

SHIPS OF THE ELDAR



BATTLEFLEET GOTHIC

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Revised Edition

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THE BATTLEFLEET GOTHIC: EXPANDED REVISED EDITION

What is BFG:XR?

The Battlefleet Gothic: Expanded Revised Edition is an updated, visually remastered version of Plaxor and Afterimagedan's well known Battlefleet Gothic: Revised project. The aim of BFG:XR is to build and maintain a complete, unified rule set that is both easy for new players to learn and deep enough for veterans to enjoy. Note that this project was formerly known as the BFG 2015 Project, and some documents may still bear that name or refer to it in the text.

How are these rules made?

The BFG:XR edition is a combination / update of the classic BFG v1.5 Rulebook, the unofficial FAQ 2010 Compendium, and the BFG:R faction fleet lists. I have carefully transcribed these documents into new, fully edited and reformatted documents that attempt to preserve the style and character of the classic BFG rules.

Who is responsible for BFG:XR?

BFG:XR is a personal project of one user, Xcaliber (that's me), and is not directly endorsed by Games Workshop, Plaxor, Afterimagedan, or any other BFG authority. The contents of these documents, such as text, artwork, symbols, and so forth are the property of their respective creators - I have only made relatively small changes to the formatting and rules where necessary to improve readability and clarity.

I found a typo or mistake, what should I do?

Any questions, concerns, or comments about the BFG:XR project may be submitted online at the Specialist Arms Forums, under the Battlefleet Gothic heading. You may also reach the author (me) directly by email at BattlefleetGothic2015@gmail.com.

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Author's Note:

This edition is slightly different from the original Eldar MMS v1.9,
based on the voting that has occurred for BFG: R
and conversion for the BFG:XR Project

ELDAR CORSAIRS & CRAFTWORLDS

THE DEFIANT AND THE DYING



The Eldar are an incredibly ancient race, who once ruled a vast empire across the stars. Then came the hideous times of the Fall, when the Eldar were consumed by their own decadence and very nearly caused their own extinction. The few who survived were scattered across the stars in their vast Craftworlds - vessels the size of small planets which now stand as the Eldar race's last remaining havens. It is impossible to say with certainty how many Craftworlds there are. They were built many millennia ago in great urgency and in times of unimaginable peril, when the turmoil which preceded the destruction of the Eldar empire was at its peak. All higher government had long since ceased to operate, and it was only thanks to the heroic actions of a few far-sighted individuals that the Craftworlds were built at all.

THE ELДАР PATH

Aware that it was the ineffable power of their own whims and desires which had so wantonly brought about their downfall, the survivors, the Eldar of the Craftworlds, developed a method to control their own volatile natures. Every Eldar chooses for himself a discipline which he then makes it his task to master. It may take years to successfully accomplish this, perhaps more than a single human lifetime. Each discipline is rightly called a

path, and each path may necessitate further choices and specializations. For example, the Path of the Warrior has many Aspects, and whilst all enable the Eldar to master the skills of combat, each Warrior Aspect brings with it its own special techniques and abilities. Other paths include that of the Bonesinger, the psy-technicians who craft wraithbone and other psycho-plastic materials into all the myriad artifacts of the Eldar, or the Path of the Mariner, the calling of those that crew and eventually lead starships across the infinite void. There are innumerable paths, some chosen but rarely, each offering its followers a complete way of life.

OUTCASTS & THE PATH

Sometimes the rigid constraints of the Eldar path are intolerable even for an Eldar to bear; such individuals leave their Craftworlds and become known as Outcasts. Many Eldar spend years or decades as Outcasts before they return to the Eldar path. Outcasts must bear the terrible burden of their heightened Eldar consciousness without the protection a path provides. Set free within the universe they are dangerously vulnerable. Only Eldar of especially strong character can survive for long as Outcasts. After years of adventure and wandering, or sailing the seas of space aboard the pirate fleets, most Eldar eventually return to the sanctuary of the craftworlds. Some, however, will live and die out in

"The young do not desire the discipline of the Path, but rather their curiosity drives them to try every fruit from the tree. Thus it is that so many take the Path of Wandering or the Path of Damnation in their first years of adulthood, and so the great tragedy of our kind is played out again and again as the number of our people shrink from generation to generation."

-Kysaduras the Anchorite

the vastness of the galaxy, never to return home. Many become true Eldar Corsairs. These Eldritch Raiders live quite apart from the orderly, disciplined Eldar of the Craftworlds, forming vicious bands of thieves, killers, and scallywags. As with other outcasts, some of these eventually return to the Path, or may retain some ties to their original craftworld. However, the willful and unaccountable actions of the Outcasts stand far apart from the carefully scryed and considered actions of their Craftworld brethren, and for the most part the Farseers show great reluctance for their own peoples to mix with the wayward and dangerous Outcasts.

DREAMERS & WANDERERS

Outright alliance between fleets acting on the will of a Craftworld's Seers and the more volatile, self-serving Eldar pirates is somewhat uncommon, but certainly not unknown. It does, however, usually only occur when a knowledgeable leader of great influence is present, able to both satisfy the carefully measured desires of the Seers yet at the same time prove his might to the more aggressive and independent pirates. Such leaders, like the legendary Prince Yriel of Iyanden, are rare, but the fleets they command are invariably powerful.

THE ELДАР FLEETS

The ships of the Eldar race are amongst the most sophisticated in the galaxy. In addition, the captains and crews of the ships are arguably the best trained and most naturally able spacefarers ever to ply the stars.



"Perfidious Eldar! These aliens 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?"

-Grunwald, Ordo Xenos

HISTORY OF THE ELДАР

Eldar ships move by capturing stellar energy through their sails and using this to power their movement. The amount of energy they can capture—and therefore the speed they can travel—depends on their orientation with respect to the nearest star. This unique technological advantage makes Eldar vessels both graceful and extremely maneuverable, allowing them to dart in and launch an attack, then quickly withdraw before their slower moving enemies have a chance to react. Furthermore, Eldar vessels are protected by massive versions of the holofields used to safeguard their ground assault vehicles. These distort targeting sensors, making Eldar ships extraordinarily hard to hit. However, attacks that do strike home tend to cause considerable damage to the sophisticated but fragile systems the Eldar employ.

As a race, the Eldar—both corsair and craftworlder alike—are highly accomplished raiders. They use rapid hit-and-run attacks to eliminate isolated pockets of the enemy, utilizing their speed and maneuverability to hit where the opposing fleet is weakest. However, when an enemy is able to bring sufficient force to bear, Eldar ships are too fragile and too valuable to risk the furious bombardment of a full fleet engagement. When faced with such odds, the Eldar will typically withdraw or feint until the battle is more to their liking and, when the time is right, they strike with deadly and fearsome results.

++BEGIN TRANSCRIPT++

++INTERROGATION SUBJECT ELDRI022936++

"Eldrad is the greatest among us. He is the sun which eclipses the light of our stars. He is Ulthwe and the fate of our kind rests in his hands. His eyes are the keenest, no detail goes unnoticed. Four thousand runes can he cast, guiding our path through torment and war, death and salvation. He is the pathfinder, the seeker, the true guide. Even your race has trembled before his might, though you may not have known it. It was he who guided us to the Ork known as Ghazghkull, and commanded us to steer his path to your world of Armageddon. Ten thousand Eldar lives would have been lost if he had not done so. What sacrifice is a million humans for such a cause?"

"He knows your affairs better than you do yourself. He warned that weakling seer you call Emperor of the treachery of Horus and the strife which would engulf us, just as it engulfed the rest of the galaxy, but your arrogance deafened you to his words. Your stupidity almost destroyed the galaxy, yet you never knew how close the forces of light were to our ultimate defeat. He saw the Great Devourer and warned our kin on Iyanden, even before they had neared our galaxy."

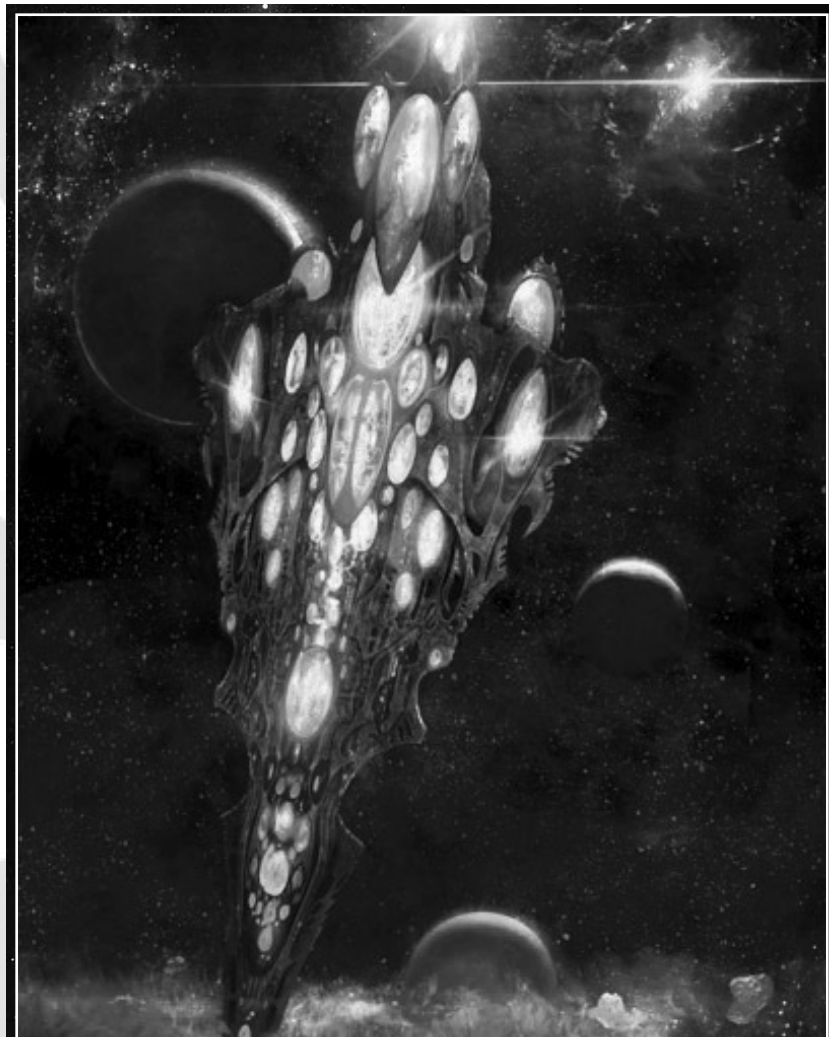
"To him all futures are laid out, just as your crude implements of torture are laid out on the cold metal of that shelf. You say we are random and capricious, we say you are vulgar and idiotic. Some of you call us your enemies. All races are our enemy in time. Some of you call us your allies. You are not allies, any more than a butcher's knife is his ally. You are tools, nothing more. To be used and expended to protect our race, that is your fate."

"Your kind think you are so magnificent, yet even now, at the nadir of our power, we can manipulate you, turn you to our ends, as easily as you might pull a trigger and fire a gun. Our time will come again, Eldrad has promised us. Once more you upstart Mon-keigh [subject spits] shall kneel before our power! This time we will not be so lenient! We will exterminate you, every world, every vessel, every one of you! Eldrad has seen the stars stained red with your blood, and it pleases him!"

"You think us weak, but we will be your doom, children of Earth."

++END TRANSCRIPT++

++TERMINATION AUTHORIZED++



Craftworlds, though spacecraft, are vast beyond comprehension. They are not merely huge capital ships ploughing through space with a surrounding escort of smaller vessels. They are not even akin to vast cities, as some of the largest star forts of the Imperium might be considered, but rather are immense space faring worlds accompanied by vast armadas, the likes of which might otherwise be set aside to defend an entire system or even sub-sector. Whole battle fleets cluster around key points and stations all across the thousands of miles of the Craftworld's exterior as smaller, nimbler craft rush and surge across its surface in a constant shimmering patrol. Beneath this dizzying tide of vessels, under clear crystalline domes through which ground and stars might gaze upon one another, the Eldar live their lives aboard these space borne worlds.

THE ELDAR IN BATTLEFLEET GOTHIC

ELDAR LEADERSHIP

The Eldar are naturally adept at sailing their vessels; they know their ships' capabilities inside and out, and have the best navigational sensors and charts in the galaxy. Eldar ships generate leadership in the normal way, but as such exceptional spacefarers, they add +1 to their leadership value, giving a range of 7-10.

SOLAR SAILS

The Eldar utilize solar sail technology specifically designed to make them ultra-maneuverable and incredibly fast. As such, Eldar vessels have special rules regarding movement.

Movement Speed

The speed of an Eldar ship is dependent on its facing relative to the nearest point of the sunward table edge. You will notice that Eldar ships have three values listed for their speed. The first value is the ship's speed into the sun, the second is away from the sun, and the third is abeam of the sunward edge. If the sunward edge lies on the line between two fire arcs, the Eldar player may choose which to use.

In addition, Eldar vessels do not have a minimum movement distance, and may even stay completely still if desired. Remember, however, that ships moving less than 5cm count as defenses on the gunnery table.

Turning

Eldar ships do not have a minimum distance to turn and can therefore turn on the spot. However, they must make their turn at the start of their movement and cannot turn later in their move like ships of other races. Their new direction after this turn determines their movement speed as described above.

Sail Mastery

Eldar vessels are exceptionally quick and maneuverable and therefore may move twice per movement phase. The first move must be fully resolved before resolving the second move, and both are subject to the rules for Eldar movement and turning as described above. In practice, this means that each Eldar vessel will turn, move (at appropriate speed), turn again, then move again. Note that a ship's speed may be different during its second move, as a result of its new orientation.

SPECIAL ORDERS

Eldar ships are subject to some modifications to the way certain special orders are resolved:

All Ahead Full

When an Eldar ship is on *All Ahead Full* special orders, it adds +5D6cm to one of its movements (not both), and may not turn during either move. Note that Eldar ships are extremely valuable; they are not to be wasted by haphazardly crashing them into the enemy. As such, Eldar ships may never ram for any reason.

Burn Retros

Eldar vessels have no need of such primitive systems and thus may not use this special order at all.

Come to New Heading

When on *Come to New Heading* special orders, Eldar ships may make one additional turn at the end of their second movement. All other effects such as halving firepower, etc. work as normal.

Lock On

When on *Lock On* special orders, Eldar ships may not turn during either of their moves.

CELESTIAL PHENOMENA

The Eldar have long been forced to make use of celestial phenomena as hiding places from more aggressive and numerous foes. They have adapted their technology to exist in such an environment and have a number of special rules to reflect both this and their peculiar relationship with the Warp.

Leadership & Movement

Eldar vessels do not suffer a leadership or movement penalty for any celestial phenomena except Warp Rifts.

Asteroid Fields

Eldar escorts automatically pass leadership tests for traversing asteroids. Eldar capital ships may re-roll any failed leadership tests for traversing asteroids.

The Warp

When attempting to traverse Warp Rifts, the Eldar are assaulted by the Great Enemy Slaanesh and must take their leadership tests at -2 Ld. Furthermore, if they are 'Lost in the Warp', they will only find their way home on a 3+, being permanently lost on a result of 1 or 2.

ELDAR SPACE COMBAT

As one of the most sophisticated and technologically advanced races in the galaxy, the Eldar have a number of special rules regarding their combat systems.

Gunnery Weapons

Any Eldar weapon that uses the gunnery table gains an automatic left column-shift at all times. This is in addition to any other column-shifts that would apply.

Pulsar Lances

The advanced tracking systems on these weapons mean that the Eldar can keep their lances focused on the enemy for longer, resulting in devastating damage. A pulsar lance is fired just like a normal lance weapon, but for each hit scored, roll for a second shot. For each of those that hit, roll for a third shot. When on Lock On special orders, you may only re-roll shots from the first volley of each pulsar lance.

"...Repeat, this is Fortitude requesting assistance from any Imperial vessels in the vicinity of Picus VI. Engines and weapons crippled, fires on twelve decks. Ambushed by alien Eldar vessels in the asteroid fields two point three standard hours ago. The devils may be using us as bait now... approach with caution... Repeat, this is Fortitude requesting assistance..."

Comm-intercept made during the Picus offensive

ELDAR SPECIAL RULES

ORDNANCE SPECIAL RULES

All Ordnance	All types of Eldar ordnance are protected by miniature holofields. As such, enemy turrets add +2 to their hit requirement when rolling to hit Eldar ordnance (except mines), to a maximum of 6+.
Eldar Torpedoes	Eldar torpedoes use advanced targeting sensors that allow them to hit with extreme precision. All types of Eldar torpedoes must re-roll missed attacks, including boarding torpedoes.
Eldar Fighters	Eldar fighter pilots fly the most advanced attack craft in the galaxy. Due to their powerful shields and incredible maneuverability, Darkstar and Nightwing fighters have a 4+ resilient save.
Eldar Bombers	Eldar bomber pilots have many years of experience coordinating strikes for optimal payload deployment. As such, Eagle and Phoenix bombers may re-roll the dice to determine how many attacks they will make in each attack run.
Eldar Vampires	Eldar use the larger Vampire chassis for all of their heavy attack craft. Vampire Raiders follow the rules for assault boats, while Vampire Hunters follow the rules for torpedo bombers. Note that torpedoes launched by Vampire Hunters must re-roll missed attacks, just like all Eldar torpedoes.

ELDAR CRITICAL HITS TABLE

2D6	EXTRA DAMAGE	RESULT
2	+0	Infinity circuit damaged. The ship's infinity circuit, which aids internal control and communications, is damaged by the hit. The ship's leadership is reduced by 1 until the damage is repaired. This penalty is cumulative for each time this system is damaged.
3	+0	Keel armament damaged. The keel armament is taken offline by the hit and may not fire until the damage has been repaired.
4	+0	Prow armament damaged. The ship's prow armament is taken offline by the hit and may not fire until the damage has been repaired. A second critical hit to the prow will disable the ship's port and starboard weapons as well (apply to both sides when the second hit occurs, and likewise when it is repaired).
5	+0	Mast lines severed. The systems that allow the ship to alter the angle of the sails are damaged by the hit. The ship may make no turns in the movement phase until the damage is repaired.
6	+0	Mainsail scarred. The ship's main solar sail is damaged, reducing the ship's energy reserves. Each of the ship's speeds is reduced by 5cm until the damage is repaired.
7	+1	Superstructure damaged. A small breach occurs. Excess strain on the ship's hull could threaten its structural integrity. Until the damage is repaired, roll a D6 each time the ship turns during its movement phase. On a result of 1-2, the ship suffers one point of damage.
8	+0	Mainsail shredded. The ship's main solar cells are severely damaged, cutting its energy reserves in half. The ship may only move once per movement phase until the damage is repaired.
9	+1	Holofield generators destroyed. The ship's holofield generators are smashed to pieces. The ship no longer benefits from its holofields. This damage may not be repaired.
10	+1	Shields collapse. The shield generators overload and burn out, leaving the ship virtually defenseless. The ship's shield strength is reduced to zero. This damage may not be repaired.
11	+D3	Hull breach. A huge gash is torn in the ship's hull, causing carnage amongst the crew.
12	+D6	Bulkhead collapse. Internal pillars buckle and twist, whole compartments crumple with a psychic scream of tortured wraithbone; just pray that some of the ship holds together.

Shadow Lances

A shadow lance functions exactly like a regular lance weapon, but scores one hit on a roll of 4 or 5, and two hits on a roll of 6.

Turrets

Eldar turret defenses employ advanced tracking systems; they add +1 to their to-hit rolls against enemy ordnance.

Holofields

Eldar vessels are protected not only by shields, but also by a sophisticated ECM system that produces multiple local engine signatures whilst actively masking that of the parent ship. The effect of this technology is a general interference that makes accurately targeting an Eldar vessel extremely difficult.

Against attacks which make use of the gunnery table, holofields force one additional right column-shift in addition to any other column shifts that apply.

Against other direct fire weapons (such as lances, but not Nova Cannons or Armageddon Guns), the holofield offers a save to represent the difficulty of targeting the Eldar vessel. When the ship is hit by such an attack, roll a D6 and compare it to the holofield save shown in the table below. If the roll equals or exceeds the save value, the hit is discarded. Otherwise, resolve the hit normally (against shields and/or hull). Note that the holofield will work even if all shields have been overloaded.

Against ordnance attacks, any attacks originating within 15cm, and/or any area-of-effect attacks (such as from an Activated Blackstone Fortress or Star Pulse Generator), holofields offer no protection of any kind.

RANGE	HOLOFIELD SAVE
More than 30cm	5+
15-30cm	6+
Less than 15cm	No Save

Fragile Ships

Unfortunately, the unsurpassed speed and firepower of the Eldar comes at a price. Eldar critical systems cannot withstand the same degree of punishment as the critical systems of other races' ships. To reflect this, Eldar ships suffer critical hits on a result of 5+ rather than 6+. In addition, they use the critical hits table shown to the right instead of the normal table.

ELDAR SPECIAL RULES



"There are two truths in this world. Our kind will only prosper again if we prevail, and if we do not prevail we shall fall. The Biel-tan Craftworld has won many wars and fought many battles to ensure we prevail, and we will fight many more in the days to come. May *She who Thirsts* consume my soul before I allow us to fail in our task."

-Autarch Sarandeer

ELDAR UPGRADES

The Eldar are well known for having some of the finest fighting forces in the galaxy, from the cunning and independent corsairs to the specialized and disciplined warriors of the craftworlds. Eldar fleets may purchase the following upgrades as described in the relevant fleet list:

Bodyguards

An elite bodyguard unit accompanies their assigned commander, providing a +1 crew damage bonus when boarding. As always, this cannot be combined with any other crew damage bonus, such as the bonus provided by aspect warriors.

'Hero of the Eldar'

A fleet commander given this title is revered as one of the great heroes of the Eldar race, earning respect throughout both the corsair and craftworld fleets. This upgrade provides a fleet with additional reserve options as described in the relevant fleet list.

Fusion & Distortion Torpedoes

When incited to war, the Eldar never do anything in half measures. Whether their task requires the destruction of one ship or a thousand, they will not hesitate to unleash the full might of their deadly arsenals. Fusion and distortion torpedoes follow all the rules for melta and vortex torpedoes, respectively. In addition, they follow the rules for Eldar ordnance listed on the previous page.

Gryphon Knight (Eldar Corsairs only)

Nowhere is the cunning, independent spirit of the corsairs more apparent than in the Gryphon Knights, skilled

commanders famed for their many battles and the intense loyalty of their crews. Each ship or squadron led by a Gryphon Knight may attempt a command check even if one has already been failed in the same turn.

Aspect Warriors (Craftworld Eldar only)

The warriors of the Eldar Aspect Shrines are superlatively skilled, and can fight ferociously even in the cramped confines of a starship. A vessel embarking aspect warriors has a +2 crew damage bonus and adds +1 to any hit-and-run attacks it conducts. In addition, hit-and-run attacks made against the ship reduce their result by 1.

Farseer (Craftworld Eldar only)

Those warlocks that become lost on the Path of the Seer are called Farseers, and are among the most powerful individual psykers in the galaxy. Having one aboard can often mean the difference between complete destruction and escaping unscathed. A Farseer provides one re-roll, usable only for its assigned ship or squadron.

Seer Council (Craftworld Eldar only)

A Seer Council is made up of several warlocks working together to provide their vessel additional protection via powerful precognitive abilities. Once per game, this foresight allows the ship to use *Brace for Impact* special orders without requiring a command check, after any hits have been scored. The ship gains a retroactive 4+ save against these hits, and any critical damage caused by these hits is discarded. A new critical hit roll must then be made for each unsaved hit, applying any new critical damage as normal. This ability does not have to be declared before an attack is resolved.



DYING RACE OPTIONAL RULE

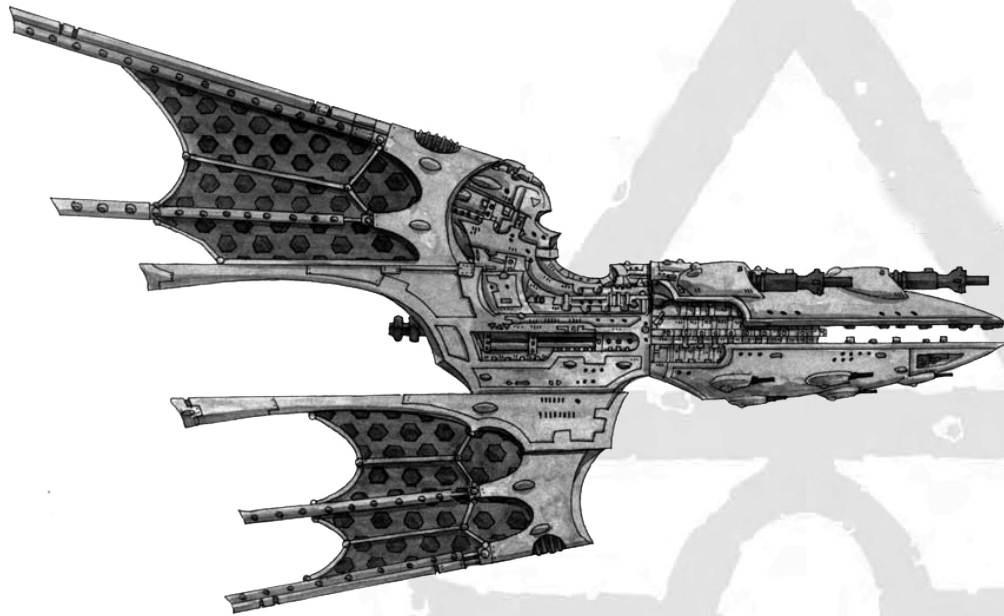
"Since the time of The Fall, our race has been haunted by what we, in our reckless pursuit of hedonistic indulgence, gave birth to. Though our dreams once overturned worlds and quenched suns, we are now but fitful shadows clinging to the edge of existence. All the stars in the sky cannot blot out the hateful glare of the Red Moon's Eye. The birthing place of The Great Enemy pulses with all the malice of a daemon that is dreaming, casting its shadow over all we have ever done and all we ever shall. Every twisted strand of Fate and casting of the Runes leads me to this time, to this place, and it is clear that the final battle awaits me at the ancient Crone Worlds. A conflict the likes of which has not been seen since the Mon-keigh warred amongst themselves, and their corpse of a seer fell to his traitorous son, is coming and all my steps lead towards it, no matter that I walk other paths. I see the stars stained red with the blood of the Mon-Keigh and, though their wars do not concern me and I would gladly let them destroy one another. I know that to avoid this fight is to condemn my race to inevitable doom. And though all I see is darkness, I know that I will not flinch from my destiny."

-Eldrad Ulthran

If this special rule is used, all Eldar capital ships gain +2 hits. However, when reduced to 2 or fewer hits, they are *disabled* and must attempt to disengage every turn, moving towards the nearest celestial phenomena or table edge (player's choice) to do so. Disabled vessels may not fire (or launch ordnance, board, etc.) or use any special orders except *Brace for Impact*. If possible, they must attempt to avoid hazards such as enemy ordnance, minefields, warp rifts, and so forth.

Disabled Eldar ships award 100% of their cost as victory points instead of the usual 25% for crippled ships. In addition, any Eldar capital ship that is destroyed is worth an additional +50% of its victory points. All disabled ships are ignored for the purposes of target priority and do not count their launch bays towards the fleet's overall launch capacity.

VOID STALKER CLASS BATTLESHIP..... 470 Points



For almost the entirety of the Gothic War, Eldar fleets were composed mostly of escort ships accompanied by a few cruisers. However, after the battle of Gethsemane and the alliance of many of the Eldar pirate fleets with Lord Ravensburg, a new terror was to hunt across the stars. The Void Stalker is the pinnacle of Eldar stellar technology, combining strong armament with high speed and manoeuvrability; the match of any ship in the Gothic Sector and beyond.

The *Bright Star*, which it was later found was the flagship of the Executioners corsair band, was first sighted leaving the area around the Graildark Nebula, but was shortly after seen, with an attendant number of escorts and cruisers, wiping out a raiding fleet across the Gothic sector in the Lysades sub-sector. The *Bright Star* was also instrumental in lifting the Lethe blockade, destroying the Grand Cruiser Unstoppable Rage and several escorts, and crippling two Chaos cruisers. It is claimed by the Eldar that before, during, and after the Gothic war, the *Bright Star* has never been defeated in battle.

Another noted Void Stalker in the Imperial records is the *Silent Enigma*. It had been seen on one occasion during a lonely raid on an Imperial convoy in the Talera sector. Years later the *Silent Enigma*, this time leading a small Corsair fleet, entered Imperial Space a second time. The corsairs engaged a local Imperial fleet twice and raided an outpost before leaving the sector. It's mission and purpose remain unknown.

FAMOUS SHIPS:

Bright Star *Forge of Vault* *Silent Enigma*

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Battleship/10	10/15/20cm	45°	3/Holofield	5+	4
ARMAMENT	RANGE / SPEED	FIREPOWER / STR		FIRE ARC	
Prow Pulsar Lance	45cm	2		Left / Front	
Prow Pulsar Lance	45cm	2		Right / Front	
Keel Weapons Battery	45cm	8		Left / Front / Right	
Keel Torpedoes	Speed: 30cm	4		Front	
Prow Launch Bays	Darkstar Fighters: 30cm Eagle Bombers: 20cm	4 Squadrons		-	

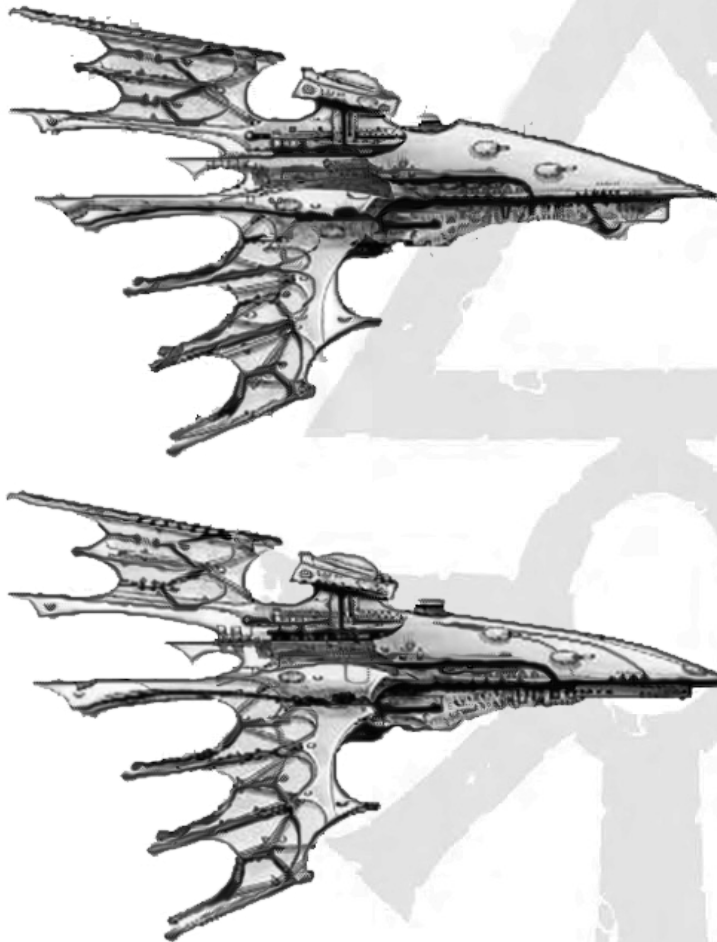
Vampire Attack Craft: A Void Stalker may upgrade its launch bays to carry Vampire Raiders (Speed: 30cm) for +10 points and/or Vampire Hunters (Speed: 20cm) for +40 points.

Special Torpedoes: A Void Stalker may be armed with boarding torpedoes for +10 points. It may also be armed with either fusion or distortion torpedoes for +50 points.

"We should have exterminated you before you polluted the stars with your presence."

-'Shadow Lord' Arain

SUPERNOVA CLASS GRAND CRUISER..... 280 Points



A rumor, that is what the Supernova Grand Cruiser is to most Imperial Officers, nothing more, nothing less. Only the highest ranking Naval officers and those who specialize in fighting the Eldar (like the ever-watchful Inquisition) acknowledge the existence of the Supernova-class Grand Cruiser, and it is their wish to keep that knowledge to themselves. Spreading rumors of a ship such as this would devastate morale among Imperial fleets if they ever suspected they would encounter one in battle.

There are only two confirmed sightings of this rare vessel. The first was by an Imperial Captain who led a convoy of evacuees from the planet Larus Prime, which had been overrun by Orks. On its run the convoy was being chased by a squadron of Ork escorts. Near the edge of the system he noted an Eldar ship bursting out of an asteroid field, and with a bright light comparable to several pulsars (but much more intense), it destroyed five Ork escorts in a single strike. The remaining two Ork ships were dispatched swiftly by other small Eldar escorts following in the larger ship's wake. After the attack, the Eldar disappeared as quickly as they had arrived. The Imperial Captain named the Eldar vessel '*Nightwish*', for it had been his last wish to be saved in the night, by any possible means.

The last sighting of a similar vessel, not known if it was the same as the '*Nightwish*', was in the Quirions sector near Ultramar. The vessel and its attendant escorts travelled at high speed towards the seemingly unremarkable world of Kai'mar. At the time, no resources were available to initiate further contact and an investigation of the planet turned up nothing of any interest.

Currently, the Ordo Xenos has issued standing orders to all agents and trusted Imperial Captains to capture one of these vessels, no matter the cost. To date, however, no further sightings have been reported, much to the disappointment of the Inquisition.

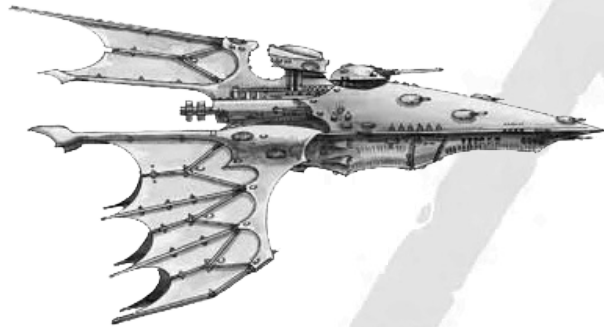
FAMOUS SHIPS:

Nightwish

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Cruiser/8	10/15/20cm	45°	2/Holofield	5+	3
ARMAMENT		RANGE / SPEED	FIREPOWER / STR		FIRE ARC
Prow Pulsar Lance		45cm	5		Front

ECLIPSE CLASS CRUISER

260 Points



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Cruiser/6	10/20/25cm	45°	2/Holofield	5+	3
ARMAMENT	RANGE / SPEED		FIREPOWER / STR		FIRE ARC
Prow Pulsar Lance	30cm		2		Front
Keel Launch Bays	Darkstar Fighters: 30cm Eagle Bombers: 20cm		4 Squadrons		-

The Eclipse is perhaps one of the most effective attack craft carriers in the Gothic sector. While most carrier-type vessels must maintain considerable distance from the enemy, thus increasing the amount of time fighters and bombers spend approaching their target, the Eclipse can deploy its Darkstar fighters and Eagle bombers within striking distance and then use its great speed and agility to withdraw from the firing line. Couple this with the extraordinary proficiency of Eldar attack craft, and it can be seen why Eclipse class cruisers were the bane of Imperial convoy commanders throughout the Gothic sector. The *Silent Warrior* gained much notoriety in the Port Maw region after the Walpurgis Attack, during which its piratical crew boarded and captured the *Vigilant*, which was on station to escort several Penal Legion transports to the Imperial Guard fighting on Lethe. The Eldar corsairs forced the *Vigilant's* captain to transmit the all-clear signal and as the undefended transports left the planet's atmosphere for the rendezvous, they were mercilessly destroyed by Eagle bombers from the *Silent Warrior's* launch bays.

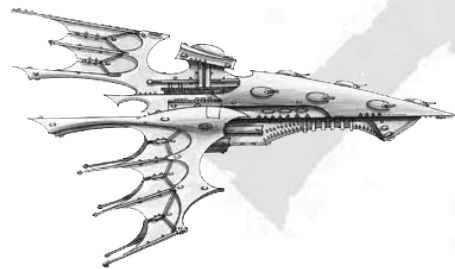
FAMOUS SHIPS:

Silent Warrior
Stardeath

Asuryan's Chosen
Ellarenath's Gift

SHADOW CLASS CRUISER

230 Points



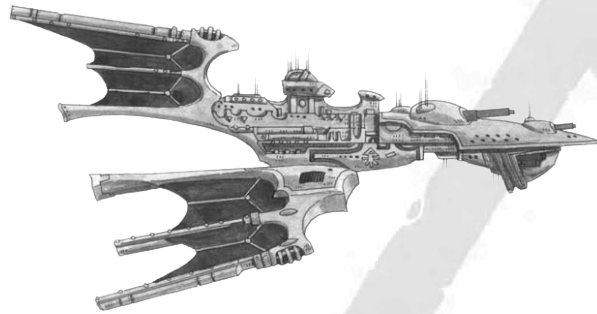
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Cruiser/6	10/20/25cm	45°	2/Holofield	5+	3
ARMAMENT	RANGE / SPEED		FIREPOWER / STR		FIRE ARC
Prow Weapons Battery	30cm		12		Front
Keel Torpedoes	Speed: 30cm		4		Front

The Shadow class cruiser is typical of all Eldar capital ships. Its multiple solar sails give it tremendous speed and maneuverability, making it able to outrun even the nimblest escort ships of other races. The most infamous Shadow class cruiser to fight in the Gothic War was the *Black Star*. Commanded by the so-called Prince Conanmaol of the Executioners, the *Black Star* accounted for several Imperial capital ships and the loss of a considerable tonnage of Imperial merchant shipping. The *Fhianna Rethol* is noted as the first Eldar ship in the Gothic system to be captured relatively intact. However, even as the hulk was being studied at Argante Station, a flotilla of Eldar escorts struck. Punching through the few system defence ships, the Eldar launched several torpedo salvos at the docked vessel, obliterating it entirely, before disengaging at high speed.

FAMOUS SHIPS:

Black Star *Child of Khaine* *Celestial King*
Chariot of Mathurir *Fhianna Rethol* *Bright Claw*

AURORA CLASS LIGHT CRUISER 140 Points



Like the rest of the Eldar ships classified by the Imperial Navy very little is known of the Aurora class. The vessel mimics the design of the larger cruisers with the same sail configuration and hull design. As a light cruiser, logic dictates that the Aurora fulfils the same purpose that the Dauntless serves in the Imperial fleet. However, though Eldar cruisers are fast, the Aurora has the added benefit of the speed and maneuverability of an escort whilst carrying the firepower to match a cruiser.

FAMOUS SHIPS:

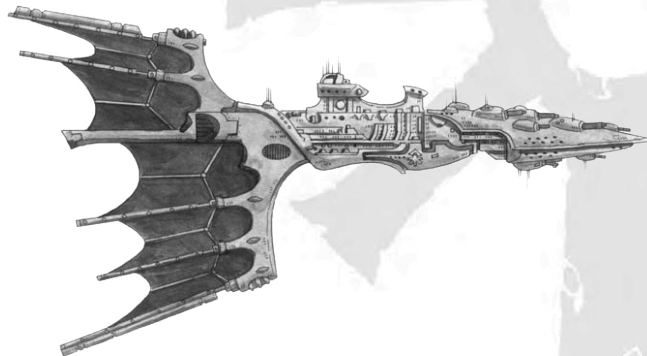
Wind Runner *Storm Chaser*

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Cruiser/4	15/20/30cm	90°	1/Holofield	5+	2
ARMAMENT	RANGE / SPEED	FIREPOWER / STR	FIRE ARC		
Prow Pulsar Lance	30cm	2	Front		
Keel Torpedoes	Speed: 30cm	4	Front		

"You may as well try to catch starlight as bring the Eldar to battle."

-Naval Saying

SOLARIS CLASS LIGHT CRUISER 125 Points



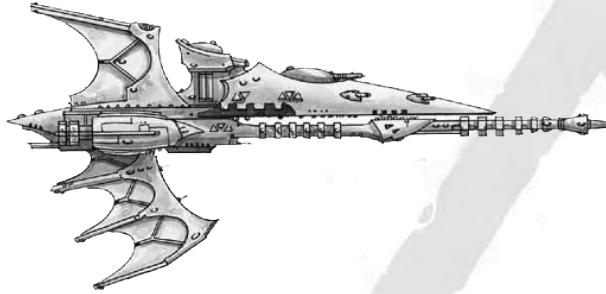
The Solaris has much in common with its sister ship, the Aurora, and is often mis-identified as such by inexperienced captains. Faster than the larger cruisers, they are used in combination with Eldar escorts to launch high-speed raids, or to add weight and firepower to the first wave of a larger Eldar attack.

The Solaris was first identified by the Imperial Navy during anti-pirate operations in the Yurol Nebula. Later analysis of the failed operation identified a squadron of three Solaris, led by the *Void Serpent*, supported by six smaller vessels holding the Arikar System.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Cruiser/4	15/20/30cm	90°	1/Holofield	5+	2
ARMAMENT	RANGE / SPEED	FIREPOWER / STR	FIRE ARC		
Prow Weapons Battery	45cm	10	Front		

Special Rules: *The Solaris-class is a dedicated support ship in the Corsair fleet, and is therefore equipped with extra sensor arrays. It does not suffer a column shift for firing at targets further than 30cm.*

HELLEBORE CLASS FRIGATE.....75 Points

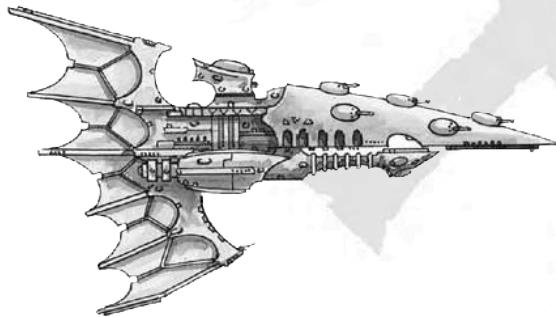


Perhaps the most heavily armed escort ship of the Gothic sector, the Hellebore is the embodiment of Eldar ideals and technological supremacy. Although unable to withstand much damage, it carries enough weaponry to match even an Imperial light cruiser and to inflict horrendous damage on larger vessels. When deployed in squadrons, the Hellebore is a lethal combination of speed, flexibility and hitting power, combining the long-range capabilities of bombers and fighters with the solid firepower of a pulsar lance and laser battery. Hellebores excel at ambush attacks, able to disrupt the enemy formation with their bomber attacks and then attack in strength against any stragglers thus created. This tactic was employed very successfully on many occasions during Imperial forays into the Graildark Nebula, such as against the *Fortitude* and *Sword of Orion* during the abortive Picus Offensive in the final years of the Gothic War.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Escort/2	15/20/30cm	90°	1/Holofield	5+	2
ARMAMENT	RANGE / SPEED		FIREPOWER / STR		FIRE ARC
Prow Pulsar Lance	30cm		1		Front
Prow Weapons Battery	30cm		2		Front
Keel Launch Bay	Darkstar Fighters: 30cm		1 Squadron		-

Special Rules: A Hellebore frigate may replace its launch bays with keel torpedoes (Speed: 30cm, Strength 2, Front) for no extra cost, or a single mine launcher for +5 points. Mines are hit normally by enemy turrets on a 4+, unlike other Eldar ordnance.

ACONITE CLASS FRIGATE.....60 Points



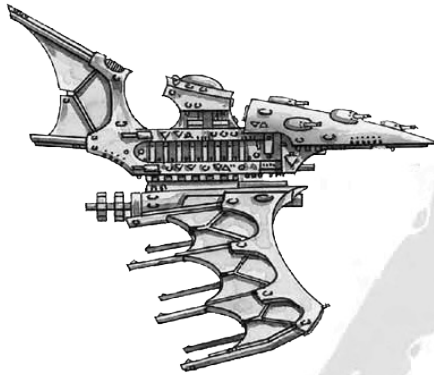
The Aconite class frigate utilizes the best Eldar laser technology available, giving it a powerful punch which far surpasses that expected of a vessel this size. Usually operating in squadrons of three or four ships, they can level a fusillade of fire which can match the broadside batteries of a battleship – and then slip away before the enemy can fire back. In particular, Aconites often use their great maneuverability to get behind a larger vessel where it cannot return fire. If enemy escorts change course to drive the Aconites off, they can quickly move away from danger and attack elsewhere. This tactic was employed regularly over the course of the Gothic War, and was responsible for the loss of at least three Imperial capital ships and several Chaos vessels, including the *Unholy Dominion*.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Escort/1	15/20/30cm	90°	1/Holofield	5+	2
ARMAMENT	RANGE / SPEED		FIREPOWER / STR		FIRE ARC
Prow Weapons Battery	30cm		5		Front

"What do Humans know of our pain? We have sung songs of lament since before your ancestors crawled on their bellies from the sea."

- Eldrad Ulthran

NIGHTSHADE CLASS DESTROYER50 Points



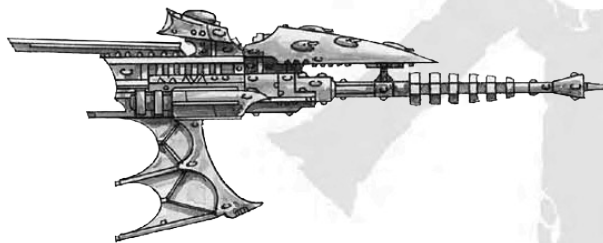
The greatest strength of the Nightshade class destroyer is its ability to deploy ordnance at close range and then swiftly elude retribution. Eldar torpedoes have highly sensitive target acquisition and final approach control systems and are also often armed with highly volatile neutron or vortex warheads. The Adeptus Mechanicus have theorised that this makes them almost twice as likely to inflict damage on an opposing ship as standard Imperial plasma torpedoes. When this considerable armament is placed on a rapidly moving vessel, such as the Nightshade, then you have a weapon that can strike at virtually any target at will. This was amply demonstrated during the Eldar attack on Naxos, when the Chaos battleship *Damnation's Fury* was crippled by three successive torpedo runs from a three-strong Nightshade squadron, despite the protection of several other capital ships and escort vessels.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Escort/1	20/25/30cm	90°	1/Holofield	4+	1
ARMAMENT	RANGE / SPEED		FIREPOWER / STR		FIRE ARC
Prow Weapons Battery	30cm		1		Front
Keel Torpedoes	Speed: 30cm		2		Front

"The time for using the knife to remove this cancer is long gone. Bring forth the torch."

-Exarch Quailindral

HEMLOCK CLASS DESTROYER50 Points



The Hemlock is notable for its simplicity of design. It consists of a powerful pulsar lance, highly efficient drives, and little else. Admiral Grove once described the Hemlock as "...more of a mobile gun than a proper starship". With the power needed for the stellar drives and pulsar lance, even considering advanced Eldar engine technology, the Hemlock probably cannot generate a stable interior environment for much more than the crew members needed for steering the ship and firing the pulsar. This makes it especially vulnerable to boarding actions from enemy escorts – but only if they can get close enough to board.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Escort/1	20/25/30cm	90°	1/Holofield	4+	1
ARMAMENT	RANGE / SPEED		FIREPOWER / STR		FIRE ARC
Keel Pulsar Lance	30cm		1		Front
Prow Weapons Batttery	30cm		1		Front

Special Rules: A Hemlock class destroyer may not initiate boarding actions. A ship that boards a Hemlock class destroyer gains a +1 modifier to their result in addition to any other modifiers that apply.

WYRM CLASS BATTLESHIP (WYRMSHIP)..... 470 Points



TOP SECRET

The Wurm Class Battleship is rarely seen by those living outside the ship itself, Eldar or otherwise. This behemoth is only unleashed in the most dire of circumstances, such as when the Craftworld faces a direct threat—a Tyranid Hive Fleet or daemonic incursion, for example.

In many ways, the Wurmship is similar to the powerful Void Stalker battleships employed by Eldar corsair armadas. However, the Wurmship typically mounts much heavier weapons batteries and torpedo salvos compared to the launch bays and wide-angle batteries of the Void Stalker, as proximity to its parent craftworld and support fleets means that a Wurmship is not required to be quite as self-sufficient as its corsair cousin.

The Wurmship class usually deploys behind the rest of the Craftworld's fleet. With its long range weaponry, it can then wreak havoc on any enemy vessel that breaks through the main Eldar battle line. As such, Imperial forces have seldom had any opportunities to study these powerful vessels.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Battleship/10	10/15/20cm	45°	3/Holofield	5+	4
ARMAMENT	RANGE / SPEED	FIREPOWER / STR	FIRE ARC		
Port Pulsar Lance	45cm	2	Front		
Starboard Pulsar Lance	45cm	2	Front		
Prow Weapons Battery	45cm	16	Front		
Keel Torpedoes	Speed: 30cm	8	Front		

Special Torpedoes: A Wurmship may be armed with boarding torpedoes for +10 points. It may also be armed with either fusion or distortion torpedoes for +50 points.

Replace Torpedo Tubes: An Eldar Wurmship may replace its keel torpedo launcher with a keel pulsar lance (Range: 45cm, Strength 2, Front) for no extra cost.

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

-Inquisitor Czevak



VOID DRAGON CLASS GRAND CRUISER..... 320 Points



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Cruiser/6	10/20/25cm	45°	2/Holofield	5+	3
ARMAMENT		RANGE / SPEED	FIREPOWER / STR		FIRE ARC
Port Pulsar Lance		30cm	1		Front
Starboard Pulsar Lance		30cm	1		Front
Prow Weapons Battery		30cm	16		Front
Keel Launch Bays	Nightwing Fighters: 30cm Phoenix Bombers: 20cm Vampire Raiders: 30cm		4 Squadrons		-

Notes: A Void Dragon may upgrade its launch bays to carry Vampire Hunters (Speed: 20cm) for +40 points.

Corsair Flagship: Although a Void Dragon class grand cruiser is technically a craftworld vessel, it is often used as a flagship for corsair princes. As such, when a Void Dragon is included in a corsair fleet, it does not count against the number of craftworld vessels the fleet may take as reserves.

Unique Ship: The Void Dragon class represents a rare variant of the traditional Eldar Dragonship, used almost exclusively by famed leaders of the craftworlds and other heroes of legend. An Eldar fleet may never have more than one Void Dragon class grand cruiser. To include one, a Craftworld Eldar fleet must be led by a High Admiral, while an Eldar Corsairs fleet must be led by a Hero of the Eldar.

A famous Void Dragon which has been identified by the Imperial Navy is the Spirit of Arina, commanded by Admiral Akaeris Starblade. This vessel, originating from the lost Craftworld Shánn Tal, is in design very similar to the infamous Flame of Asuryan.

Akaeris Starblade has been leading a small Eldar fleet throughout the galaxy in search of the attackers responsible for destroying his home craftworld. This quest has taken the Spirit of Arina across various sectors, running between few and more battles with the Imperial Navy, Tau, Orks and others, although most of the time Starblade has attempted to avoid engagement where possible. Sometimes the need for information far outweighs the value of non-Eldar lives, however, and he is forced to raid enemy fleets.

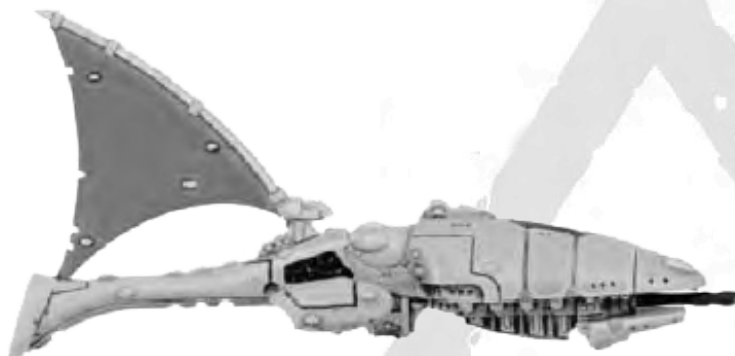
It is rumoured that Akaeris Starblade commanded the Spirit of Arina straight into the Eye of Terror. At this point Inquisitor Steinhofen, who had been hunting this particular Eldar fleet for some time, conceded his hunt and returned to the Eastern Fringe for another urgent matter called the Khareshi Expanse.



"...and the Engines of Vaul will smite them, and bring fire upon them, and in agony they will depart this realm, their souls screaming into the black void that awaits their pitiful race. And with their banishment there will be peace in this place, and we will be one step further along the road we must tread..."

- Farseer Ulthos of Alaitoc

DRAGON CLASS BATTLECRUISER (DRAGONSHIP) 270 Points



Dragonship is the collective name given to the larger classes of Eldar vessel. The term does not refer to any particular armament or configuration, but rather to a variety of vessels adhering to the same basic principles, designed for the same basic roles. Within this larger grouping, individual configurations or combinations of weapons give individual classes their proper name – always a variation on the phrase ‘Dragon’, representing different aspects of the creature of the same name from Eldar myth. Those Dragonships which are piloted in large part, or even exclusively, by spirit stones, for example, are referred to as Ghost Dragons, while larger vessels which have been designed to operate away from the Craftworld for great lengths of time are often referred to as Void Dragons. Different styles of Dragonship can vary greatly, with different numbers of sails, different armaments and even variations in size.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Cruiser/6	10/20/25cm	45°	2/Holofield	5+	3
ARMAMENT		RANGE / SPEED		FIREPOWER / STR	
Prow Weapons Battery		30cm		12	
Keel Launch Bays		Nightwing Fighters: 30cm Phoenix Bombers: 20cm		4 Squadrons	
				-	

FAMOUS SHIPS:

Anathema

Forever

Cerysheal

Special Rules: A Dragonship armed with launch bays may be equipped with Vampire Raiders (Speed: 30cm) for +10 points and/or Vampire Hunters (Speed: 20cm) for +40 points. A Dragonship armed with torpedoes may be equipped with boarding torpedoes for +10 points.

Variants: Any Dragonship in the fleet may replace its prow weapons battery with a pulsar lance (Range: 30cm, Strength 3, Front) and/or replace its keel launch bays with a torpedo salvo (Speed: 30cm, Strength 8, Front) for no change in cost. Any mix of these variants may be taken as desired.

The Dragon armed with the deadly Pulsar lance and the striking torpedo shall be known as the 'Thunder Dragon'.

+++

The Dragon armed with the devastating Batteries and the swift attack craft shall be known as the 'River Dragon'.

+++

The Dragon armed with the destructive Batteries and the piercing torpedoes shall be known as the 'Mountain Dragon'.

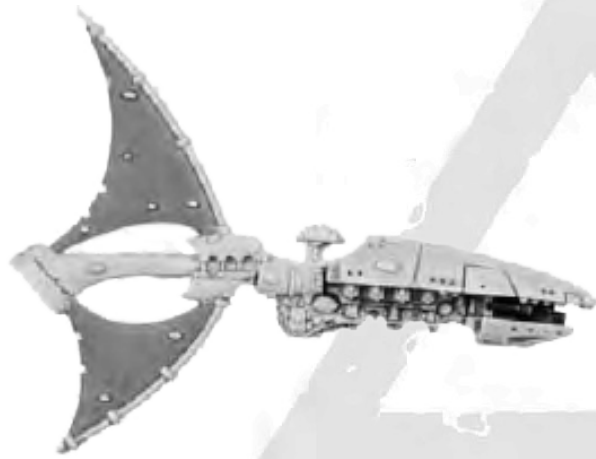
+++

The Dragon armed with the shrieking Pulsar and the agile attack craft shall be known as the 'Sky Dragon'.

+++

The Dragon bearing the holy spirit stones shall be known as the 'Ghost Dragon'.

WRAITH CLASS ATTACK CRUISER (WRAITHSHIP).....180 Points



Wraithships are made from Wraithbone, a material drawn as raw energy from the Warp and shaped into matter by psychic craftsmen known as Bonesingers. The Wraithbone forms the living skeletal core of the spaceship around which its other structures are arranged. The Wraithbone also provides channels for psychic energy. This facilitates internal communication, transmits power and enables the spaceship to act as an organically integrated whole. The Wraithbone core of a spaceship is surrounded by a structure which is literally grown into the required shape by Bonesingers. These Eldar use their psychomorphic talents to shape bulkheads, walls, floors and conduits into a shell that completely surrounds the Wraithbone core and forms the hull and major internal divisions of the spaceship. Most of a spaceship'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 controlled through it. Because of the unique practices of Eldar psychic engineering, Eldar spaceships resonate with sympathetic psychic energy. The Wraithbone core provides a psychic channel through which an Eldar can control mechanical functions. In this way, Eldar attuned to the very essence of their spaceship guide it, making countless minute adjustments to the trim of the great solar sails to draw every fraction of energy from the solar winds. This is also the key to the legendary elegance and almost birdlike agility of the Eldar Wraithships. Their pilots literally feel the solar wind on the ship's sails, they sense the flex of the ship's structure, the tension and movement of its Wraithbone skeleton. Like a hawk soaring on a thermal or diving to clutch at its prey, a Wraithship can turn in the wind, circling and swooping to hunt its own prey – the spaceships of its enemy.

TYPE/HITS	SPEED	TURN	SHIELDS	ARMOR	TURRETS
Cruiser/6	10/20/25cm	90°	2/Holofield	5+	2
ARMAMENT	RANGE / SPEED	FIREPOWER / STR		FIRE ARC	
Prow Weapons Battery	30cm	8		Front	
Keel Launch Bays	Nightwing Fighters: 30cm Phoenix Bombers: 20cm	2 Squadrons		-	

Variants: Any Wraithship in the fleet may replace its prow weapons battery with a pulsar lance (Range: 30cm, Strength 2, Front) and/or replace its keel launch bays with a torpedo salvo (Speed: 30cm, Strength 4, Front) for no change in cost. Any mix of these variants may be taken as desired.

FAMOUS SHIPS:

Destiny

Infinity

Eternity

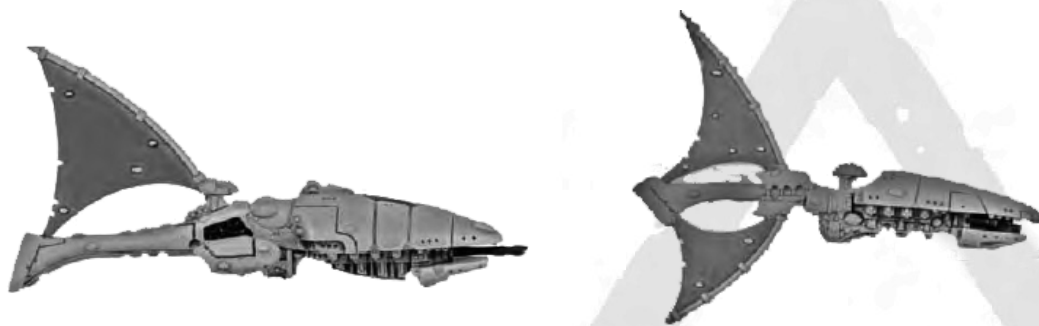
"What riotous splendor it must be to be Mon-Keigh! To crash blindly throughout the cosmos, bellowing at all times; utterly convinced of your own divine mandate to soil every corner of existence! I might grow delirious sampling such grand and intoxicating ignorance. But no, I think instead I shall simply snuff you out like an errant candle, out of pity."

-Valyorei, Iyanden Ranger



ELDAR GHOSTSHIP

Points: Varies



GHOST DRAGONSHIP 270 Points

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Cruiser/6	10/20/25cm	90°	2/Holofield	5+	2
ARMAMENT	RANGE / SPEED		FIREPOWER / STR		FIRE ARC
Prow Weapons Battery	30cm		12		Front
Keel Weapons Battery	30cm		8		Front

GHOST WRAITHSHIP 180 Points

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Cruiser/6	10/20/25cm	90°	2/Holofield	5+	2
ARMAMENT	RANGE / SPEED		FIREPOWER / STR		FIRE ARC
Prow Weapons Battery	30cm		8		Front
Keel Weapons Battery	30cm		4		Front

Variants: Any Ghost Dragonship in the fleet may exchange its prow weapons battery for a pulsar lance (Range: 30cm, Strength 3, Front) for no change in cost. Any Ghost Wraithship in the fleet may exchange its prow weapons battery for a pulsar lance (Range: 30cm, Strength 2, Front) for no change in cost.

Ghostship: Since Ghostships lack a physical crew, they cannot initiate boarding actions or teleport attacks. Furthermore, enemy ships benefit from a +1 modifier to their results when boarding or conducting hit-and-run attacks against a Ghostship. However, Ghostships are exceptionally resilient; they ignore the Fragile Ships special rule. Finally, the spectral nature of the crew makes them susceptible to distraction; if a Ghostship fails a command check, it may do nothing except move until the start of the opponent's next turn.

Ghostships are those vessels which, through the long slow dying-years of the Eldar race, have reached the point of near-abandonment through loss of crew. Into these vessels the Seers of a Craftworld incorporate spirit stones – sacred reliquaries bearing the souls of those Eldar already lost in the struggle for survival.

Sometimes Ghostships will be entirely without living crew, perhaps even imbued with the spirit stones of their original pilots, gunners and navigators, continuing to guide their race through the stars even beyond death. Sometimes the Ghostships will bear spirit stones of much older Eldar, some perhaps even with memories of the Fall, unceremoniously denied peace by the desperate hardship their people still face. For the living crew of Ghostships, the presence of these ineffable ancestor-souls creates an equally daunting and empowering burden of expectation.

These spirit stones bring sentience to the living, but otherwise unthinking, Wraithbone from which all Eldar vessels are constructed – a curious amalgam of the living, the inanimate and the undying. The spirit stones allow the Ghostships to function with an impossibly tiny number of crew and, when combined with the living Wraithbone of their vessels, make Ghostships exceptionally resilient. Their formless thoughts are far harder to destroy than the frail bodies of living pilots, able to simply flit from one transient vein to another. They are at complete freedom within these Wraithbone skeletons, diverting both reliance and function to almost any location on the ship should any given system become damaged.

In order to function, a Ghostship must always be commanded by a Spiritseer – a powerful Eldar psyker who has chosen to dedicate his powers to communing with the dead. Spiritseers are some of the most lonely and sinister members of a Craftworld, required, as they frequently are, to spend periods of time alone aboard Ghostships, surrounded by nothing more than the souls of the reluctant dead.

"The universe is tripartite: the sunlight of the material plane, the darkness of the spirit plane, and the twilight of the spaces betwixt the two."

—Iyanna Aricnal,
Spiritseer of Iyanden

SHADOWHUNTER CLASS DESTROYER 45 Points



Shadowhunters are the smallest type of vessel employed by Iyanden, operating in vast shoals which shimmer and weave a short distance above the craftworld's surface as it ploughs through space. These Shadowhunter packs function as a constant patrol, guarding the approach of friendly vessels coming into dock, or spinning and bobbing around the craftworld with horrifying speed to drive off would-be attackers at a proximity where larger vessels would find it difficult to function effectively.

Because of this defensive role, Shadowhunters have a very limited range, designed as they are to repel attackers which manage to actually approach the Craftworld itself. Weapons and power systems on the Shadowhunters are correspondingly compact, making the Shadowhunter one of the nimblest and most agile of vessels, even by Eldar standards. Shadowhunters are so nimble, in fact, that they are capable of pursuing their enemy so closely that even enemy attack craft find it hard to evade them.

During the Tyranid invasion of Iyanden, Shadowhunters typically formed a last line of defence close to the craftworld, while the larger vessels broke down the main Tyranid waves in deep space. The scattered remnants of these waves which were able to pass the Eldar cruisers and approach the craftworld were then easy pickings for the nimble Shadowhunters. As more and more waves of Tyranids descended on the craftworld, however, the Eldar fleet was overwhelmed by sheer weight of numbers, forcing the Shadowhunters to disperse and join their larger counterparts in fighting desperate counter-actions in the depths of space.

TYPE/HITS	SPEED	TURN	SHIELDS	ARMOR	TURRETS
Escort/1	20/25/30cm	90°	1/Holofield	4+	1
ARMAMENT	RANGE / SPEED	FIREPOWER / STR		FIRE ARC	
Prow Shadow Lance	30cm	1		Front	

Special Rules: *A Shadowhunter class destroyer's direct fire weapons will hit enemy ordnance on a roll of 4+ rather than 6+.*

Replace Shadow Lance: *A Shadowhunter class destroyer may replace its shadow lance with a weapons battery (Range: 30cm, Firepower 3, Front) for no change in cost.*

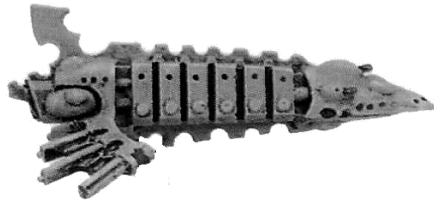


"Feel the rush of the wind against your skin and hear her keening cry in your ears. Listen to her call well, for are we not the Wild Riders, the children of the storm?"

-Nuadhu 'Fireheart'

ELДАР TRANSPORT

Points: Special



Special Rules: An Eldar transport may replace a conventional transport (at no extra cost) in any relevant scenario. It follows all the rules for Eldar ships in addition to the rules for support units found in the BFG:XR Fleet Support list. For example, it will have a fixed leadership value of 8, due to the +1 Ld bonus for being a Eldar ship. Likewise, it will only add +3D6cm to its speed when on All Ahead Full special orders, but will still benefit from an extra movement phase and its holofields.

Eldar Craftworlds are largely self-sufficient, and travel through the Webway obviates the need for a large fleet of transport vessels. However, such conveyance is nonetheless required for quickly transiting supplies and personnel to Eldar Haven Spires, and occasionally to contested worlds without ready access to a webway portal of sufficient size. They may also be used by groups of Eldar on the Path of the Outcast who desire the thrill of plying the void between stars, but have not yet joined with any corsair bands or pirate raiders.

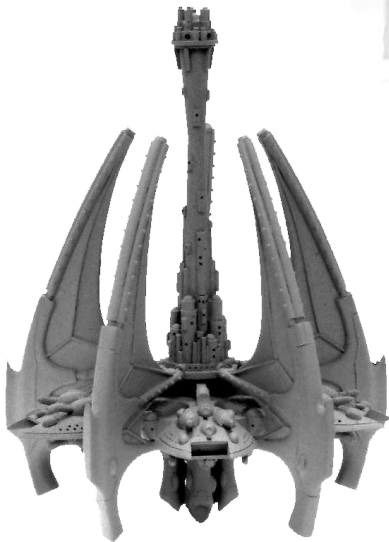
While it is exceedingly rare that the Eldar would stoop to open trade with the mon-keigh besides the occasional Rogue Trader, it is not too uncommon for them to use these vessels to effect trade with other, more august races, or with those they determine would be advantageous to their own mysterious ends.

Occasionally, small groups of these vessels will ply the stellar main under escort by a contingent of warships, though like everything else about the Eldar, these are usually for reasons much more inscrutable than appearances may indicate. Nonetheless, they are not immune to the predations of the galaxy, and the Dark Eldar in particular consider such vessels a particularly battle-worthy prize.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Escort/1	10/15/15cm	90°	1/Holofield	5+	2
ARMAMENT		RANGE / SPEED	FIREPOWER / STR		FIRE ARC
Weapons Battery		30cm	2		Front

HAVEN CLASS SPIRE

200 Points



Haven Spires are the most elusive of outposts, existing in remote regions of space, moored near a lonely webway portal far from a nearby star. However, it is not unknown for these stations to be concealed near celestial phenomena in the outer reaches of systems frequented by other races oblivious to the threat hiding in their midst. Stories exist of the Biel-Tan Haven Rash Niaeā standing silent watch over the seemingly abandoned forest world of Cyclonea, only to awaken as the bastion of a mighty Swordwind host at the presence of Ork invaders or a human exploratory fleet. Several have become shrouded in darkness as domains of the Dark Eldar. Any unfortunate soul finding itself brought prisoner within the

twisted spires of such a damned place is assured only a demise filled with agonies the likes of which cannot be imagined in one's worst nightmares.

As often as not, Eldar Haven Spires will have a small contingent of warships detached to it. It is believed that the An-Iolsus and Ulthwé Craftworlds in particular have several of these stations scattered throughout the sectors surrounding the Eye Of Terror, and these stations may also explain how the Dark Eldar have managed to conduct their piratical raids throughout much of the known galaxy. Naturally, this makes such facilities high-priority targets wherever they are found.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Defense/10	5/5/5cm	360°	4/Holofield	5+	4
ARMAMENT		RANGE / SPEED	FIREPOWER / STR		FIRE ARC
Weapons Battery		45cm	12		All Round
Pulsar Lance		30cm	3		All Round
Launch Bays		Eldar Fighters: 30cm Eldar Bombers: 20cm	4 Squadrons		-

HAVEN SPIRE SPECIAL RULES

LEADERSHIP & SPECIAL ORDERS

An Eldar Haven Spire rolls for leadership following the normal rules, including the +1 bonus for being an Eldar facility. It may attempt special orders normally, but may only attempt *Lock On*, *Reload Ordnance*, and/or *Brace For Impact*.

In addition, the fleet's commander may lead the battle aboard the Haven Spire instead of any other vessel in the fleet, even if he or she would normally be forced to embark somewhere else.

NETHERFIELD

The Haven Spire is equipped with refined holofield emitters coupled with absorptive, sensor-masking armor layers, making it nearly impossible to target. All gunnery weapons suffer an additional right column-shift against the Haven Spire as long as it did not move or turn during its preceding movement phase.

POLARIZATION FIELD

A low-level energy bubble surrounds the Haven Spire, channeling space debris away from and around the station. The station never risks suffering a hit for being in contact with blast markers and ignores all effects of solar flares. Lastly, an Eldar Haven Spire removes D6 blast markers in base contact at the end of each turn, as long as it did not move during its preceding movement phase.

HIDDEN BASE

An Eldar Haven, even more so than other clandestine redoubts, relies more on its ability to remain hidden than any capacity to repulse a sustained assault. To this end these way-stations are normally situated in the outer dark, and may not be used in any battlezone from the Flare Region to the Inner Biosphere. In all other respects they are normal high orbit defenses and will follow all the rules for such units as described in the BFG:XR Fleet Support document, except where modified here.

In a campaign, a player counts as having a pirate base for purposes of repair points for every Eldar Haven on the player's fleet list. Its value counts against the fleet list in individual battles in which it takes part, but it does not count toward the starting point limit a fleet has, as it remains hidden at the start of the campaign and can only be attacked if the opposing player discovers it. An Eldar fleet may start a campaign with one, but may only earn up to two more in the course of a campaign by an Eldar commander with 11+ renown by expending a dedicated appeal, needing a roll of 5+ to succeed. Should an Eldar Haven be revealed and come under attack, the owning player can attempt to retreat the station back into the Webway to prevent further attacks on it. To do so, the owner must roll a D6. On a roll of 1 it is lost in the Webway and must be struck from

the roster. On a 2+, the Haven has been re-situated successfully and must once again be located by an opponent before it can be attacked.

DOCKING

Due to the Eldar's superior maneuverability, Eldar ships can dock with a Haven using a simple leadership check and do not need to be on special orders to do so. Any of the owning player's capital ships that dock with the station for one full turn gain +2D6 to repair critical damage in the end phase, and they are considered to have reloaded ordnance for free. Ships doing so cannot move, shoot or launch ordnance in that turn, though holofields continue to work normally, and they can attempt special orders if desired. The Haven may reserve for itself its extra +2D6 capability to repair critical damage if there are no ships docked to the station any time during the turn.

WEBWAY PORTAL

Many Eldar Havens are situated in deep space or near one of the Exodite Worlds, usually near a Webway Portal large enough for starships to traverse. The owning player may use the Webway to summon additional warships to its aid. If the fleet includes an Eldar Haven, it may take both Craftworld and/or Corsair Eldar ships as reserves, at 50% of their normal cost. However, any such ships *must* start the game off the table. Beginning on turn 2, after the Eldar fleet moves, roll a D6. On a 5+, one reserve capital ship or escort squadron (owner's choice) appears along the table edge closest to the Eldar Haven. These reserve ships cannot move in the same turn they arrive.

Note that if a fleet is led by a Hero of the Eldar, the bonus to the fleet's reserves ratio also applies to ships purchased through the Webway Portal.

HAVEN SPIRE CRITICAL HITS TABLE

2D6	EXTRA DAMAGE	RESULT
2	+0	Infinity circuit damaged. The ship's infinity circuit is damaged by the hit. The ship's leadership is reduced by 1 until the damage is repaired. This penalty is cumulative for each time this system is damaged.
3	+0	Weapon batteries damaged. The station's weapon batteries are taken offline by the hit and may not fire until the damage has been repaired.
4	+0	Pulsar lances damaged. The station's pulsar lances are taken offline by the hit and may not fire until the damage has been repaired.
5	+0	Launch bays damaged. The station's launch bays collapse; the station may not launch ordnance until the damage has been repaired.
6	+0	Solar collector scarred. The ship's main solar sail is damaged, reducing the ship's energy reserves. All weapons systems are reduced to 50% effectiveness until the damage has been repaired.
7	+1	Superstructure damaged. A small breach occurs. Excess strain could threaten structural integrity. Until the damage is repaired, roll a D6 at the end of each of the station's moves. On a roll of 1, the station suffers 1 point of damage. If the station rotated, it will suffer damage on a roll of 1-2 instead.
8	+0	Mainsail shredded. The station's main solar cells are severely damaged, cutting its energy reserves in half. The station may only move once per movement phase until the damage is repaired.
9	+1	Holofield generators destroyed. The station's holofield generators are smashed to pieces. The ship no longer benefits from its holofields. This damage may not be repaired.
10	+1	Shields collapse. The shield generators overload and burn out, leaving the station virtually defenseless. The station's shield strength is reduced to zero. This damage may not be repaired.
11	+D3	Hull breach. A huge gash is torn in the station's hull, causing carnage amongst the crew.
12	+D6	Bulkhead collapse. Internal pillars buckle and twist, whole compartments crumple with a psychic scream of tortured wraithbone; just pray that some of the station holds together.

ELDAR CORSAIRS FLEET LIST

FLEET COMMANDERS

0-1 Corsair Lord

You may include one Corsair Lord, who may be assigned to any capital ship in the fleet. If the fleet is worth at least 750 points, a Corsair Lord must be included to lead it. If the fleet is worth at least 2000 points, it must be led by a Dragon Prince.

Shadow Prince (Ld9) 50 points
Dragon Prince (Ld10) 100 points

A Corsair Lord comes with one re-roll for free, and may purchase additional fleet commander re-rolls for the cost shown below:

One re-roll 25 points
Two re-rolls 50 points
Three re-rolls 100 points

In addition, a Dragon Prince is always accompanied by a unit of bodyguards, as befits a commander of his or her station. A Dragon Prince may also be named a 'Hero of the Eldar' for +50 points.

SECONDARY COMMANDERS

0-3 Gryphon Knights

Your fleet may include up to three Gryphon Knights, who may be assigned to any ship or squadron.

Gryphon Knight 25 points

CAPITAL SHIPS

Battleships

You may include one Void Stalker class battleship for every 1000 points in the fleet.

Void Stalker Class Battleship 470 points

Grand Cruisers

You may include one Supernova class grand cruiser for every two cruisers. If the fleet is led by a Hero, you may include a single Void Dragon class grand cruiser.

(0-1) Void Dragon Class Grand Cruiser 320 points
Supernova Class Grand Cruiser 280 points

0-12 Cruisers

Eclipse Class Cruiser 260 points
Shadow Class Cruiser 230 points
Aurora Class Light Cruiser 140 points
Solaris Class Light Cruiser 125 points

ESCORTS

The fleet can have any number of escorts, in squadrons of two to six vessels.

Hellebore Class Frigate 75 points
Aconite Class Frigate 60 points
Nightshade Class Destroyer 50 points
Hemlock Class Destroyer 50 points

USING A CORSAIR FLEET

The Eldar Corsairs fleet list represents the fast and deadly nature of the outcasts—those Eldar who have abandoned their craftworlds and the Path. They wander the stars, raiding outposts and planets alike, taking or destroying whatever their alien whims desire. Few can predict when and where they will strike, and fewer still would find any comfort in knowing. They descend upon their targets like hawks upon prey, seizing their prize and escaping long before any call to arms can be raised.

Upgrades

Up to two cruisers in the fleet may replace all of their launch bays with mine launchers at the cost of +5 points per bay replaced.

Attack Rating

Due to their aggressive raiding style, Eldar Corsairs have an attack rating of 4.

Reserves and Allies

An Eldar Corsairs fleet may take as reserves any ship from the Craftworld Eldar fleet list in the normal manner. If the fleet is led by a Hero, these reserves may be taken in a ratio of two Corsair vessels to one Craftworld vessel of the same type, instead of the usual 3:1 ratio for regular reserves.



Prince Yriel, Bearer of the Flame,
High Admiral of the Eldritch Raiders

Before becoming one of the most feared corsairs in all of the Imperium, he was Autarch of Iyanden, supreme commander of its war host and battle fleet. After his pyrrhic victory over Chaos Lord Kallorax, he was stripped of title and censured by his craftworld. Furious, he went into exile, vowing never to return. Only when the Tyranids threatened to consume Iyanden did he break his vow. His arrival tipped the balance in Iyanden's favor, preventing the Tyranids from boarding the craftworld and ultimately destroying the Hive Fleet.

CRAFTWORLD ELDAR FLEET LIST

FLEET COMMANDERS

0-1 Admiral

You may include one admiral, who may be assigned to any capital ship in the fleet except a Ghostship. If the fleet is worth at least 750 points, an admiral must be included to lead it. If the fleet is worth at least 2000 points, it must be led by a High Admiral.

Admiral (Ld9) 50 points
High Admiral (Ld10) 100 points

An admiral comes with one re-roll for free, and may purchase additional fleet commander re-rolls for the cost shown below:

One re-roll 25 points
Two re-rolls 50 points

In addition, a High Admiral is always accompanied by a unit of bodyguards, as befits a commander of his or her station. A High Admiral may also be given any of the following:

Seer Council 50 points
'Hero of the Eldar' Title 50 points

SECONDARY COMMANDERS

0-3 Farseers

Your fleet may include up to three Farseers, who may be assigned to any ship or squadron.

Farseer 15 points

The sheer size of a craftworld means that each individual vessel possesses several full battlefleets, stationed at vital points along its length as it journeys through space. Each fleet might typically number anywhere from ten to twenty warships and is commanded by an Admiral, though it will invariably rely on the advice and counsel of the craftworld's seers.

"Only when you have soared through the morning skies on wings of flame can you understand the Hawk. Only when you have fallen screaming upon those who know they are already dead can you understand the Banshee. Only when you have annihilated those who would oppose you can you truly understand the power of the Dragon. And only one who has travelled but ultimately turned away from each of these paths can understand the Autarch."

-Anthrillien Morningchild, Autarch of Yme-Loc

CAPITAL SHIPS

Battleships

You may include one Wyrmskip for every Dragonship (or Void Dragon) in the fleet.

Wyrmskip 470 points

Grand Cruisers

If the fleet is led by a High Admiral, you may include a single Void Dragon class grand cruiser.

(0-1) Void Dragon Class Grand Cruiser 320 points

Battlecruisers & Cruisers

You may include one Dragonship for every two Wraithships in the fleet. If your fleet commander is assigned to a Dragonship, his ship does not count against this limitation. The fleet may include any number of Wraithships.

Dragonship 270 points
Wraithship 180 points

0-3 Ghostships

The fleet may include up to three Ghostships, in any mix desired. These are treated as normal Dragonships and Wraithships for the purposes of counting reserves.

Ghost Dragonship 270 points
Ghost Wraithship 180 points

ESCORTS

The fleet may have any number of Shadowhunter class destroyers, in squadrons of two to six vessels.

Shadowhunter Class Destroyer 45 points

USING A CRAFTWORLD

ELDAR FLEET

The Craftworld fleet list represents the disciplined and resolute nature of those that survived the Fall. They are elite and skilled naval combatants, armed with some of the most advanced technology in the galaxy. They fight with a determination that borders on desperation, for every defeat carries a heavy cost for their Craftworld. Yet even death does not end their service, for many are born again within the spirit stones of the revered ghostships, brought back from the dead to serve as its immortal crew when the circumstances are the most dire.

Upgrades

Any capital ship in the fleet (except Ghostships) may embark squads of Aspect Warriors for +20 points. Up to two cruisers in the fleet may replace all of their launch bays with mine launchers at the cost of +5 points per bay replaced.

Attack Rating

Although they strike with great speed, the defensive nature of a craftworld fleet means they are more constrained in their tactical choices. Consequently, they have an attack rating of 3.

Reserves and Allies

A Craftworld Eldar fleet may take as reserves any ship from the Eldar Corsairs fleet list in the normal manner. If the fleet is led by a Hero, these reserves may be taken in a ratio of two Craftworld vessels to one Corsair vessel of the same type, instead of the usual 3:1 ratio for regular reserves.

FAMOUS CRAFTWORLD FLEETS

Craftworlds are the gargantuan space craft that carry the majority of the Eldar that survived the Fall. They are self-sufficient space-borne colonies drifting along ancient preordained galaxy spanning routes. Craftworlds vary from one to another in almost every way: size, shape, population density, culture, and the disposition of their war-fleets.

It can be said that the Eldar are a dying race, but even the merest remnants of the once mighty Eldar Empire are a force to be reckoned with. Even Eldar pirates with no tangible connection to a given Craftworld can be a nigh-unstoppable threat to an Imperial Sub-sector. A full blown Craftworld Warfleet can brush aside all but the most determined (and/or numerous) foe.

The unique fleets of the five largest Craftworlds are represented using the Craftworld Eldar fleet list on the previous page, but with certain aspects of the fleet choices and upgrades altered, such as the mixing of Corsair ships and so on. Each of these fleets may also include a particularly famous ship, usually one that exemplifies the cultural attitudes of its parent craftworld. In all other respects, these special fleets are treated in exactly the same way as a normal Craftworld Eldar fleet list.



"The dead must join our ranks, lest we be forced to join theirs."

-Prince Yriel of Iyanden

ALAITOC

The Starstriders

An Alaitoc Craftworld fleet is subject to the following special rules:

- Corsair vessels may be included freely, following the rules in the Eldar Corsairs fleet list.
- At least two thirds of the fleet's escort squadrons must have three or less escorts.
- The fleet cannot have more Nightshade class destroyers than Hemlock class destroyers.
- The fleet cannot have more capital ships than escort squadrons.
- The fleet may not have more than one Ghostship per three other capital ships.
- The fleet may include the *Sword of Eldanesh*, as shown below:

SWORD OF ELDANESH.....80 Points

Eldanesh is a Mythic Eldar Hero who was slain by the jealous War God Khaine, earning Khaine the title Kaela Mensha (bloody-handed). The Eldar of Alaitoc use the story of Eldanesh's offence to reinforce the ideals of the Eldar Path. In defiance to Alaitoc's obsessive adherence to the path, self imposed exiles form disconnected communities onboard Corsair vessels of local pirate fleets. Some lose themselves to the adventure of piracy and eventually acquire enough wealth to build their own ship. One such group of outcasts built the Sword of Eldanesh. Often working completely alone the Sword of Eldanesh can skillfully eliminate all defenders of a transport convoy at extreme range and then close in for the prize. It is not unheard of for the ship to enter late in an engagement to claim the spoils from an overwhelmed ally. This has given the ship some infamy among the other corsairs, who will only fight alongside the Sword of Eldanesh if there are overpowering numbers to keep them in line.

TYPE/HP	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Escort/1	10/20/30cm	90°	1/Holofield	5+	2
ARMAMENT		RANGE / SPEED	FIREPOWER / STR		FIRE ARC
Pulsar Lance		45cm	1		Front
Weapons Battery		45cm	2		Front

Special Rules: The Sword of Eldanesh is always deployed as an individual vessel and may never be part of a squadron, even though it is an escort ship.

FAMOUS CRAFTWORLD FLEETS

BIEL-TAN

The Sword Wind

A Biel-tan Craftworld Fleet is subject to the following special rules:

- Corsair capital ships may not be included in the fleet, even as reserves.
- At least 75% of the fleet's Dragonships must embark Aspect Warriors and be equipped with Vampire Assault Boats or boarding torpedoes.
- No more than 25% of the fleet's point total may be spent on escort squadrons.
- The fleet may not have more than one Ghostship per three other capital ships.
- A Biel-tan fleet worth at least 1000 points may include the *Bahzhakhain* in place of a Dragonship:

BAHZHAKHAIN.....575 Points

Although hard to gain reput amongst their Eldar peers, given the abundance of heroic tails and legendary campaigns, some ships and crews have climbed head and shoulders above the achievements attained by their fellow heroes. The Bahzhakhain has been the flagship of numerous brilliant commanders and has become a reassuring legend amongst the fleets of Biel-Tan. Designed for bringing a planetary force to it knees long before any ground invasion has been launched, the Bahzhakhain often utilizes special torpedoes capable of annihilating ground targets and scores of Vampires to land the Sword Wind.

TYPE/HP	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Cruiser/8	10/20/25cm	45°	3/Holofield	5+	3
ARMAMENT		RANGE / SPEED		FIREPOWER / STR	
Prow Pulsar Lance		30cm		2	
Prow Torpedoes		Speed: 30cm		8	
Keel Launch Bay		Nightwing: 30cm Phoenix: 20cm V. Raider: 30cm		4 Squadrons	

Special Rules: *The Bahzhakhain is a legendary Dragonship with the finest crew in all of Biel-tan; it is always Ld10, regardless of its commander. It comes with aspect warriors and an additional +1 bonus to boarding actions for free. Furthermore, every Dragonship in the fleet that embarks aspect warriors (including the Bahzhakhain itself) receives one re-roll, usable only for its own command checks.*

IYANDEN

The Ghost Warriors

An Iyanden Craftworld Fleet is subject to the following special rules:

- If the fleet is led by Yriel (represented by a High Admiral), the fleet may freely include Corsair vessels, following the rules in the Eldar Corsairs fleet list.
- Up to half of the capital ships in the fleet may be Ghostships.
- An Iyanden fleet (or any Eldar Corsairs fleet) may include the *Flame of Asuryan* in place of a Dragonship or Void Dragon:

FLAME OF ASURYAN..... 450 Points

When Yriel led the Craftworld's fleet, he was considered to be the favoured of Asuryan, and amongst his many great titles earned himself the honorific of 'Bearer of the Flame', and duly renamed his flagship the Flame of Asuryan accordingly. The Flame of Asuryan is magnificent, even by the standard of Dragonships. It bears three great sails – one born upon its long elegant spine, and another pair each mounted atop the great outriggers to its flanks, both of which also mount deadly pulsar lances. The Flame of Asuryan bore Yriel to many great victories at the head of the Iyanden fleet and once his own rank was lost and his place within the Craftworld taken from him, he and his most loyal followers departed, still aboard his mighty flagship.

TYPE/HP	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Cruiser/8	20/25/30cm	45°	2/Holofield	5+	3
ARMAMENT		RANGE / SPEED		FIREPOWER / STR	
Port Pulsar Lance		30cm		1	
Starboard Pulsar Lance		30cm		1	
Prow Weapons Battery		30cm		16	
Keel Launch Bay		Nightwing: 30cm Phoenix: 20cm V. Raider: 30cm		4 Squadrons	

Special Rules: *The Flame of Asuryan is a legendary Dragonship helmed by Yriel himself; it is always Ld10, regardless of its commander. It comes with aspect warriors, two re-rolls, and once per battle it may automatically pass any command check or leadership test it would be required to take.*

FAMOUS CRAFTWORLD FLEETS

SAIM-HANN

The Wild Host

A Saim-Hann Craftworld Fleet is subject to the following special rules:

- Corsair vessels may be included freely, using the rules in the Corsairs fleet list.
- The fleet must have at least as many escort squadrons as capital ships. These squadrons must include at least two different types of escort. Corsair and Craftworld escorts may be mixed in the same squadrons.
- The fleet's commander must be embarked on the most expensive ship in the fleet and cannot purchase more than one additional re-roll.
- The fleet may not have more than one Ghostship per three other capital ships.
- A Saim-Hann fleet worth at least 1000 points may include the *Wild Serpent* in place of a Dragonship:

WILD SERPENT 485 Points

Over the last decennia the Wild Serpent has become one of the most feared ships in the Saim-Hann region. It never operates alone, almost always accompanied by a couple of light cruisers and attendant escort vessels. In battle the Wild Serpent orchestrates its' attendant warships into submissive cohesion. Enemies find themselves overwhelmed by relentless and unpredictable precision attacks. With a broad spectrum of offensive capabilities the Wild Serpent is equipped to deal death to any enemy foolish enough to offend the leading Clans of Saim-Hann.

TYPE/HP	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Battleship/10	10/15/20cm	45°	3/Holofield	5+	3
ARMAMENT		RANGE / SPEED		FIREPOWER / STR	
Prow Pulsar Lance		45cm		1	
Prow Pulsar Lance		45cm		1	
Keel Weapons Battery		30cm		10	
Prow Torpedoes		Speed: 30cm		4	
Keel Launch Bay		Nightwing: 30cm Phoenix: 20cm V. Raider: 30cm		4 Squadrons	
				-	

Special Rules: The Wild Serpent is home to a fearsome warhost; it always counts as Ld10, regardless of its commander, and counts as embarking aspect warriors. In addition, the ship comes with 1 re-roll and, once per battle, it may automatically pass any command check or leadership test it would be required to take.

ULTHWE

The Damned

An Ulthwé Craftworld Fleet is subject to the following special rules:

- No more than 25% of capital ships in the fleet may have aspect warriors.
- The fleet must have as many re-rolls and Farseers as possible.
- The fleet may not have more than one Ghostship per three other capital ships.
- An Ulthwé fleet worth at least 1000 points may include the *Shadow Point* in place of a Dragonship:

SHADOW POINT 550 Points

Ulthwe only use their fleet assets reluctantly, hoping to shape a course that avoids wasteful fleet engagements. But on the occasion when full and decisive force is needed the Dragonship Shadow Point fills the role of Flagship. With an intricately formed infinity circuit, Farseers onboard guide the battle with astonishing accuracy. More than just a focal point for tactical foresight, the Shadow Point is a heavy gunship attacking when its enemy's destruction is assured. During the 13th Black Crusade Ulthwe became renowned for the pivotal attacks by its strike forces, but in the space lanes the fleets of Ulthwe were far from quiet. Combined with Corsair fleets and even other Craftworld aid the Shadow Point oversaw the destruction of countless key fleet elements of the vast Chaos Warfleets, often without meaningful losses. With the foresight of the infinity circuit the Shadow Point led its companion vessels into a non-stop campaign of annihilation, moving from one battlezone to another leaving only the broken wreckage of Chaos ships in its wake.

TYPE/HP	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Cruiser/8	10/20/20cm	45°	3/Holofield	5+	3
ARMAMENT		RANGE / SPEED		FIREPOWER / STR	
Prow Pulsar Lance		30cm		2	
Keel Pulsar Lance		30cm		1	
Prow Weapons Battery		30cm		12	
Keel Torpedoes		Speed: 30cm		4	
				Front	

Special Rules: The Shadow Point is only deployed when victory has already been foreseen; it always counts as Ld10, regardless of its commander. In addition, as long as the ship's infinity circuit is undamaged, the Shadow Point receives 1 re-roll per turn, usable for any ship in the fleet.

BFG:R to BFG:XR - CHANGE LOG

Some elements of BFG:R and the original BFG rules have been altered as part of the transcription process for the BFG:XR Project. For the most part, these changes are simply adjustments to grammar and language, in order to improve clarity or fix (a few) typos. Other changes include a few minor expansions to the existing material or re-integrations of older rules that were either dropped or not included when the BFG:R documents were produced. These changes are meant only to add flavor or clarity to the existing rules, and not an attempt to dramatically alter the function or power of any one faction's fleets. This document generally only lists those changes which constitute an actual addition or alteration of the rules, not adjustments to language or readability.

[Change] Eldar Fighters have a normal 4+ resilient save.

[Addition][Change] Vampire Assault Boats are named Vampire Raiders for all ships (some previously used other terms); Vampire Hunters have been added as torpedo bombers (firing Eldar torpedoes). Any ship which could take assault boats can take the torpedo bombers for +40 points.

This is currently the only way for Eldar to access torpedo bombers. I realize that this removes the option from several of their cruisers as per the BFG Armada rules, however the cost of taking them has been reduced to match that of other races. Combined with the strengths of Eldar ordnance I felt this was a fair trade.

[Change] Art slightly modified for the Supernova Class Grand Cruiser and Wyrn Class Battleship. The original artist did a fantastic job - I just filled in some details for consistency.

[Addition] [Change] Eldar Battleships have access to melta or vortex torpedoes (called Fusion and Distortion torpedoes) for +50 points each. The Eldar cannot take any other special torpedoes.

[Addition] [Change] Brought back the advanced rules for the Eldar Haven Spire from the 2010 edition.

- The netherfield has been updated to only function if the spire does not move.
- The polarization field has been updated to only protect against blast markers and solar flares.
- Webway portal rules have been changed to work with BFG: R Eldar reserve rules.
- Adjusted result '7' on the haven spire critical table.

[Change] Formalized craftworld special fleet recommendations/restrictions.

[Change] The Wyrn Class Battleship now has a single Strength-8 torpedo launcher, instead of two Strength-4 launchers.

Having two identical torpedo salvos in the same firing arc seemed unnecessarily complex and opened up a number of confusing situations.

[Change] The Shadow Point's 1 re-roll per turn can be used for any ship in the fleet. I was not sure if this was the original intent or not, so I clarified it and listed it as a change.

[Addition] Vampire attack craft now have speed values again.

[Addition] Clarified the Dying Race rules.

[Change] Removed the reference to crew skills in the *Flame of Asuryan* and *Wild Serpent*'s special rules. Now it simply lists the actual rules text.

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