

CODEX®

CRAFTWORLD ELDAR®

"The first thing one must learn about the Eldar is that they are a race of fragments, broken and scattered across the galaxy. In culture, geography and technology, the disparate elements of the Eldar race vary wildly. Even within a single sub-race (the so-called kindreds of the Craftworld Eldar, Exodites, 'Dark' Eldar and the mysterious Harlequins) there is great diversity of tradition and attitude. This treatise concentrates on that faction of the Eldar race which traverses the galaxy in gigantic stellar vessels; the craftworlds. The accumulated wisdom of centuries is contained within this tome; shedding light on their beliefs, customs, military strength and, most importantly, their weaknesses.

What little information I have gleaned concerns only the five largest and most infamous craftworlds. In examining these separate cultures we shall witness the divisions that have sundered the Eldar from one another, even when ostensibly of common heritage. Remember though, there can be no pity for the plight of the Eldar. Indeed, the honoured servant of the Emperor should rejoice that an alien race is on the decline, that the Eldar's extinction shall pave the way to ever greater ages of conquest and glory for the Emperor and mankind. Compassion is reserved for servants of the Emperor; aliens deserve only our scorn".

Inquisitor Czevak - Teachings on the Unholy

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United Kingdom
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Lenton, Nottingham,
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INTRODUCTION

So you desire to become wiser in the ways of the Eldar? Within these pages lie the secrets of the five greatest craftworlds of the Eldar. Here you will find much about their different traits and organisation as well as the distinctive forces that fight for them.

WHAT'S IN THIS BOOK?

This book covers the five most famous Eldar craftworlds: Biel-Tan, Ulthwé, Alaitoc, Saim-Hann and Iyanden. With it you will be able to collect a specialised Eldar army from these craftworlds to vanquish your opponents across the Warhammer 40,000 galaxy.

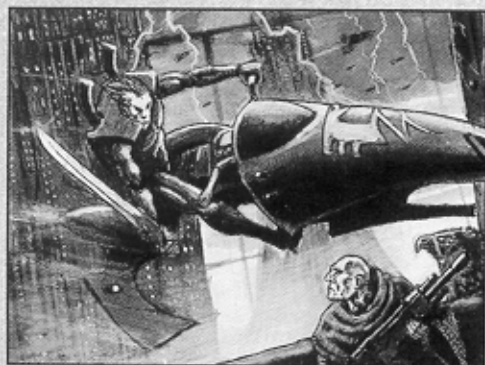
THE ARMY LIST VARIANTS. There are five army list variants in this Codex: The Iyanden Ghost Warriors army, Saim-Hann Wild Rider Host, Alaitoc Ranger force, Biel-Tan Swordwind army and the forces of Ulthwé the Damned. Each of these army lists reflect some part of the character of the craftworld to which they belong and contain special rules, changes to the Codex: Eldar army list and new unit types. Although these variants have been presented as specific craftworlds, this is simply because these are the most renowned examples of armies of their type. There is no reason why you couldn't field an army from another craftworld using these army list variants, as all Eldar sometimes use different formations to that of the Guardian-oriented one embodied by the army list given in Codex: Eldar.

For example, the Saim-Hann Wild Riders, an army composed almost entirely of skimmers and jetbikes, can be used to represent the Wind Rider hosts often employed by other craftworlds. Similarly, on occasion other craftworlds have had to resort to using large numbers of their Wraithguard and Wraithlords (as detailed in the Iyanden Ghost Warrior army).

Designer's note: Some of the following army list variants contain new unit types, exclusive to that type of army. These units have been included to provide you with an opportunity to flex your modelling and painting skills, and can be represented by converted models or with an appropriate paint scheme on an existing miniature. Examples of ways this can be done are given in the Craftworld Colours section of this Codex.

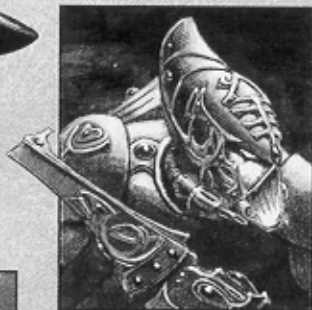
THE CRAFTWORLDS. Throughout this Codex you will also find additional background about the Eldar, in particular their alien machinations and some more insights into their history.

CRAFTWORLD COLOURS. These pages display a variety of colour schemes for the troops and vehicles of the featured craftworlds. They show uniforms of Guardians, examples of Eldar runes used on their armour and the pennants and banners that fly from their vehicles. Also included are examples of the deadly Aspect Warriors and the Exarchs that lead them.



"Crush the Unholy in
all of their many guises."

Confessor Damian



"Eradicate them all,
we can no longer tolerate
their filthy presence here."

Warlock Lorith of Alaitoc



CRAFTWORLD ARMY LISTS



"Let not the fear of death stay your hand nor defeat your courage. The warrior who will prevail is the one who conquers death, who becomes one with death as we have."

Phoenix Lord Maugan Ra

The army lists on the following pages are used with the one given in Codex: Eldar. They are expanded versions of the army lists in the Eldar Appendix on page 207 of Warhammer 40,000, taking into account changes in Codex: Eldar and adding background and detail. These lists allow you to field an Eldar army from one of the five best known craftworlds travelling within Imperial space: Saim-Hann, Alaitoc, Biel-Tan, Ulthwé and Iyanden.

USING THE ARMY LIST VARIANTS

Except where otherwise noted in the army list variants that follow, pick your army as you would any other Craftworld Eldar army. Some of the army list variants may change which force organisation category a unit or units are in (for example, in the Iyanden list Wraithlords are a Troops choice rather than Heavy Support). They may introduce different limitations to the units, such as giving a maximum number of choices or a minimum number. Some list variants also include new unit types specific to that craftworld, which may be in addition to or replace the units in Codex: Eldar. However, apart from variations which are specifically detailed within the army list variants, all of the normal rules and limitations apply.

Designer's note: Specific craftworlds have been used to illustrate the various types of armies detailed in the following variants, but this is not intended to restrict the use of these lists to just those craftworlds. Similarly, a player is free to use the standard army list in Codex: Eldar for the five listed craftworlds. If you have invented your own craftworld, it is perfectly acceptable to base your army around one of the following Craftworld Eldar army list variants if you want to.

CRAFTWORLD ELДАР SUMMARY

Craftworld Iyanden	WS	BS	S	T	W	I	A	Ld	Sv
Spiritseer	4	4	3	3	1	4	1	10	4+
Craftworld Saim-Hann	WS	BS	S	T	W	I	A	Ld	Sv
Wild Rider Chief	5	4	3	3(4)	2	5	3	10	3+
Wild Rider Kinsmen	4	3	3	3(4)	1	5	2	9	3+
Craftworld Alaitoc	WS	BS	S	T	W	I	A	Ld	Sv
Path-finders	3	4	3	3	1	5	1	10	5+
Craftworld Biel-Tan	WS	BS	S	T	W	I	A	Ld	Sv
Dire Avenger Exarch	5	5	3	3	1	6	2	9	3+
Howling Banshee Exarch	5	5	3	3	1	6	2	9	3+
Fire Dragon Exarch	5	5	3	3	1	6	2	9	3+
Striking Scorpion Exarch	5	5	4	3	1	6	2	9	3+
Craftworld Ulthwé	WS	BS	S	T	W	I	A	Ld	Sv
Seer Council Farseer	5	5	3	4	3	5	1	10	4+
Seer Council Warlock	4	4	3	3	1	4	1	8	4+
Black Guardian Defender	3	4	3	3	1	4	1	8	5+
Black Guardian Storm Squad	4	3	3	3	1	4	1	8	5+

Every craftworld is thought to be represented by an Eldar rune which denotes that craftworld's spacecraft and warriors. Such runes have been observed carried into battle, emblazoned on the craftworld's banners and vehicles. The uniforms of Eldar corpses recovered after an encounter are also decorated with these runes. Information gleaned from captive Eldar specimens and from the heretics who continue to trade with the enemy have revealed something of the meaning and mythological significance of these mysterious symbols.

THE EYE OF ISHA

This rune depicts the sorrow of Isha, the fertility goddess from whom the Eldar say they sprung. This is the symbol of the Ulthwé craftworld, whose name is a contraction of 'Ulthanash Shelwe' meaning the Song of Ulthanash. This ancient song describes the lay of Eldanesh, who is the most revered of all Eldar heroes.

THE SHRINE OF ASURYAN

Asuryan is not only the oldest but also the greatest of the ancient Eldar deities. He is the father of the gods, the ancestor of all living things. This is the symbol of the Iyanden craftworld whose name means 'Light in the Darkness', a reference to the burning shrine of Asuryan, the final hope of the Eldar of Iyanden.

THE COSMIC SERPENT

In Eldar myth, this Serpent is the only creature believed to exist in both the material and the psychic universes at the same time. Hence, the Serpent is said to know all secrets, past and present. Because the Eldar word for both 'snake' and 'secret knowledge' is 'Saim', this is the symbol of the Saim-Hann craftworld.

THE REBORN

This rune stands for the principle of reincarnation, a fate thought to have befallen every Eldar before the Fall. The symbol denotes the craftworld of Biel-Tan, whose name means 'Rebirth of Ancient Days'. For them, winter has fallen on the Eldar but the Biel-Tan are convinced that spring will soon return.

THE DOOM OF EL DANESH

Eldanesh was an Eldar hero who was slain by the jealous war god Khaine. The symbol of Alaitoc depicts the sword of Khaine bisecting the Red Moon, the sign of Eldanesh. The Red Moon is an ill-omen for most Eldar and the Alaitoc use it to remind them of what happens if mortals offend the gods.

IYANDEN GHOST WARRIORS



Investigation into the recent history of the Iyanden Craftworld can lead to but one conclusion – the Eldar of Iyanden are on the brink of total extinction. They have lost many of their number in the long millennia since the Fall and, as with all Eldar, new generations are few and far between. However, it was an attack by a swarm of Tyranids from Hive Fleet Kraken that may have rung the death knell for Iyanden Craftworld. The space-borne city was all but destroyed and thousands upon thousands of its warriors fell in battle against the Great Devourer. They were on the verge of utter annihilation but despite these horrendous losses, the Craftworld was saved from extermination by the intervention of the Pirate Prince Yriel and his Eldritch Raiders. However, Iyanden is unlikely to ever recover its losses and it is only a matter of time before the craftworld becomes lifeless.

We can comfortably make this deduction on the basis of one fact; the massive preponderance of artificially constructed warriors in an Iyanden host. These 'Wraith-guardians' and 'Wraith-nobles' use the Eldar's advanced knowledge of psychic and soul-grafting technology to create a new, artificial constructed body for the soul of an Eldar whose body has been destroyed. This reliance on such constructs confirms the belief in the Iyanden Craftworld's imminent demise simply because the creation of these 'Ghost Warriors' is an abhorrent necessity to the Eldar, who view the process as something akin to grave-robbing in our own culture. Not only are they disturbing the eternal rest of the dead, the Eldar are, in essence, creating zombies of their ancestors and forcing them to continue fighting. As one can imagine, this repulsive behaviour would never be undertaken except in the direst of circumstances.

This reliance upon the dead has given rise to an increase in the number of psykers specialised in raising the souls of the Eldar from where they are stored within the Infinity Circuit. These necromantic psykers, or Spiritseers as they are sometimes known to their kind, are adept at communing with the souls of the dead and utilising the sophisticated psycho-crystalline technology of the Eldar's spirit stones. The Spiritseers demonstrate all of the normal battle-magick capabilities of the formidable Warlock psykers, as well as acting as a node or focus for the spirits roused from their deathly slumber. The presence of a Spiritseer greatly increases the coordination and flexibility of these undead hosts and it should be noted that whenever facing such an adversary, a military commander should endeavour to eliminate these Spiritseers as a matter of importance and urgency.

Inquisitor Czevak – Teachings on the Unholy, Chapter V
'The Necromancers of Iyanden'



"Not Even The Dead Know The End Of War"

CRAFTWORLD IYANDEN

The following changes are made to the Craftworld Eldar army list to represent an Iyanden Ghost Warrior army:

Wraithguard and Wraithlords are Troops. The army may not include more Wraithlords than it has units of Wraithguard



Guardian Defenders are Heavy Support



Guardian Storm Squads are Fast Attack



Rangers and Dire Avengers are Elites



Any number of Warlocks in the army may be upgraded to Spiritseers for +8 pts each and follow the rules given below.

SPIRITSEER

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Spiritseer	+8	4	4	3	3	1	4	1	10	4+

Options: A Spiritseer may be given up to two of the following weapons: close combat weapon for +1 pt; shuriken pistol for +1 pt; singing spear for +18 pts; witch blade for +15 pts.

SPECIAL RULES

Independent Character: A Spiritseer follows all of the rules for Independent Characters as given on page 74 of the Warhammer 40,000 rulebook.

Warlock Powers: A Spiritseer may be given a single Warlock Power at the points cost listed in the Craftworld Eldar Armoury.

Rune Armour: See the Wargear section in Codex: Eldar for details.

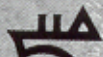
Ghostvoice: A Spiritseer can communicate with the spirits of the dead and guide them on the battlefield. Any Wraithguard unit with a model within 6" of a Spiritseer does not have to test for Wraithsight, just as if a Warlock was accompanying the unit (see page 11 in Codex: Eldar).



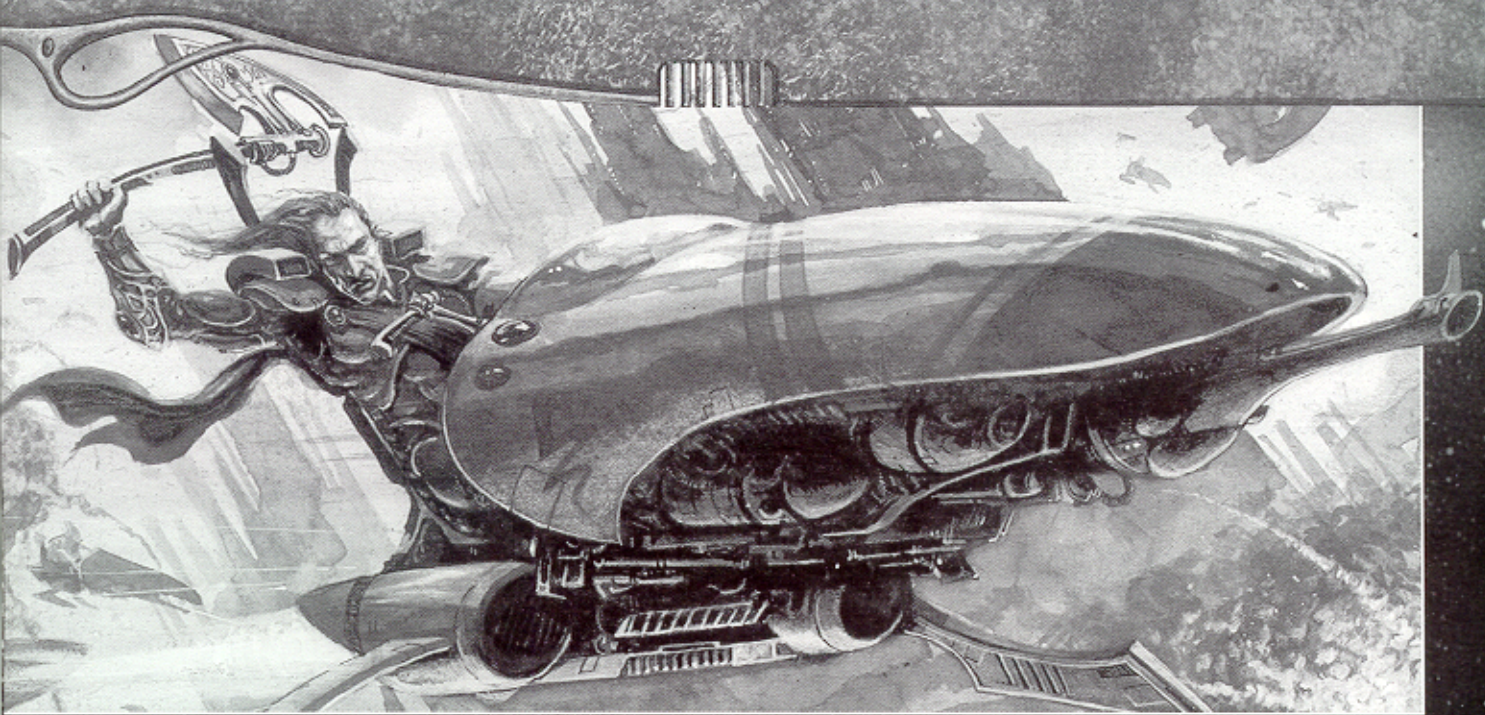
Wraithlords were once mighty warriors in life, and famed throughout the Craftworld for their heroic deeds. It is this martial spirit that allows the Wraithlord to control its massive body and focus on the battle around it.



The ghost-like afterlife of the Craftworld's Infinity Circuit is as alien to an Eldar mind as to any other. The specially trained Spiritseers have hardened their spirits to the effects of the Infinity Circuit and are able to tune out the swirling thought patterns which would otherwise drive them insane.



SAIM-HANN WILD RIDER HOST



Saim-Hann was reputedly one of the first craftworlds to flee from the Eldar homeworlds as the Fall approached and it still retains many ties with the 'primitive' Exodites who preceded them. We have found the attitude of other Craftworld Eldar interesting. They consider the Eldar of Saim-Hann feral and barbarous in many ways, further illustrating the rift within this supposedly single race. Reports from our military commanders show that this certainly holds true on the field of battle. The Eldar of Saim-Hann are fierce and proud warriors who seem to value honour much more highly than any of their more sophisticated kin. Their bravery is legendary but their recklessness has frequently led to them fighting wars against other races and even other craftworlds. It appears that this warrior pride has led them into battle even when they could ill afford conflict.

The most famous of the Saim-Hann are the Wild Riders who go into battle riding jetbikes and Vypers, and excel at swift raids. We have learnt that these warrior-kindreds have much influence on the craftworld and nearly all Saim-Hann Eldar, including the Seers, belong to one of the Wild Rider families. Apparently, it is only during an Eldar's time as an Aspect Warrior that their ties with their family are forgotten, as their devotion to the shrine overrules all other considerations.

In terms of the social structure, the Wild Rider families bear many resemblances to the feudal hierarchies found on many of our own worlds. Each family has a single leader, the position of which is usually passed by hereditary tradition [though there is no emphasis on patrilinear or matrilinear descent]. The closest family to this 'Chief' forms the Kinsmen who comprise the ruling elite of the family. It is the Kinsmen who guide the Chief when the craftworld goes to war and it is left up to the individual Wild Rider families whether they will participate, unlike the general conscription and mustering of Guardians that is seen on most craftworlds.

This has sometimes led to Wild Rider families actually fighting amongst themselves, although these 'battles' generally take a highly ritualistic form and consist mainly of single combats between champions. These duels can be compared to some of the practices seen in the more primitive Imperial states - jousting and grand mêlées to decide who has the superior position. These 'honour duels' are not uncommon, although it is rare that they are ever fought to the death - first blood is usually sufficient to determine a winner. Such behaviour, that of frequent internecine fighting, seems incredible when one considers how few Eldar there are left in the galaxy.

Inquisitor Czevak - Teachings on the Unholy, Chapter VIII
The seeming barbarity of Saim-Hann.

Translator's note: Saim-Hann is pronounced Sam Hine (not Same Han)

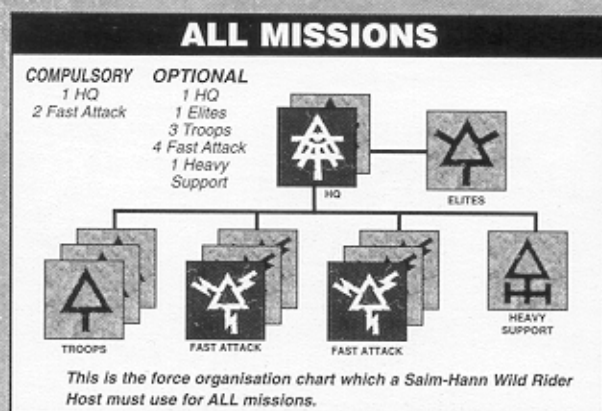
Inquisitor's Note: Translators should learn more respect for their masters.

SAIM-HANN WILD RIDERS

Wild Rider Force Organisation Chart

To reflect the unique structure of the Saim-Hann craftworld, a Wild Rider Host always use the Force Organisation chart that is given to the right, regardless of the scenario being played.

In addition, Swooping Hawks squads become an Elites choice.



A Saim-Hann army also has the following additional HQ choice:

WILD RIDER CHIEF

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Wild Rider Chief	65	5	4	3	3(4)	2	5	3	10	3+

Wargear: The Chief rides an Eldar jetbike armed with twin-linked shuriken catapults. He is armed with a close combat weapon.

Options: The shuriken catapults may be upgraded to a single shuriken cannon for +25 pts.

The Chief may exchange his close combat weapon for a power weapon at +12 pts.

Retainers: The Chief may be joined by a squadron of Kinsmen chosen from the entry below.

SPECIAL RULES

Chief of the Wild Riders: The Wild Rider Chief will never fall back under any circumstances and cannot be pinned. This ability is conferred to any unit led by the Chief.

Independent Character: Unless accompanied by his Kinsmen, a Wild Rider Chief is an Independent Character. He may only join Guardian jetbike squads.

WILD RIDER KINSMEN

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Kinsmen	40	4	3	3	3(4)	1	5	2	9	3+

Squadron: The squad consists of between 5 and 10 Kinsmen. The Wild Rider Chief and his Kinsmen form a single unit and take up one HQ choice from the force organisation chart.

Type: Eldar jetbike.

Weapons: The jetbikes are armed with twin-linked shuriken catapults. The riders are each armed with a close combat weapon.

Options: Up to half the Kinsmen (rounding down) may replace their shuriken catapults with a single shuriken cannon at +20 pts per model.

One Kinsman may carry the Family Banner for +35 pts. While the model with the Family Banner is still on the table, the Chief and his Kinsmen may re-roll any missed close combat attacks on the same turn that they charge into an assault.

Expert Pilots

The Saim-Hann are skilled at piloting their skimmers. The following units in a Saim-Hann Wild Rider Host may re-roll failed Difficult Terrain tests during the Movement phase:

Wild Rider Chief and Kinsmen
Guardian Jetbike Squads
Vyper Squadrons
Wave Serpents
Falcons
Fire Prisms

Deployment

In any mission, a Saim-Hann army may deploy Fast Attack units instead of Troops units (for example, in a Patrol mission a Saim-Hann army may choose to deploy either a Troops unit or a Fast Attack unit before the battle). Note that this is instead of Troops, you can't deploy both Troops and Fast Attack units.



The Wild Riders are made up of a number of different families which fight independently on the battlefield, usually led by their own Chief. Wild Rider Chiefs inspire fierce loyalty in their followers and their eternal concern for honour means that they will lead their warriors into the thickest fighting.

The Wild Rider Chief's best warriors are known as the Kinsmen. In battle they are his bodyguard and on the craftworld they act as his advisors and counsellors, helping him to lead his family to greater glory.



Access Classification: M-Delta: Green ...
 File: 8758/xx/86734-zx81 ...
 Doc Type: Arch.Ref was: 9763986M41 ...
 System: Machin Troyan ...
 Planet: Ilium II ... 96% pacification/...
 .../colonising/.../garrisoned/...

AWARE OF YOUR INTEREST IN ALIEN PREHISTORY, I HAVE SENT YOU THIS DOCUMENT; A TRANSLATION BY BROTHER OBELIUS MUNG, KEEPER OF THE VAULT OF LORE ON TERRA, OF THE MARKINGS ON THE ARTEFACT PICTURED ON THE LEFT, FOUND DURING A RECENT EXPEDITION AMONG THE RUINS OF EL DARADANEL. ALSO ENCLOSED ARE SEVERAL TRINKETS EXCAVATED FROM THE SAME SITE.



As the Ancients found to their cost, the universe is a harsh mistress. The desire for tranquility is an insufficient ward against those who would shatter worlds and indulge in bloody-handed conquest. In truth, such desires are part of us also. For all of our carefully constructed culture, there beats within every one of us the heart of a savage, one who would crush and maim at the slightest provocation, one who would revel in the defeat of others and in the exhibition of superiority through force. It is fortunate that these primitive flaws were quickly identified by the ancients in the aftermath of the Fall. They foresaw the need for protection against the aggression of younger races and for channelling the negative essence of the Eldar psyche.

One who is known now only as Asurmen, established the Path of the Warrior at the time of the Fall. He led his people into exile and founded the first of the Aspect Warrior Shrines, the Shrine of Asur. Where the people once danced to the tunes of splinterpipe and shardharp, now they learned the song of the Bladewind. The children of Asurmen, the Asurya, carried the ways of Kaela Mensha Khaine to other worlds and the Path of the Warrior was begun.

Asurmen taught that there was a way to embrace the Path of the Warrior without it consuming the psyche and tainting the soul. This was to pursue but a single Aspect of the many forms attributed to the Bloody Handed God. The first, such as taught by the Asurya, was the Aspect of the Dire Avenger, the noble warrior. The Dire Avenger is merciless to his foes and unstinting in his devotion to the people he serves. In time two of the Asurya, Jain Zar and Fuegan of the Fiery Heart founded their own Aspects. Jain Zar taught the swift blade and the killing wail of the Howling Banshee. Fuegan taught his followers to cast themselves as the great dragons of myth, unleashing wanton destruction with weapons of flame and so the Fire Dragon was born.

As the Path of the Warrior spread, the shrines of new Aspects began to appear on many craftworlds. The Phoenix Lord Manguan Ra vowed to avenge the destruction of Altansar and began the most sinister of Aspects, that of the Destroyer, Reaper of Souls. The followers of this Aspect of Khaine have come to be known as the Dark Reapers. Baharroth incepted the Swooping Hawks, the embodiment of ancient myths which depicted the hunting birds of the air as symbols of Khaine's vengeance. Ahra taught his children how to stalk their prey through the shadows and they became the Striking Scorpions, though their master was lost to them and none may now speak of his fate. With each generation, new Aspects gain favour and old ones fall into disuse but these firstborn Aspects remain eternal.

Upon the Path of the Warrior, the urge towards thoughtless slaughter is redirected into disciplined force and the protection of all. The awful power of war is unleashed only within the tightly confined rituals of the Aspect Warriors, enabling those who follow such a path to set aside their actions and their burden of guilt as easily as removing the war mask of their Aspect. Many of our kin tread the Path of the Warrior sometime in their lives. A few return to it repeatedly, flitting from one Aspect to another. Some are caught within it until death releases them, becoming Exarchs, both admired and abhorred. Those who do not become trapped strive to perfect control over their darker sides, be it beneath the grim visage of the Dark Reapers or the aloof gaze of the Banshees.



Above is shown a representation of a device located near to the main artefact. It was intact when we discovered it, but unfortunately became damaged by our probing to identify its function.



The uppermost image is a blade of some sort, although its hilt was broken as we attempted to remove it from its scabbard. The blade still contains a power charge, as my colleagues found to their regret.

The other item above is also some kind of blade, we think, although it carries no edge and is very short. Perhaps it is ceremonial in purpose. The bulbous attachment may fit into some kind of socket.



This piece is obviously a temple decoration of some kind. It is a classic Eldar rune of protection and psychic probing shows that it still contains a residual psychic aura. Our psyker was hospitalized by the investigation.



There were once two of the devices shown above. It was only by accidental activation that we discovered them to be some kind of explosive device. The three month delay waiting for a new team was most frustrating.

CRAFTWORLD COLOURS

The Craftworld Eldar are a diverse race with wide-ranging appeal to players. Whether you prefer lots of vehicles and bikes, or solid infantry and heavy armour, there is a craftworld variant army list to suit you. No matter if you prefer dark, sinister colour schemes or bright, heraldic uniforms, between them the different craftworlds can cover any style you like.



The craftworld army which can field the most vehicles is the Saim-Hann Wildrider host.



The Alaitoc Ranger force is made up of many Rangers and Pathfinders.



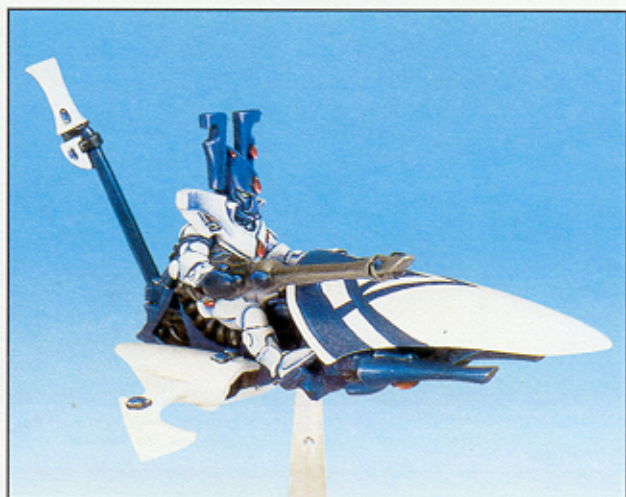
The Biel-Tan Swordwind army can take Aspect Warriors as Troop choices.

CRAFTWORLD ASPECT WARRIORS

Each of the Aspect shrines has its own unique colours and patterns. These vary tremendously from shrine to shrine, squad to squad and sometimes there is even variation in colours and markings within a single unit. On these two pages you can see examples of the most widespread Aspect colour schemes, as well as some interesting variants which you may like to use instead. How closely you adhere to the basic colours of the Aspect Warriors is up to you – some players like to follow the Aspect colours strictly, preferring the variety and range of colours they bring to an army. Others go to the other extreme and paint their Aspect Warriors in their craftworld colours so that they fit in with the overall look of the army. Another way is to use elements of your craftworld's colour scheme combined with the standard Aspect colours. For instance a bone-coloured Biel-Tan Howling Banshee wearing a green or white sash. Although you can paint them in the same way as the rest of the squad, Exarchs look good if they are painted a bit differently. For instance, you can reverse the squad's colour scheme, or add extra decoration so the Exarch stands out from the rest of the squad. This also makes them easier to spot on the battlefield especially in the midst of a sprawling close combat!



Shining Spears Exarch



Shining Spears Exarch



Shining Spears



Shining Spears carapace designs



Dire Avengers Exarch



Dire Avengers



Warp Spider

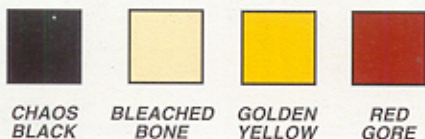
*Howling Banshee Exarch**Howling Banshees**Dark Reapers Exarch**Dark Reapers**Dark Reapers**Striking Scorpions**Shining Spears Aspect Warriors led by an Exarch**Howling Banshees Aspect Warriors*

ULTHWÉ

Ulthwé is one of the most sinister craftworlds and its black uniforms look suitably grim and forbidding. To further emphasise this theme, we used a bone colour to contrast the black. Bone is more subtle than pure white and helps keep the tone of the army uniform dark. It's a good idea not to make the bone colour too brown or it will look drab and dull. We've used Bronzed Flesh as the base colour, highlighted with Bleached Bone and Skull White. As you can see, there are all sorts of different combinations of colouring and markings you can use and we've used the different areas of detail such as weapon feeds, face plates, helmets and shuriken catapults to introduce lots of strange and exotic variations.



Ulthwé Colour Palette



TOP TIP: PAINTING WRAITHBONE

Wraithbone forms the basis of all Eldar armour on vehicles and troops. You can paint wraithbone any colour you want, including metallic colours such as Burnished Gold. You might prefer to paint it a natural bone colour and by far the simplest way to do this is to use a base colour of Snakebite Leather and highlight with Bleached Bone. If you use lots of Bleached Bone and Skull White you will get a polished bone look, but by keeping the highlights small you will end up with more ancient-looking wraithbone. Try using the drybrushing technique to gently dust on these highlights.

ALAITOC

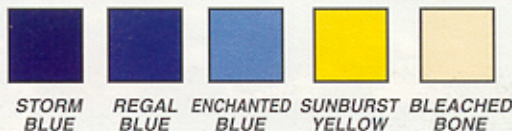
The primary colour of the Alaitoc Craftworld is deep blue, with a bright contrasting colour. For this we have used Sunburst Yellow but as an alternative you could use any bright colour you like, as you can see in the examples below. The Guardians' shuriken catapults are painted a bone colour, which was achieved with Vomit Brown and Bleached Bone. To add a bit more of an alien and exotic feel to our Alaitoc Guardians, we have used a mottled effect to vary the colours on the blue parts of the Guardians' armour. Details of how to do this are given below but if you want to keep it simple you could just use a single colour such as Regal Blue.



TOP TIP: MOTTLING

To mottle armour and vehicles, start with a Regal Blue base colour and then dab on small patches of Enchanted Blue. Make the dabs different shapes and sizes. Then do the same with Storm Blue. Use this effect to make camouflage patterns on any craftworld's warriors and Rangers.

Alaitoc Colour Palette



The army of Alaitoc is noted for the considerable number of Rangers amongst its warriors, as well as its highly experienced scouts known as Path-finders. Rangers can be painted in a variety of different colour schemes, some examples of which are shown below. In our Alaitoc force we have differentiated between our Rangers and Path-finders by painting the helmets and undersuits of the Rangers in the same colours as our Guardians, whilst the Path-finders are far more individualised, as befits their nature.



Examples of different colour schemes








Path-finders

BIEL-TAN

From the photographs below, you can see that there are many ways to recreate the green and white colours of the Biel-Tan Craftworld. For the majority of our Guardians we have used white on most of the armour, leaving the green for use on helmets and weapons. We used Dark Angels Green, Snot Green and Jade Green on the Guardians, although Goblin Green and Scorpion Green work equally as well. The white was painted with a base colour of Shadow Grey highlighted Skull White. However, you can quite easily reverse this colour scheme, as shown on the Wraithguard, or substitute a shade of grey instead of the white.

Biel-Tan Colour Palette

				
CHAOS BLACK	DARK ANGELS GREEN	SNOT GREEN	JADE GREEN	SKULL WHITE



In the photo below, you can see how this green and white scheme can be translated to the army's vehicles, as shown on the Wave Serpent. It's a good idea to only use the thorn pattern on large areas of armour, Guardians are really too small to paint this pattern onto effectively. Remember that there is a high proportion of Aspect Warriors in a Biel-Tan Swordwind host, so think how they will fit into your army when devising the colour scheme.



IYANDEN

We used a very striking shade of yellow for our Iyanden force, using Midnight Blue as a richer colour to complement the bold Golden Yellow and Sunburst Yellow armour. By using different combinations of yellows and contrasting blues, purples or even deep reds, you can vary this colour scheme for your own army.



On the Wraithlord and Wraithguard photographs you can see variations on the Infinity rune which is the symbol of these Ghost Warriors. You could use either the rune's design or its colour as a way of distinguishing different squads in the army. Also note the Shrine of Asuryan rune, the symbol of the Iyanden Craftworld, on the loincloths of the Wraithguard.



This Spiritseer has been painted and converted by Chris Smart. The simple addition of a mane of hair to the helmet, sculpted with Green Stuff, is enough to transform the original Warlock model into a Spiritseer. Important character models can be painted in a contrasting colour scheme from the rest of the army so they stand out on the battlefield but Chris chose to keep the same colour scheme on all his models.

Iyanden Colour Palette

MIDNIGHT
BLUELIGHTNING
BLUEGOLDEN
YELLOWSUNBURST
YELLOW



Saim-Hann jetbike squad decorated with waterslide transfers and pennants.

SAIM-HANN

The best way to get a good looking Saim-Hann force is to find a way of painting a strong red that you are comfortable with. We have opted for a very bold red by using Blood Red, but you could keep the tone darker and more sinister by showing more of the Scab Red. We have chosen white and black as our two secondary colours because red, white and black is a very striking combination. Our Guardians have been given white helmets with black face plates but these could easily be swapped. Alternatively, you could pattern the helmets with stripes and chevrons, as shown on the jetbike Guardians above. To form a suitably impressive centrepiece for the army we have converted a Wild Rider Chief with his Kinsmen, which can be seen in more detail on the inside of the back cover.

Saim-Hann Colour Palette

CHAOS BLACK	SCAB RED	BLOOD RED	FIERY ORANGE	SKULL WHITE

TOP TIP: TRANSFERS

Eldar vehicle models come with waterslide transfers so you can easily apply Eldar runes to them. If you are feeling adventurous, you can do all sorts of things with these transfers. For instance, you can paint over the top of the designs, perhaps making a white transfer yellow. You can also cut up runes before applying them to the vehicle, combining them to make new designs.



Joe Hill's converted Wild Rider Chief and Kinsmen



Kaela Mensha Khaine – the Bloody-handed God – has forever been both the bane and saviour of the Eldar.

The most ancient myths of the Eldar tell of how Khaine was jealous of the Eldar, the Children of Isha, and waged war upon them. It was Khaine who started the War in Heaven, defying

even Asuryan, the greatest of the Eldar gods. Khaine defeated and bound the god Vaul to his anvil for helping Isha and Kurnous escape the war god, and he fought alongside the demi-gods of the Yngir to cast the children of Isha from Heaven. It was Khaine who slew the great hero Eldanesh and forever separated the mortals from the gods.

Yet when She Who Thirsts was born, Khaine fought against Her to save the Eldar. Though he was all but destroyed in the war, he lives on as his Avatars. The mighty conflict gained the Eldar time to protect

themselves from the murderous Thirsting Goddess, saving them from instant annihilation.

It is from Khaine that the Eldar have learnt the greatest secrets of war and bloodshed. It is from him that they draw their strength in battle, giving them the courage and determination to fight. When Eldar fight in battle, they divorce their mind

from events around them, the spirit of Khaine suffusing them. In this way they are able to perform the horrific acts of violence that war necessitates, whilst keeping their minds pure from its taint.

And so it is that the followers of Khaine, the deadly Aspect Warriors and Exarchs, are the most feared and revered fighters of the Eldar race.



The chamber was as silent as the grave, which Eldrad Ulthran thought very appropriate. Eldrad was dressed in a plain white robe, totally unadorned. He was glad to be free of the weight of his many runes, happy to breathe the sweet air without his ornate Ghosthelm.

Here, in the Hidden Chamber, there was no need for such protection. Here he was totally safe from the attentions of the Great Enemy, if ever such a place existed – the psychic shielding at the heart of the Infinity Circuit was so strong that not even the strongest thoughts or presence could invade. The ancient Farseer allowed himself a brief smile, enjoying the solitude, both physical and mental.

Such moments of peace were few and were becoming ever rarer. The memories of wars and bloodshed seemed a million light years away when surrounded by the tranquillity of this haven. Even outside the Hidden Chamber he had found himself becoming more and more divorced from reality, his mind straying ever further along the skein of probability that mapped out the possible futures of his race. Even as his body was slowly crystallising, his mind was becoming something more than flesh could hold.

It was tempting to let the last vestiges of physical life slip, to simply leave his mortal carcass and allow his spirit to flow within the Infinity Circuit. But the time was not yet, he warned himself. He had to choose a successor and still had many duties left to the living, no matter how far he was becoming removed from them.

He opened his mind to the spirits flowing through the Infinity Circuit around him, sensing their thoughts. With practised ease, he blanked out the individual flickers of sentience and listened with his mind's ear to the background music of the Eldar essence. His mind passed out further along the strands of the Infinity Circuit, passing across the barriers between the stars to hear the thoughts of other Infinity Circuits on distant craftworlds, linked by the immense Eternal Matrix.

He pulled away even further, to listen to the whole of the Eldar race from afar. It was faint but Eldrad fancied that he could make out a rhythm within the seemingly anarchic cacophony of a billion dead spirits; a dim pulsing, like a distant and terribly slow heartbeat. Without the babble of each and every spirit interfering, Eldrad could feel the greater unconsciousness that lay behind; like the mind of some vast entity that was still very much dormant. For countless generations that pulse had grown stronger and for untold generations to come it would continue to quicken and grow.

Eldrad knew he would not be truly alive when that time came, nor would his successors for a hundred lifetimes. In a moment of doubt, he wondered if it would ever come or whether they were all fools to believe there could be any escape from She Who Thirsts. Perhaps they would all die first, their distant dream unfulfilled. Perhaps he would not be strong enough. Thrusting aside these negative thoughts, Eldrad forced himself to believe that the ancient prophecies would come true. Once more he listened to that ponderous pulsing and he smiled again.

This was Ynnead, god of the dead. Ynnead, the last hope of the Eldar.



ALAITOC RANGER FORCE



On occasion, servants of the Almighty Emperor may be fortunate or skilled enough to capture an Eldar alive. The majority of those who fall into our hands are from that caste known by our military forces as the Rangers. These Rangers can provide us with much information about their people, under correct inducements. Over the last two millennia, a surprising proportion of these captured Rangers hailed from the craftworld of Alaitoc. Perplexed by this course of events, my predecessors began a detailed analysis of this craftworld which I have attempted to continue. This has been a very hard task, as Alaitoc is one of the most secretive craftworlds, drifting on the very edge of the galaxy. Ever since war broke out between them and the Emperor's righteous armies, following the Beelze Conflict, they have shunned all direct contact with other races.

Intrigued by the propensity for the Alaitoc Eldar to follow the so-called 'Path of the Outcast' I endeavoured to find the root of this from amongst their number. The information I managed to elicit was interesting but unfortunately the subject died before it could reveal anything of depth or detail.

It appears that the Eldar of Alaitoc are the most puritanical adherents to the culture known as the Path of the Eldar – that lifestyle by which an Eldar will dedicate itself to the pursuit of knowledge in one sphere of life at a time. This zealous attitude has led to many of the Alaitoc Eldar becoming Rangers – either made outcasts by their masters for some slight misdeed, or tiring of the harsh discipline of their craftworld. For some, the very isolation which the Alaitoc Eldar value has only served to heighten their curiosity and inquisitiveness regarding the greater galaxy.

Although disenchanted with their craftworld, those on the Path of the Outcast still remain loyal to Alaitoc and many of them return to it in due course. Due to its isolation, the craftworld makes much use of its many Rangers to gather news, keeping it informed of the actions of other craftworlds and alien races so that the Alaitoc Eldar might respond if necessary.

When the Alaitoc fight a war, they gather their many Rangers through the webway, sending them ahead of their main force to sow disruption and anarchy in their enemy's army. The Rangers are highly skilled at destroying supply dumps and ammo caches, pinning down units trying to attack and generally breaking apart any coordination and cohesiveness the enemy army might have. When the Alaitoc make their major attack, the enemy will already be half-defeated – having spent days or even weeks chasing shadows, they will be desperately trying to gather together the fragments of their army into a fighting force.

Inquisitor Czevak – Teachings on the Unholy, Chapter XI
The Tyranny of Alaitoc



"Nothing Can Hide From The Wrath Of The Emperor."

THE RANGERS OF ALAITOC

An Alaitoc Ranger force must take at least two units of Rangers in addition to Force Organisation requirements. These compulsory units do not affect the number or type of units you can or must take according to the scenario's Force Organisation chart, although points must be paid for them as normal.

For example, in a Standard Mission you still need to select two to six more Troops units (which could be more Rangers if you wish).

You can't include more of the following unit types than you have Rangers or Path-finders units: Guardian Defenders; Guardian Storm squads; Guardian jetbikes; Vyper squadrons.

So if your army includes three Rangers units and one Path-finders unit, you can have a maximum of four units from this list above (four in total, not four of each one).

The Rangers of Alaitoc are adept at waylaying and disrupting enemy forces and this is represented by the following rules. For each Rangers or Path-finders unit in your army, roll a D6 on the Ranger Disruption table opposite at the start of the battle after both sides have deployed. Ranger Disruption only affects units on the tabletop, it does not affect units in reserve. Units which are vehicles (ie, have an Armour Value) or are inside a vehicle can't be affected by Ranger Disruption.

A unit cannot be affected more than once. If an inappropriate unit is randomly selected then simply randomly select another unit instead.

If the enemy army does not start on the tabletop, (such as in Sabotage) then any unit may be affected by Ranger Disruption unless it would otherwise be immune. In such circumstances, if a unit would normally start the battle pinned due to Ranger Disruption, it starts in reserve instead.

RANGER DISRUPTION TABLE

Roll a D6

D6 Result

- 1 No effect.
- 2 A random enemy unit on the table is taken off and must start in reserve instead. If the enemy doesn't have a table edge for the reserves to enter from then the unit arrives from the centre of a random table edge.
- 3 A random enemy unit on the table starts the battle pinned. If this unit is immune to pinning then this result has no effect.
- 4 An enemy unit on the table, chosen by the Eldar player, is taken off and must start in reserve instead. If the enemy doesn't have a table edge for reserves to enter from then the unit arrives from the centre of a random table edge.
- 5 A unit on the table, chosen by the Eldar player, starts the battle pinned. A unit immune to pinning cannot be chosen.
- 6 The Rangers or Path-finders may shoot once at one enemy unit chosen by the Eldar player, regardless of range or line of sight (this represents the unit firing at their enemies before they reach the battlefield). Resolve this before the battle starts and if the unit is pinned, it will start the battle pinned.

An Alaitoc Ranger force may take Path-finders as an Elites choice.

ALAITOC PATH-FINDERS

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Path-finder	24	3	4	3	3	1	5	1	10	5+

Squad: The squad consists of between 3 and 5 Path-finders.

Weapons: Ranger long rifle, shuriken pistol.

SPECIAL RULES

Superb Infiltrators: Path-finders are adept at working their way into a good firing position. To represent this, they may set up using the Infiltrators rule if the mission allows Infiltrators to be used. If there is no special Infiltrators rule, the Path-finders unit may make one free move after both sides have deployed but before the first turn starts. They cannot use *fleet of foot* during this special move. You may always deploy your Path-finders at the start of the battle, even if they would normally have to be kept in reserve. In missions such as patrol, where you are limited in the number of units at the start, the Path-finders do not count towards this limit.

Difficult and Impassable Terrain: Path-finders can move through dense bush and tangled forest with little hindrance and carry many items of special equipment for negotiating the worst terrain imaginable. A Path-finders unit may move through difficult terrain without penalty. A Path-finders unit may negotiate impassable terrain as if it were difficult terrain, although they may only roll a single D6 for the distance moved and cannot use *fleet of foot* whilst in impassable terrain.

Expert Marksmen: Path-finders are able to pick off even the smallest targets with their long rifles. When Path-finders fire their long rifles, the shot counts as having AP 1 on a to hit roll of 4, 5 or 6.

Cameleoline Cloaks: Path-finders are swathed in cloaks that change their colours to match the surroundings, making them all but invisible. A Path-finder squad adds +2 to any cover save it is allowed (ie, a 5+ cover save becomes a 3+ cover save). If not in cover they have a 5+ cover save.

World Weary: Path-finders have witnessed many things and there is little that moves them to joy or fear. They have seen many of their friends and comrades die over the centuries so death holds little fear for them. For this reason, they have a Leadership of 10 as noted on their profile and never have to take Morale checks for suffering casualties from shooting. They do not have to take 'All On Your Own' tests (see page 71 of the Warhammer 40,000 rulebook) and cannot be pinned. Path-finders can always attempt to regroup (even if below half strength, for example).



Some Eldar Rangers have trodden the Path of the Outcast for centuries, having managed to resist the dark temptations that the universe offers but losing none of the wanderlust that drove them from their craftworld. They are more adept at survival and infiltration than even normal Rangers and are known as Path-finders.

BIEL-TAN SWORDWIND ARMY

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

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

This kind of attack has proved particularly devastating against the Swordwind's most favoured type of target - enemy colonies. The Biel-Tan apparently see any colonisation by other races as a threat to the future growth of the Eldar empire. It is their philosophy that it is better to eradicate any usurpers as soon as possible before the enemy becomes well established. To this end, there have been countless conflicts between our military forces and the Biel-Tan craftworld. Often the Explorators of the Adeptus Mechanicus discover and colonise worlds near to Biel-Tan's course, only for the Eldar to launch an attack and wipe out the settlers. Thus we must provide heavy garrisons for newly-settled worlds on the southern rim to protect colonists from these sorties by the Eldar, draining valuable resources for battles elsewhere. If Biel-Tan were to be eradicated this would relieve an incredible pressure on our military forces. However, despite my numerous petitions to this effect, there has neither been the military might nor the political will to do this.

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

Inquisitor Czevak - Teachings on the Unholy, Chapter XXX.
The Belligerents of Biel-Tan



CRAFTWORLD BIEL-TAN

The following changes are made to the Craftworld Eldar army list:

Warp Spiders,
Striking Scorpions,
Howling Banshees,
Fire Dragons and
Dark Reapers are all
Troops choices



Guardian Defender
squads, Guardian
Storm squads,
Rangers, Guardian
jetbike squadrons
and Vypers are all
Elite choices



The Avatar of Biel-Tan may be joined by the Court of the Young King.

THE COURT OF THE YOUNG KING

The Avatar and the Court of the Young King count as a single HQ unit.

COURT EXARCHS

	Pts/Model	WS	BS	S	T	W	I	A	Ld	Sv
Dire Avenger	26	5	5	3	3	1	6	2	9	3+
Howling Banshee	32	5	5	3	3	1	6	2	9	3+
Fire Dragon	28	5	5	3	3	1	6	2	9	3+
Striking Scorpion	28	5	5	4	3	1	6	2	9	3+

Squad: The Court of the Young King consists of between 3 and 5 Exarchs chosen from the list above at the points cost indicated. You may mix different types of Exarch to form the Court.

Weapons: A Dire Avenger Exarch is armed with a shuriken catapult. A Howling Banshee Exarch is armed with a shuriken pistol and a power weapon and wears a Banshee Mask. A Fire Dragon Exarch is armed with a fusion gun and melta bombs. A Striking Scorpion Exarch is armed with a shuriken pistol, chainsword and mandiblasters.

Options: A Dire Avenger Exarch may exchange his shuriken catapult for a shuriken pistol and a power weapon for +10 pts; or a shuriken pistol and a Diresword for +20 pts. He may be given the following warrior powers: Distract for +8 pts; Defend for +12 pts.

A Howling Banshee Exarch may exchange her power weapon for an Executioner for +5 pts or be equipped with powerblades for +5 pts. She may be given the following warrior powers: War Shout for +20 pts; Acrobatic for +8 pts.

A Fire Dragon Exarch may be equipped with plasma grenades at +2 pts. He may exchange his fusion gun for a Firepike for +18 pts. He may be given the following warrior powers: Burning Fist for +20 pts; Tank Hunter for +15 pts.

A Striking Scorpion Exarch may be equipped with plasma and haywire grenades at +3 pts. He may exchange his chainsword for a Biting Blade at +5 pts or a Scorpion's Claw at +15 pts. The Striking Scorpion Exarch may only be given one warrior power: Crushing Blow at +10pts.

SPECIAL RULES

Fearless: While the Avatar is on the table, the Court of the Young King becomes fearless and automatically passes any Morale checks or Pinning tests it has to make.



As well as its Seers, Biel-Tan is also governed by a military council known as the Court of the Young King. Their number is made up from Exarchs who have spent a year in the honoured position of the Young King. The Young King is ritually sacrificed to awake the raging spirit of the Avatar of Khaine but on Biel-Tan, a Young King who survives the year in office will join the Court rather than return to tend their Shrine. The Exarchs of the Court are highly hostile to all outsiders, as one might expect, and it is they who have led to the aggressive nature of the Biel-Tan Craftworld.

ULTHWÉ THE DAMNED



Ulthwé is known amongst the craftworlds for the many Eldar there who follow the Path of the Seer and the Path of the Warlock. This is believed to be due to the craftworld's proximity to the Chaos shrouded Eye of Terror. The Ulthwé make the claim that they need their numerous Farseers to keep watch for the many and varied guises of Chaos but those from other craftworlds often hint that it is the Eye of Terror itself which has tainted the inhabitants of Ulthwé and exaggerated their psychic potential. Whatever the reasons for this trend, when the warriors of Ulthwé go to battle they are always accompanied by many of their powerful psykers.

Of all the craftworlds, I believe that it is Ulthwé that interferes the most with the affairs of other races. The craftworld's many psykers can foresee future events with a greater precision and for a longer duration than those of other craftworlds. Led by the infamous Eldrad Ulthran, the Seer Council seems to be constantly diverting the course of history to their own ends and, consequently, warriors from Ulthwé are frequently sent on missions to subtly alter the balance of fate in battles that will ultimately concern their home.

I would guess that we ourselves have suffered from this callous manipulation many times in the past. It is from these enigmatic and often seemingly contradictory conflicts that the Eldar have earned their reputation for random and capricious behaviour.

A certain number of my predecessors widely (some might say wildly) attributed some of our most cataclysmic conflicts to interference from Ulthwé. Amongst these are named the second Battle for Armageddon, the Sanapan Scouring, the Mortis Annihilation and the Third Coming of Orian.

There is yet hope though, for this continuing reliance on psykers has left the craftworld lacking in the skilled Aspect Warriors – the path of the Seer is the longest and most dangerous, leaving little time for an Eldar to tread the Path of the Warrior. To compensate for this, Ulthwé maintains a considerable standing army of Guardians (usually Guardian units are raised as and when they are required, much like our own planetary militias). The Black Guardians are known throughout the regions around the Eye of Terror, both as saviours and dreaded foes.

Inquisitor Czevak – Teachings on the Unholy, Chapter XXXVI.
Cursed Ulthwé



"Only The Lost Understand True Terror"

CRAFTWORLD ULTHWÉ

The following changes are made to the Craftworld Eldar army list to represent a Craftworld Ulthwé army:

As fewer Ulthwé Eldar tread the Path of the Warrior, the craftworld does not have many Aspect Warriors and must rely on its famed Black Guardians in battle. To represent this, an Ulthwé army cannot have more Aspect Warriors squads than it does Guardian squads (either Defenders or Storm squads).

Any Guardian Squads taken as compulsory Troops choices are the Black Guardians, with the statistics shown below. This costs no extra points. Other Guardians have a normal profile.

BLACK GUARDIANS

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Defender Squad	8	3	4	3	3	1	4	1	8	5+
Storm Squad	8	4	3	3	3	1	4	1	8	5+

The following entry replaces the normal Farseer army list entry.

1 SEER COUNCIL – 90pts

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Farseer	+40	5	5	3	4	3	5	1	10	4+
Warlock	+11	4	4	3	3	1	4	1	8	4+

Squad: The Seer Council forms a single unit consisting of 2 Farseers and 3 Warlocks at a cost of 90 points.

Options: Up to three extra Farseers can be added to the Seer Council for +40 points each. Any number of additional Warlocks may be added to the unit at +11 points per Warlock.

Any Farseer or Warlock may be given any equipment allowed from the Craftworld Eldar Armoury except that Farseers may not be mounted on jetbikes (they are far too old and proud to go racing around the skies!).

Transport: If the unit numbers ten or less models then the Seer Council may be transported in a Wave Serpent for 110 points.

SPECIAL RULES

Psychic Powers: Each Farseer must be given between one and four psychic powers for the points cost listed in the Craftworld Eldar Armoury. Warlocks may be given up to one Warlock power from the Craftworld Eldar Armoury.

Rune Armour: See the Wargear section of Codex: Eldar for details.

Detaching Warlocks: You may detach Warlocks from the Seer Council and attach them to Guardian and Wraithguard squads, as detailed in the Codex: Eldar army list. However, you must leave at least three Warlocks in the Seer Council.

New Warlock Power: Warlocks in the Seer Council may be given the Augment psychic power instead of one of those listed in Codex: Eldar. Augment costs +5 points. It is used when a Farseer in the Seer Council successfully uses a psychic power. Unlike other Warlock powers, the Warlock must pass a Psychic test to use Augment. If the test is successful, the range of the Farseer's power is doubled. Remember that a Warlock can only use Augment once per turn and that each Farseer power can only be augmented once per turn, you cannot double the range and then further double it with a second Warlock. Note that the Warlock must remain in the Seer Council to use Augment (in other words, they can't boost the Farseer's power from the other side of the battlefield!). If any Warlock fails to augment a power, a second Warlock may attempt to augment the same power.



As they are a standing army rather than a militia, the Black Guardians have extra training in their chosen battle skills.



The strength of Ulthwé is ultimately its Seer Council. Led by the mighty Eldrad Ulthran himself, and some say connected to the Black Library of the Harlequins, the Seers who rule Ulthwé can see many thousands of years into the future with startling accuracy. It is this ability that has, so far, averted the most dangerous threats to the craftworld.

Chapter IX – THE LIVING CRAFT

The reticence of the Eldar – Concerning their vast spacecraft – The disaster of the Fall – Warp tunnels – The substance known as Wraithbone – Psychic engineering – The peculiarities of Eldar technology – The craftworld 'states' – Contemplation on the extinction of this race.

During my time among the Eldar of Iyanden, I learned much of the vast ships on which they travel through our galaxy. As was so often the case with this proud and imperious race, much that I learnt was pieced together from chance conversations over a period of many months with my 'hosts'. This said, I am sure that mine is the most accurate description of the craftworlds yet available in the Imperial language.



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Although the Eldar are averse to talking of their history before the Fall, from what I could determine it is likely that even in those times the Eldar travelled the galaxy in vast trading ships called craftworlds. These early craftworlds were considerably smaller than now but, none the less, they were still whole self-contained communities housing hundreds of Eldar families. A typical trading mission might take the craftworld away from its home planet for centuries, travelling thousands of light years beyond Eldar space before returning home.

These craftworlds developed such a strong sense of independence that they were unaffected by the general malaise of Eldar society that occurred before the Fall¹. Because a craftworld might return home only three or four times in a thousand years, the decline of their civilisation was all the more apparent to them, whilst those who remained behind grew accustomed to the slow degeneration and so failed to heed the danger signs.

In the final weeks leading to the Fall, the returning craftworld crews found their worlds in ruins. They rescued those who were still sane and fled into the depths of space through the rapidly collapsing warp tunnel network. Many craftworlds lingered too long trying to rescue their kin. Drifting in orbit at the moment of the Fall, they were destroyed by the psychic overspill or sucked into the warp and consumed. These lost craftworlds are still mourned by the survivors.



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So it was that the Eldar trading craftworlds became, along with the Exodite worlds, the last bastions of what had once been a proud empire that ruled our Galaxy. How swiftly the mighty had been laid low and what a powerful reminder for us all of the insidious dangers of vice, corruption and decadence! But I digress. In our own times, many thousands of years after the Fall, craftworlds still travel through space but they are also 'linked' to other locations via a system of warp tunnels which stretch through the galaxy. Long before the Fall, the Eldar had learned how to make these holes. It is likely that originally nearly all Eldar planets and craftworlds were interconnected by warp tunnels. However, during the Fall a great part of the network was destroyed so that travel is not as easy as it once was. Some tunnels were attacked and destroyed by daemonic intrusions, their entrances sealed or destroyed to keep Chaos from swallowing entire craftworlds. Other tunnels simply collapsed or the places they led to were left desolate. Today, the tunnel network still connects craftworlds to each other and to millions of places throughout the galaxy but there are significant gaps in the system leaving some craftworlds isolated. Because of the partial breakdown of their warp tunnel network, the Eldar find it almost impossible to reach certain parts of the galaxy and must rely on the slower method of space travel instead.

Since the Fall, the original craftworlds have grown considerably in size so that they are now ten or a hundred times larger than the original trading ships which lie at their cores. The Eldar use a mysterious substance, known as Wraithbone in our own tongue, to make the skeletal cores of their buildings and spacecraft. I was never able to determine how the Eldar manufacture this extraordinary and resilient material, although I was able to deduce that, much as the skeleton of an animal provides a framework for its fleshy tissue, so the Wraithbone of an Eldar spacecraft is a living core around which its functional structures are arranged. The Wraithbone not only gives the construction its rigidity but also channels psychic energy. This facilitates internal communication between systems, transmits power and enables the craft to act as an organically integrated whole. In this way, the Wraithbone not only performs the

mechanical tasks which a bony skeleton would perform in an animal but also the role of the nervous system and blood stream.

The Wraithbone core of a spacecraft is surrounded by a structure which is literally grown into the required shapes. This is accomplished by a special class of Eldar called Bonesingers. These Bonesingers use their psychomorphic talents to accelerate the formation of psychotropic crystals around the Wraithbone. They then shape the resulting mass into fibrous bulkheads, supporting walls, floors, and conduits². The resulting shell the Bonesingers manufacture, if such a crude term can be used for their sublime art, completely surrounds the Wraithbone core and forms the hull and major internal divisions of the spacecraft. The same process is used to make any large structure, including vehicles, but spacecraft are typical works of Eldar psychic engineering and serve as a good example of the process. Individual systems can be either fabricated on board the ship by psychomorphism or made elsewhere and installed subsequently. Most of the craft's operating systems are connected directly to the Wraithbone core. The many thousands of systems draw power through the Wraithbone and are constantly monitored and ultimately controlled through it.

Because of the unique practices of Eldar psychic engineering, any Eldar construction, whether building, vehicle or spacecraft, resonates with sympathetic psychic energy. The Wraithbone core provides a psychic channel through which an Eldar can evaluate and control various mechanical functions. This is the basis on which Eldar technology is achieved. Although it is very different from the simple mechanical processes used by us humans, individual devices and structures usually look similar to comparable human artefacts. As a general rule, Eldar artefacts have an organic, flowing appearance and tend to lack the prosaic design and hard angular edges of many of our own devices.



Archive: 683208/Bonesinger

By necessity, each craftworld is a self-contained and self-sustaining biosystem with zones which contain forests and natural flora as well as urbanised areas. These natural zones act as green lungs, furnishing a breathable atmosphere and providing renewable resources for the Eldar. Vast space docks are located on the outside of the craftworld, housing fleets of spacecraft. These fleets carry the Eldar armies through the warp tunnels which connect the craftworld to the rest of the galaxy in order to carry out the policy of the craftworld whatever it may be. Since the Fall, each craftworld has become an independent 'state', for want of a better term, which conducts its own affairs and wages its own wars. Craftworlds do sometimes ally together to face a common threat or to achieve



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a common objective but such alliances are usually temporary and have no lasting significance. Of course, all Eldar are united by a common culture and racial identity but that means little when it comes to defending the interests of their own particular craftworld. This said, for one craftworld to actually assault and attempt the destruction of another would be regarded as a terribly wasteful and purposeless enterprise. Although such calamitous events have happened in the past, they are not common. Having spent so much time amongst the Eldar, I can say that I am thankful for this; the Eldar as a race can be cruel, callous and unfeeling but, speaking as one who has spent much of his time travelling the Galaxy (all be it unwillingly), I can say without reservation that the Eldar craftworlds are one of the most beautiful and wondrous creations I have ever seen. Their loss would be a calamity not just for the Eldar but for all civilised creatures.

¹ They did not take kindly to questions from an ignorant 'Mon-Keigh'.

² For a fuller description of this calamitous event I refer the reader to the previous chapter.

³ One of the enduring memories of my stay on Iyanden are of the times that I spent in the presence of the Bonesingers. Their songs still haunt my dreams to this day.