


DOOM OF THE ELDAR

YRIEL'S RAIDERS AND THE WARFLEETS OF THE CRAFTWORLD ELDAR



Although Eldar Corsairs are a constant threat to merchant shipping, they very rarely pose a major threat to Imperial battlefleets. The same cannot be said of the dozens of fleets of Eldar ships that protect each Eldar Craftworld. Each of these Craftworld warfleets is a deadly and highly potent force that is capable of laying waste to an entire sub-sector.

THE CRAFTWORLD OF IYANDEN

Thousands of years ago Eldar civilization was all but destroyed in a catastrophe brought about by their own decadent hedonism, the only survivors fleeing from their planets in giant space vessels known as Craftworlds. Iyanden was the largest of all of the Eldar Craftworlds and its people the most numerous. It drifted serenely through the void of space, far away from the inhabited planets of other races.

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 spacefaring worlds accompanied

by vast armadas, the likes of which might otherwise be set aside to defend an entire system or even sub-sector. Whole battlefleets 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 spaceborne worlds. Since the Fall of their race and the decline of their empire, those Eldar who seek to continue their ancient way of life have done so aboard these Craftworlds, on an aeons long course across the galaxy, as much in flight as in search of any kind of destination, for the Eldar race is a dying one, and even the exodus of these great Craftworlds will do little to avert that.

THE CRAFTWORLD AT WAR

It is possible for an Eldar to simply traverse the Webway on foot, moving directly from a Craftworld to a wraithgate on some far distant world. Such portals, however, are invariably far too small to quickly deploy an entire army, and hence such methods are used by few amongst the Eldar – only the Rangers, the Harlequins and other distant wanderers tread these slender paths. On occasion however, the Eldar's destiny will draw them to fight on a world disconnected from the Webway by the millennia of tragedy which have befallen the Eldar. The Eldar warhosts may be dispatched aboard vast wings of Eldar attack craft – Vampire Raiders and the like – which are able to ferry substantial forces rapidly via the Webway. At other times, a force so vast may be required that the aircraft and skimmers of the Eldar army itself are insufficient. It is at such times that the Eldar battlefleets will be readied. The warhosts of the Eldar will assemble aboard the fleet, which will then depart the Craftworld, itself using the webway. As such, a Craftworld's docks are not

really simple holding areas for its fleet, but rather they are immense wraithgates attached to the Craftworld itself from where the fleet may enter the Webway. Such a fleet is then able to exit the Webway by another point elsewhere in the depths of space using are the largest of the Eldar's wraithgates - portals so sizeable that whole fleets may emerge from them when activated.

These journeys may bring a fleet into orbit directly around their chosen destination, or it may be necessary for them to emerge some distance away, but either way the pace of which Eldar vessels are capable of moving means they will descend upon their target very swiftly indeed. Eldar fleets employ the Webway in this manner in order to launch horrifyingly sudden attacks upon unsuspecting enemy vessels, emerging from the Warp while their enemy remains unready and ill-prepared for battle. When it is the Eldar's will to attack a world, the emerging fleet will take up position around their chosen planet as quickly as possible. The largest craft in an Eldar warfleet possess internal wraithgates, through which they can swiftly deploy their armies to the ground while at the same time providing orbital support and further landings from their notoriously fast attack craft. If the world to be attacked no longer possesses any viable warp portals, the Eldar will instead descend upon it in a howling flock of Vampire Raiders, Phoenix bombers and Nightwing fighters, tearing apart their enemies so rapidly that defence is all but an impossibility.

A Craftworld's course is also aided greatly by the many wraithgates spread across the stars. As a Craftworld's Seers scry out its course, small shoals of Shadowhunters move far ahead through the Webway, hunting out potential enemies and scouring the way clear. If encountered, enemy fleets or patrols who may present a danger to the Craftworld's safe passage will likely find themselves the unsuspecting targets of the Eldar's powerful warships long before

even becoming aware of the Craftworld's imminent arrival.

THE ELДАР WARFLEETS

The sheer size of a Craftworld means that each individual vessel possesses several full battlefleets, stationed at convenient points along the Craftworld as it journeys through space. Each fleet might typically number from ten to twenty warships and is commanded by an Eldar Admiral, though it will inevitably also rely greatly on advice and counsel from the Craftworld's Seers. The vessels themselves are crewed by those Eldar who have chosen the Path of the Mariner, symbolized by the blue and white feathered birds of Eldar myth who guide the Eldar southward and westward over the seas. Helmsmen and Wayfarers, dedicated specialists within this path, each provide their own valuable skills as part of a vessel's crew, allowing the Eldar to navigate the Webway with a mastery unknown to most. The Shadowhunter



patrols usually remain independent of these battlefleets, moving to and fro about the Craftworld as they please. These smaller vessels lack the dedicated crews of the larger capital ships and are often crewed by those Guardians who were once embarked upon the Path of the Mariner. The compact size and customary agility of these sleek escorts allows them to approach much closer to the Craftworld than would be expected for true spacecraft. Shadowhunters put these unique traits to good use as they defend the Craftworld's delicate wraithbone exterior from encroaching asteroids or space junk which might be attracted by the force of gravity, blasting such interlopers into pieces small enough to rain harmlessly down on the Craftworld below. At other times the Shadowhunters can be seen playfully stalking the Eldar fighters which patrol the Craftworld's lower atmosphere, tracking and chasing the smaller vessels with a precision unthinkable for escort sized vessels. As need dictates, small groups of Shadowhunters will eschew their normal role, band together and join their larger counterparts in defense of the Craftworld.

YRIEL'S RAIDERS

Yriel had led the Iyanden fleet as its Autarch, the supreme commander of an Eldar war host, having an exceptional understanding of the art of war and also the many Eldar paths. Unlike an Exarch, an Autarch is not obsessed with and lost to conflict, instead favoring command roles. The Autarch is responsible for coordinating the numerous elements of the war host. Despite this tactical role, the Autarchs are also highly skilled in combat, being able to call upon the vast armory of the Eldar for weapons of war. In this role Yriel earned many accolades, and though he was considered one of the greatest Eldar naval tacticians to have ever lived, his character was flawed by the sin of pride. When Iyanden had been threatened by a Chaos space fleet raiding out of the Eye of Terror, Yriel had led the fleet on a pre-

emptive attack on the Chaos Fleet's flagship, leaving Iyanden Craftworld unprotected. He only returned just in time to stop a suicide attack by a small flotilla of Chaos raider ships, who nonetheless managed to damage the Craftworld. Expecting to be feted and honoured for his victory, Yriel was deeply angered when he was called upon to defend his course of action. Claiming that his record should speak for itself, Yriel refused to enter into the debate, leaving his old friend Kelmon no choice but to elect a new High Admiral in his place. Bitter with rage, Yriel vowed that he would never set foot on Iyanden again. He and a small band of followers left the Craftworld and formed an Eldar raider company that became the single most powerful Eldar pirate force operating in the galaxy.

THE TYRANID INVASION OF IYANDEN CRAFTWORLD: 992.M41

More than fifty years later, from out of the darkness of intergalactic space exploded the Tyranids, and Iyanden became the scene of the Eldar's first encounter with the Tyranid Swarm, the all-consuming menace whose locustlike advance through the galaxy has since enveloped hundreds of human worlds. The first warning the Eldar of Iyanden had of their fate was brought by the Craftworld's far roaming Rangers, Eldar whose instincts drive them to a life of exploration and danger, and who secretly monitor the planets and alien races near their Craftworld. The news that the Rangers brought was dire: a Tyranid hive fleet of immense proportions was heading towards Iyanden Craftworld. Already over a dozen Imperial planets had been consumed in the Tyranid's advance and, although the Imperium was mounting furious counter-attacks as and when it could, it would be months until a major Imperial taskforce could be mobilised to deal with the threat. By then Iyanden would have been overrun. Farseer Kelmon, leader and spiritual head of the Craftworld, called together

the Eldar of Iyanden and warned them of the impending Tyranid assault. Each Eldar Craftworld has a great hall, known as the Place of Answering, which is capable of holding every member of the Craftworld. At times of crisis the Eldar meet there, so that all may know of the peril that faces their Craftworld, and so that any Eldar may voice an opinion on the course of action that should be taken. Only once all views have been debated, and a consensus of opinion reached, will the Craftworld's Farseer decide on the course of action to be taken.

The debate on the action to take against the Tyranid hive fleet was heated and prolonged. The more conservative elements of the Craftworld argued for a policy of isolation, shielding the Craftworld behind a powerful psychic shield in an attempt to avoid all contact with the Tyranids. The more aggressive elements wanted to attack the Tyranids immediately, dispatching the fleet to destroy the Tyranids before they reached the Craftworld. Both courses of action were deeply flawed, however, because they took no account of the sheer size of the Tyranid Swarm. It took a powerful speech from the Ranger Irilith, who had seen the hive fleet at first hand and understood the terrible threat that it represented. For over an hour she drove home to all present that the hive fleet was too large to hide from, or for the Eldar fleet to defeat on its own. It would take the combined efforts of every Eldar on Iyanden to have any chance of turning back the Tyranids. Even then they might not succeed in defeating the alien menace. A hush fell on the Hall as Irilith finished her speech. No more needed to be said, for all the Eldar present now realised the sheer enormity of the task ahead. Farseer Kelmon rose and ordered that the Eldar prepare the defences of Iyanden Craftworld. All elements of the fleet would be recalled, and every single Eldar must take on the Warrior Aspect of Warlock, Guardian or Aspect Warrior. The entire gigantic Craftworld would be fortified, for there could be no doubt that the Tyranids would breach their outer defences and land on the ship. Help must be requested from the



other Eldar Craftworlds. The Avatar, the embodied spirit of the Craftworld's War God, must be awakened to take part in the battle. And, most terrible of all, all of the Craftworld's ancient spirit stones must be plucked from their resting places and implanted in metal fighting bodies to battle as Ghost Warriors. When an Eldar dies their spirit is released into a gem known as a spirit stone, which is grafted into the very structure of their Craftworld to preserve the dead Eldar's consciousness. Thus, each Craftworld is a living thing which preserves a little of the once great Eldar civilisation. By risking the destruction of the Craftworld's spirit stones, Kelmon

risked the destruction of Iyanden's culture and racial memory. It was a grave chance to take, but Kelmon knew that the Ghost Warriors could make the difference between victory and defeat in the struggle that was coming.

The first Tyranid Hive Swarms attacked Iyanden just twenty days later. By then the Craftworld had already been isolated for over a week by a Tyranid psychic blockade which made it extremely difficult for the other Eldar Craftworlds to send help. Apart from a few scattered units that made it through, Iyanden would be fighting the Tyranids on its own.

Nonetheless, the first Tyranid waves were dealt with easily and efficiently by the Eldar fleet. The Eldar's spacecraft were faster, more manoeuvrable and had longer ranged weapon than their opponents. In battle after battle the Eldar spacecraft destroyed the lumbering hive ships while only suffering minimal casualties themselves. For a while it looked as if the fleet might be able to hold off the Tyranids on its own, as wave after wave of Tyranids were wiped out. But Farseer Kelmon was not convinced. Already the ability of the Craftworld's forges to replace destroyed Eldar spacecraft was being outstripped by the casualties being suffered in the deep space battles that raged around the Craftworld. The Eldar fleet was being ground down in a massive battle of attrition; a battle that only the Tyranids could hope to win.

As if to confirm Kelmon's worst fears the next Tyranid wave was massive, very nearly twice the size of any that had hit the Craftworld so far. The Eldar fleet suffered terrible casualties in its attempt to hold the Tyranids off, and for the first time was unable to stop them landing on the Craftworld. Although the landing was wiped out before any serious damage was done, the Eldar fleet as a large-scale fighting force had ceased to exist. Still there was hope, especially if the wave had represented the Tyranid's main assault force. Eldar spirits were raised even more as the next wave turned out to be tiny in comparison to what had come earlier. Although the weakened fleet couldn't keep all of the swarms away from the Craftworld, the landings that were made were easily isolated and destroyed. For a short while it seemed that the Eldar had weathered the storm. Then Iyanden was hit by two huge attacks in succession. The pitiful remnants of the Eldar fleet opposed the Hive Swarms as best they could, but were swept aside by a tide of alien spacecraft. Iyanden was all but engulfed as horde after horde of Tyranid Warriors, Genestealers, Gaunts and Carnifexes were disgorged onto the Craftworld. Huge battles erupted all over Iyanden, the fighting

bitter and close ranged with enemy forces often only separated by the width of a corridor of wraithbone wall, as the Eldar desperately attempted to beat off the alien invaders. Often they succeeded, but the Fortress of Tears, Shrine of Asuryan and, most terrible of all, the ancient Forests of Silence, all fell to the Tyranid hordes. The Eldar counter-attacked, the raging figure of the Avatar leading the Craftworld's Aspect Warriors and Ghost Warriors in a berserk orgy of destruction which recaptured the Forests of Silence from the Tyranids. It is said that the Eldar Warriors wept tears of rage and sorrow to see the damage inflicted on the ancient forest domes of their Craftworld. Slowly the Eldar managed to turn the tide on the Tyranids and gain the upper hand, forcing them back onto the defensive. And then another huge Tyranid wave arrived, the third in succession, and the largest yet. As swarm after swarm flickered into existence on the Eldar's scanners, Kelmon knew that, barring a miracle, Iyanden Craftworld was doomed...

THE HERO RETURNS

When he heard of the Tyranid's assault on Iyanden, Yriel did his best to ignore the terrible peril that threatened his old Craftworld. But proud though he

"An Eldar rune, each of which has specific mythological significance, represents every Craftworld. One



such rune is the Shrine of Asuryan. Asuryan is the oldest and greatest of the ancient gods of the Eldar, the father of the gods, and the ultimate ancestor of all living things. This is the symbol of Iyanden Craftworld, whose name means Light in the Darkness, another way of referring to burning shrine of Asuryan."

was, righteously angry though he was, Yriel could not leave Iyanden to its fate in this, its very darkest hour. Battling his way through the Tyranids' psychic blockade, Yriel swept to the aid of his people and arrived just in time. Like a thunderbolt from the blue Yriel and his raider fleet smashed into the Tyranid Hive Swarms. He was quickly joined by the few remaining craft of Iyanden's fleet, and together the combined Eldar space fleets tore the Tyranid Swarms apart. Two more waves of Tyranid Hive Swarms attacked the Craftworld, only to meet the same fate. Not a single Tyranid ship reached the Craftworld, though the cost to the Raiders was dear. Bloodied but unbowed the Raiders prepared to sell their lives to the last in order to turn back the next wave of Tyranids. On the bridges of the Craftworld and of the circling Eldar ships vigilant eyes watched the scanners, waiting for the first tell-tale blip that would indicate the direction of the next assault. Minutes passed, then hours, and with a growing sense of wonder the Eldar realised that no more Tyranid Swarms were coming – the assault was over. The hive fleet had been destroyed! But on Iyanden Craftworld the war went on. The Tyranid hordes that had been fighting a tenacious rearguard action awaiting the aid of the rest of the hive fleet now turned like cornered rats and hurled themselves at the Eldar. Caught by surprise the Eldar staggered back, desperately trying to hold the suicidal Tyranid onslaught. The Fortress of the Red Moon fell to a surprise attack, and for a moment it seemed that with victory within their grasp the Eldar would be defeated. But, for the second time, Yriel led his Raiders to the rescue of the Craftworld. Disembarking from their orbiting spacecraft the Raiders joined with the battered defenders of Iyanden Craftworld and, yard by yard, step by step, forced the Tyranids back. A final wild charge led by the Tyranid Hive Tyrant was annihilated by the combined efforts of the Avatar, Yriel and the Ghost Warriors, and then in a series of vicious one-sided battles the last of the Tyranids were hunted down



and destroyed. The Tyranid attack on Iyanden Craftworld was over.

The Tyranids had been defeated. But the victory was a hollow one. Though the Eldar had repulsed the invaders, the cost was enormous. Their once-proud world stood in ruins, and four-fifths of the inhabitants were dead or lay dying in its shattered halls. Iyanden's mighty space fleet was a pitiful shadow of its former self; the blasted remains of its majestic spacecraft and their brave crews hanging silent and weightless in space. But all this could be rebuilt, maybe not for hundreds of generations, but one day in the distant future. What was lost forever were the souls of the Eldar whose spirit stones had been destroyed in the battle against the Tyranids. The massive destruction wrought upon the people and Ghost Warriors of Iyanden dealt the Craftworld a blow from which its culture would never fully recover.

CRAFTWORLD ELDAR SPECIAL RULES

ELDAR LEADERSHIP

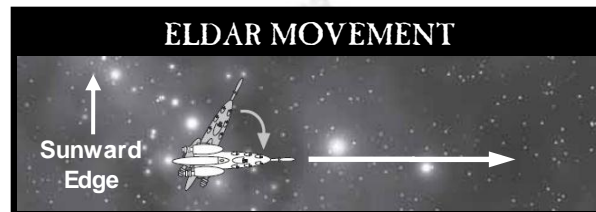
All Eldar ships add +1 to the Leadership score generated on the Leadership table on page 10 of the Rulebook, giving them a Leadership value between 7 and 10. Due to their unique method of movement, the Eldar may not use the following special orders: All Ahead Full, Burn Retros, Come To New Heading. Note: because Eldar ships cannot use All Ahead Full special orders, they also may not ram. An Eldar fleet containing any Craftworld Eldar vessels has an attack (or initiative) rating of 3.

ELDAR SHIP MOVEMENT

The movement rules here are identical to those on p.129 in the Rulebook and replace the normal movement rules used by other fleets. Assume anything not modified below applies normally to the Eldar. Eldar ships move in their Movement phase and in the Ordnance phase of their own turn. Note that they do not move in the Ordnance phase of the enemy's turn. Before an Eldar ship moves, it may turn to face any direction. It always turns before it moves and then remains facing in that direction until the start of its next move. Work out the speed an Eldar ship can move at after it has turned. Its speed depends on its facing towards the sunward table edge. All Eldar ships have three speeds (for example, 10/20/30). The first is used if the sunward table edge is in the Eldar ship's front fire arc; the second is used if the sunward table edge is in its rear fire arc; and the third is used if the sunward table edge is in its left or right fire arcs. If the sunward table edge lies on the line between two fire arcs, the Eldar player may choose which he or she uses.

Eldar ships have no minimum move distances. They move from zero up to the maximum distance allowed by the direction of the sun. After their initial turn they travel in a straight line and may not make additional turns as they move. As noted above, the Eldar move twice in each of their turns. The second move is made in the Ordnance phase after any

ordnance is moved, but apart from this all the rules described for Eldar movement will apply.



Craftworld and Corsair Eldar vessels follow similar movement rules. Here a Hellebore class Corsair escort has Speed 10/20/30. At the start of its move, it turns in the direction shown, so that the sunward table edge is in its left fire arc. This gives it a speed of 30cm. It can then move up to 30cm straight ahead.

BLAST MARKERS AND GRAVITY WELLS

Eldar are affected by Blast markers in the same way as other ships without shields – they will take a point of damage on a D6 roll of 6 and reduce their speed by 5cm that turn. Gravity wells allow Eldar to curve their normally straight line move around the planet and so the ship may make a free turn towards the planet at the end of its move (since it can turn in any direction at the start, there is no additional benefit at the start of its move).

HOLOFIELDS

Against attacks that use the Gunnery table, the holofields cause one column shift to the right, in addition to any other column shifts for range or Blast markers. Against any other form of attack (lances, torpedoes, etc), roll to hit an Eldar ship as normal, but the Eldar player may then make a saving roll for his holofields: Note that holofields do not negate hits from moving through Blast markers, exploding ships and celestial phenomena. They do, however, work against ordnance hits, hit-and-run raids, boarding actions, ramming or Nova Cannon. Note that against Nova Cannon, holofields save against the shell hit,

not the subsequent damage rolls. For example, if an Eldar vessel is hit by a Nova Cannon round and fails its save, it must immediately take as many hits as the damage roll allocates unless it successfully Braced for Impact beforehand and then passes its brace rolls.

CRAFTWORLD ELDAR WEAPONS

Pulsar Lance

Pulsar lances fire volleys of high energy laser bolts. These count as lance shots, and hit on a 4+ no matter what the target's armor. However, if a pulsar lance shot hits, then you may roll to hit again and you may keep on rolling to hit until you miss or the lance has scored a total of 3 hits.

Shadow Lance

Although larger capital ships employ the powerful Pulsar lance, the vast energy arrays required to power such weaponry are far too large to be mounted on the necessarily swift and nimble Shadowhunters. Instead, smaller Eldar vessels are armed with the Shadow lance – a less powerful version of the same Eldar laser technology. Shadow lances count as typical lances in every respect (ie. no multiple shots).

Weapon Batteries

Eldar weapons batteries are short-ranged weapons that unleash a torrent of fire. They employ sophisticated targeting systems which make them very accurate even at extreme angles of attack. To represent their accuracy, Eldar weapons batteries count all targets as 'closing' on the Gunnery table, no matter what the target's actual aspect is (defenses are still targeted as such). This aside, all the normal rules apply.

Torpedoes

All Eldar ordnance use sophisticated targeter scrambling systems to make themselves virtually undetectable until they strike. To represent this, defensive turrets only hit Eldar torpedoes on a roll of 6, rather than on a roll of 4 to 6 as is normally the

case. In addition, the highly accurate targeting sensors on Eldar torpedoes allow you to re-roll the dice to hit for any torpedo that misses a target on the first attempt (the second roll stands). Eldar torpedoes must make this re-roll when coming in contact with a ship, even if the ship is already destroyed.

Attack Craft

Eldar attack craft benefit greatly from the Eldar's grasp of technology and the skills of their crews. To represent this, defensive turrets only hit any Eldar attack craft on a roll of 6, rather than on a roll of 4 to 6 as is normally the case. Nightwing fighters function exactly as Corsair Eldar Darkstars in that they are resilient, meaning they get a 4+ save once per ordnance phase whenever they come in contact with enemy ordnance.

Phoenix bombers function exactly as Corsair Eldar Eagles. The highly accurate targeting sensors on Phoenix bombers allow you to re-roll the dice to determine the number of attacks they make (the second roll stands). Attack craft carriers may also be

equipped with torpedo bombers for +15 points per launch bay, with these functioning the same way as other Eldar torpedoes. Additionally, for the cost listed in their special rules, certain vessels with launch bays may be equipped with Vampire raiders, which serve as assault boats with a speed of 25cm.

Aspect Warrior Hosts

Unlike Eldar Pirates, who rely on the same self-serving rogues who crew their ships to conduct raids and boarding actions, Eldar Craftworld vessels are able to go to war carrying hosts of Eldar Aspect Warriors who form fighting contingents aboard their ships. Many of the Aspect Warrior shrines excel at the kind of rapid assaults which are ideally suited to teleport and other hit-and-run attacks and hence specialize in attacking enemy vessels in this manner. Certain ships in an Eldar fleet are permitted to carry Aspect Warrior Fighting Crews as chosen from the fleet list, adding +2 to their dice roll when fighting in a boarding action, or +1 to the dice roll when conducting a hit-and-run attack.

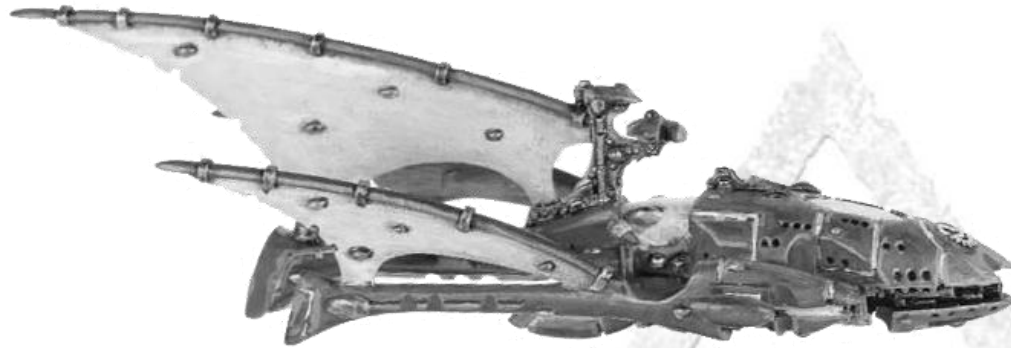


ELDAR CRITICAL DAMAGE TABLE

2D6 EXTRA DAMAGE RESULT

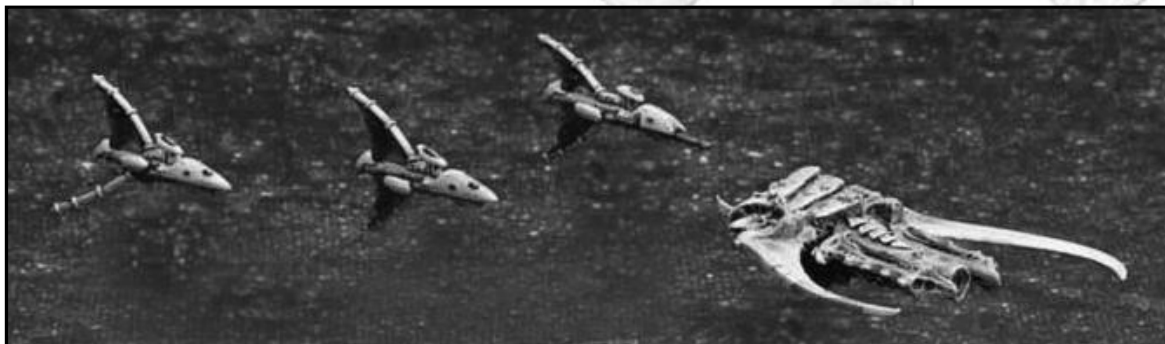
2. **Infinity circuit damaged.** The ship's infinity circuit, which aids control and internal communications, is damaged by the hit. The ship's Leadership is reduced by -1 until the damage can be repaired.
3. **Keel armament damaged.** The keel armament is taken off line by the hit and may not fire until it has been repaired.
4. **Prow armament damaged.** The ship's prow is ripped open. Its prow armament may not fire until it has been repaired.
5. **Mast lines severed.** The systems that allow the ship to alter the angle of the sails and turn swiftly are broken by the hit. Until the damage is repaired, the ship may only turn up to 90° before it moves.
6. **Mainsail scarred.** The ship's main solar sail suffers surface damage, reducing the amount of energy it can store. Each of the ship's speeds is reduced by 5cm until the sail is repaired.
7. **Superstructure damaged (+1Hp).** The hit tears into the ship, causing a small breach. Excess strain on the ship's hull could increase the damage. Until the damage is repaired, roll a dice every time the ship turns over 45°. On a roll of 1, the ship suffers 1 extra point of damage.
8. **Mainsail shredded.** The solar cells of the mainsail are torn to tatters by the hit. The ship cannot move in the Ordnance phase until the damage is repaired.
9. **Infinity circuit smashed (+1Hp).** The fine crystal matrix of the infinity circuit is shattered by the hit. The ship's Leadership is reduced by -3. This damage may not be repaired.
10. **Holofield generators destroyed.** The holofield generators are smashed beyond repair by the hit. The ship no longer benefits from its holofields. This damage may not be repaired.
11. **Hull breach (+D3Hp).** A huge gash is torn in the ship's hull, causing carnage among the crew.
12. **Bulkhead collapse (+D6Hp).** Internal pillars buckle and twist and whole compartments crumple with a scream of tortured wraithbone. Just pray that some of the ship holds together!

FLAME OF ASURYAN, YRIEL'S FLAGSHIP. 320 Points



| TYPE /HITS | SPEED | TURNS | SHIELDS | ARMOR | TURRETS |
|----------------------|----------------------------------|--------------------|--------------|-------|---------|
| Cruiser/8 | 10/20/25cm | Special | Holofields | 5+ | 0 |
| ARMAMENT | RANGE | FIREPOWER/STRENGTH | FIRE ARC | | |
| Prow Weapons Battery | 30cm | 16 | Front | | |
| Keel Launch Bay | Nightwing: 30cm Phoenix: 20cm | 4 | N/A | | |
| Keel Pulsar Lance | 30cm | 1 | Front/Left | | |
| Keel Pulsar Lance | 30cm | 1 | Front/ Right | | |

Special Rules: The Flame of Asuryan embarks the most fearsome members of Yriel's own pirate warband, which count as an Aspect Warrior fighting crew. This vessel may take Vampire raiders as part of its point cost. It is a unique vessel, only one may ever be included in the fleet

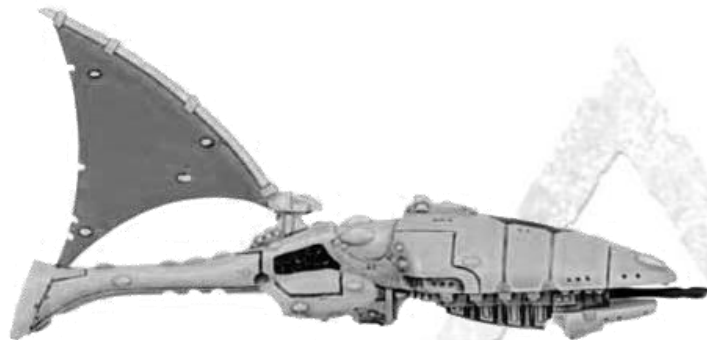


At the heart of Iyanden lies the Shrine of Asuryan. It is here that the most powerful and wise of Iyanden's leaders gather for all talk of war and it is here that the armies of Iyanden muster when the time comes. There is no place more sacred, nor more heavily guarded within the entire Craftworld. At the center of this great shrine burns a constant flickering fire, the Flame of Asuryan itself – a beacon, a symbol of hope to the Eldar of the Craftworld. It is said that the Flame of Asuryan is the burning fire with which the Eldar will claim victory over all who would attack the Craftworld, though it is also said that should the flamed ever go out, Iyanden's light will diminish also. When Yriel led the Craftworld's fleet, he was considered to be the favored 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 borne upon its long elegant spine, and another pair each mounted atop the great outriggers to its flanks, both of which also bear deadly pulsar lances. The *Flame of Asuryan* bore Yriel to many great victories at the head of the Iyanden fleet and he would give little thought to parting with the vessel once his own rank was lost and his own place amongst the Craftworld taken from him. Instead, he and his most loyal followers departed, Yriel himself still aboard his mighty flagship. By such means did the *Flame of Asuryan* come to depart the Craftworld of Iyanden.

When Hivefleet Kraken descended upon Iyanden, Yriel made no attempt to aid his former home, but when the Tyranids overran Iyanden and threatened the Shrine of Asuryan itself, he could no longer ignore its calling. Returning at the head of a mighty fleet of raiders who he had gathered about him in his years of exile, Yriel smashed aside the Tyranid fleet.

CRAFTWORLD ELDAR DRAGONSHIP. 260 Points



| TYPE /HITS | SPEED | TURNS | SHIELDS | ARMOR | TURRETS |
|------------|------------|---------|------------|-------|---------|
| Cruiser/6 | 10/20/25cm | Special | Holofields | 5+ | 0 |

Choose one of the following prow weapons for each Dragonship in the fleet as part of its point cost.

| ARMAMENT | RANGE | FIREPOWER/STRENGTH | FIRE ARC |
|----------------------|-------|--------------------|----------|
| Prow Weapons Battery | 30cm | 14 | Front |
| Prow Pulsar Lance | 30cm | 3 | Front |

Choose one of the following keel weapons for each Dragonship in the fleet as part of its point cost.

| ARMAMENT | RANGE | FIREPOWER/STRENGTH | FIRE ARC |
|-----------------|----------------------------------|--------------------|----------|
| Keel Torpedoes | Speed: 30cm | 8 | Front |
| Keel Launch Bay | Nightwing: 30cm Phoenix: 20cm | 4 | N/A |

Special Rules: Dragonships equipped with launch bays may take Vampire raiders for +10 points.

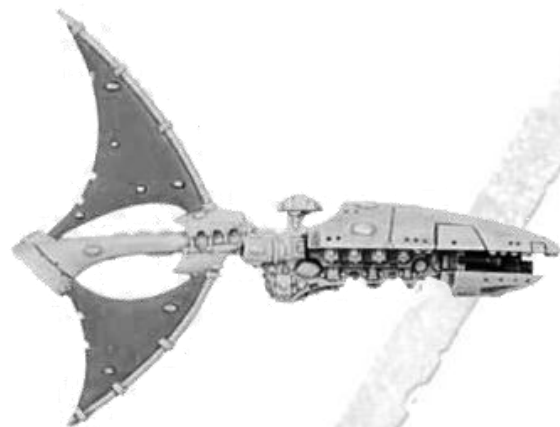
“Those Eldar ships were all over us. I’ve never seen anything move quite like them. They’d rush in and hit us with volleys of laser fire and missiles, and then they’d keel over and be away before we could engage them properly. They didn’t have shields like our void shields, and there ships were fragile too, so if we could hit we’d do them some serious damage. But our augers just couldn’t get a proper fix on them, so hitting them wasn’t easy, not easy at all. If the rest of the flotilla hadn’t got back when it did, I think we’d have been doomed.”

- Captain Steinback, After Action Report

Dragonship is the collective name given to the larger classes of Eldar vessel. The term Dragonship 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 Ghostdragons, 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.



CRAFTWORLD ELДАР WRAITHSHIP 160 Points



| TYPE /HITS | SPEED | TURNS | SHIELDS | ARMOR | TURRETS |
|------------|------------|---------|------------|-------|---------|
| Cruiser/6 | 10/20/25cm | Special | Holofields | 5+ | 0 |

Choose one of the following prow weapons for each Wraithship in the fleet as part of its point cost.

| ARMAMENT | RANGE | FIREPOWER/STRENGTH | FIRE ARC |
|----------------------|-------|--------------------|----------|
| Prow Weapons Battery | 30cm | 8 | Front |
| Prow Pulsar Lance | 30cm | 2 | Front |

Choose one of the following keel weapons for each Wraithship in the fleet as part of its point cost.

| ARMAMENT | RANGE | FIREPOWER/STRENGTH | FIRE ARC |
|-----------------|----------------------------------|--------------------|----------|
| Keel Torpedoes | Speed: 30cm | 4 | Front |
| Keel Launch Bay | Nightwing: 30cm Phoenix: 20cm | 2 | N/A |

“The mind of the Farseer is utterly inhuman in its depth and complexity. Without mercy or moral feeling his consciousness stands upon the edge of spiritual destruction. That he does not fall must be the result of constraints and balances which only an Eldar could understand. To a mere human it is another reminder that we are but children in comparison to that ancient and powerful race.”

– Inquisitor Czevalk

Like all the starships of the Eldar, 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.



CRAFTWORLD ELДАР SHADOWHUNTER. 40 Points



| TYPE /HITS | SPEED | TURNS | SHIELDS | ARMOR | TURRETS |
|------------|------------|---------|------------|-------|---------|
| Escort/1 | 15/20/30cm | Special | Holofields | 4+ | 0 |

Shadowhunters are commonly armed with either weapon batteries or shadow lances as part of their as part of their point cost. Choose one of the following weapons for each Shadowhunter in the fleet as part of its point cost. An escort squadron may consist of Shadowhunters armed with different armaments.

| ARMAMENT | RANGE | FIREPOWER/STRENGTH | FIRE ARC |
|----------------------|-------|--------------------|----------|
| Prow Weapons Battery | 30cm | 3 | Front |

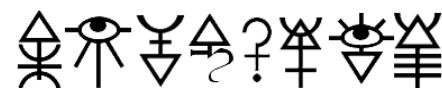
OR

| ARMAMENT | RANGE | FIREPOWER/STRENGTH | FIRE ARC |
|-------------------|-------|--------------------|----------|
| Prow Shadow Lance | 30cm | 1 | Front |

Special Rules: Shadowhunters are so nimble that they can even pursue attack craft with ease, harrying the smaller vessels with an agility impossible for other escorts. When coming in base contact with any attack craft, they may re-roll a failed holofield save (the second roll stands). This effect only works against attack craft, and markers that behave only as fighters are still ignored normally. Due to their extremely small size and crew complement, Shadowhunters cannot initiate boarding actions. A ship that successfully boards a Shadowhunter gains a +1 modifier in addition to any other modifiers. All hit and run attacks against Shadowhunters add +1 to their roll.



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 defense 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 counteractions in the depths of space.



Ask not the Eldar a question, for they will give you three answers, all of which are true and terrifying to know.
— Inquisitor Czevak

CRAFTWORLD ELДАР GHOSTSHIP Points: Varies

Gather the dead for war, let them join our ranks, lest we are forced to join theirs.
- Farseer Kelmon
before the defense of Iyanden

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 Iyanden 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. But the reliance which the Eldar of Iyanden have to come to place upon Ghostships is not without difficulty. Spirit stones are already ancient and possess the temper of souls that should already be at rest, seemingly winsome and vacant, distant and

unresponsive if left to simply wander the infinity circuits away from the will of the living Eldar Seers who bind and direct them in unlife.

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 loneliest and most 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.

USING GHOSTSHIPS

Ghostships do not represent a particular class of vessel, but rather they are those vessels which are substantially controlled by spirit stones, having only a small or even non-existent living crew. The use of Ghostships is strongly disliked by the Eldar, since it requires disturbing the spirits of the dead and forcing them to return once more to battle that they might aid their living kin. It is for this reason that the vessels are known as Ghostships, representing an undeniably powerful entity which straddles the boundary between life and death, yet equally represents a force that the Eldar would be wise to leave undisturbed in all but the most dire of circumstances. The Tyranid invasion and the ensuing decimation of the population make Ghostships an abhorrent necessity to the Eldar of Iyanden, however, and they are a far more common component of the Craftworld's fleets than the Eldar would wish.

Any vessel in an Iyanden fleet may be converted to a Ghostship. Ghostships use the following special rules:

Leadership: Ghostships have normal Eldar leadership.

Special Orders: Ghostships are able to go onto special orders and use re-rolls in just the same manner as other vessels, however there is always a danger that the spectral and deathly manner in which these vessels interact with the real universe will distract

them and turn their attention away from the battle at hand. If a Ghostship fails a Command check for a special order, it not only fails to go onto the special order, but may also do nothing except move this turn. If the failed check is as a result of attempting to go onto Brace for Impact orders at another point during the turn, the Ghostship may still attempt to Brace for Impact but may do nothing except move during its next turn instead. When you fail a Command check for a Ghostship you may not make any further Command checks for other Ghostships during the same turn. You may, however, continue to give special orders to other 'crewed' vessels in the fleet (until, of course, you fail a Command check with one of them as well).

Deathless: Ghostships require none of the more delicate systems required to support a living crew, and the ease with which the interred spirits move throughout the wraithbone arteries of the vessel means that even when badly damaged the vessel is still able to function effectively. By the normal fragile standards of the Eldar, Ghostships present a fairly sturdy proposition. Ghostships, unlike other Eldar vessels, only suffer a critical hit on a roll of a 6 (not a 4, 5 or 6 as is usually the case with Eldar vessels).

Uncrewed: Since Ghostships are piloted by the spirits of long-dead Eldar warriors, their crews are either small or non-existent. For this reason:

- Ghostships may not contain Aspect Warrior fighting crews.
- Ghostships may not be armed with launch bays.
- Ghostships may not initiate boarding actions or hit-and-run attacks of any form.
- Enemy boarding a Ghostship gain a +1 modifier in the boarding action, in addition to other modifiers.
- Enemy making a hit-and-run attack against Ghostships add +1 to their dice roll.

Ghostships roll only half the normal number of dice when undertaking damage control in the End phase (before halving it again for Blast markers, if appropriate).

USING STARSHIPS OF THE CRAFTWORLD ELДАР

THE CRAFTWORLDS & THE OUTCASTS

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 fell from power. The few who survived were scattered across the stars in their vast Craftworlds - vessels as large as worlds 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. The turmoil and confusion which preceded the destruction of the Eldar worlds was great. 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, have developed a way to control their own inner 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 specialisations. 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, as the psycho-technicians who craft wraithbone and other psycho-plastic materials to fashion the material artifacts of the Eldar, or the Path of the Mariner, the calling of those that crew and eventually lead starships. 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 of the Eldar path. 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 Eldar path. Eldar Pirates are outcasts - Eldar who have turned away from the Path and abandoned their craftworld. These Eldritch Raiders live quite apart from the orderly, disciplined Eldar of the Craftworlds forming ravenous bands of pirates, corsairs and raiders. As with other outcasts, some of these eventually return to the Path, or may retain some ties to their original craftworld. However, the wilful and unaccountable actions of the Outcasts stand far apart from the carefully scribed and considered actions of the Craftworld Eldar, and for the most part the Farseers show great reluctance for their own peoples to mix with the wayward and dangerous Outcasts.

COMBINING CRAFTWORLD & CORSAIR VESSELS

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

Ordinarily, Craftworld Eldar fleets cannot use the Reserves rules to pick ships from a Corsair fleet (nor vice versa). To use a mixed Craftworld and Corsair fleet, you must first choose to use ONE particular Eldar fleet list. In place of that fleet's normal Fleet Commander option, you must then choose an Eldar Hero. The presence of an Eldar Hero then entitles your fleet to take ships from the 'other' Eldar list (i.e. reserve Corsair ships if your fleet is a Craftworld Eldar fleet, reserve Craftworld Eldar ships if your fleet is made up of Corsairs).



'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 Arienal,
Spiritseer of Iyanden

THE IYANDEN CRAFTWORLD FLEET LIST

0-1 Autarch

| | |
|---|------------|
| Eldar Autarch (Ld 9) | 75 points |
| Iyanden Bearer of the Flame (Ld 10) | 100 points |
| The fleet commander may purchase a re-roll, at the cost listed below: | |
| One re-roll | 25 points |

Your fleet may be led by an Eldar Hero, in place of its normal fleet commander. Only a fleet led by an Eldar Hero may take reserves from the Corsair Eldar fleet list. Contrariwise, only when a Corsair Eldar fleet is led by an Eldar Hero in place of its fleet commander may it take reserves from the Craftworld Eldar fleet list.

| | |
|--|------------|
| Eldar Hero (Ld 10) | 100 points |
| You may purchase re-rolls for your Eldar Hero by paying the cost listed below: | |
| One re-roll | 50 points |
| Two re-rolls | 75 points |
| Three re-rolls | 100 points |

You may include up to three Farseers in your fleet, each of whom must be assigned to a capital ship (including the flagship if desired) and gives the vessel a re-roll which may be used on itself, another capital ship in the same squadron or an escort squadron within 15cm.

0-3 Farseers+30 points

Any capital ship in the fleet may be equipped with Aspect Warriors, serving as the ship's fighting crew.
Aspect Warrior Host +20 points



Dragonships

(0-1) *Flame of Asuryan* 320 points
Dragonship 260 points

Your fleet may include any number of Wraithships.

Wraithship 160 points

Any capital ship in the fleet may be upgraded to a Ghostship. Such a vessel may not also include a Farseer or Aspect Warrior crew.

Ghostship Free

Your fleet may include any number of escorts, arranged in squadrons of 2 to 6 vessels.

Shadowhunter 40 points

An Eldar Hero must lead the fleet in order to use Corsair Eldar vessels as reserves. Following this, one Corsair Eldar cruiser or light cruiser may be taken for every three Dragonships and/or Wraithships in the fleet. Corsair Eldar escort vessels may be taken in the same ratio of no more than one for every three Shadowhunters in the fleet. These may be organized in squadrons in any mix desired, but Corsair Eldar escorts and Shadowhunters may not be in the same squadron. Up to one Void Stalker may be taken in the fleet as long as the fleet is at least 1000 points and at least three Corsair Eldar cruisers and/or light cruisers are already present in the fleet.

An Eldar Hero leading a Corsair Eldar fleet may take Craftworld Eldar vessels as reserves in the same

Prince Yriel, Bearer Of The Flame, Autarch Of Iyanden - 150 Points

A black and white illustration of a character in a dark, ornate suit with a cape, holding a large flag and standing on a pedestal. The character is wearing a mask and has a serious expression. The background is a dramatic, cloudy sky. The character is standing on a set of stairs or a pedestal, and there is a large, dark, winged figure lying on the ground next to them. The overall style is reminiscent of classic comic book art.

Prince Yriel has at his disposal the very finest weaponry and resources available to the Iyanden Eldar. As part of his cost, he is accompanied by the fiercest members of Yriel's own pirate warband, which count as an Aspect Warrior host. His vessel is equipped with Vampire raiders as part of his point cost. He has one re-roll as part of his point cost, but a second or third re-roll must be purchased at the cost listed for Eldar Heroes.

Prince Yriel must be embarked on a Dragonship equipped with launch bays, even if he is leading a Corsair fleet. A fleet led by him has an attack rating of 4, even if it includes Craftworld vessels. He must be embarked aboard the *Flame of Asuryan* if it is present, in which case his cost is 125 points.

SCENARIO: CRAFTWORLD ASSAULT

Direct attacks against a craftworld are exceedingly rare not least because, despite their immense size, craftworlds are extremely elusive prey, rarely sighted by non-Eldar. However, when the Tyranid swarms of Hivefleet Kraken descended upon the galaxy, they did so in such numbers that Iyanden could not help but cross their path and in so doing find itself in the greatest peril of its history...

FORCES

Both fleets are of equal points. The defender (Eldar) does not spend extra points on planetary defenses – these are included in the special rules for the craftworld instead (see below). Since the attackers are Tyranids, they do not gain any extra transport models (since all Tyranid ships are ‘transports’ in effect), but if you want to replay this scenario with another attacker, they may take two free transports for every 500 points (or part) in his fleet.

Reserves: Any number of Eldar ships (including the flagship!) may be purchased against the fleet’s total at 50% cost, but they count as reserves and start off the table. Ships may not use their re-rolls if they are not yet in play. How vessels counting as reserves deploy is explained in the Craftworld special rules.

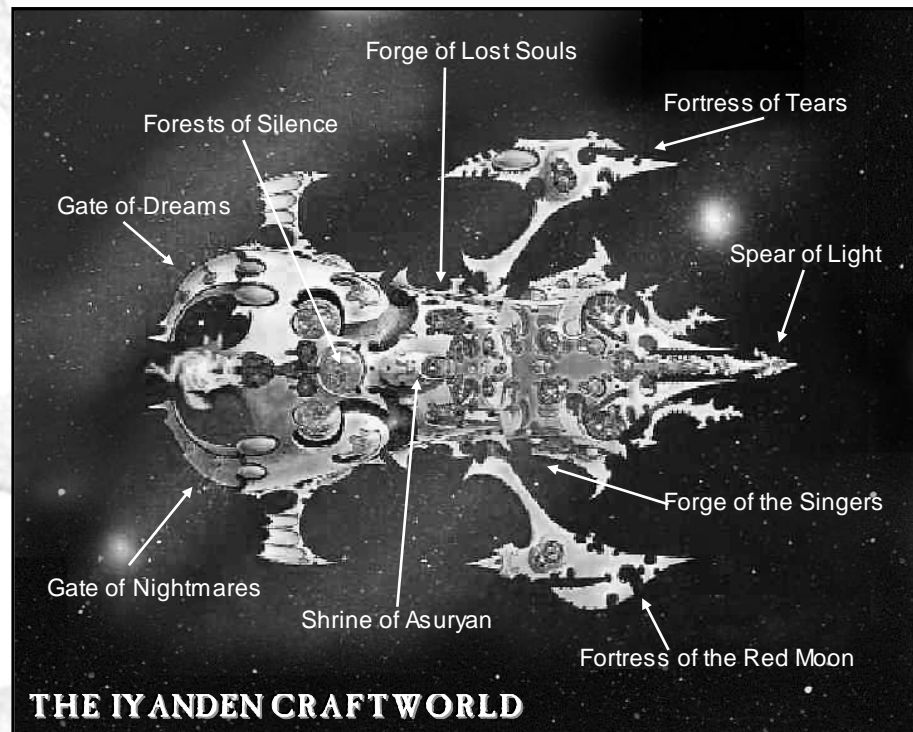
BATTLEZONE

Craftworlds will typically avoid being too close to stars but can otherwise be found just about anywhere in space. Determine the battlezone normally using a D3 for a Primary Biosphere, Outer Reaches or Deep Space result. Determine the sunward edge and set up celestial phenomena normally or in any mutually agreed-upon fashion, ignoring any outcome that results in a planet.



THE CRAFTWORLD

In this scenario, the craftworld is considered to be the target of an attack, in the same manner as a planet would be in a planetary assault. The Tyranid assault of Hive Fleet *Kraken* targetted Iyanden, which is a very large craftworld (about 25cm in diameter). However, if you are refighting this scenario with another craftworld as the target, or if you want to introduce some degree of randomness into the game, you can always vary the size of the craftworld, or roll on a dice: 1 = small (no more than 15cm), 2-5 = medium (no more than 20cm), 6 = large (no more than 30cm). Craftworlds follow all the rules for planets, since their immense size means they create their own gravity wells, etc. However, they do not roll for moons, rings, etc.



Small craftworlds have a gravity well of 10cm, medium craftworlds of 15cm and large craftworlds of 20cm. The craftworld is placed no more than 150cm from one of the short table edges. Whilst craftworlds do actually travel through space, their progress is so remarkably slow that during the course of a battle they will exhibit no noticeable movement, and hence the template representing the Craftworld itself does not move, in just the same way as planets do not move during a battle, despite their actual movement in orbit of the nearest star. Instead of planetary defenses in the normal sense, individual areas of the Craftworld are purpose-constructed to provide for its collective defense. In the particular case of Iyanden, these roles are fulfilled by three areas – the Spear of Light, the Fortress of Tears, and the Fortress of the Red Moon. Whilst other craftworlds may vary in their defenses, you can safely use the following rules as standard for all craftworlds.

Fortress of Tears & Fortress of the Red Moon

Both these fortresses are designed to repel invaders from Iyanden, utilizing powerful but indirect plasma shots to disrupt and scatter any enemy which manage to evade the craftworld’s cruiser patrols. At full effect the fortresses are designed to act as the defenses for



the entire eastern and western halves of the craftworld respectively. Each time an Assault Point is scored (or 'landed' on the Craftworld), roll a dice. On a score of a 4 or more, one of the fortresses damages the attacking wave so heavily that the landing is essentially ineffective and no Assault Point is scored.

The fortresses also allow the craftworld to repel ships in low orbit. During the Eldar player's Shooting phase, the two fortresses each unleash one 45cm pulsar lance against each escort squadron or capital ship on the Low Orbit table. These cannot be redirected or "stacked" on a single or group of targets; each enemy escort squadron or capital ship can receive no more than two pulsar lance shots that roll to hit in the normal manner pulsar lances are used.

There is always the danger that the fortresses themselves will fall. During each End phase, roll one dice for each Assault Point already scored on the craftworld. If any of these score a '6' one of the fortresses are damaged, and the chance of destroying enemy Assault Points, or scoring a hit on ships in low orbit, is reduced by 1 (ie, to a 5+ the first time, then to a 6+, then they are destroyed completely). No matter how many 6's are rolled, only a single -1 reduction can apply in each End phase, meaning only a single Fortress can be affected by a single -1 reduction each end phase. When a Fortress is destroyed completely, it can no longer fire upon enemy vessels in low orbit. The number of pulsar lances fired at each enemy ship in low orbit is reduced by 1 for every Fortress destroyed.

Spear of Light

While the Spear of Light is essentially another heavily armed redoubt constructed for the defense of the entire Craftworld, it is most renowned for the *Spear of Light*, a titanic linear accelerator bearing its name and capable of hurling plasma charges at nearly the speed of light. Its primary purpose is to eliminate dangerous objects in its path, such as recalcitrant

moonlets! However, when the defense of the Craftworld is at stake, it can be re-purposed as a weapon with poor accuracy by Eldar standards but horrifying destructive power. The *Spear of Light* functions as a single Nova Cannon in all respects. Like the fortresses, one dice must be rolled during each End Phase for each Assault Point already scored on the craftworld. If any of these score a '6' the Spear of Light is damaged, and a Reload Ordnance special order must be passed each time the weapon is used again. If a '6' is rolled again in a subsequent End Phase, the Spear of Light is considered destroyed for the rest of the battle. The Spear of Light is used against targets at range and has no effect against vessels on the Low Orbit table.

Forge of the Singers and Forge of Lost Souls

A craftworld's Bonesingers have at their disposal the means to construct and service an entire Battlefleet of Eldar vessels. Indeed, their construction and fabrication techniques are so efficient, they can quite literally have at their disposal more starships than there are Eldar crew to man them. While even this prodigious capacity serves little utility in the heat of battle, it can in an emergency aid a vessel in dire straits. Any Eldar capital ship in low orbit can dock with the Craftworld by "landing" on the surface without requiring a leadership check. Unlike when coming in contact with a planet's surface, the vessel does not count as destroyed by doing so, though it must subsequently remain in place for one full turn. It gains +4D6 to repair critical damage in the End Phase and may regain up to 1Hp damage for every roll of 6 not used to repair critical damage (all critical damage must be repaired before this benefit can be taken). Additionally, it counts as passing a Reload Ordnance special order for free. However, it may not move, shoot or launch ordnance while docked, critical damage that cannot normally be repaired during a battle (such as holofields damaged) still remains damaged, and while docked to the Craftworld the ship counts as defenses for purposes of being fired upon using the gunnery table. Holofields work normally against gunnery-based weapons, and the ship benefits from an additional right column shift and may ignore blast markers while docked, as it is inside the sheath of the craftworld's powerful polarization field.

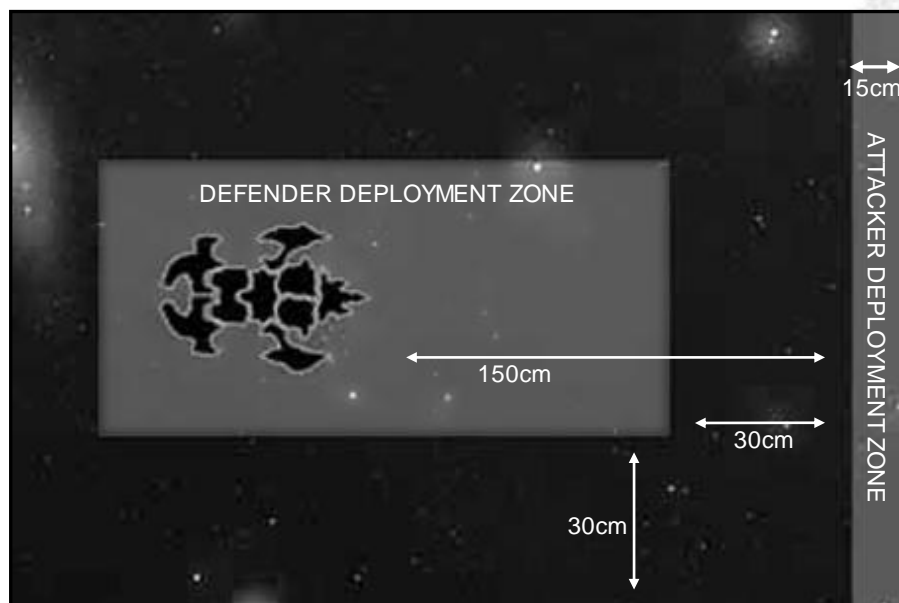
Gate of Dreams and Gate of Nightmares

Like virtually all craftworlds, Iyanden has a series of webway portals scattered throughout its structure. The two largest of these are the Gate of Dreams and the Gate of Nightmares. Each one of these is capable of opening vast portals sizable enough for even the largest of the Eldar's war machines. Together, they create a single portal at the rear of the Craftworld large enough for traversing starships. Beginning turn 2, after the Eldar fleet moves roll a D6. On a 5+, D3 capital ships and/or escort squadrons of the owning player's choice held in reserve at the start of the game now appear along the table edge closest to the Craftworld no more than 30cm away from it. Eldar ships cannot move or shoot in the same turn they appear.



SET-UP

The Craftworld template is placed on the table in the same manner as a planet using the Planetary assault rules on p.76 of the Rulebook. The defender can choose to place ships and squadrons either on patrol or on standby in high orbit, or within the craftworld's gravity (low orbit table). Roll a D6 for each defending ship/squadron (except Shadowhunters) on patrol: on a 1-3 the attacker may set up the ship/squadron, on a 4-6 the defender may set it up.



Ships on patrol may be set up anywhere that is not within 30cm of a table edge or within an area of celestial phenomena. The defender always decides the facing of ships, regardless of who set them up. The attacker deploys his fleet within 15cm of the short table edge furthest from the planet. You will also need a separate low orbit table.

Shadowhunter Patrols

Shadowhunters are quite simply the most nimble patrol vessels in the galaxy, and so must always be set-up on patrol, but no dice roll is required, and they are always deployed by the defender.

FIRST TURN

The players roll a D6, with each player adding their fleet's initiative (attack rating) to the roll. Whoever got the highest may take either the first or second turn.

SPECIAL RULES

Attacking ships must move within 30cm of the craftworld table edge (which obviously replaces the planet edge) on the low orbit table to send troops to the surface and bombard enemy positions. Remember that since the attackers are most likely Tyranids, you should follow the special scenario considerations for Tyranids, as presented in Armada. However, should you wish to vary the attackers, the following basic rules apply:

For each turn an attacking capital ship spends within 30cm of the craftworld edge, the attacker scores 1 Assault Point. For each turn an attacking transport spends within 30cm of the craftworld edge, the attacker scores 2 Assault Points. A ship deploying troops or bombarding the craftworld may not do anything else that turn.

GAME LENGTH

The game lasts until one fleet is destroyed or disengages, or the attacker has scored 10 or more Assault Points.

VICTORY CONDITIONS

Add up the Assault Points earned by the attacker and add +1 to the total for every 500 Victory Points (rounding down) scored by the attacker for destroying or crippling ships and planetary defenses. Deduct -1 Assault Point for every 500 Victory Points (rounding up) scored by the defender. Look up the adjusted Assault Point total on the table below:

| ASSAULT POINTS | VICTORY RESULT |
|----------------|--------------------------------------|
| 0-1 | Defender's Major Victory (+1 Renown) |
| 2-5 | Defender's Marginal Win |
| 6-9 | Attacker's Marginal Win |
| 10+ | Attacker's Major Victory (+1 Renown) |

Investigation into the recent history of the Iyanden Craftworld can lead to but one conclusion – the Eldar of Iyanden are on the brink of total extinction. They have lost many of their number in the long millennia since the Fall and, as with all Eldar, new generations are few and far between. However, it was an attack by a swarm of Tyranids from Hive Fleet Kraken that may have rung the death knell for Iyanden Craftworld... Iyanden is unlikely to ever recover its losses and it is only a matter of time before the craftworld becomes lifeless.

– Inquisitor Czevak



DOMAINS OF THE ELDAR

For millions of years after the disappearance of the Old Ones, the Eldar as the oldest of the Young Races built a galaxy-spanning empire long before humans had even mastered fire. Their command of the galaxy and the Webway that gave them access to it filled them with an arrogant belief that there was nothing they couldn't overcome. Over time their exploration of all without and within led to ever more extreme and perverse pleasures, eventually resulting in the Fall and their near-extinction in the 30th Millennium as the Chaos god Slannesh was born. As the Warp tore into real space and much of the Webway was shattered, only the vast Craftworlds that fled before the Fall and the many Eldar Havens that served as island harbors among the vast sea of stars survived the ensuing holocaust.

Scattered across the galaxy, Havens were only designed to be way stations serving as frontier ports for repair and re-supply as the Eldar traveled through the Webway across their unimaginably vast domain. Though heavily armed and stoutly constructed in memory of the titanic wars that gripped the galaxy in the Eldar race's youth, their best defense was their stealth, and jealously guarded were the secrets of their locations. A vast number of these were left cut off and isolated with nothing but the meager fleets

that happened to be nearby during that great cataclysm, and many of these stations resorted to piracy to maintain their existence. Most faded away in an unforgiving universe as they were systematically discovered and destroyed by other races, especially by the krork and the upstart mon-keigh as they expanded their influence in the galaxy, filling the void left by the Eldar's demise. A precious few however still remain the island havens they always were, situated near a Webway portal in deep space or near an Exodite World as a remote outpost for one of the few vast Craftworlds that still ply the stellar main.

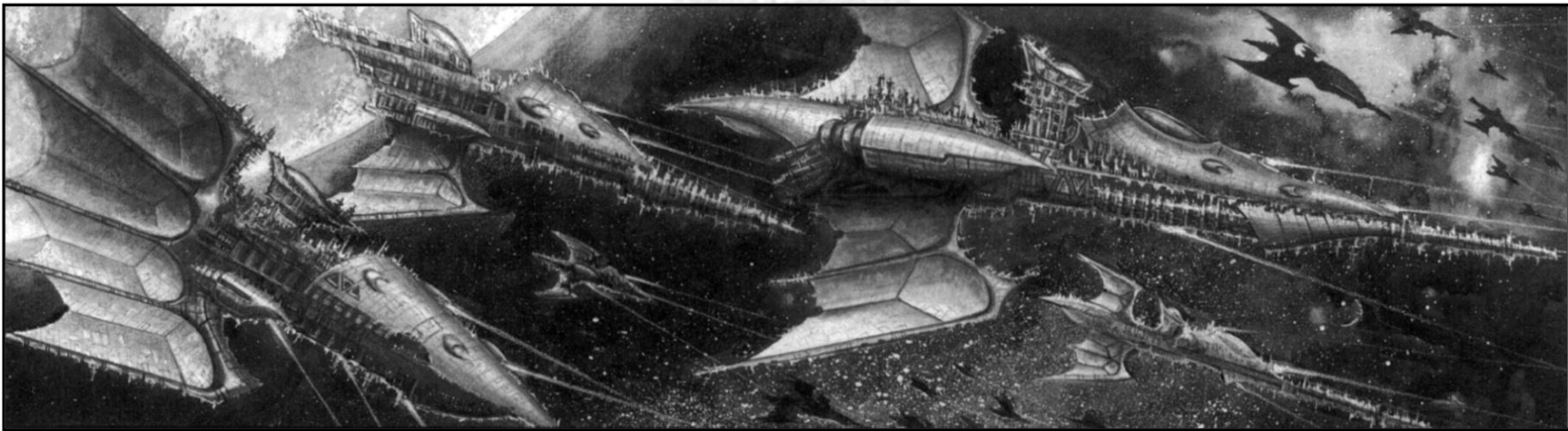
Other Havens survive as undiscovered pirate bases populated by corsair bands and outcasts, most infamously the never-revealed pirate base of Prince Yriel's Eldritch Raiders after his forces defeated and combined with those of the notorious corsair Shadow Price Xian. These pirate redoubts are keenly sought after by the Imperium, but at worst they are little more than bastions for the outcasts that prey on targets of opportunity merely to meet their own selfish ends. Of far greater danger to the galaxy at large are those perverted citadels of the Dark Eldar, the Eldar's *druchii* kin, ancient pirate renegades descended to the very depths of depravity with no

act of unmitigated malice too evil for their doing. Rather than merely subsist on piracy, they actively seek out the terror and wanton murder that such activities bring, and even the Eldar corsairs steer clear of these malevolent caitiffs unless battle with them is inevitable.

ELDAR HAVEN SPECIAL RULES

An Eldar Haven rolls for leadership following Eldar rules and can attempt Special Orders as ships do, though it may only attempt to Lock On, Reload Ordnance or Brace For Impact. An Eldar or Dark Eldar fleet commander can lead the battle aboard it instead of a ship. Eldar Havens are more solidly built than their agile but relatively delicate starships. They are armor 5+ and take critical damage on a 5+ instead of 4+ like Eldar vessels. They also have much larger power reserves than Eldar vessels do, and their weapons have significantly longer range. As with Eldar vessels, Eldar Haven weapon batteries always count as closing.

An Eldar Haven may be used as a Dark Eldar pirate base. When used as such, trade bombers for Slavebringer assault boats and Pulsar Lances for Shadow Lances at no change in cost. All other characteristics remain unchanged.



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 they will never be anywhere closer in-system than the Primary Biosphere. These ancient keeps are fitted with the very pinnacle of Eldar technology, systems only rarely made available to the already wraithlike vessels of this enigmatic race.

Netherfield: A refined holofield design coupled with an absorptive masking layer make the Haven nearly impossible to target. On the Haven it imparts a right column shift (in addition to holofields) for all weapons that use the gunnery table.

Polarization Field: A low-level energy bubble surrounds the Haven, channeling the debris of space around the station. While not a propulsion system, it allows the Haven to maintain its position in the vicinity of celestial phenomena to a fine degree. It does not risk suffering a hit for being in contact with blast markers and ignores all effects of solar flares.

Like other large defenses, the Eldar Haven removes D6 blast markers in base contact at the end of each turn separately from the D6 blast markers removed from play normally.

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. Any number of ships may be purchased against the fleet's total at 50% cost, but they count as reserves and start off the table. Beginning turn 2, after the Eldar fleet moves, roll a D6. On a 5+, one capital ship or escort squadron appears along the table edge closest to the Eldar Haven. Eldar ships cannot move in the same turn they appear.

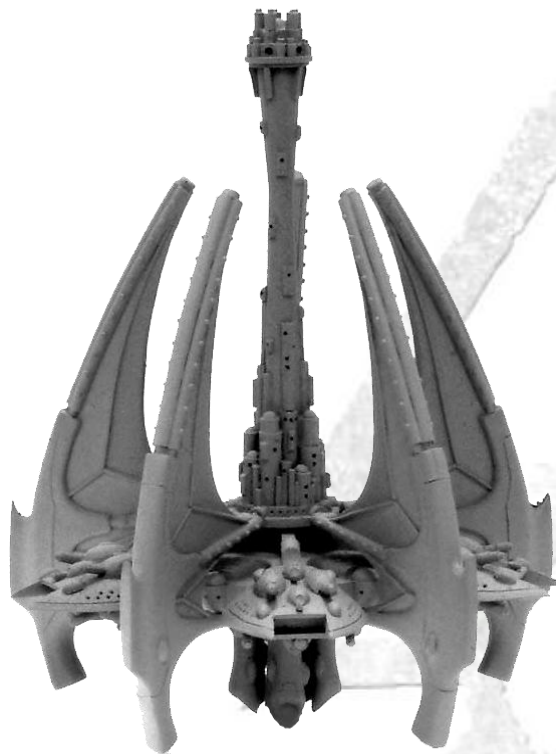
In a campaign, a player counts as having a pirate base for purposes of repair points for every Eldar Haven on the player's fleet list. Its value counts against the fleet list in individual battles in which it

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 eleven or more 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.

ELDAR HAVEN CRITICAL DAMAGE TABLE

| 2D6 | EXTRA DAMAGE | RESULT |
|-----|-----------------|---|
| 2 | +0 | Infinity Circuit Damaged. The station's Infinity Circuit aiding control and internal communications is hit. Leadership is reduced by -1 until repaired. |
| 3 | +0 | Weapon Batteries Off-line. The weapon battery targeting node arrays are damaged. Weapon batteries may not fire in any arc until repaired. |
| 4 | +0 | Pulsar Lances Off-line. Power couplings to the lance crystals are hit. Pulsar Lances may not fire in any arc until repaired. |
| 5 | +0 | Launch Bays Damaged. Explosions rock the ordnance bays. Ordnance may not be launched until repaired. |
| 6 | +0 | Mainsails Scarred. The main solar sails suffer surface damage. All weapon systems are reduced to 50% effectiveness until repaired. |
| 7 | +1 | Superstructure Damaged. The hit tears into the station, causing a small breach. Until the damage is repaired, roll a D6 at the beginning of each turn. On a roll of 1, the station takes an additional hit. |
| 8 | +0 | Polarization Field Off-Line. The station loses ability to maintain position in space. Until repaired, the station drifts 5cm toward the nearest celestial phenomena and loses the ability to ignore blast marker or solar phenomena effects. |
| 9 | +1 | Infinity Circuit Smashed. The fine crystal matrix of the station's Infinity Circuit is shattered, reducing leadership by -3. This damage may not be repaired. |
| 10 | +0 | Holofield Generators Destroyed. Smashed beyond repair, the station no longer benefits from its holofields. This damage also affects its Netherfield and may not be repaired. |
| 11 | +D3 | Hull Breach. A huge gash is torn into the station's hull, causing carnage among the crew. |
| 12 | +D6 | Bulkhead Collapse. Internal pillars buckle and twist as whole compartments crumple and twist with a scream of tortured wraithbone. |

ELDAR HAVEN SPACE STATION.....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 Nieaed 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.

| TYPE /HITS | SPEED | TURNS | SHIELDS | ARMOR | TURRETS |
|-----------------|-----------------------------|--------------------|------------|-------|---------|
| Defense/8 | None | None | Holofields | 5+ | 0 |
| ARMAMENT | RANGE | FIREPOWER/STRENGTH | FIRE ARC | | |
| Weapons Battery | 60cm | 8 | All Around | | |
| Launch Bay | Darkstar 30cm Eagle 20cm | 5 squadrons | N/A | | |
| Pulsar Lances | 45cm | 3 | All Around | | |

Notes: As part of its cost, the Eldar Haven is equipped with a Netherfield, a refined holofield design coupled with an absorptive masking layer make the Haven nearly impossible to target. It imparts an additional right column shift (in addition to that imparted by holofields) for all weapons that use the gunnery table. It is also equipped with a Polarization Field; a low-level energy bubble surrounds the Haven, channeling the debris of space around the station. It does not risk suffering a hit for being in contact with blast markers and ignores all effects of solar flares.

"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 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."

- From interrogation of captured Eldar Ranger

ELDAR TRANSPORT.....Special



| TYPE /HITS | SPEED | TURNS | SHIELDS | ARMOR | TURRETS |
|-----------------|------------|---------|--------------------|-------|----------|
| Escort/1 | 10/10/15cm | Special | Holofields | 4+ | 0 |
| ARMAMENT | | RANGE | FIREPOWER/STRENGTH | | FIRE ARC |
| Weapons Battery | | 15cm | 1 | | Front |

Notes: Though Eldar transports are like their other starships in that they are crewed by those who have elected the Path of the Mariner, these ships are generally led by Craftmasters that are less experienced than those who pilot true warships and thus suffer -1 modifier against the Eldar leadership table. Eldar transports are reserved for scenarios that require transports, for which they have the value of a full transport or two assault points.

Eldar Craftworlds are largely self-sufficient, and travel through the Webway obviates the need for a large fleet of dedicated 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.

While it is exceedingly rare that the Eldar would stoop toward 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.

ELDAR CREW SKILLS TABLE

Over the course of a campaign, a ship's crew develops experience that only comes from serving together in the crucible of war. Roll a D6 against the following table:

D6 Crew Skill

- Expert Gunnery.** The ship's gun crews are amongst the finest in the whole sector, able to lay down a devastating barrage. When the ship attempts to make Lock-On Special Orders, you may roll 3D6 and discard the highest D6 before comparing the roll against the ship's leadership.
- Warlock.** A renowned Seer accompanies the vessel, disclosing fragments of possibility to the ship's captain. This vessel may always attempt to go on Special Orders, even if another ship or squadron in the fleet has failed a command check this turn.
- Excellent Pilots.** Even the bomber pilots assigned to this ship number several 'Aces' amongst its crew. Bombers launched by this vessel may survive being intercepted by enemy fighters utilizing the 'Resilient Attack Craft' 4+ save rule in the same manner as Eldar fighters. As they are not fighters themselves, they still ignore other types of ordnance normally. Fighters from this vessel are *always* moved before enemy attack craft in the ordnance phase. Re-roll this result if the ship does not carry attack craft.
- Battle Stance.** Aspect Warriors, Dark Eldar Wyches or even the dreaded Harlequins have been enticed to join your vessel. This ship may re-roll the dice in a boarding action. The second roll stands (even if less!). This benefit can be combined with having an embarked Aspect Warrior Host.
- Disciplined Crew.** Whenever this ship checks leadership or attempts to go on Special Orders, you may roll 3D6 and discard the highest D6 before comparing the roll against the ship's leadership.
- Elite Command Crew.** Once per battle the ship may automatically pass a Leadership test or command check – there is no need to roll any dice. This may be used even if another ship or squadron in the fleet has failed a command check this turn.

This crew skills table is for use by the Haven, any capital ships or escort squadrons in a Corsair Eldar, Craftworld Eldar or Dark Eldar fleet. The refit table on the next page is for use by any capital ships in a Corsair Eldar, Craftworld Eldar or Dark Eldar fleet. It is not for use by escorts. Eldar Havens may earn ship or weapon refits but not engine refits. Ships that cannot use the refit or crew skill rolled for whatever reason may re-roll the result, such as not being equipped with weapon batteries, attack craft, etc.

ELDAR REFITS TABLES

The ship's engines are fitted with additional systems, or improvements have been made to the power generators and energy relays in some fashion. Roll a D6 against the following table:

D6 Engine Refit

- Celestial Dragon Engine.** The standard maneuvering thrusters have been augmented, allowing breathtaking turns. The vessel may choose to turn up to 90° at the *end* of its movement instead of turning normally at the beginning of its movement. Not for Dark Eldar – roll again.
- Polarization Field.** A low-level energy bubble surrounds the ship, channeling the debris of space around the vessel. The ship does not suffer a hit for moving through blast markers and ignores all effects of solar flares.
- Drunken Weave.** An intricate system of particle flow rudders and graviton impellers are fitted to the vessel, allowing for drastic evasive maneuvers. The ship gains a 6+ save on a D6 against any damage it takes without requiring a Command Check. This does *not* count as being braced, but the ship may *not* use this save when on Brace For Impact Special Orders or attempt to go on Brace For Impact special orders against any round of shooting or event of taking damage if this save fails.
- Phoenix Sails.** Hyper-efficient materials of exceeding purity are used to replace the mainsails, squeezing extra energy from the solar wind, adding +5cm to all speed bands. Dark Eldar vessels add an additional +1D6cm speed when on All Ahead Full special orders.
- Moon Gossamer Rigging.** A Bonesinger has spent many hours re-splicing the ship's control mechanisms. Instead of turning to any facing at the start of its movement, it may choose to make a single 45° turn at any point along its movement. Not for Dark Eldar – roll again.
- Stream Flow Enhancers.** A dramatic re-rig of the ship's sails and control surfaces give the captain much greater control over his or her vessel. When the ship is facing the sun, it counts as having the sunward edge in its rear. If the sun is in the rear arc, it counts as on its side. Dark Eldar vessels add +5cm to their speed.

The structure of the ship is improved in some way, new equipment is installed, or specialized crew members are brought aboard. Roll a D6 against the following table:

D6 Ship Refit

- Crystal Web.** A sizable colony of crystal spiders have been introduced to the hull, greatly enhancing the ship's chances of survival. If the ship has no critical damage, roll a number of D6 equal to the number of hits it has remaining, recovering 1HP if any rolls of 6 are made. No more than 1HP can be regained in this manner per turn, regardless of how many rolls of 6 are made.
- Bonesinger.** A much-respected Bonesinger has joined the ranks of the crew. The ship only suffers critical damage on a 5+ instead of a 4+. Not for Dark Eldar – roll again.
- Mask of the Laughing God.** Special psychic dampers and cross-spectrum jammers hide the intentions of the crew. Enemy vessels do not gain +1 Leadership for this vessel going under Special Orders.
- Gestalt Spirit Stone.** The ship is incredibly ancient, even by Eldar standards, and its spirit has literally eons of experience. The vessel ignores all penalties to leadership tests, such as blast markers, Marks of Chaos, etc.
- Netherfield.** A refined holofield design coupled with an absorptive masking layer make this ship nearly impossible to target. It grants an additional right column shift to the vessel against all weapons that use the gunnery table (no additional modifier is granted past the far right of the gunnery table).
- Structural Purity.** The cores of the ship's wraithbone supports are partially replaced by a fluidic medium that dissipates damage throughout the hull. Before the battle begins, the vessel gains +1HP to its starting damage capacity.

The ship has been upgraded with additional or more sophisticated weapon systems, greatly enhancing its battle effectiveness. Roll a D6 against the following table:

D6 Ship Refit

- Talons.** Both the outer hull and the ship's airlocks are lined with psychically charged scatter-shard point defenses. Enemy ships attempting to board the vessel or perform a hit-and-run attack suffer a -2 modifier.
- Distortion Charges.** The vessel has been fitted with a weapon system which ejects a Warp Distortion charge into its wake (useable once per game). This D-charge must be placed at the same time the player places the rest of the fleet's ordnance on the table, in the ship's aft firing arc. When launched, it moves 10cm toward the nearest enemy vessel every ordnance phase. If it comes in contact with an enemy ship's base, the enemy vessel may attempt to shoot it down with turrets, hitting on a roll of 6. If the D-charge is not destroyed, place a warp rift marker at the point of impact using a Nova Cannon template. Any vessel touching the template suffers the effects of coming in contact with a warp rift! At the beginning of each subsequent Eldar turn roll a D6. On a roll of 6 the rift closes and is removed from play.
- Rune-Assisted Targeting Nodes.** The fire control systems are linked by a complex sensor array. Ships fitted with lance-type weapons may re-roll their first miss each turn.
- Gravitic Accelerators.** An extra boost is provided to torpedoes and attack craft. When first launched, ordnance receives an extra +10cm to its movement.
- Anomaly Clarification Stones.** The ship's scanners are able to compensate for local spatial distortions. Blast markers do not cause a column shift when the ship's weapon batteries fire through them.
- Enhanced Crystal Focusing.** Rare ultra-pure crystals and a delicate realignment of the firing mechanisms raise the power transfer ratio of the ship's weapons, significantly increasing their range. Add +15cm range to the ship's weapon batteries and lance-type weapons.