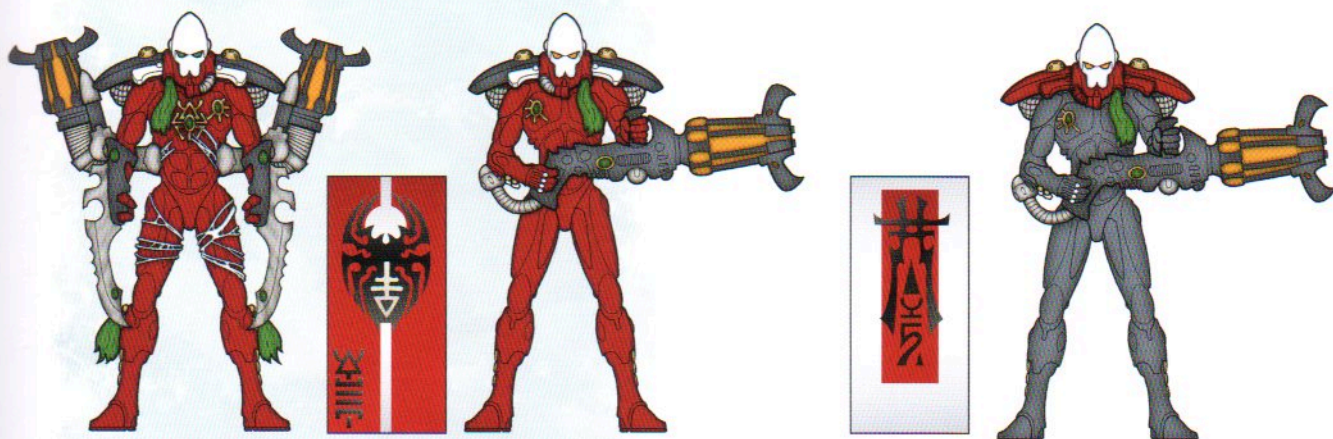
The Red Wurm



The Blazing Fang pierce enemy armour with focussed blasts from their fusion guns. Should a vehicle survive the initial assault, the warriors deliver a payload of melta bombs into its glowing wound, finishing the job in a huge explosion that sends gobgobts of molten metal in all directions.

The Aspect Warriors of the Burning Wing rarely enter battle without Wave Serpent support, enabling them to visit swift destruction upon foes anywhere on the battlefield, whereas Exarchs of the Red Wurm make heavy use of flamers to reduce masses of the foe to glowing embers.

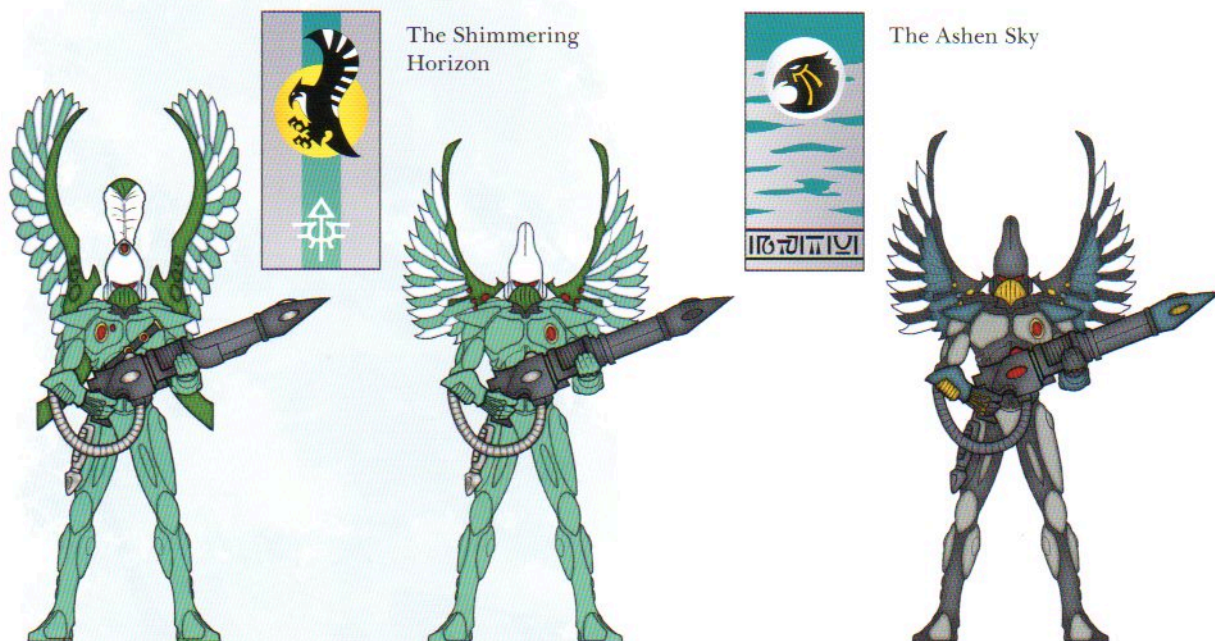
WARP SPIDERS



The crimson-clad Aspect Warriors who hail from the Shrine of the Slicing Skein are the thread of fate that severs all others. Theirs is the art of the ambush from multiple directions; the cutting of chosen strands that will see entire webs of fate collapse in upon themselves.

Warp Spiders of the Shade Gate bear only token flourishes of the red and white of their Aspect, favouring all-black bodysuits. Draping their foes in cascades of monofilament wire, they will often retreat to hidden positions in order to observe their targets' futile, and ultimately fatal, struggles.

SWOOPING HAWKS



The Shimmering Horizon

The Ashen Sky

To the Swooping Hawks of the Shimmering Horizon, direction of attack is crucial. Aiming always to have the sun at their backs when they dive from the skies, these Aspect Warriors strike like the Hawk of their Aspect's namesake, disengaging their dazzled target before it can return fire.

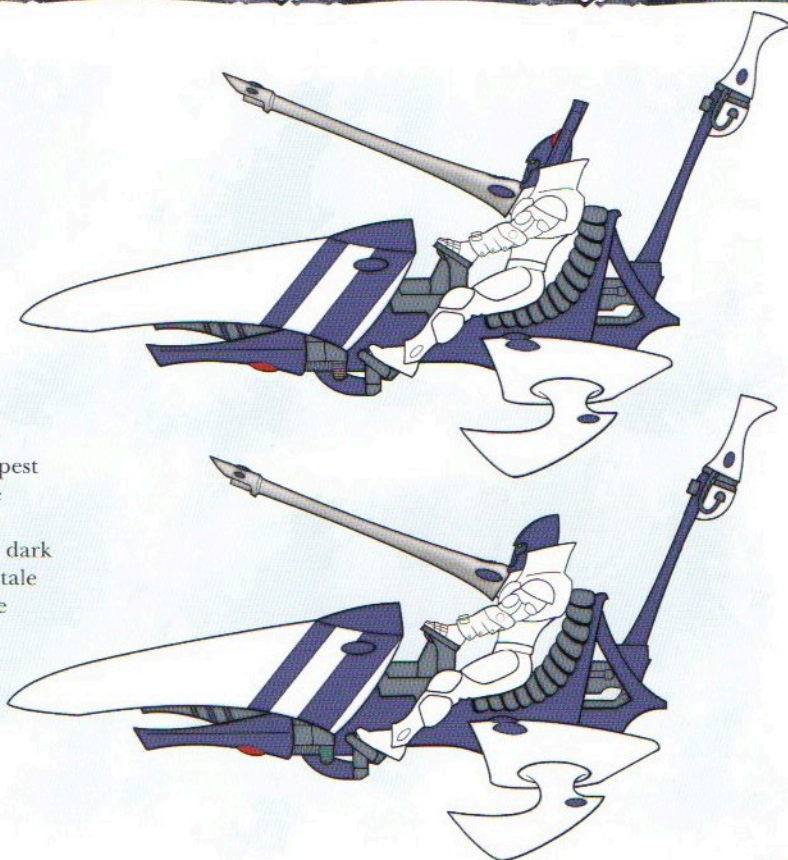
The Ashen Sky make use of enhanced optics, the better to pierce the battlefield pall from which they prefer to launch their assaults. It is no coincidence, then, that their armour is dark in colouration – a symbolic reference to the tortured skies in which they do battle.

ASPECT SHRINES

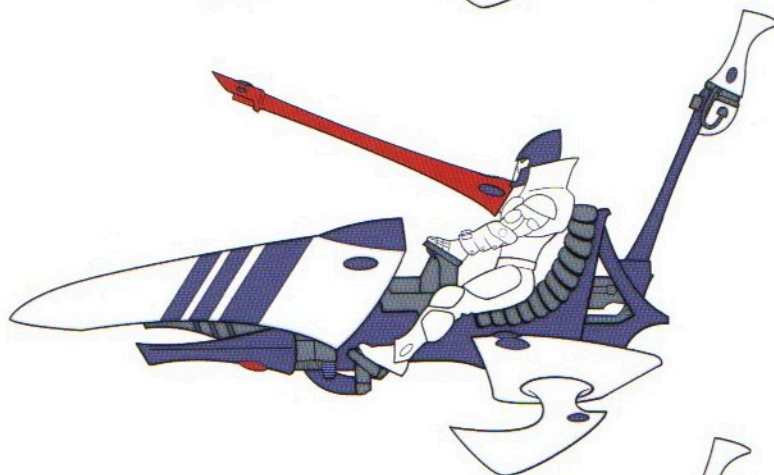
SHINING SPEARS



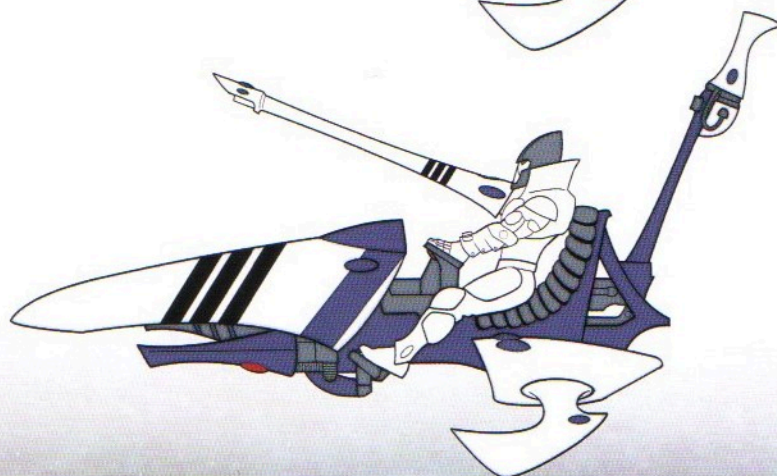
Shining Spears wear blue and white, the colours of their lost Phoenix Lord Drastanta, Tempest of Starlight. The Shrine of the Swift Kill are known for their daring charges, and they wear dark azure helms harkening to the tale of Drastanta's prized helm, the Crown of the Seventh Sky.



The Blooded Lance frequently ride to the defence of maiden worlds under threat of invasion by the lesser races. Just as their Exodite wards slay the great beasts of their homelands, so too do these Aspect Warriors lay low the mightiest of foes.



Where the Riders of Khaine race into battle, the Eldar are swept up in visions of past glories, joining the fight with renewed vigour. These Aspect Warriors know well that a single devastating charge can both break the foe and bring hope to their allies.



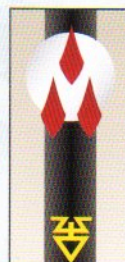
CRIMSON HUNTERS



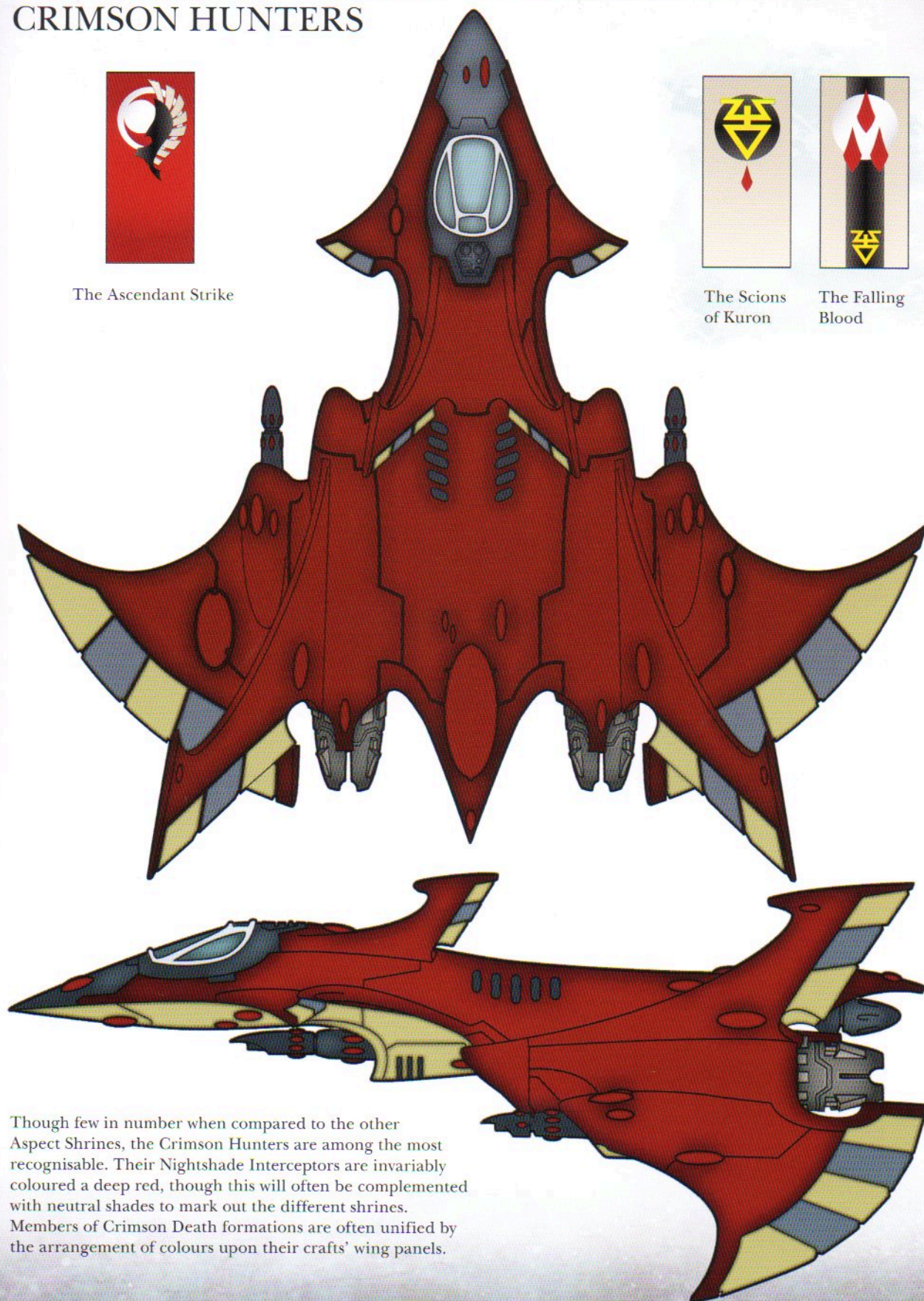
The Ascendant Strike



The Scions of Kuron



The Falling Blood



Though few in number when compared to the other Aspect Shrines, the Crimson Hunters are among the most recognisable. Their Nightshade Interceptors are invariably coloured a deep red, though this will often be complemented with neutral shades to mark out the different shrines. Members of Crimson Death formations are often unified by the arrangement of colours upon their crafts' wing panels.





HOSTS OF THE CRAFTWORLDS

Elegant yet deadly, the Eldar go to war in the colours worn by their kind since the prehistory of the Imperium. Runes, scripts and hieroglyphs adorn vehicles and warriors alike, each harkening to legends of the ancient Eldar empire and its pantheon of gods. Heavy with meaning, the appearance of every Eldar warrior and war machine is an echo of a lost age.

















HEAVY METAL

PRINCE YRIEL



'EAVY METAL
AUTARCH



'EAVY METAL

WRAITHBLADES



'EAVY METAL

WINDRIDERS







FORCES OF THE CRAFTWORLDS

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

CHOOSING AN ARMY

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

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

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

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



GUARDIAN HOSTS (1-3)

GUARDIAN BATTLEHOST

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

WINDRIDER HOST

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

GUARDIAN STORMHOST

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



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

HEROES OF THE CRAFTWORLDS

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

SEER COUNCIL

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

LIVING LEGENDS

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

(1-12 per Guardian Host)



OUTCASTS

- 1 unit of Rangers

CRAFTWORLD WARHOST

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

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

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

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

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

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

Core



Auxiliary



Command



RESTRICTIONS:

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

COMMAND BENEFITS:

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



ASPECT HOST

- 3 units of Dire Avengers, Howling Banshees, Striking Scorpions, Fire Dragons, Swooping Hawks, Dark Reapers, Warp Spiders or Shining Spears (in any combination).



DIRE AVENGER SHRINE

- 3 units of Dire Avengers



WRAITH HOST

- 1 Spiritseer
- 3 units of Wraithguard or Wraithblades (in any combination)
- 1 Wraithlord
- 1 Wraithknight



CRIMSON DEATH

- 3 Crimson Hunters



ENGINES OF VAUL

- 1 unit of Night Spinners, 1 unit of Fire Prisms or 1 unit of Falcons



WRAITH-CONSTRUCTS

- 1 Hemlock Wraithfighter, Wraithlord or Wraithknight

DATASHEETS

Each Eldar unit in this book has a datasheet. Each datasheet contains a detailed description of the unit along with all the rules information that you will need to use that unit in your games of Warhammer 40,000.

ARMY LIST ENTRIES

Each Army List Entry contains the following information:

- Faction:** The unit's Faction will be shown here by a symbol. All of the units described in this book have the Eldar Faction.
- Battlefield Role:** The unit's Battlefield Role is shown here by a symbol. Units in this book have one of the following Battlefield Roles: HQ, Troops, Elites, Fast Attack, Heavy Support and Lords of War. The symbols for these battlefield roles are defined in Warhammer 40,000: The Rules.
- Unit Name:** Here you will find the name of the unit.
- Unit Description:** This section provides a description of the unit, detailing their particular strengths along with the tactics and methods they employ to wage war in the grim darkness of the 41st Millennium.
- Points Cost:** This is the points cost of the unit without any upgrades, used if you are choosing an army to a points value.
- Unit Profile:** This section will show the profile of any models the unit can include.
- Unit Type:** This refers to the unit type rules in Warhammer 40,000: The Rules. For example, a unit may be classed as Infantry, Cavalry, Beasts or Vehicle, which will subject it to a number of rules regarding movement, shooting, assaults, etc.
- Unit Composition:** This section will show the number and type of models that make up the basic unit, before any upgrades have been taken.
- Wargear:** This section details the weapons and wargear the models in the unit are armed with, many of which are described in more detail in the Forge of Vaul section of this book. The cost for all the unit's basic equipment is included in its points cost.
- Special Rules:** Any special rules that apply to models in the unit are listed here. Special rules that are unique to models in that unit are described in full here, whilst others are detailed either in the Appendix section of this book (pg 148) or in the Special Rules section of Warhammer 40,000: The Rules.
- Options:** This section lists all of the upgrades you may add to the unit if you wish to do so, alongside 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'. Where applicable, this section also refers to any Transports the unit may take. These have their own datasheets. Dedicated Transports do not use up any slots on a Force Organisation Chart, but otherwise function as separate units. The Detachments section of Warhammer 40,000: The Rules explains how Dedicated Transports work.



- Warlord Traits:** Sometimes a character's datasheet will have a specific Warlord Trait, in which case it will be listed here.
- Remnants of Glory:** Some entries have unique items of wargear, the description and rules for which will be listed here.



FORMATIONS

Formation datasheets are identified by this symbol. The rules for Formations can be found in Warhammer 40,000: The Rules. A Formation datasheet will list the Army List Entries which make up the Formation, any restrictions upon what it may include, and any special rules the Formation's units gain.



ELDAR WARGEAR LIST

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

Remnants of Glory.....pg 156

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

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

Eldar Vehicle Equipmentpg 155

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

- Ghostwalk matrix ³..... 10 pts
- Spirit stones..... 10 pts
- Holo-fields ⁴..... 15 pts
- Star engines..... 15 pts
- Vectored engines..... 15 pts
- Crystal targeting matrix..... 25 pts

¹ Farseer or Spiritseer only.

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

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

⁴ Cannot be taken by a War Walker.







ELDRAD ULTHRAN

HIGH FARSEER OF ULTHWÉ

195
POINTS



Eldrad Ulthran, High Farseer of Craftworld Ulthwé, has lived for over ten thousand years. In that time he has guided his people, riding out the Fall of the Eldar and the rise of the Imperium. The ripples of causality he sets in motion have changed the face of the galaxy, though many are hidden within 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, who thwarted the malefic works of the Necron dynasties, and who stopped the Days of Blood from coming to pass. His psychic might has broken Titans, boiled the blood of Daemons and slain kings and heroes without number. The millennia have taken their toll, and Eldrad's body is slowly turning to psychic crystal. Yet he cannot rest. As the fate of the galaxy teeters on the brink, the hard-won experiences of the past show that the lesser races will only hasten the rising threat of Chaos. If the Eldar are to weather the coming storm, their greatest Farseer must fight on with every weapon and strategy at his disposal.

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

Unit Type
Infantry (Character)

Unit Composition
1 (Unique)

WARGEAR:

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

WARLORD TRAIT:

- An Eye on Distant Events (pg 148)

SPECIAL RULES:

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

PSYKER:

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



REMNANTS OF GLORY

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

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

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

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

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

PRINCE YRIEL

AUTARCH OF IYANDEN

140
POINTS



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

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

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

WARGEAR:

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

WARLORD TRAIT:

- Ambush of Blades (pg 148)

SPECIAL RULES:

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



REMNANTS OF GLORY

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

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

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

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

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



ILLIC NIGHTSPEAR

THE WALKER OF THE HIDDEN PATH

140
POINTS



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

Illic Nightspear

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

Unit Type
Infantry (Character)

Unit Composition
1 (Unique)

WARGEAR:

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

WARLORD TRAIT:

- Mark of the Incomparable Hunter (pg 148)

SPECIAL RULES:

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

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

Walker of the Hidden Path:

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

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



REMNANT OF GLORY

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

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

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



ASURMEN

THE HAND OF ASURYAN

220
POINTS



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

Asurmen

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

Unit Type
Infantry (Character)

Unit Composition
1 (Unique)

WARGEAR:

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

SPECIAL RULES:

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

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

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



REMNANT OF GLORY

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

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

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



JAIN ZAR

THE STORM OF SILENCE



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

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

WARGEAR:

- Phoenix armour (pg 153)

WARLORD TRAIT:

- Falcon's Swiftmess (pg 148)

SPECIAL RULES:

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

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



REMNANTS OF GLORY

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

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

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

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

KARANDRAS

THE SHADOW HUNTER

200
POINTS



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

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

Unit Type
Infantry (Character)

Unit Composition
1 (Unique)

WARGEAR:

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

SPECIAL RULES:

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

Hunter's Strike: If

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

WARLORD TRAIT:

- Ambush of Blades (pg 148)



REMNANT OF GLORY

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

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



FUEGAN

THE BURNING LANCE

220
POINTS



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

Fuegan

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

Unit Type
Infantry (Character)

Unit Composition
1 (Unique)

WARGEAR:

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

WARLORD TRAIT:

- Mark of the Incomparable Hunter (pg 148)

SPECIAL RULES:

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

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

Unquenchable 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.



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

170
POINTS



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

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

Baharroth

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

Unit Type
Jump Infantry (Character)

Unit Composition
1 (Unique)

WARGEAR:

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

SPECIAL RULES:

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

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

WARLORD TRAIT:

- Falcon's Swiftess (pg 148)



REMNANT OF GLORY

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

Range	S	AP	Type
-	User	3	Melee, Blind



MAUGAN RA

THE HARVESTER OF SOULS

195
POINTS



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

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

WARGEAR:

- Phoenix armour (pg 153)

WARLORD TRAIT:

- Mark of the Incomparable Hunter (pg 148)

SPECIAL RULES:

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

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



REMNANT OF GLORY

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

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

Bio-cataclysm: If a non-vehicle model is slain as a result of this weapon, centre the large blast marker over that model before removing the model as a casualty. Units suffer a number of Strength 5 AP4 hits equal to the number of models from that unit that are under the marker. These hits have the Ignores Cover special rule.

AUTARCH

70
POINTS



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

	WS	BS	S	T	W	I	A	Ld	Sv
Autarch	6	6	3	3	3	6	3	10	3+
Autarch Skyrunner	6	6	3	4	3	6	3	10	3+

Unit Type

Infantry (Character)
Eldar Jetbike (Character)

Unit Composition

1 Autarch

WARGEAR:

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

SPECIAL RULES:

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

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

OPTIONS:

- May take one of the following options:
 - Warp jump generator (pg 154) 10 pts
 - Swooping Hawk wings (pg 154) 15 pts
 - Upgrade to an Autarch Skyrunner 15 pts
- May take one of the following:
 - Banshee mask (pg 153) 5 pts
 - Mandiblasters (pg 154) 10 pts
- May replace shuriken pistol with fusion pistol (pg 149) 10 pts
- May take up to two weapons from the following list:
 - Scorpion chainsword (pg 152) 3 pts
 - Avenger shuriken catapult (pg 150) or lasblaster (pg 149) 5 pts
 - Deathspinner (pg 150) or fusion gun (pg 149) 10 pts
 - Laser lance (Autarch Skyrunner only) (pg 152) 10 pts
 - Power weapon 15 pts
 - Reaper launcher with starswarm missiles (pg 150) 25 pts
- May take items from the **Remnants of Glory** list.



FARSEER

100
POINTS



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

	WS	BS	S	T	W	I	A	Ld	Sv	
Farseer	5	5	3	3	3	5	1	10	-	Unit Type
Farseer Skyrunner	5	5	3	4	3	5	1	10	3+	Infantry (Character)
										Eldar Jetbike (Character)

Unit Composition
1 Farseer

WARGEAR:

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

SPECIAL RULES:

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

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

PSYKER:

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

OPTIONS:

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

WARLOCK CONCLAVE

35
POINTS



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

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

WARGEAR:

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

SPECIAL RULES:

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

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

PSYKER:

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

OPTIONS:

- May include up to nine additional Warlocks 35 pts/model
- Any model may replace its witchblade with a singing spear (pg 152) 5 pts/model
- The entire unit may be upgraded to Warlock Skyrunters 15 pts/model



SPIRITSEER

70
POINTS



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

Spiritseer

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

Unit Type
Infantry (Character)

Unit Composition
1 Spiritseer

WARGEAR:

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

SPECIAL RULES:

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

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

PSYKER:

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

OPTIONS:

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



GUARDIAN DEFENDERS

90
POINTS



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

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

WARGEAR:

Guardians

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

Warlock Leader

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

SPECIAL RULES:

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

PSYKER:

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

OPTIONS:

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



STORM GUARDIANS

72
POINTS



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

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

WARGEAR:

Guardians

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

Warlock Leader

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

SPECIAL RULES:

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

PSYKER:

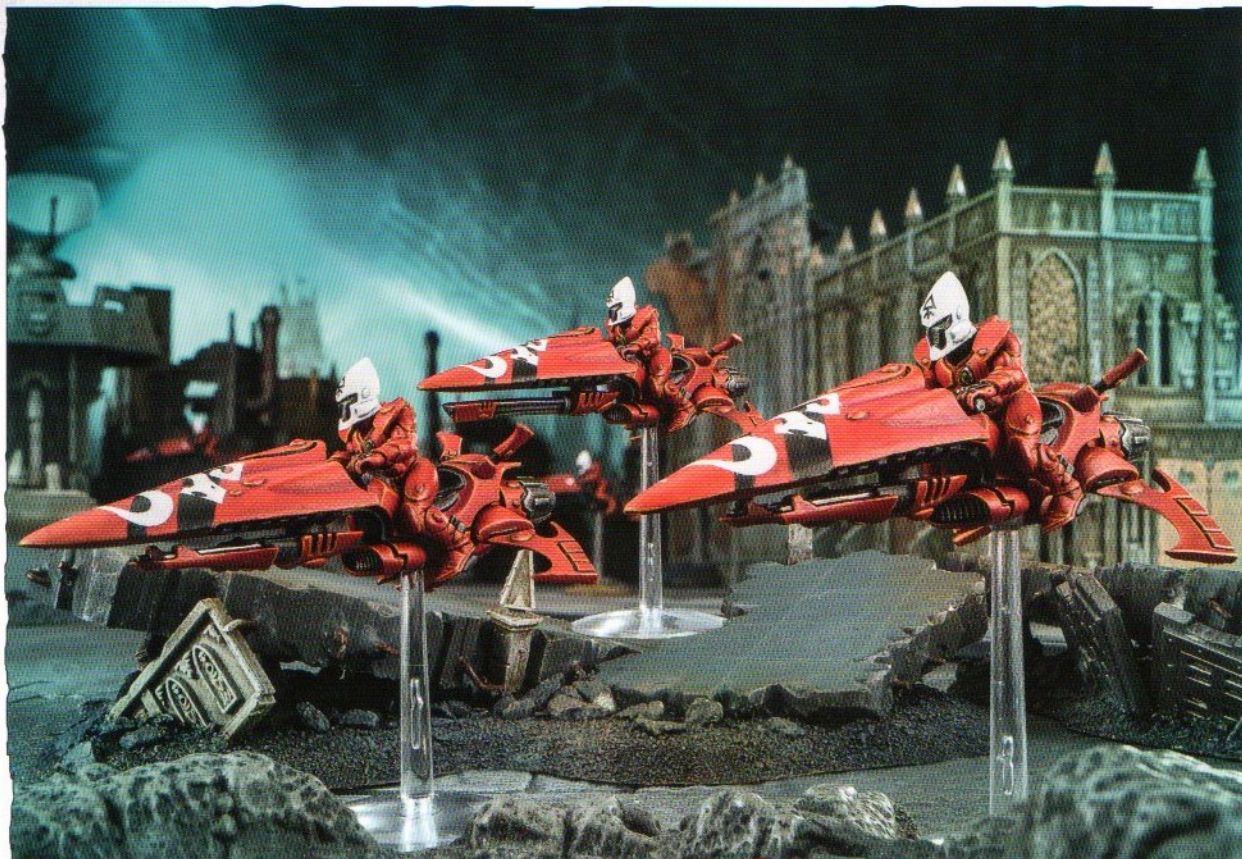
A Warlock Leader generates powers from the **Daemonology (Sancti)** and **Runes of Battle** disciplines.

OPTIONS:

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

WINDRIDERS

51
POINTS



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

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

WARGEAR:

Windrider

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

Windrider Warlock

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

SPECIAL RULES:

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

PSYKER:

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

OPTIONS:

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



RANGERS

60
POINTS



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

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

WARGEAR:

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

OPTIONS:

- May include up to five additional Rangers12 pts/model

SPECIAL RULES:

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



DIRE AVENGERS

65
POINTS



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

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

WARGEAR:

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

SPECIAL RULES:

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

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

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

OPTIONS:

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



HOWLING BANSHEES

65
POINTS



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

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

Unit Type

Infantry

Infantry (Character)

Unit Composition

5 Howling Banshees

WARGEAR:

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

SPECIAL RULES:

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

Acrobatic:

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

War Shout (Exarch only):

Enemy units locked in combat with a model that has this special rule subtract 2 from their Leadership.

OPTIONS:

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

STRIKING SCORPIONS

85
POINTS



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

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

WARGEAR:

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

SPECIAL RULES:

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

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

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

OPTIONS:

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



FIRE DRAGONS

110
POINTS



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

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

WARGEAR:

- **Heavy Aspect armour** (pg 153)
- **Fusion gun** (pg 149)
- **Melta bombs**

SPECIAL RULES:

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

Assured Destruction:

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

Crack Shot (Exarch Only):

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

OPTIONS:

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

WRAITHGUARD



160
POINTS



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

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

WARGEAR:

- Wraithcannon (pg 149)

SPECIAL RULES:

- Ancient Doom (pg 148)
- Bulky
- Fearless

OPTIONS:

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





WRAITHBLADES

150
POINTS



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

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

WARGEAR:

- Two ghostswords (pg 151)

SPECIAL RULES:

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

OPTIONS:

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



WAVE SERPENT

110
POINTS



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

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

WARGEAR:

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

TRANSPORT:

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

OPTIONS:

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



SWOOPING HAWKS

80
POINTS



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

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

WARGEAR:

- Aspect armour (pg 153)
- Lasblaster (pg 149)
- Haywire grenades
- Plasma grenades
- Grenade pack (pg 153)
- Swooping Hawk wings (pg 154)

SPECIAL RULES:

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

Intercept: At the end of the Movement phase, a model with this special rule can make one Attack against an enemy Flyer or Flying Monstrous Creature that it moved over that turn. The Attack hits on a roll of 4+, and is resolved at Strength 4 AP4 with the Haywire special rule. Flyers are hit on their side armour.

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

OPTIONS:

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

WARP SPIDERS

95
POINTS



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

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

Unit Type

Jet Pack Infantry
Jet Pack Infantry (Character)

Unit Composition

5 Warp Spiders

WARGEAR:

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

SPECIAL RULES:

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

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

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

OPTIONS:

- May include up to five additional Warp Spiders 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 (pg 150)..... 5 pts
 - Spinneret rifle (pg 150)..... 15 pts
- The Warp Spider Exarch may take a pair of powerblades (pg 152) 20 pts



SHINING SPEARS

75
POINTS



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

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

WARGEAR:

- Heavy Aspect armour (pg 153)
- Laser lance (pg 152)
- Eldar jetbike (pg 153)

SPECIAL RULES:

- Ancient Doom (pg 148)
- Battle Focus (pg 148)
- Outflank
- Skilled Rider

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

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

OPTIONS:

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

CRIMSON HUNTER

140
POINTS



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

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

WARGEAR:

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

SPECIAL RULES:

- Precision Shots (Exarch only)
- Vector Dancer

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

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

OPTIONS:

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



VYPER SQUADRON

40
POINTS



Arrow-swift and highly manoeuvrable, the Vypers of the craftworld warhosts boast a speed that belies their destructive potential. It is the way of the Eldar to favour sheer swiftness over any amount of armour plating, and so the Vypers make maximum use of their adroitness to pick the battles in which they fight. A well-drilled Vyper squadron moves as one, capable of performing hit-and-run attacks on the vulnerable side or rear of a gun-tank, or of evading enemy interceptors sent to bring them down. Notoriously reticent to get too close, Vypers work best at range, harrying the outriders of the foe before boosting past to pour yet more firepower into them from a new vantage point.

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

WARGEAR:

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

OPTIONS:

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



HEMLOCK WRAITHFIGHTER

185
POINTS



The ethereal scream of the Hemlock Wraithfighter drives a spike of terror into the mind, and even its flitting shadow can bring a brave man to his knees. The energies that pour from this eldritch craft are born of a psychic union between the living and the dead. Each Hemlock is piloted by a Spiritseer, a powerful psyker capable of assailing the minds of those below him with morbid visions. Stranger by far is his co-pilot, for the Wraithfighter is crewed by a dead Eldar soul who controls weapons that would drive a mortal insane. As the Wraithfighter passes over the foe, its D-scythes flare bright – a silent second later, the craft's victims slump, their souls severed from their bodies.

	[Armour]					Unit Type	Unit Composition
	BS	F	S	R	HP		
Hemlock Wraithfighter	4	10	10	10	3	Vehicle (Flyer)	1 Hemlock Wraithfighter

WARGEAR:

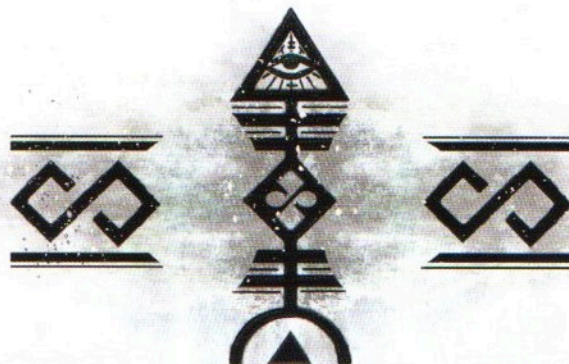
- Two heavy D-scythes (pg 149)
- Mindshock pod (pg 155)
- Spirit stones (pg 155)

SPECIAL RULES:

- Psychic Pilot (Mastery Level 2)
- Vector Dancer

PSYKER:

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





DARK REAPERS

75
POINTS



The grim, skull-like mask of the Dark Reaper surveys the landscape, every foe, mortal or machine, rendered only as prey. His is the power to slaughter from afar, for his ritual weaponry is a missile launcher of devastating potency. Chambered pods line a narrow spindle, the weapon lightweight enough to track even a speeding jetbike or jetfighter. Salvoes of missiles rip across the field into enemy infantry whilst perfectly placed shots hurtle skyward to tear open the aircraft of the foe. None can escape, for the Dark Reapers can bring the most agile of foes low. Even the fearless warriors of the Adeptus Astartes find their armour little use against the salvoes of these Aspect Warriors.

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

WARGEAR:

- **Heavy Aspect armour** (pg 153)
- **Reaper launcher with starswarm missiles** (pg 150)
- **Reaper rangefinder** (pg 154)

SPECIAL RULES:

- **Ancient Doom** (pg 148)
- **Slow and Purposeful**

Inescapable Accuracy: A

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

Fast Shot (Exarch Only):

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

OPTIONS:

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

VAUL'S WRATH SUPPORT BATTERY

30
POINTS



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

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

WARGEAR:

Guardian crew

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

Support Weapon

- Shadow weaver (pg 150)

Warlock Leader

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

SPECIAL RULES:

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

PSYKER:

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

OPTIONS:

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



FALCONS

125
POINTS



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

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

WARGEAR:

- Pulse laser (pg 149)
- Shuriken cannon (pg 150)
- Twin-linked shuriken catapult (pg 150)

TRANSPORT:

- **Transport Capacity:** Six models.
- **Fire Points:** None.
- **Access Points:** A Falcon has one Access Point at the rear.

SPECIAL RULES:

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

OPTIONS:

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

FIRE PRISMS

125
POINTS



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

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

WARGEAR:

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

SPECIAL RULES:

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

OPTIONS:

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





NIGHT SPINNERS

100
POINTS



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

[Armour]

	BS	F	S	R	HP
Night Spinner	4	12	12	10	3

Unit Type

Vehicle (Tank, Fast, Skimmer)

Unit Composition

1 Night Spinner

WARGEAR:

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

SPECIAL RULES:

Monofilament Shroud: If a Night Spinner squadron contains more than one model, the squadron can fire a Monofilament Shroud instead of firing normally. Nominate one model in the squadron as the firer; the other models in the squadron cannot fire their doomweavers this turn. The nominated model shoots using the doomweaver's dispersed profile, adding 1 to the Strength and number of shots fired for each other model in the squadron that could have otherwise fired its doomweaver normally. For example, a squadron of 3 Night Spinners, 1 of which is affected by a Crew Stunned result and cannot fire its doomweaver this turn, would fire 2 shots, each resolved at Strength 8.

OPTIONS:

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

WAR WALKERS

60
POINTS



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

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

WARGEAR:

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

SPECIAL RULES:

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

OPTIONS:

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



WRAITHLORD

120
POINTS



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

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Wraithlord	4	4	8	8	3	4	3	10	3+	Monstrous Creature (Character)	1 Wraithlord

WARGEAR:

- Two shuriken catapults (pg 150)

SPECIAL RULES:

- Ancient Doom (pg 148)
- Fearless

OPTIONS:

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

WRAITHKNIGHT

295
POINTS



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

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

Unit Type
Jump Gargantuan Creature

Unit Composition
1 Wraithknight

WARGEAR:

- Two heavy wraithcannons (pg 149)

SPECIAL RULES:

- Ancient Doom (pg 148)

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

OPTIONS:

- May exchange both heavy wraithcannons for:
 - Ghostglave (pg 151) and scattershield (pg 154) free
 - Suncannon (pg 151) and scattershield free
- May take up to two of the following in any combination:
 - Scatter laser (pg 149) 15 pts each
 - Shuriken cannon (pg 150) 15 pts each
 - Starcannon (pg 151) 20 pts each



AVATAR OF KHAINE

195
POINTS



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

Avatar of Khaine

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

Unit Type

Monstrous Creature (Character)

Unit Composition

1 Avatar of Khaine

SPECIAL RULES:

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

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

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



REMNANT OF GLORY

The Wailing Doom: Known to the Eldar as the 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
-	+2	1	Melee, Armourbane

GUARDIAN BATTLEHOST



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

FORMATION:

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

RESTRICTIONS:

None.

SPECIAL RULES:

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

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



WINDRIDER HOST



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



FORMATION:

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

RESTRICTIONS:

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

SPECIAL RULES:

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

GUARDIAN STORMHOST



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



FORMATION:

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

RESTRICTIONS:

None.

SPECIAL RULES:

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

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



SEER COUNCIL



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



FORMATION:

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

RESTRICTIONS:

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

SPECIAL RULES:

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

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

Psychic Might: When models from this Formation make Psychic tests, results of 3+ will harness a Warp Charge point instead of results of 4+.

ASPECT HOST



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



FORMATION:

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

RESTRICTIONS:

Each unit in this Formation must include an Exarch.

SPECIAL RULES:

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

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



DIRE AVENGER SHRINE



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



FORMATION:

- 3 units of Dire Avengers (pg 116)

RESTRICTIONS:

Only one unit in this Formation may include an Exarch.

SPECIAL RULES:

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

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

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

CRIMSON DEATH



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



FORMATION:

- 3 Crimson Hunters (pg 126)

RESTRICTIONS:

One Crimson Hunter must be upgraded to an Exarch.

SPECIAL RULES:

- Preferred Enemy (Flyers, Flying Monstrous Creatures)

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



WRAITH HOST



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



FORMATION:

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

RESTRICTIONS:

None.

SPECIAL RULES:

- **Battle Focus** (pg 148)

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





APPENDIX

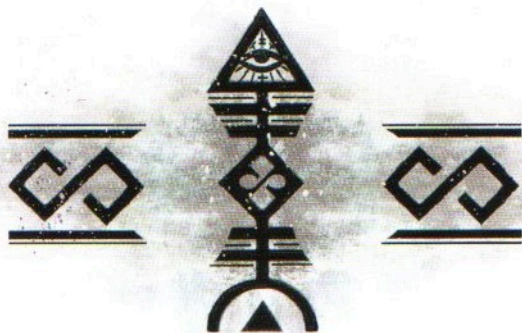
This section of the book details many of the rules for using an army of craftworld Eldar in your games of Warhammer 40,000, including their unique Warlord Traits, wargear and Tactical Objectives. The profiles page at the end provides a list of unit and weapons profiles for reference during your games.

ARMY SPECIAL RULES

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

ANCIENT DOOM

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



BATTLE FOCUS

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

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

WARLORD TRAITS

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

WARLORD TRAITS TABLE

D6 WARLORD TRAIT

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

THE FORGE OF VAUL

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

RANGED WEAPONS

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

Dragon's breath flamer Flamer

CHAINSABRES

See page 151.

DISTORTION WEAPONS

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

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

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



ELDAR MISSILE LAUNCHER

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

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

FUSION WEAPONS

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

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



Fusion gun

LASER LANCE

See page 152.

LASER WEAPONS

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

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



MONOFILAMENT WEAPONS

Many Eldar units use monofilament weapons, all of which work in a similar fashion by creating a dense monofilament mesh from a complex 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 razor-net is so sharp it can reduce an entangled enemy to 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
- Focussed	Template	7	6	Heavy 1, Monofilament, Torrent
Spinneret rifle	18"	6	1	Rapid Fire, Monofilament

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

PRISM CANNON

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

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

RANGER LONG RIFLE

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

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

REAPER LAUNCHER

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

	Range	S	AP	Type
Starshot missile	48"	8	3	Heavy 1
Starswarm missile	48"	5	3	Heavy 2

SCORPION'S CLAW

See page 152.

SHURIKEN WEAPONS

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

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

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



Vibro cannon



Shuriken pistol



Ranger long rifle

SINGING SPEAR

See page 152.

STAR LANCE

See page 152.

STARCANNONS

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

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

TEMPEST LAUNCHER

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

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

MELEE WEAPONS

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

Close combat weapon Witchblade
Power weapon

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 let loose a short-range fusillade as he leaps into the fray before delivering a lightning flurry of blows.

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

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

TRISKELE

See page 152.

VIBRO CANNON

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

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

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

DIRESWORD

These dreaded swords have a vengeful spirit stone set into their hilts. A single blow from a diresword can 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. These expert melee fighters use the long-hafted blades to wreak bloody carnage across the battlefield in an instant.

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

GHOST WEAPONS

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

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

LASER LANCE

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

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

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

MIRRORSWORDS

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

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

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

POWERBLADES

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

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

Range	S	AP	Type
-	User	3	Melee

SCORPION CHAINWORD

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

Range	S	AP	Type
-	+1	6	Melee

SCORPION'S CLAW

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

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

SINGING SPEAR

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

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

STAR LANCE

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

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

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

TRISKELE

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

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

WITCH STAFF

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

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



ARMOUR

MESH ARMOUR

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

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.

PHOENIX ARMOUR

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

Phoenix armour confers a 2+ Armour Save.

RUNE ARMOUR

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

Rune armour confers a 4+ invulnerable save.

TREASURES OF VAUL

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

Plasma grenades Haywire grenades
Melta bombs

BANSHEE MASK

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

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

ELDAR JETBIKE

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

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

FORCESHIELD

These powerful shield projectors can deflect almost any blow.

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

GHOSTHELM

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

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

GRENADE PACK

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

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

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

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

HEAVY WEAPON PLATFORM

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

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

MANDIBLASTERS

Mandiblasters spit needle shards that channel a deadly laser blast.

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

REAPER RANGEFINDER

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

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

SCATTERSHIELD

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

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

SHIMMERSHIELD

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

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

SWOOPING HAWK WINGS

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

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

WARP JUMP GENERATOR

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

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



Mandiblasters



Ghosthelm



Warp jump generator

ELDAR VEHICLE EQUIPMENT

CRYSTAL TARGETING MATRIX

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

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

GHOSTWALK MATRIX

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

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

HOLO-FIELDS

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

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

MINDSHOCK POD

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

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

POWER FIELD

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

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

SPIRIT STONES

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

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

SERPENT SHIELD

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

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

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

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

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

STAR ENGINES

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

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

VECTORED ENGINES

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

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



REMNANTS OF GLORY

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

KURNOUS' BOW

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

Range	S	AP	Type
12"	4	3	Pistol, Rending

SHARD OF ANARIS

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

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

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

ULDANORETHI LONG RIFLE

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

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

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, provided that it did not manifest any psychic powers or shoot this turn. If it does so it cannot shoot or charge for the remainder of the turn. However, the model can re-roll failed cover saves until the start of its next turn.

FIRESABRE

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

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

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

THE PHOENIX GEM

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

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

THE SPIRIT STONE OF ANATH'LAN

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

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

RUNES OF BATTLE

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

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

PRIMARIS POWER

CONCEAL/REVEAL WARP CHARGE 1

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

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

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

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

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

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

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

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

2. EMBOLDEN/HORRIFY WARP CHARGE 1

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

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

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

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

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

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

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

4. PROTECT/JINX..... WARP CHARGE 1

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

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

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

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

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

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

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

6. EMPOWER/ENERVATE WARP CHARGE 1

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

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

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



RUNES OF FATE

PRIMARIS POWER

GUIDE..... WARP CHARGE 1

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

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

1. EXECUTIONER WARP CHARGE 1

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

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

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

2. DOOM WARP CHARGE 2

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

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

3. WILL OF ASURYAN WARP CHARGE 2

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

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

4. FORTUNE WARP CHARGE 2

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

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

5. MIND WAR WARP CHARGE 2

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

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



6. ELDRITCH STORM.....WARP CHARGE 3 OR 4

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

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

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

TACTICAL OBJECTIVES

Codex: Craftworlds describes six Tactical Objectives to use in your games that are exclusive to Eldar players and reflect the discipline and skill of their warhosts in battle.

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

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

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

11 LEGACY OF SORROW

TYPE: ELДАР

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

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

12 SKYBORNE ASSAULT

TYPE: ELДАР

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

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

13 KHAINE'S WRATH

TYPE: ELДАР

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

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

14 GUARDIANS OF THE HIDDEN PATH

TYPE: ELДАР

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

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

15 STRANDS OF FATE

TYPE: ELДАР

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

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

16 COMBINED STRIKE

TYPE: ELДАР

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

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

DESIGNER'S NOTE – TACTICAL OBJECTIVES CARD DECK

If you own a deck of Eldar Tactical Objective Cards, you can generate your Tactical Objectives by shuffling the deck and drawing the top card instead of rolling a D66. These should be kept face up, so your opponent can see which Tactical Objectives you have generated, unless the mission you are playing instructs you otherwise.

PROFILES

HQ

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Pg
Asurmen	7	7	4	4	3	7	4	10	2+	In (ch)	102
Autarch	6	6	3	3	3	6	3	10	3+	In (ch)	108
Autarch Skyrunner	6	6	3	4	3	6	3	10	3+	Ejb (ch)	108
Baharroth	7	7	4	4	3	7	4	10	2+	In, J (ch)	106
Eldrad Ulthran	5	5	3	4	3	5	1	10	-	In (ch)	99
Farseer	5	5	3	3	3	5	1	10	-	In (ch)	109
Farseer Skyrunner	5	5	3	4	3	5	1	10	3+	Ejb (ch)	109
Fuegan	7	7	5	4	3	7	4	10	2+	In (ch)	105
Illic Nightspear	6	9	3	3	3	6	3	10	5+	In (ch)	101
Jain Zar	7	7	4	4	3	7	4	10	2+	In (ch)	103
Karandras	7	7	4	4	3	7	4	10	2+	In (ch)	104
Maugan Ra	7	7	4	4	3	7	4	10	2+	In (ch)	107
Prince Yriel	6	6	3	3	4	7	4	10	3+	In (ch)	100
Spiritseer	5	5	3	3	2	5	1	9	-	In (ch)	111
Warlock	4	4	3	3	1	5	1	8	-	In	110
Warlock Skyrunner	4	4	3	4	1	5	1	8	3+	Ejb	110

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	116
Dire Avenger Exarch	5	5	3	3	2	6	2	9	4+	In (ch)	116
Guardian	4	4	3	3	1	5	1	8	5+	In	112
Heavy Weapon	-	-	-	-	5	1	-	-	3+	In	112
Platform	-	-	-	-	5	1	-	-	3+	In	112
Ranger	4	4	3	3	1	5	1	8	5+	In	115
Warlock Leader	4	4	3	3	1	5	1	8	-	In (ch)	112
Windrider	4	4	3	4	1	5	1	8	3+	Ejb	114
Windrider Warlock	4	4	3	4	1	5	1	8	3+	Ejb (ch)	114

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	119
Fire Dragon Exarch	5	5	3	3	2	6	2	9	3+	In (ch)	119
Howling Banshee	4	4	3	3	1	5	1	9	4+	In	117
Howling Banshee Exarch	5	5	3	3	2	6	2	9	4+	In (ch)	117
Striking Scorpion	4	4	3	3	1	5	1	9	3+	In	118
Striking Scorpion Exarch	5	5	3	3	2	6	2	9	3+	In (ch)	118
Wraithblade	4	4	5	6	1	4	1	10	3+	In	121
Wraithguard	4	4	5	6	1	4	1	10	3+	In	120

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	125
Shining Spear Exarch	5	5	3	4	2	6	2	9	3+	Ejb (ch)	125
Swooping Hawk	4	4	3	3	1	5	1	9	4+	In, J	123
Swooping Hawk Exarch	5	5	3	3	2	6	2	9	4+	In, J (ch)	123
Warp Spider	4	4	3	3	1	5	1	9	3+	In, Jp	124
Warp Spider Exarch	5	5	3	3	2	6	2	9	3+	In, Jp (ch)	124

VEHICLES

	[Armour]										Pg
	WS	BS	S	F	S	R	I	A	HP	Unit Type	Pg
Wave Serpent	-	4	-	12	12	10	-	-	3	Tk, F, S, T	122
Crimson Hunter	-	4	-	10	10	10	-	-	3	Fl	126
Crimson Hunter											
Exarch	-	5	-	10	10	10	-	-	3	Fl (ch)	126
Falcon	-	4	-	12	12	10	-	-	3	Tk, F, S, T	131
Fire Prism	-	4	-	12	12	10	-	-	3	Tk, F, S	132
Hemlock											
Wraithfighter	-	4	-	10	10	10	-	-	3	Fl	128
Night Spinner	-	4	-	12	12	10	-	-	3	Tk, F, S	133
Vyper	-	4	-	10	10	10	-	-	2	F, O, S	127
War Walker	4	4	5	10	10	10	5	2	2	W, O	134

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	129
Dark Reaper Exarch	5	5	3	3	2	6	2	9	3+	In (ch)	129
Guardian Crew	4	4	3	3	1	5	1	8	5+	Ar	130
Support Weapon	-	-	-	7	2	-	-	-	3+	Ar	130
Warlock Leader	4	4	3	3	1	5	1	8	-	In (ch)	130
Wraithlord	4	4	8	8	3	4	3	10	3+	MC (ch)	135

LORDS OF WAR

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Pg
Avatar of Khaine	10	10	6	6	5	10	5	10	3+	MC (ch)	137
Wraithknight	4	4	10	8	6	5	4	10	3+	GC, J	136

RANGED WEAPONS

Weapon	Range	S	AP	Type
Avenger shuriken catapult	18"	4	5	Assault 2, Bladestorm
Bright lance	36"	8	2	Heavy 1, Lance
Dragon's breath flamer	Template	5	4	Assault 1
Flamer	Template	4	5	Assault 1
Chainsabres	12"	4	5	Assault 2, Bladestorm
D-scythe	Template	D	2	Assault 1, Distort Scythe
Death spinner	12"	6	-	Assault 2, Monofilament
D-cannon	24"	D	2	Heavy 1, Barrage, Blast
Doomweaver	-	-	-	-
- Dispersed	48"	7	6	Heavy 1, Barrage, Large Blast, Monofilament
- Focussed	Template	7	6	Heavy 1, Monofilament, Torrent
Eldar missile launcher	-	-	-	-
- Plasma missile	48"	4	4	Heavy 1, Blast
- Starhawk missile	48"	7	4	Heavy 1, Skyfire
- Starshot missile	48"	8	3	Heavy 1
Firepike	18"	8	1	Assault 1, Melta
Fusion gun	12"	8	1	Assault 1, Melta
Fusion pistol	6"	8	1	Pistol, Melta
Lasblaster	24"	3	5	Assault 3
Laser lance	6"	6	3	Assault 1, Lance
Hawk's talon	24"	5	5	Assault 3
Haywire grenade	8"	2	-	Assault 1, Haywire
Heavy D-scythe	18"	D	2	Assault 1, Blast, Distort Scythe
Heavy wraithcannon	36"	D	2	Assault 1
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
- Starswarm missile	48"	5	3	Heavy 2
Scatter laser	36"	6	6	Heavy 4
Scorpion's claw	12"	4	5	Assault 2, Bladestorm
Shadow weaver	48"	6	6	Heavy 1, Barrage, Blast, Monofilament
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
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"	D	2	Assault 1

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, Soularazor
Executioner	-	+2	2	Melee, Two-handed
Ghostaxe	-	+2	2	Melee, Unwieldy
Ghostglaive	-	+1	2	Melee, Master-crafted
Ghostsword	-	+1	3	Melee
Laser lance	-	+3/User	3	Melee, Lance
Melta bomb	-	8	1	Armourbane, Unwieldy
Mirrorswords	-	User	3	Melee, Master-crafted
Plasma grenade	-	4	4	-
Powerblades	-	User	3	Melee
Power axe	-	+1	2	Melee, Unwieldy
Power lance	-	+1/User	3/4	Melee
Power maul	-	+2	4	Melee, Concussive
Power sword	-	User	3	Melee
Scorpion chainsword	-	+1	6	Melee
Scorpion's claw	-	x2	2	Melee
Singing spear	-	User	-	Melee, Armourbane, Fleshbane
Star lance	-	+5/User	2	Melee, Lance
Triskele	-	User	3	Melee
Witchblade	-	User	-	Melee, Armourbane, Fleshbane
Witch staff	-	User	-	Melee, Armourbane, Fleshbane, Soul Blaze

UNIT TYPES

Artillery = Ar, Eldar Jetbike = Ejb, Fast = F, Flyer = Fl, Gargantuan Creature = GC, Infantry = In, Jet Pack unit = Jp, Jump unit = J, Monstrous Creature = MC, Open-topped = O, Skimmer = S, Tank = Tk, Transport = T, Walker = W, Character = (ch)





WARHAMMER 40,000



THEY WHO ONCE RULED THE STARS

The Eldar used to hold the galaxy in their grip, but the decadence and pride of their race brought a terrible doom. Now they fight an endless battle against the dying of the light. Their peerless technology, supernatural skills and piercing foresight are the only things standing between them and extinction. Seers, warriors and civilians alike go to war in the glorious heraldry of the craftworlds, outclassing the savages of the lesser races with dazzling displays of martial supremacy. Time is running out for the Eldar, but they fight on, determined to blaze brightly once more before the darkness of oblivion claims them forever.

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