

THE DOOM OF MYMEARA











THE DOOM OF MYMEARA

PRODUCED BY THE FORGE WORLD STUDIO

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CONTENTS

THE DOOM OF MYMEARA

Prologue	. 5
Chapter One: Ghosts in the Shadows	12
Chapter Two: The Silence Ends	23
Chapter Three: Dark Times	34
Chapter Four. The Tide Turns	46
Epilogue	60

IMPERIAL GUARD FORCES

Glory of Cadia	74
General Myndoras Odon	76
Malcador 'Infernus'	85
Praetor Armoured Assault Launcher	89
Crassus Armoured Assault Transport	92
Elysian Drop Troop Infantry Squads	96

BRAN REDMAW'S GREAT COMPANY

Wolf Lord Bran Redmaw	122
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FORCES OF THE ELDAR

Craftworld Mymeara	125
Craftworld Alaitoc	130
Shadow Spectres	135
Irillyth, Shade of the Twilight	138
Bel-Annath, Farseer of the Mymeara Craftworld	140
Eldar Corsairs	144
Eldar Corsair Bands Army List	152
The Warhosts of Craftworld Mymeara	177

ELDAR ENGINES OF DESTRUCTION

Falcon	186
Wave Serpent	189
Hornet	
Lynx	
Scorpion and Cobra	196
Nightwing	199
Phoenix	
Vampire Raider and Vampire Hunter	
Warp Hunter	207
Wraithlord & Wraithseer	210
Skathach Wraithknight	214
War Walkers	
Revenant Titan	219
Phantom Titan	

INTRODUCTION

If there are two forces in the Warhammer 40,000 universe that are the complete antithesis of each other, it is the Astra Militarum and the Eldar. The Astra Militarum is made up of billions of men and women from all corners of the Emperors dominon, and with its surface tranks and near-ine-basebile supply of tanks and big guos it can stand strong against aphyling that darse to dely it. The Eldar, in contrast, are the opposite of Mankind's massed might. They are a race significantly lever in number, but when their armises march out to war, it is with veapons and war machines infinitely more advanced than anything the Departmento Muntorum could ever hope to muster.

So, if defending some distant part of the Imperium whilst commanding a massive imperial Guard arroursed regiment makes you want to reach immediately for your miniatures collection, or perhaps the destruction of this upstart young race holds a ordinal attraction. Inten *imperial Amour - The Doorn of Mymeara* awaits. Within its pages you'll find a fast paced, actionpacked dory as well as a wealth of information on its protagonists to inspire you to replay the events in your own games of Warhammer 40000. TRANSHISSION PROGRESS: 932 COMPLETE... FLLE REDACTION: REROVED - AUTHORISED VE (CLASSIFIED]... FLLE ACCESS: ADDITIONAL DATA EXTRACTION PROCESSES COMPLETE TRANSHISSION PROGRESS: 1002 COMPLETE FLEN FLL ERENN ACCESSIENE UNTIL REVORED UNDER ORDO XENOS MANDATE 35007/2011

INQUISITORIAL REPORT: BETALIS SYSTEM CONFLICT



- FORBIDDEN-[CLASSIFIED]

ALIS TRINARY DWARF PLANETOIDS HABITABLE - GRAVITY +/- 68-90% ABOVE) ORBITING GRAVITATIONAL FLUX <u>TERMINUS</u> BETALIS IV (Industrial World/ departmento Munitorium staging point 372/45)

BETALIS II Gas Giant) Binary ring formation Remnants of resource [classified] production rate 322

ORBITAL ANCHORAGE

ALIS-I SPHERE, IRRADIATED)

REMNANTS OF

BETALIS III (POPULATION +/- 65.001,872 RADIATION LEVEL 1562 RHEMS) PRODUCTION RATE 652

> REMNANTS OF DIVINE UNIFICATION MINE FIELD

BETALIS SYSTEM HYDROGEN DOMINANT CLASS 2.8 STELLAR MASS FOUR PLANETS: TWO HABITABLE FRINGES OF KARINA NEBULA

> LIFE ZONE +/- 79.000.000 RHEMS 187 ABOVE HUMAN TOLERANCE

DIVINE UNIFICATION MIN

LEVIS BOVIE

PRO-COMET - ORBIT DECAYING 72KM⁽) PRODUCTION RATE +/- 3%

ward had had

MINIMUM TOLERANCE ZONE +/- 175,000,000 RHEMS

BETALIS SYSTEM SURVEY Segmentum: Solar

SECTOR: LALTS TOUDD SUB-SECTOR: CARFULUS-PRIMARIS BETALIS SYSTEM: 3 DWARF-PLANETS & PLANETS - 2 IMARDITABLE (BETALIS ITI AND IV) BINARY STAR SYSTEM: THE PRIMARY STAR IS A CENTRAL MASSIVE ALUE GIANT. LLUHINOUS BLUE VARIABLE) AT LEAST 20 THES LARGER THAN SOL AND A HILLION THAES HORE LUKINOUS. MASSIVE ANDUNTS OF SOLAR MATERIAL ARE EXPELLED BY THE HUGE SUM, SCOURING MOST PLANETS IN THE SYSTEM OF THEIR MARIOSPHERES AND ATMOSPHERES. AND CREATING A MINIATURE LOCAL ATMOSPHERES. AND CREATING A MINIATURE LOCAL.

BETALIS III PLANETARY SURVEY:

POPULATION: 62,000,000 APPROX (HUMAN ONLY)

THERE IS NO MAJOR POPULATION CONTRE. IMMOSITANTS ARE SPRAD ACROSS THE ENTIRE Subrace at the bases, while processing for facilities. Herder Stations, hydropowics Works, chemical works, power plants, alreades and orbital landing fields and hany other industrial facilities. Much of these worksings are subterraneen.

CLIMATIC PHENOMENON: MAGNETIC SOLAR FLARING: THE PLANET'S UNUSUALLY POMERFUL MAGNETOSPHERE PROTECTS IT FROM THE VAST AMOUNT OF SOLAR RADIATION THROWN OUT BY THE HUGE BLUE SUN.

PLANETARY GOVERNOR: JANUEL ESCAVA.

ECONOMY :

PRINCIPLE EXPORTS: HIGH QUALITY IRON-ORE (LARGE MAGNETITE, HEMATITE, GOETHITE AND SIDERITE CONCENTRATIONS PRESENT).

UTHER USEFUL CHENICALS EXTRACTED:

-CVANDER EXTRACTION AND REFINING, FOR USE IN CHEMICAL FERTILIZERS ON AGRI-MORLDS. Principal export to levilnor system. Marning: toxic gas is colourless but gives off a pungent odour.

AND AND FOR FUEL

PURIFICATION, SOLVENTS, TEXTILE PRODUCTION, NOTE: AMMONIA BASED FOR LOT WATER.

BECOMES LIQUID. AT TEMPERATURES OVER +335 (IT TEMPERATURES OVER -78%) (IT RAPIDA NOT UNUSUAL TO FIND AMMONIA IN ALL THREE STATES DURING THE COURSE OF A DAY/NIGHT COLE.

EQUIPMENT. MANPOMER, FOODSTUFFS, TECHNOLOGY (SANCTIONED) AND MINING

PRINCIPAL LOCATIONS:

THE LIARY BASES - PORT RVIRA. THE CENTRE OF BETALTS LII'S DEFENCE IS FNOWN AS NOT RVIRA DUBLINALLY AT TEMPORARY BASE. IT WHIS BORNH HITO A SPRAULING FORLFIELD ANTALACES. AIRFIELD, SUPPLY CENTRE AND TRAINING ACULIT, WELL DEFENDED DY ANTAL AIRCORFY HEAPONG, RAZONTHE, MINERFLIDA WILL DEFENDED DY

HISTORY OF BETALIS III

BETALLS III WAS DISCOVERED IN THE LATTER YEARS OF THE ORNIEL CRUSADE AS THE CRUSADE FLEET RETURNED VICTORIOUS FROM THE WARS AGAINST RENERADE MOLDS IN THE SAINT ALTOS CONSTELLATON. WHILST PREPORTING A LONG RANGE SCAN OF THE SYSTEM, AN EXCLORATOR TEAM FROM THE CRUSADE VESSEL. THE DIVINE UNIFICATION. DISCOVERED AN ANCIENT ALIEN CRUFT UNTIL KEND-SURVEY TEAMS COULD BE DISFATCHED TO INVESTIGATE, THE DETALLS SYSTEM ANS DEEMED OFF LIMITS TO ALL OTHER IMPERIAL VESSELS BY INDUSTIORAL SANCTION AND AN AREA EXTENDING THOUSANDS OF KLLORETRES OUT FROM THE SYSTEM ANS DEEDED NITH ATTROS. CONFIRME TO BE OF ELDAR ORIGIN BY THE ORD THE SYSTEM VAS DEEDED NITH ATTROS. CONFIRME TO BE OF ELDAR ORIGIN BY THE ORD TO THOUSAND OF SERVITORS. DECADES PASSED AS THE SERVITORS FERDARED THEIR SCANS, BUT NO FURTHER ELDAR PRESENCE OULD BE FOUND. CONCLUDING THAT THE CREATE THAD DEPARTED, LEAVING THE IDE ALLS SYSTEM AND ATTE STEMPSTORE THAT THE CREATE THAD DEPARTED. THE DETALLS SYSTEM AS NETICULODIST SCANT THE DIATET THAD BEAN THO THE AND THE DIATE STEMPS. DASED AS THE SERVITORS FERDARED THEIR SCANS, BUT NO FURTHER HAD LEFT BY OTHER MEANS, THE ORD ZENTS CONTINGENT DEPARTED, LEAVING THE ICE BLUE BETALLS SYSTEM WAS AND THE ORD IN THE DEPARTED, LEAVING THE ICE BLUE BETALLS SYSTEM WAS DETAIL ORIGINS FERDARED THEIR SCANS. BUT NO FURTHER HAD LEFT BY OTHER MEANS, THE ORD DEND THE DEPARTED, LEAVING THE ICE BLUE BETALLS SYSTEM WAS DETAIL ORIGINS FERDARED THEIR SCANS. BUT NO FURTHER FLOADES THE STEM AND THE SCANS. THE STEMPT AND THE DIATE THE DEFT BY THE MEANS. THE ORD THAT THE CREATE THAD DEPARTED, LEAVING THE ICE BLUE BETALLS SYSTEM

SO IT YOULD HAVE REMAINED HAD NOT OTHERS OF THE IMPERIUM'S GREAT INSTITUTIONS CAST THERE GAZE UPON IT IN THERE NEVER-ENDING QUEST FOR RESOURCES. ALTHOUGH UNITHABITABLE FOR THE MOST PART. THE SYSTEM WAS DEEMED TO BE RICH IN ORE AND OTHER MATERIALS: MARE ELEMENTS FROM THE STELLAR MATTER OF ITS PALE BLUE SUM, HEAVY METALS FROM THE INHER PLANETS. AND GAS AND ORE FROM THE OUTER MORIDS. THE MALDOTLY OF THE SYSTEM WAS TOO TOXIC TO SUPPORT LIFE BUT THE TWO OUTERMOST PLANETS. - BETALTS III AND BETALTS IV -MERE CLASSIFIED FIT FOR UNITHAM HABITATION.

BETACIS IV WAS DESIGNATED AN INDUSTRIAL WORLD AND OVER THE SPAN OF A CENTURY ITS SUFFACE WAS COMPLETEUR OVERED, BOTH LAND AND OCEAN, HITH THOUSANDS OF FORCES, REFINERIES AND MANUFACTORUMS; ITS LOCATION AT THE EDGE OF THE SYSTEM SAW IT ALSO BECOME A STAGING AREA FOR TROOPS BEING TRANSPORTED TO AND FROM THE NUMEROUS WAR ZOMES IN THE SUB-SECTOR AND BEYOND.

THE COLONISATION OF BETALIS III TOOK LESS THAN FOUR DECADES TO COMPLETE, FIFTY-SEVEN NILLON IMPERIAL CITIZENS WERE SHIPPE BE-HASSE FOR AN OVER-CONDED HIVE WORLD, ITS NAME AND LOCATION NOM LOST IN THE CONTINENT-SPANNING HALLS OF SECTOR RECORDS THAT EXIST MITHIN THE IMPERIUM'S VAST BUREAUCRATIC DIVISIONS. AS THE COLONISTS ARRIVED, HEY LODGED ON IN MONGER AS THEIR TRANSPORTS SOARED OVER HUMBREDS OF KLOMETRES OF UNFOPULATED LANDSCAPE; AN ENVIRONMENT THE ANTITHESIS OF THE HUMAN-INFESTED HIVE COM-PLEXES THEY HAD LEFT BERIND.

BUT ANY WHO DARED TO VENTURE OUT DNTO BETALIS III'S SURFACE SOON SUCCUMBED TO ITS TREACHEROUS SUB-ZERO CONDITIONS OR WERE DRIVEN MAD BY AGOMAPHOBIA, THE WIDE OPEN VISTAS ANATHEMA TO THE CRAMPED CONFINES HUMDREDS OF GENERATIONS OF THEIR FAMILIES HAD EVOLVED IN. THE MORKERS ALSO SOON DISCOVERED THAT THE SO CALLED THEAME NEM LIVES' THEY HAD BEEN PROMISED CAME AT A HEFTY PRICE. ONE THEY HOULD-HAVE TO MERAY FIRST THROUGH GENERATIONS OF SERVITURE. TOILING ANAY IN THE MANY MINES ALREADY BEING DUE DEEP INTO THE ROOK OF THE PLANET OR IN THE MARY MINES ALREADY BEING DUE DEEP INTO THE ROOK OF THE PLANET OR IN THE MARY SUFFOCATIONG MEAT AND FOMES OF RECENTLY BUILT MASSIVE SWEDTING PLANTS.

SOME TWELVE GENERATIONS LATER, THEIR DESCENDANTS ARE STILL RESTRICTED TO THE PLANET BY JADINISTRATION MANDATE UNITL THEIR FORFATHERS' MASSIVE DEST HAS BEEN PAID OFF: THE ONLY LEGITIMATE MEANS OF ESCAPING THIS FAMILIAL TOLL BEING TO SIGN UP TO DHE OF THE IMPERIAL GUARD REGIMENTS THAT FORM THE WORLD'S DEPARTMENTO MUNITORUM HUMAN TITHE.

EXTRACT FROM EXOPLANETORIUM- ANALYSIS AND HISTORY OF TALIS MUNYS SECTOR

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CHAPTER ONE GHOSTS IN THE SHADOWS

The countiess wars tought in the name of the God-Emperor and the galaxy-spanning Imperium of Mankind rarely begin with the datelening roar of a massed Imperial Guard aritilery barrage or the earth-shaking lootails of words-stirling Timan. Most are simply heralded by the sound of a single shot or a desperate cry for help in the darkness of an uncering galaxy.

The war for Betalis III began with silence.

OPENING MOVES 024894.M41

Located deep within the glocal fields of Beralia III's eastern continent, Relay Staten NX87-04 formed part of the global surveillance network hal kept permanent watch over the lice world's vast uninhabitable wastelands. That it had functioned without issue for centuries in such has conditions was a testament to the consummate skills of the Adeptus Mechanics Tech-Presets who had seeded the planet with scores of such installations during its fransformation into an Imperium mining colony. On the eve of its four hundred and fifth year of perfect operation, the relay station absorptive cased transmitting.

The logis-adapt monitoring the relia station thousands of stionnetres away at the planet spaceport. Port Pyra, instantik went into cerebral shock and let out a soulpiering scream, the sudden loss of data collapsing its higher brain functions which had been exclusively devided to processing NXR-04's constant stream of tech-scripts and binary ciphers its entire life. Its death or ys ent a shock www.through the ling, breating bio-processor it was physically and mentally connected to, rendering five other adapts catatorics and leaving vast tracts of the planet's eastern-most continent unmonitored until repars could be affected and the damaged bio-comprents replaced.

On a world where temperatures had been sub-zero for millennia and lethal ice storms whipped up with little warning, the malfunction of NX87-04 was initially blamed on local conditions, and it was left to the trans-mechanic specialists of the Adeptus Mechanicus on-site to resolve the issue and revive the relay station's machine spirit. It was only when a Sentinel patrol from a nearby garrison was ordered to investigate the still silent facility two days later that the isolated relay station was found to have been attacked and destroyed, the frozen bodies of its massacred trans-mechanics were lain scattered throughout the station's charred remains, their horrific injuries consistent with those caused by monofilament projectile weapons. A report of the patrol's grisly discovery was immediately dispatched to Port Ryira and as alarms blared throughout the facility, the planet's defence forces steeled themselves for further attacks.

Over the weeks that followed, the ice world's global surveillance network was targeted by more raids: each lacitly being attacked under the cover of darkness and with title, if any, warning. The motive for the attacks completely eluded Betails III's Planetary Governor, Jamuel Escava, and the representatives of the noble mining families who oversaw production on the ice world; the planet was of little strategic importance and of only minor economic worth to the sub-sector.

Aside from the sixty-two million citizen-workers and heir families inving in settlements clustered around the glanets ore mines and refinences, and the lifteen thousand Administratum support stift based at Port Ryira, the glanet was a desolate wasteland devoid of life. One of only two planets fit for habitation in the system: I was a stark contrast to the neighbouring industrial world of Beals IV. Even the aristocratic families granted mining chatters on Beals III generations before by the Administratum rarely visited their distant dominon. Instead their will was imposed by hundreds of petty bueraucrats, prefets and stewards charged with meeting the planet's annual Administratum thes and neuring that every last it of profit possible after that was ground from the planet's bedrock and the unfortunate souls who lived upon it.

The escalating raids were quickly attributed to the Edgr Consaries that the system's Impendia Navy fleet had proviously encountered in the Betalis system's outer sateroid beit and the Karina Nebula bayond it. The Consars, identified as being aligned to the Void Dragons cadre, had posed a serious threat in the part to the coinnist of Betalis III, launching attacks upon isolated communities whenever the opportunity had presented itself. Regular particle by the system's fleet had kept them in check in recent years, but it was now obvious from the increasing sightings reported by the crews of cargo transports travelling to and from the system that those circumstances had changed.

Meanwhile, on Betalis III, as the profile of the raids on the ice world differed titls from the Corsars' modus operand. Planetary Governor Escava dispatched his forces as he had done previously Now, though, these were joined by men from the Cadian 6° Armoured Regiment, elements of which had been recently transformed to the planet to undergo hostile environment training. With their skills and experience, Planetary Governor Escava desperately hoped that maybe the fighting men of Cadia would put an end to this persistent problem once and for all

Even with the aid of the vasity more experienced Cadian squads, hunling down the raiders was not as simple a matter as Planetary Governor Escava thought. As soon as report of a raid was received, the Guardsmen were dispatched in squadrons of Arvus Lighters across the frozen landscape. Of the raiding party though there would be no sign, only the destruction it had wrongdu upor yet another relay station or isolated outpost an indication of the apasing. On the rare occasion, there were survorks, they rarely provided intelligence of any use. Those who lived or raiding anough in coherently about "lights in the drafwress' blecher merchally succumbing to thore would raiding encigh to speak of their ordeal were terrified beyond raiding as ense. babbling incoherently about "lights in the drafwress' blecher merchally succumbing to their woulds and the speak of their occumbing to their woulds the speak of their occumbing to their woulds and the speak of their occumbing to their woulds and the speak of their occumbing to their woulds and their occumbing to their woulds and the speak of their occumbing to their woulds and the speak of their occumbing to their woulds and their occumbing to their occumbing t



STORAL LOST

PREDICTED ELDAR TARGETS

BETALIS III MONITORING STATION NETWORK GRID CURRENT STATUS 60% INACTIVE ESTIMATED RATE OF FALLURE APPROACHING CRITICA

THE CADIAN 61H ARMOURED REGIMENT

Betalis III's defence forces during the Elder incursion were centred around the Cadian 6th Armoured Regiment. It comprised good quality Guardsmen, both battle hardened and well trained, drawn from the strong martial traditions of its home world.

Prior to its transfer to the Betalls system, the Cadian 6* had been a part of Army Group Pious, created to halt the predations of Waaagh! Ugblitz. The Ork warlord and its five-year rampage through the Saras sector was finally defeated in a battle lasting nearly two years. It saw millions of Guardsmen valiantly sacrificing their lives against the massive Ork horde that had been drawn to the war zone by the notorious warlord's previous victories. The Cadlan 6th itself had been reduced to less than a half of its original strength during the conflict; a loss it was still recovering from when redeployed to Betalis III.

This horrific game of cat and mouse was to go on for weeks, the planet's overseers and stewards voicing their concerns ever louder with each attack, fearful that the situation would soon hamper their ability to meet the mining cartels' Administratum obligations. And so it might have continued had not greater military minds been watching events unfold on Betalis III from afar.

THE RETURN OF A WARRIOR 032894 M41

A month after the attack on Relay Station NX87-04, a shuttlecraft set down on the primary landing strip at Port Ryira, Onboard was General Myndoras Odon, commander of the 6th Cadian Armoured Regiment and a decorated veteran of over thirty campaigns fought in the name of the Emperor Recovering from injuries he'd received whilst commanding the regiment in its successful defence of the agri-world, Saras VII, the general had abruptly cut short his rehabilitation, giving only two hours notice of his impending arrival to the now nervously waiting Planetary Governor Escava

Stinding past the fawning diplomats from the mining cartels who had hastily gathered to greet him, the general's first action was to reassume command of all divisions of the Cadian 6th garrisoned on the planet. Bowing to the general's superior military expertise, some might suggest almost too eagerly, Planetary Governor Escava put the planet's defence forces at the Imperial Guard commander's disposal.

Only a few hours behind the general's ship but already filling long-range pict-screens at Port Ryira was an armada of vessels, onboard which was the remainder of the Cadian 6° Armoured Regiment. Their headquarters had been temporarily based on the system's primary planet, Betalis IV, and the general had issued orders whilst en-route that they were to redeploy to Betalis III; his assessment of the situation was that events unfolding on the planet were serious enough to warrant their immediate relocation.

General Odon's long years of tactical training and battlefield experience had led him to conclude that the seemingly indiscriminate attacks were neither random nor the actions of opportunists taking advantage of what the general saw as a woefully defended system, an abomination he would be taking up with the commanders of its Imperial Navy fleet forthwith. Each attack had been planned by minds infinitely greater than those they had been toying with and were undoubtedly, in his opinion, part of a much wider initiative. Although none of the facilities attacked were directly connected, by plotting the raids and then projecting where the next one would most likely occur, General Odon had realised that a tipping point would soon be reached where Betalis III's entire global surveillance network would be rendered inoperative with the removal of just four more relay stations thousands of kilometres apart from each other. With the planet unmonitored, and units from the 6th Cadian Armoured Regiment and planetary defence forces spread too thin across its surface chasing ghosts, the world would be utterly unprepared for the much larger invasion General Odon believed the attacks were a prelude to Betalis III's custodians had been foolishly dancing to someone else's tune and General Odon had arrived to put a stop to it.

Knowing that time was a precious commodity he could now ill afford to waste and with not enough men or armament to protect the entire planet, General Odon ordered that all Imperial Guard and planetary defence forces be recalled from the less populated southern and western continents with immediate effect. This raised a heated storm of protests from the cartels' representatives who feared what would happen if they lost the total control they currently exerted over the belligerent population, still bitter over what they saw as the 'twisted' promises made to their ancestors centuries before. If the workers were not kept in check it was feared that riots would soon break out, affecting production rates and preventing the cartels from meeting the planet's stringent Administratum tithe.

But during times of war rarely do the priorities of the common man, their Imperial overseers and the might of the military concur, and whilst the cartels petitioned furiously for him to rescind his order, the general had far greater concerns. He believed that what they would all soon face was far worse than a barely restrained militant population or the Administratum's vast chapters of auditors and bureaucrats. General Odon suspected that whoever was behind the raids was already massing their forces in the unmonitored glacial wastelands, and should they gain a foothold on Betalis III, then the infinitely more valuable industrial world and staging point of Betalis IV would be their next target. Betalis III was nothing more than a stepping stone, in his eyes, to the indispensable strategic gem that hung in its heavens.

THE DIE IS CAST 040894.M41

The decision to recall the Imperial Guard squads from the southern and western continents achieved far more than a storm of protests from the planet's prefects, it also

provoked the enemy into action, something General Odon had been counting on.

As the last Guardsmen were shuttled back to Port Ryira, a crago vessel flying supples between the mining facilities on the southern ice plans of the continent was attacked and destroyed. Before his ship disappeared from Port Ryira's screens, the pilot relayed back a single pict-image of his pursuers. It showed two sleek craft clearly of Eldar orgin, each with ther weapons illuminated with an unearthy glow as they powered up to blast the cargo ship from the skies.

The message from the planet's assailants was loud and clear. The war for Betalis III had begun.

THE SEARCH FOR ARMS AND ARMOUR

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Even with thousands of Astra Militarum regiments in a constant state of readiness, the wheels of bureaucracy within the Departmento Munitorum grind monumentally slowly. The order for the Hammer of the Emperor to strike may not be issued for weeks, months or even years once a request for aid is first received as it makes its way through the seemingly endless chain of command. Those seeking assistance are therefore wise to look to their own defence in case they do not receive reinforcements in time or at all. Therefore, invoking his full powers as Consul Militant of the Betalis system, a position granted to him upon his return to active service, General Odon first issued a system wide decree that all resources, both military and otherwise, were now part of the building war effort. Attached to this decree was notice that anyone who dared to object would be swiftly transferred to the ranks of the Arbites penal battalion, charged as traitors for supporting the Eldar cause

As the superior military force on the planet, the Cadian 6th Regiment would form the core of the army, but what the regiment delivered in terms of experience and ability, it lacked in equipment. It was sorely in need of tanks and had only half of its usual complement available. The remainder had not yet been replaced after they were destroyed in the war against the Orks on Saras VII.

The Cadian 6th Regiment's officers first secured Betails III for anything with racks and armour they could use. All of Betails III's heavy armour, what little there was of II, was immediately stripped from the planetary defence force and added to that of the Cadian regiment, along with it is squadrons of Malcador Infernus' flamer tanks and Crassus armoured assault transports.

General Odon's next action was to gain consensus from the system's Imperal Navy commander that all nonessential flights be grounded on the planet to protect what little air support he would have to call upon during the conflict. The Imperial Navy's small defensive air fleet comprised little more than a squadron of Marauder Destroyers and another of Thunderbolts, with the majority of its 'ovilian' crift being Arvus cargo shuttles and bulk transports. General Odon knew that the Eldar would first and foremost seek superiority in the skies before committing any ground troops. With little to match their craft in terms of speed or manocurvability, this would be a hard battle for the Betalis system fleet, but one it would participate in regardless.

Then the general's staff turned their attention to the colomists of the tee world. The planetary governor had been in the process of building up and training recruits to meet the planet's Departmentio Muniforum manpower tiltes. The recruits, men and women mostly drawn from the planetary defence force and workers milital, had been given the temporary tille of the 28th Betalis Filtes. They had virtually no equipment or heavy weapons, but had already undergone training with the Caditan 6th and were



considered battle ready. General Odon gave the order for their reassignment. These near-raw recruits had little expension but he needed the manpower. If nothing else, they would here up more experienced Guardamen from garrson and security duties. There commander, Colonel Empleda, was a capable and loyal officer who had achieved good results in training the conscripts, and General Qons awn on need to replace him.

The search for more troops also led directly to the cells of the Adeptus Arbites. The life of the common man of the Imperium is rarry an easy one. Warr and disease take all too many from the Emperor's Light too soon and those who survive will likely endure such and share that each day is a constant struggle with little reward or comfort other than what they can take, whether willingly or objerwise, from another.

On Benuis III, the descendants of the original colonists survived their grine mostsience with their ancestors' bitter harted for their overseers bred deep into their psyche. With absolute control over their lives, the cartles' enforcers made sure there was little time between work shifts for them to dwell upon their discontentimet. Still though, tempers regularly ran high and even minor sculles or disagreements frequently escalated into rists among the general populace, and the switt, harsh penaltes deal tout for even the smalles linfaction meant there was rarely a cell empty in the many Arbites compounds on the world. III was to these that the general's stall tured next, and each prisoner, regardless of his or her crime or sentence, was armed and given the chance to redeem themseves.

The final addition to the burgeoning defence force was the primary mining cartel family's personal guard. The absent cartel family's representative on the planet. Lord-steward Vlaar, was a practical man, who recognised that the sooner the Eldar threat was removed from Betalis III, the quicker normal operations would resume. The cartel's personal guard consisted of a thousand troops granted for ceremonial duties and protection should the members of the noble mining family who owned the Administratum mandate ever visit. The guard looked smart on the parade ground and had their own squadrons of Leman Russ and Chimeras, but like the Betalis 28" had never seen any combat action. The general's staff took them anyway. In return, Lord-steward Vlaar lobbied for and, to the surprise of many of the rival cartel families' representatives, was given the rank of colonel.

Having exhausted what title Betalis III could offer, the general's saft then turned to other sources of manpower. Neighbourne statistics IV, also now on high alert, was currently the statistic IV, also now and was alert, was currently the statistic normander was ordered to lumon. The Vaustan commander was ordered to lumon. The Vaustan commander was ordered to lumon of the regiment over to the Cadians; there was the source of the needs of the Betalis system oversone to free and the needs of regiment comprised more completion was the Needs Cadians' tradition of service and sacritice. It regiment Cadians' tradition of service and sacritice. It regiment was well-equipped with Chimeras and Leman Russ, it also had a heavy lank company of dageing but fullylunctional Macharus battle tanks. These wold be essential, especially as the Cadians had ittle in the way of truly heavy armament, just a few surviving battle-worn squadrons of Baneblades, Stormblades and Shadowsvords.

A Itotilla of vessels used by the mining cartels had already been prepared for the regiment's immediate transfer when its young colonel, in command of the regiment through nothing but sheer fluke of birthright, sent his response. Although he sympathised with the predicament that General Odon faced, he would not deviate from his original orders until sector command sent new instructions. The vasit 14" would stay on Betalls IV. A skirmish on some backwater planet was not part of the Vaustian colonel's current concerns.

THE INTERVENTION 048894.M41

The deliance of the Vaust 14th's commander ended with her arrival of Inquisitor-ford, an agent of the great institution of the Ordo Xenos, swept into General Odon's command room unannounced and unchallenged. Accompanying the inquisitor-ford was his retinue: three Cadian Guardsmen, an Adeptus Mechanicus Tech-Priest upon whose arm perched a huge black bird, cables from the implants upon is skull linking i with its creation, and two Ogryns. Dragged between the two megalithic thugs was the pitul sight of the disgraced young Yaustian colonel, all evidence of his former rank npped unceremonicely from his solied uniform.

Ordered by his superiors to investigate the growing reports of Eldar in the system, inclusion-ford Darck had been enroute to Betalis III when he had intercepted the young colonet's compliants to his commanders regarding General Odon's orders. Diverting to Betalis IV, Darck had arrested the colonel and his entire command staff, and sentenced them to serve in the newly formed Arbites penal battalon until the end of the war.

The Vaust 14th Armoured Regiment was immediately redeployed to Betali I and within days their Leman Russ. Chimeras, Macharius and Ogyn Auxila Company were reassigned to reinforce the Cadian squads. Some of the cadian 6th Regiment's officers were also dictinuted throughout the new regiment's ranks, replacing the inexperienced officers drawn from the hive world's uning families with much more experienced Cadian segash and veterans. Commissars were also posted amongs the platoons to quash any dissent with their customary finally?

As well as providing a solution to the army's lack of groud troops, the inquisitor-iord had also called upon other resources, some even the new Consul Mittart did not have access to Also in the vicinity of the Betalis system was a convoy destined for the Yarant system, containing a Tian transport of the Legio Gryphonicus – the War Griffons Detection Astan, forst one of the 32P Heave of Yusat and Control of the 1P Yusat Armound Regioner, looked atom disapprocessly from the backnoy of fus temperary headingstress and a regioner than of the 40 years the mack-shift landing with parade ground. Already amongst them he could note on this new valuess' plotting anomal. Recently pasted to the argument, they had done robling but extits can all hearts thus mean and follow the treats: of the Tactica Imperials. It had marked that are valued as a complete user to glue the true to us mean and follow the treats: of the Tactica Imperials. It had marked that are the and also a complete user to glue takes to all and also had past begod time to long his army to Bealis and also had past begod time to long his army to Bealis III. Colond Databas hed decide to follow thus organ and user. They smalled mark interasting than fighting against some me

It was then he same that demand many bird again. The excludence proton has here driving around the regiment's temponary harracks all morning, and he was thegaining to fellike it was following him. It reminded how of the spin-valuaries about n his home world of Vaux. Black as night and a maisance to all and smarty, he had attended many hunst so rid his family's territories of there diguiding freeness. Now here was some degenerate blood-reasons of theres picking and fidgeting at something in its faultiers at the for end of the balcos, buckeeping one bearly, bright green eye food on him, although Datadua could have guit some that it momentary socihot to balca as it blinked. Suddenly, the brin stretched out its maxime using and fease strangth at him.

In a hier its talons slashed and dated at his face and it uses all hexall do to pratect immelf) Dating for the doop. Databas slammed it behind him: The nightmare though exist for fram over, Aganist the far well of the room hadt his command staff, hands on their heads and gazes beased intensity on anywhere but the laguns trained on them by mer Astein did not recognise as how one. Access the office stool on old man intensit studying

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the Betaits system map that hung on the wealt there, painting out fatures upon it to another, hunched and half his height and dressed in a rough, brown cloak and robe. Dactatus Astera, first soon of the 32P (House of Vaust and Colonel of the 14th Vaust Armoured Regiment, had seen enough.

"Who in the name of the SL." Astaric began, the unmistickable sound of taggins propering to fire on eather saide of thim instantly stituening him. Astara paused and insked turning his load forst one way and then the other, finding himself staring down the wrong end of a largue on either side. A suble field of the second gue hard indicated he should trans his gase forcends.

The many, an ancient figure with skin the colour of grave-batter, sures strang straight at him. As the distanced hir component, who scarred out the for show it raddenly datance of Aston web the of anna vaca on more importantly what he represented. He wave a flow length robe unstratisfieldly decontrol with symbols the Aston had only seen in the highly classified brighings on the Tyramic Warr his regiment were then to be shapped of for. The man was of the Osi Asnoys he was an Impanishe-ford.

It was his eyes though that then ganed Astan's full attention as the venerable man strode towards hum. They seere not the chean, eyes of the old, instead they were a metallic silver and hile the bird's, his riness were a brilliant green which flicked to black and back again when he blucked. Only once he was standing directly before Datalas, did the Enquisito-lead finally speak.

Daetalus Astara. First son of the 321° House of Vaust and Colonel of the 14° Vaust Armoured Regiment, I am Lord Hestaphus Danzk, Inquisitor of the Ordo Xenos.

You are charged with disobeying the direct orders of a senior officer and purposefully withholding a regument of the Emperor. I have found you guily on all counts. You will now atone for your sin.¹

General Odon forwarded an astropathic request to the War enfifors 'home world requesting its temporary reassignment. The request was approved and, in addition, a strike force of Elysian Drop Troops accompanying the comvoy was also diverted. The Elysians, under the comvad vas also diverted. The Elysians, under the comvoy was also diverted. The Elysians, under the defence force. Enroule to the system, inquisitor-lord Danzk had also petitioned the Space Worlves Chapter for all. There had been reports of their presence in a neighbouring system, and if the Space Marines heeded the call for reinforcements, then their added might would see a formidable force assembled for the defence of the planet.

With all available options exhausted and the Eldar Corsairs now openly mounting daylight raids on the other two continents, their populations left to fend for themselves by the order of the general, the Betalis III defence force was split into three battle groups. Colonel Empleda would take command of the first. His battle group was ordered to immediately head to the Bregan Glacier. The glacier foomed over the entrance to the Tarundor Peninsula, and it I ware to fail into enemy hands then movement on and off the peninsula, where the Imperiums forces were based, would be severely restricted. It was essential that it was in Imperial hands before the ware began.

Meanwhile, the two other battle groups would remain on alert at Port Pyra. Only when the foll scale of the enemy's forces and its intentions were absolutely clear would the largest battle group, led by General Myndoras (2006), deploy. The last of the three battle groups, commanded by Colonel Vlaar, would remain at the space port unless the deployment of its reserve forces was deemed absolutely necessary.

Until that time, the defenders of the ice world of Betalis III prepared for war.



Modified Ryza Pattern Leman Russ Exterminator of the Vaust 14th Regiment. The Exterminators' primary autocannon armament proved particularly effective against fast-moving Eldar skimmers.



DEPARTMENTO ANALYTICUS RECORD

ORDO XENOS

ARCHIVE File :99574322/x3 - ETN31953 Date: 475748.M41 Author: Adept Fortunas, 3⁴ rank Xenos-cartographer Jurisdiction: Flous system Title: The Karina Nebula - Fable, Folly and Foolishness



The Karina Nehula has presented a perplexing mystery to those of our Order since its discovery. It is a entering anomaly, one this few scholars would date risk their reputations on and for which only one theory of its ciclence has ever been officially winnitted in functionately, very little of the Logistichargement. Alterga Karina's work has survived and we are unable to validate his hypothesis due to his untimely demise, heaving a genesis of the Ecclearchy.

Once a celebraicel logistician-general of the Galactica Collegae, Karima's previous work on neukulae had brought eminoni prestige to the institution. However, when he hegan his analysis of the Betalis buset Gaos, the scholar developed a marafradical obsession with the foldore of its surrounding civilizations. This affected his mind so greatly that he retracted within his study cell and appeared so rarely that some of his peers began to consider him disk. When he fullarly of divarpaper, the scholar declared has been had heaved the mystery of the Betalis Buset Cloud, proclaming to all who would listen that within it was a colosed allene crist drawing for the star's celestial matter to showid and mark its location and identify.

When challenged by his horrifiels collections, concerned that he was risking not just his reputation but also perhaps his life and their having alrealy drawn the Ecclestrative statemion with his will calans. Alteras explained that the asswer laid in the region's mythologies. Some, he had found, mentioned a time when the costaliation had disappeard on a driv the other from their heavens, only for them to return again days later as if something immense had passed in front of them. They were not alone and there were many similar takes amonget other eviluations in plantary systems for light years around them. But if was the apocalytic mythology he stumbled inpoin in a series of ancient Imperium trader loss regarding thre civilisations in the same solar system which had controlled his mytholicies. Their populations for and that nore hay what they referred to as the 'City of the Eby Gods' would return, a heaven-home vessel so large is had blocked out their sum and caused measive entriputations which had theratement to wipe cont their primitive societies.

Heleving that the text he had found described the voying of a massive xenow star-vessel, Alberas plotted its segmentam-long roots and found that it led to the vescat centro if the Betalia Dust Clouif. On the verge of potentially one of the gradest discovering of his career, if the Betalia Dust Clouif. On the server Tresoring is theory to the Collegar's faculty, the logistican general compared the technological achievement of the alien rine to the miracles performed by the spin-serveral integration of the alien rine to the miracles performed by the spin-server scatter of the Doprimum and even the Emperor himself. Enzagod at white they considered absolute the spin-spin section for harbouring at the meeting sected Alieras and charged the entire Galactics Collogate faculty yield sellion for harbouring a heretic.

Determining that only the Emperor's holy fire would cleance the Collegae of its erimes, they barned its hundreds of buildings to the ground. Tweive days later when the last embers from the fire storm had diet, hundreds of the builds and wise scholars only ash remained with Albertas Karina just one amongst the missing missing states.

Without his research, we are therefore unable to verify whether Karina's claims were those of a genius or a maintana. The few explorator teams who fairs a attempted to explore the nebula have been unable to penetrate far within its has juvers, most being forced to retreat due to their vessels experiencing systems failures ones within the toxic cloud, Others have simply never retorned at all



SUMMARY, See also, Elle, not. 3841923435, and ... Advertiseation of Hermis, Katina, Interested and Artemus, Relar, Faellin, Martyre Deir,

CHAPTER TWO The Silence Ends

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The colossal blue star of the Betalis system was an ancient travelier. It had passed across the western spiral arms of the galaxy for billions of years trailed by a ghostly shroud, and had figured in the myths and legends of the region in many guises. To the works of the Pashek Consortium, it was the all-seeing eye of a terrifying cyclopean god that constantly watched and judged their every move. But to the Bad Moon Ork Warlord Gobteel Fangmaw, it had been a huge sparking jewel dropped by the Ork god Gork (or possibly Mork) himsell. Driven by his instatible greed to possess the star-sized gem, the Ork wardord had swept across the sector at the head of a gragnatura Waaghl millions of Orks strong, his murderous rampage only being halted when he was fain by a rival GodI Ork wardord.

To the Imperium, the Betalis star was none of these things. What they found instead when their survey ships examined and catalogued it was just another seething ball of plasma and radiation like so many others within the Emperor's domain. The star was nothing more than a minor sun that had been spewing its stellar matter out into the voids of space for millennia before it converged together again in a vast cloud of star dust nearly a light year away

Known as the Karina Nebula, the Betalla Dust Cloud or simply EPA/3953 by Imperial xeno-catrographers, to the Eldar the hazy expanse was the Maiden's Veit. Nothing more than an insignificant smudge on the star-harts of the Imperial Navy, to the fathomless minds of the Eldar it was a place avoided by those few who lived upon the Craftworlds who were privy to its terrible secret. But for the young Eldar who sough a life free of the restrictions and constraints of the Eldar star palaces, it held no such fear Instead of roulenants of there solwy dying race within its gossamer veil, and where now a masive Corsari fleet was massing in preparation for its assault upon the Betalls system.

EYES WIDE IN THE WILDERNESS

The destruction of Betalis III's global surveillance network by the Eldar Corsairs put General Odon's forces at a serious disadvantage. Without it, vast stretches of the



eastern continent could not be monitored, nor could they rely on assistance from the orbiting imperial Navy deforce platforms. The platforms' sensors had been designed to penetrate the highly reflective stollar matter that poured through the system from the Beflate sun. It would require many days of delicate recalibration by tech-adepts before they could be reflected on the planet. It along provide images of sufficient quality for the battle groups' commanders to use.

Again Inquestocloof Danzk provided the solution. Amongst his relinue was an Adeptus Mechanicus Tech-Priest. Mydeaus, whom the Inquisitio-ford had rescued over thirty years before from a Chaos cultist uprising on the hive world of Hemisphere. With the relay stations and power systems of the surveillance network damaged too far boynod even the Tech-Priest Subliv to Perair by the Eldar raids, he set to work on an alternative. Working without rest for two days and nights, the Tech-Priest put the now redundant monitoring system at Port Ryira ba a new purpose. From its bio-mechanical components he created scores of surveillance servitors, mostly static devices but some even capable of low level flight. These were then distributed to key locations across the eastern continent by the Inquisitor's retinue; the three Cadians and Tech-Priest facing the very real risk of discovery at any moment by the increasing patients mounted by Eldar Jebkies guadrons.

Within hours of the last of the devices being activated, the full scale of the Eldar incursion was realised. Monitoring the feeds from the servitors on the banks of pict-screens in his command Chimera, Inquisitor-lord Danzk informed General Odon that the delenders of Betalis III faced not one but two massive Eldar battle hosts.

THE BATTLE FOR THE BETALIS SYSTEM

The early warning systems on the Watchful Saviour, Betalis III's primary orbiting defence platform, burst into life as the Corsair armada crossed into the system's outer reaches. As one, the dour robed ligures of its choir rose up from their ornately carved wooden stalls and began to chant the Canteled of the Observant Son – the low droning call to



arms a sombre contrast to the shrieking sirens that had also been triggered by the approach of the enemy ships.

Far above them in the Watchul Savour's towering spires, its gun crews prepared for battle. Scores of Imperal Navy indentured workers heaved the platform's massive macro cannon and lance weapons forward into their firing positions; the bundles of chansit they hauled them along with outling deep into their hands and shoulders as they stamed with the mammoth effort required of their task.

Many levels below, deep in the core of the platform, Adeptus Michanicus adepts blessed the workings of the station's plasma generator, the long black filaments of their electro-brushes smearing holy oils and unguents thickly upon its age-stained cogs and arcane gears. Then, only when they were satisfied they had bestowed upon them sufficient blessings and anointments, did the worshippers of the Ormissian each take hold on or of the generator's primary valves and, with a softly whispered prayer, awaken the dormant machine spinit whith.

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Two hours after its sensors had detected the approaching Corsair ships, the gun crews of the Watchild Savour opened fire at maximum range, their blinding beams of light slicing deep into the flight path of the oncoming fleet. Their efforts went unrewarded though as the beams harmlessy dissipated beyond the swarming splits, Again and again the crews fired but to little effect, the defence lasers glowing red hot as their crews labored to track and hit the elusive targets whose holo-fields redirected and dighersed the shots with ease

Then, from behind the second moon of the ice world, the system's linperial Naval fleet junder the battle – dozens of Fury interceptors, defence monitors and system ships, their numbers pitklifly few in comparison to the massed Eldar craft. The Fury interceptors accelerated once they were clear of the moon, the fastest in the small fleet their orders were to lure the Eldar off their current course and onto the guns of the slower but better armed and amoured system ships. In response, the first wave of Corsairs immediately enabled.

Twisting and spiralling through space, the Eldar craft flew directly at the oncoming formation, paying scart regard to the barrage of lascannon shots and missiles the Imperium's interceptors fired as they closed the range. Then, each turning their sleek vessels through near impossible angles, they areed back round upon the flanks of their prey, the wones pilots oblierating most of the Imperial Navy squadrons in a synchronous attack that was as perfect in its coordinated execution as it was deadly With the Furs ysquadrons, the second Corsair wave of Darkstars and squadrons of Acontie and Hellebore frigates advanced wontors, the long elegant xenos escort ships studded with pilotsr lances and torpedo launchers. The Holy Retribution, one of the few system ships assigned to the Betalis fleet, was the first to suffer their attentions. Weapons battery after weapons battery was fired by the Holy Retribution's gun crews, the rainings and indentured workers inside the ship preparing the next volley the instant their weapons were discharged. Then, as the ship's trajectory curved past the moon, the long range lance fire of the Watch/W Sawur Joined its salvos. Caught within the frestorm, dozens of Corsair critt were laid to wasts: their batset dremains soon drifting amongst these of the Fury interceptors that had been destroyed minutes before.

For almost an hour, the battle raged First, the Coreans edged ever closer towards the ship and in return would be caught up in its intense gunfire or trapped within the lancing beams of the Watch/til Saviour. But as time vore on, the Eldar's weapons fire took its totl upon the Holy Retribution. With insufficient Pury squadrons to protect it, the agile and powerful Eldar Darkstar fighters inflicted enough damage to overdoal its shield generators, and dove in to strafe its gun decks and command spire the moment they failed.

With external bulkheads compromised and the fractured metres-thick panels of armour-glas surrounding the command deck threatening to breach any moment, the Holy Retribution's commander, Flag-Captain Mevuen, gave the order for his dying vessel to be turned towards the one area of the system's outer reaches that all Imperial vessels had so far given a wide berth. Entering the region with the Corsairs still strafing his vessel, Flag-Captain Mevuen opened up the ship wide vox-network and started to recite the Common Praver of the Fleet, the sound of the centuries old ship tearing apart clearly audible around him. The venerable flag-captain had not gotten far through his sombre liturgy when an Eldar Darkstar fighter, its allen identity not recognised by the remnants of the minefield seeded in the Betalis system centuries before by the Divine Unification, triggered one of the abandoned mines. As the power generation crystals on the Eldar craft shattered and its hull fragmented, its debris field set off further mines, critically damaging the Holy Retribution and scores of other Corsair vessels that had swarmed around the dving ship.

The explosions fore through the *Holy Retribution*, causing its shelds to laid and its buiknesids to be ripped apart, sending thousands of Imperial Navy crewmen into the cold vacuum of space. In the few areas of the vast ship where the crew were not immediately ojected into the vold, the mon fought amogst themselves for places in the few undamaged salvation pods. Those fortunate to escape were either immediately targeted and destroyed by Eldar Corsair vessels or slowly drifted through the system where either death or salvation found them.

Whils the destruction of the Holy Reinbution played out across the edge of the Betalis system, the rest of the Corsair fleet maintained its course towards the Watchful Saviour and the last few remaining Fury squadrons and system ships that now stood guard over it Virtually unopposed, the first wave of Darkstars scored multiple direct hits, their shots punching through its shields and eritually danaging the platform is gravitic-stabilisers With a sckening motion, the massive platform began to list and anything not securely fixed down began to roll and side across the decks, crushing all in its way as the Watchful Savivor titled and began to drift out of its geostationary roll.

The effects were devastating. Gun crews and ratings were drowned as the huge vats of chemicals that hung over the defence lasers, their toxic contents used to prevent the weapons from overheating, broke free from their mountings, engulfing the frantically fleeing men in an acidic tidal wave. In its apothecarium, the Watchful Saviour's surgeon-master was near-fatally maimed when shelves storing surgical implements tipped over him mid-operation, their razor-sharp blades slicing him from head to toe with scores of incisions. A worse fate though was to befall the crews who worked in the bays permanently exposed to the outer void. As soon as the Watchful Saviour had begun to list, the bulkhead doors leading to the open sections of the platform automatically sealed shut. With their escape routes cut off, hundreds died when the protective energy field between the crew and space fluctuated for a few seconds, exposing them to the intense radiation of the Betalis System's star

Volleys from a third Corsair wave finished off the stricken platform. Its return for elackening as pyres raged within it and its compartments flooded with toxic smoke. With defaul imminent and his guins failing silent one by one. Flog-Castan Basas, the Wahalchi Savioor's commander, ordered the platform's evacuation. Salvation pods were francially loaded with the wounded and the lucky few unscathed survivors and then ejected towards the planet below.

The few Imperial Navy ships that had survived the first assaults then retreated into the outer regions of the Betalis star, its radiation shielding them from the sensors of the Corsair fleet that now dominated the Betalis System.

Having won the battle for the skies above Betalis III, the Eldar immediately turned their attention to the planet below.

O Eternal God Emperor; who alone spreadest out the heavens and rulest the raging of the Warp. Who hast compased the void with bounds until day and night come to an end; Be pleased to receive in Thy Almighty and most gracions...*

> Last transmission of the Holy Retribution All eight thousand and thirty-two souls consigned to the Emperor's grace at the Hattle for the Betalis System

THE BATTLE AT ALNITAC PRIME 055894.M41

The first major land offensive of the Betalls III war took place at Anitac Prime, a vast facility that refined chemicals used in the production of promethium, and that stretched for over tifty kilometres across and through the Bregan Glacier. Flowing down from the Escartan mountain range at the infinitesimal speed of less than half a metre a century, the glacier, its ice marbied with the dark grey as that constantly fell like snow from the refinery's forest of chimneys and cooling towers. Icomed o minously over the eastern edge of the Alacian Plains.

The plans were little more than an icy wilderness but across them lay the entrance to the Ishmus of Tarudor, the land bridge which connected the north-eastern peninsula, and ulimately Port Ryira, to the rest of the eastern continent. The two Eldar forces, that of Alatos in the south of the continent and the other from Mymeara speeding asstwards from its portal near the western coast, were expected to converge on the Alacian Plains. General Odon was preparing his battle group to oppose them there, and whoever controlled the glacier would hold an advantage in the battle to come.

Dispatched in a fast moving corway of Leman Russ, Malcador, Preetors and Crassus armoured assault transports, and taking advantage of the road networks that de the facility is instable appretite for Betalia II's raw materials, Battle Group Empiteda deployed on the glacer on the evening of the third day of its departure from Port Ryira. As Colonel Empiteda watched over the battle groups preparations, already thousands of workers and their families had left their hab blocks behind and set out on the perilosu firk to seek shelter lestwhere, heading either for the northern and eastern highway tunnels or the networks of canyons and civil knew the enemy was coming, the main, woman and child knew the enemy was coming.

True to form, the Eldar did not keep the detenders waiting often, in the pre-dawn hours of the fourth day, as the battle group's Sentinel forward reconnaissance squads patrolled tire from squadrons of Eldar Grav-tanks and Vyper Jetbikes that had lown ahead of the main Mymeara force, skimming low across the Alacian Plains and up over the leading edge of the ice wall. Near-invisible in the darkness hey registered a little more than fant smudges on the Sentinel's sensors as one by one the waiker squadrons were annihilatel. Eldar Rangers already concelled in the surrounding ice canyons expertly guiding their air-borne brethren in.

Joining the Mymeara cartl shortly after, the first wave of Corrair vessels began their attack run on the facility The battle group was ready and watting for them though. As the Njahtwings, Phoenix and Vampires soared down, they were met with a tremendous firstorm of las short and artillery shell from what little heavy armour Odon's command start could muster, but he had not sent the young colonal into battle empty handed. Prior to leaving their base on the neighbouring industrial work, the officers of the Cadian 6th had ordered their men to completely strips its resuppl depote of all the guns, ordnance and ammuniton they could lay their hands on Little remained by the time the final Cadian squad left for the ice world. Each ship in the finet had been stacked to the gunnels with enough armament to defend the planet for months, and amongst this huge arsenal had been a consignment of delence platforms due to be distributed to wars elsewhere in the soctor. Now, a large stretch of the glacier birstled with the barrels of those guns as they unleashed salvo upon salvo into the oncoming Eldar attack formation.

The thunder of Battle Group Emptoda's heavy weepons shock the surrounding mountain ranges to their core, triggering avalanches and rock falls that roared down their slopes, burying hundreds of refugees who had gambled that safely lay in the cave systems rather than heading east to risk the long walk across the sub-zero fundra. Undeterred by the frestorm they had lown into, the Edar flyers soared over the facility and once their attack run was complete, raced upwards into the heavens. With barely

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enough time to reload, the Guardsmen soon spotted scores of white contrails on the horizon which augured the approach of a second Corsair wave.

The Guardsmen manning the defence platforms unleashed another boming volley as the energy came within range. Shell after shot swept the sky as the crews swung their heavy weapons round to follow the light paths of the sleek, daring ships before they too root out plavos the facility at break-neck speed and out of range. The second attack had lasted no longer than the first and atthough both enemy forces had given their all, neither had inflicted a death blow upon the other.

As selence descended once more upon Alnitac Prime, the gun crews reloaded and scanned the horizon, waiting for the tell-tale signs of contrails to appear once again. The next attack came swittly, although not from the air but instead from the surrounding mountains as singler for and been ittle more than a diversion, a feint to buy time for the Eddar Rangers to move up so that their guns were within range of the battle group. Those Guardsmen who



BATTLE GROUP ENPTEDA - ALNITAC PRIME FACILITY/DREGAN GLACIER Xenos force deployment - Southard approach Empteda formand patrolos destroyed - sector 332; 0505 hrs Xenos smirer souads infilirated via outmarsh plain and glaciau terminus sectors 422-75; 0716 hrs Settmarte casualty ratto: Verifying...



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MPERIAL ADVANCES

TTT IMPERIAL BATTLECOOL

survived the opening volley were immediately pinned down, using what little cover their weapons platforms provided or lying molionless amongst the bodies of their fallen comrades as sniper fire ricocheted along the platforms' metalwork.

Watching the battle back at Ahritac Prime, Colonel Empted aniitated the next part of his plan. On his command the heavily armoured Leman Russ, Chimera and Preator armoured assault launchers squadrons waiting there sprang into action. Heir exhausts belching black oily tumes into the freezing odd air as they accelerated towards the besieged lines of heavy weapon platforms. With no chance of locating the Eldar hidden amongst the avas network of arivines surrounding them, Colonel Empleda had turned to one of the few weapons in the Imperial Guard arenal he had in abundance – overwheiming firepower. The tanks "gunners sent round after round into the mountains, the shells setting off a lethal halatorm of shrapnel as rocks and ice exploded with deadly effect.

As the tanks provided the battlefield and the sinjer fire cased, the survivors from the Vaus 14* and Betais 28* regiments on the platforms began to celebrate, believing the Eldar had been destroyed. They had done it. They had seen of It wo attacks and lived. The more experienced Cadians amongst them remained grimly sitent. They knew the Eldar were not so easily beaten and would soon be back. This was something Colonel Empted was more than ready to face, and in the few minutes when the pace of the battle briefly paused, he gave the order for the next part of his plan to commence.

Speeding down the glacier from Alnitac Prime came the last of the vehicles Empted had at his disposal As they raced atong, their tracks rumbled over the facility's massive are vents that were interspersed along the glacier. Only a day before, these vital lifelines had supplied precious clean are to diute the twock fumes that spewed from the furnaces in the facility below, preventing the sufficient of the thousands who toiled at them day and night. Hastily abandoned by the workers, those furnaces still burned ficrely and where once men and women had labourd, something else now moved in their place, transported to the glacier within the holds of the Crassus.

The two waves of Imperial vehicles scon joined together and reformed into three huge blocks as they picked up speed, creating a new front line a kilometro down the glacier. Now at the rear, the static heavy weapons platforms then took on the role of artillery. Once more the Corsair pilots swooped down, and in return the tank crews opened fire as the heavily armound blocks runbled forwards. Shurken cannon and star cannon traded shots with heavy bolters and autocannon as the gracedul craft strated the batticline and the range was so close between the two sides that holo-fields and armour mattered little In the furious fine fight, the tight Imperial formation and its near constant bots. Teams of Jebske riders skimmed across the surface of the glicaicr behind the Corsairs, following up on the attacks of the larger craft. The slow lumbering Impenial force continued to roll subbornly forwards, each direct trusting his safety to his armourde vehicle and its guns, and remaining within the formation. Fight together and live, stand alone and die. The choice was simple. However, gaps were starting to appear and even cinginally fully loaded, the ammunition supplies were running low through the near-constant rate of fire.

At Ahnica Prime, Colonel Empteda watched on solemniy as the brave Quardsmen under his command (ought on Had they been given more time and resources they might have succeeded but the young colonel knew such hope for the folly it was. It was clear that the Edar's air superiority and increasing numbers would have eventually swept away the battle group regardless. His men had done well to last his long. Aready he'd had word from Odon's command staff that the main forces of the Mymear host were deploying not the Alacian Plans. If he didn't act now, then the Edar would gain the higher ground and Battle Group. Odon wouldn't stand a chance.

Whispering a brief prayer for the Emperor's forgiveness, Colonel Empteda turned to the men behind him who controlled the Cyclops demolition vehicles now positioned throughout the depths of the facility, and with one word ended the Battle at Alnitac Prime

'Detonate.'

A PRAYER FOR THE FALLEN

Kilometres away from the glacier, Inquisitor-lord Danzk recited the Prayer for the Fallen as he watched the destruction of Battle Group Empleda and its attackers through the eyes of a hovering servitor. The detonation of the Gyclops demolition vehicles deployed through the facility during the battle had set off a catastrophic chain reaction amongst its furnaces and huge chemical storage vats. The blast that immediately followed liquefied the ice field above it, launching the battle group and billions of toones of melled ice and molien rock straight up into the vast flock of Eldar craft circling above.

Battle Group Empteda could never have held the glacier or dacity against the arrayed might of the Eldar, and its young colonel had known that as soon as he'd received his orders. But despite that, Colonel Empteda had performed his duty without question and through his selfless sacrifice and that of his men, he had succeeded in denying the Eldar the advantage of the higher ground and bought Battle Group Odon the time it so desperately needed.

His sombre liturgy complete, Inquisitor-ford Danzk severed his connection with the servitor and looked out with his own eyes upon the impressive sight of the massed ranks of Battle Group Odon arrayed across the westward entrance to the Tarrundri sthmus below him.





Leman Russ Vanquisher tank. The Vanquisher is fitted with a high velocity cannon for anti-armour use. However, owing to the speed of the Eldar skimmers they faced on Betalis III, this proved relatively ineffective against the foe



Armageddon Pattern Basilisk, Cadian 6th Armoured Regiment. The Basilisk is the most commonplace Imperial Guard field support unit and was a mainstay of the Cadian 6th.

This is Dire Avenger Aspect Werrer Alshyra of the Shrine of Asumen's Heart, Alaitoc Craftworld. He was wounded and taken as a prisoner of war during the assault upon the Tarundor Gate
DIRE AVENGER

1. Aspect Armou

The suit is constructed using the same techniques as those used on all gistap percent amover. It is a physiciphysiciphysic bodyput, reinforced with plates of psycho-sensitive bio-plastice that will instantly harden to resist impacts. As well as absorbing blows, blogs plates can report files along in accordance with the water's movements, maning the amount des not encomerche water to melapholes. I acting good prefection with excellent mobility.

The rendocad broasplate of the Aspect Vernor's amour basis by wystowe, a procession for all Educations of the specific acceptive gem is alunced to the individual so that when, at the moment of deals, but Edsres gosythesis for its call is captured when the stone edsenses god Stameda walks to consume it. These stones are be chassing of Stameda walks to consum, it. These stones are deal security if to transportation basis, their by consequentiation the consequences, identify and memories of a departed warrar, and security if to transportation backs to their Craftword.

Contrary to some reports, the small domes and blisters on the armour are not extra gems. Most are small compartments that contain the suit's technical systems.

The Dire Avenger's tabard is a common addition to Aspect armour for une inscriptions name the shrine for which the Aspect Warrior is lighting and identifies the chrine's allegiance to its Graftworld, in this case Maitor. Regardless of a shrine's location, the Aspect's colour scheme is always blue and white.

Before domining this armour, the Aspect Warrior will have been through a rigorous reliat of punification and medicitation. Overseen by the shrine's Exarchs, each warrior must prepare himself for the ordeal ahead, achieving the correct psychological state to become a Dre Avenger.

2 Aspect Helmet

Each Agad has its own distinctive helmest, and within each shrine the helmst any vary in form alight, with correspondingly more eliborate versions for the shrine's Exarchs. As a standard Dire Anenger, bits warrior's helmest is distinctively tall with a long top crist of exold similar hair, often dyed to match the parent Carthwork's acoust. By custom, it is the believe that marks the Aged Varinors as the protectors and averages or their Carthwork, and in this case is bears the Aspect's rune, the mark of Asumen, Traded upon its prohead.

3 Shuriken Catapult, 'Avenger' pattern

To all Eldar, the mastering of the shuriken catapult is regarded as an art form and most Eldar will, at least for a period of their life, learn the art, even if only to serve with the Guardian bands. The Dire Avengers are regarded as the weapon's supreme masters.

The strucken catapult is a weapon that has become synonymous with the Eldar race. Many variants of the standard weapon have been encouncered but this konger version, designated as the Avenger patiern, is unique to the Dire Avenger strines. It has a groater effective range and more sophisticated targeting systems, as befits high status toroops.



The ethniken cateput is an all-purpose assault weapon. Its main body is a high-power dinear gravitic accelerator, which rapidy lifes's a series of flat, razor-sharp, monomolecular spinning shurken diaks. The disk can have different shapes, barbs and serrations, with different forms being adopted by different shires.

The ammunition is stored as a solid core, allowing for the high-velocity ammunition feed required. Each disk is sliced from the core by the gravitic energy stream as it is projected down the barrel.

The accelerator and ammunition feeds allow for a wey high rate of fredup to 1.500 rounds permittuile - honging bit Dirk Anenges faining conditions them newr to wastle their predout ammunitidin, instead using their potentially overwhelming freepower with accuracy and procession. Commonly, the wagno is used for amedia semi-automatic fire but in the heat of an assault or a closer range frieffort. The weapons of automatic function can empty it measures in just to use seconds.

Like most Eldar technology the weapon is psychically activated, its resonant wraithbone construction being sensitive to the Eldar's innate psychic mind. A Dire Avenger's shuriken catapult is linked to its taroter via the handle.

4. Targeter/Rangefinder

In battle, each Dire Avenger is assisted by an advanced largeting device. Wom over the shoulder and plugged into the weapon via the armound aut, this pan-spacifal alreget operates independently of the user, finding and fracking multiple targets and feeding target information directly to the hernet display. It is likely that it can also differentiate between enemy and alwy Other functiona are unknown.

5. Other Equipment

In general. Aspect Warries carry no entra experiment, altrough the Dira Averged des carry a cervinomical for from hal arbit. What no doubt employed as a hand so hand combal weapon of last resort. Its privary purpose will be for use during the arbitra privare and post-balle caremanase. Altrough not there primary function, hand to hand failting behanques as dated by the fiber Averages. Job only by excepting their calling to become an Exact can such asilis become the warrior's main bouts.

CHAPTER THREE Dark Times

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The full might of Battle Group Odon dominated the approach to the Tarundor Isthmus. Tanks, armoured vehicles, heavy artillery and Guardsmen stood arrayed on the Alacian Plains ready to meet the Eldar assault headon. As dense black smoke billowed up from the Bregan Glacier, the wreckage from the explosion there still burning fiercely, reports were received that the host of Mymeara. had swept on to the western Alacian Plains and begun its approach. Heralding their arrival, and first to come within range of the massed guns of the Imperial Guard, were their Corsair allies, an armada of Phoenix, Hornets and Nightwings that dived down through the gathering storm clouds at break-neck speed.

As at Alnitac, the Imperial Guardsmen met the attack with a barrage of devastating firepower, Chimeras, Praetors, Baneblades, Stormblades, Shadowswords, Macharius and Leman Russ lending their fury to the heavy artillery onslaught. The Corsair ships soared in undeterred, their agile pilots weaving and threading their craft through the air, their shuriken cannon and missile launchers returning fire as all around them shells and missiles exploded

First blood went to Betalis III's defenders as a Void Dragon Nightwing, its swept-wing hull adorned with the symbol of its cadre, was ripped from the sky; its destroyer was a Hydra Flak tank, one of the precious few deployed with the battle group. With its systems trained on the horizon, the Hydra's logic-spirit had swung the tank's autocannon into



Grantome dryn sith half-deard in the smithing, pitching heid of the Grantome hory his strekt and standard of yourning of the actual dam with kies of a stored hyr the strekt metric of counting an in fractional anticle is a stored higher cound by heart of counting an in fractional anticle is called and heart of counting metric of the strekt heart of the strekt strekt strekt strekt strekt heart of the load in it. It dependent gave the rest fractional transform that is the strekt strekt strekt strekt strekt strekt heart heart of the strekt strekt strekt strekt strekt strekt strekt heart of the strekt strekt strekt strekt strekt strekt strekt strekt heart of the strekt strekt strekt strekt strekt strekt strekt strekt strekt heart strekt st

Steads, perhops manates, later, Ayra was jolled awake as the samitatabate isond of hary wondpost fire hit the side of the transport and a load boom terebrated through the hold. Another explosion swiftly followed and them another, the zessel shuddering violently each time. The yang Garadonna rediced with mounting horrer that the Eddar were attaching the company.

Then ... all hell broke loose.

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A massive explosion thundered through the air. Guardiman Ayra, stoniod more-senselses by the despiring beom, initiativity resurd his amy such though thus don its this check just as a shockness proched two the transport. The front of the vessel began to studenly rus aparada so persiste usace sharmed across it and the webbing study holding Ayra and the other Gammon phase and this traited bother gripped them penafully tight against like hold's wolls. The engines of his transport screamed in protect as semachere up from the pilot workling with the screamed, by the tentifying to feed it and and present it from reaching, but the tentifying moment passed quickly and to the wolig[4] all inside the hold, the transport scaled down again.

At some as the branchers? both some speech as the isother, going, any Goardmann still before one cait af full pelit, granify in the both can after grand. Goardmann Ayrea was over if the last of his spead to is how, having the body concessed arrayment, struck across the board by expedimenting around the comparison, bitation thing of the large A momission. The horner which granted the syma (Soardmann si the empiridenti high energy larged him deal of his struck), Gabi the community after high energy larged him deal of his struck. Gab is the community after high energy larged him deal of his struck. Gab is the community after high energy larged him deal of his struck. Gab is the commission after high energy larged him deal of his the truck (bab is the comparison of the structure) of conductors to this of the trucky behavior high him.

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action as soon as it had detected movement, tearing through one of the Nightwing's curved wings and sending it spiralling into a terminal dive that not even the superior skills of its Eldar pilot could recover from.

The Nightwing's destruction lifted the morale of the Guardsmen more than any rousing speech the Ministorum priests could deliver. In that one moment they were raised up from the depths of despair they had fallen into upon seeing the destruction of Battle Group Empteda. The rate of attrition intensified as more Corsairs came within range of the heavy guns, weapons fire from both sides causing death and unparalleled carnage at such close quarters. Amidst the furious assault, Leman Russ were hit and damaged as the Corsairs found their marks, and in return the xenos ships were blasted from the skies, straying too close to the battle group's many guns. Soon though, even the most battle-thirsty Corsair pilots saw that to continue would ultimately mean their death so they broke off, speeding up through the gathering storm clouds and beyond to regroup and tend to their wounds.

The opening moves of the battle had been played out and the Alacian Plains were littered with its casualties. With the forces of Mymeara on the plains and reports coming in of the host of Craftworld Alaioc nov approaching from the south, General Odon gave the order for the battle group to esparate into two companies. It was a bold move, and one those Imperial Guard commanders who religiously followed the doctines of the *Tactica Imperialis* would have considered foolhardy and reckless However, as each Elder Craftworld's force outhombered the battle group many times over, if it remained in a single lock it would be quickly overwheimed and destroyed.

The first company, Vengeance, comprised the tank squadrons. Leman Russ, Hydras and Chimeras. The second company, designated Retribution, was mainly infanty, deployed in Crassus armoured assault transports with what little General Odon could epare in terms of Leman Russ and Prastors acting as an escort. Company Vengeance had orders to head west. It was to lure in as may Eldar craft as it could and tack the invertable first hit. This would give Company Retribution the chance to intercept the approaching Alatole land forces in the south Joining Retribution and Vengeance on the Alacian Plans would be the Titans of the Leigö Gryphonicus – four Reavers and four Warhounds – which had just reached the war zone from Port Rytra. The original plan had been for the Legio Gryphonicus Trans to lend their much needed support to Vengeance's tank squadrons. Now they had a different objective. The surveillance network set up by inquisitoriord Dank's relinue around the eastern continent had relayed back images of all least eight Edar. Trans emerging from the Mymean portal. Amongst them and now somewhere on the northern edge of the Alacian Plains were two massive Edar. Phantom Trans, and the princeps of the colosal war machines of the Improvember 10 deals.

THE ASSAULT ON VENGEANCE

Deployed directly in the path of the Mymean host, Company Vengeance, with General Odon leading from the fore, dashed with the Eldar force as the last rays of the once, dashed with the Eldar force as the last rays of the pointing in from the north. Skimming alread of Mymeara's infantry was a vast armada, hundreds of squadrons of Jebliese, Hondes and Vypers in Istark contrast to their Gensair brethren, Mymeara's pilots demonstrated to desit to dive dow upon their imperial foe and satisfy a barely checked thirst for batile. Instead they came in low, in tight using al formations, forcing the rear ranks of Vengeance to hold fast their it lest beir shells impact among their own fork lines. The change in factics served the Eldar well.

The vake of that devisating first sortie was strew with the hulls of over servery Leman Russ and Chimera, their thick armour plaining scored by shurken life or the acrew killed as uples laser and prism cannon fire penetrated their tank's armour. But such losses were expected. Against the more chaotic attacks of the Corsair plots, standard tank tactics had suffleed, bat to maintain such tight formations when laced with the mam body of the Eider assault would have proved suicad – their more disciplined plots would simply have slayed out of range of Vengeance's guns and attacked from afar Once the battle was underway. Vengeance's numbers would be too lew to repeat that manoeuvre Instead, they would engage the aircraft in smaller groups, the experienced tank crews of the Cadian 6° fighting the battle on their own terms.

The plan vorked, but not as effectively as Odon had hoped Hawing necenity logal the Och knock on Saras VII, a force barely kept in check at the best of times by its Blood Axe waited, the Cadan efficient revented to the lacies which and vorked here. These had to be quickly countermanded and replaced with more effective maneuvres to use against the disoptined Editar amy, bat the attack from the air want enough for the Impenal forces to contend with, the first of the Edit and forces street.

Deploying swiftly from the Mymeans portal far off in the weak, squarknow (Wapp, the Eldur's long-legged assault walkers, launched themselves into the heart of the battle, their plots using the long the state of the battle, the manesurvability allorided by their jump jets to land amongst Company Vengenarc's squarknow. The table scon found of the lass apprenced sponson gunners from the Vaust 14" basing away at tanks from their own dies as they boccum forable on the larget in their sights. oblivious to anything else that crossed their path. Then, as the Jabikes, Hornets and Vypers came round again for second attack run, the Eldar Wasps would popel themselves swithy out of range as the Eldar craft nimbly out yet another swathe of destruction through Vengances lines, adding to the steadily growing numbers of burning tasks titkening the battlefield.

With the benefit of General Odon's years of experience though, the Imperial Guard force was nothing if not adaptable. The veteran tank commander ordered the adaptable. The veteran tank commander ordered the active as to esparate off, presenting itself as the vulnerable target the Eldar pilots were proving the battlefield for. Once it had secured their attentions, it was to speed off as fast as it could, lung the xenos flyers straight onto the waiting guns of the rest of its squardorn. It was not a precise or reliable tactic and casualites were high, but when it did work, it was devastatingly effective.

THE GODS OF WAR

Out on the ice plans, the Reaver and Warhound Tians gut the Legio Gryphonicus were closing upon Sector 45.3, where the last sighting of the Eldar Phantom Titans had been reported. To search the vast wasteland more efficiently, they had split into two. The first group, the demi-maniple Invictus, was mixing across the north of the Alacian Plains, a single Reaver Battler Titan finated by a pair of Warhounds. The larger of the two, the Exaro maniple, was sweeping up from the south and comprised three Reaver Titans and a pair of Warhounds. Both groups were shadowed by the heavy armour of Battle Group Odon, the few squadrons of Baneblades, Shadowswords and Stormblades that the Cadain 6° Regiment's command stall could secure in the short time they'd had to assemble the response force.

As the Eldar Wasp squadrons launched their assault on Vengeance. the Reaver Battle Tina *invictors* Nova and the Warhound Titans *Tempus Prima* and *Magna* Canis Ströde onto the frozen landscape of the northern Alacian Plans, the footfalls of the mechanical behemoths sinking metres deep into the permatrost as they searched for ther foe Without warning. Vive pulses blasts slammed into the sph fank of the *Magna* Canis from the mountains that edged the north of the Alacian Plans. The Varhound Titan slaggered under the assault, waves of actinic energy fickning and sparking across the overloading out dishelds.

With a command born of instinct rather than consolute thought, the princeps of the Nova and Tangus instantly returned fire. With their target hidden, both saturated the mountains with lancing plasma bolts, setting of avalandres that roared down their sides. The Magna Caus, damaged but still functioning, quickly recovered and added is own aversome might to the bombardment, its plasma busgun had been disabled and so the Caus' princeps ordered his moderails to switch to its turbo-laser.

An explosion from the super-heavy vehicle squadron bulfeted the demi-maniple. A Shadowsword had flipped over, smoke and flames pouring out of its ruptured hull, Not waining to suffer the same fails, here rest of its squardons spit agant as another fusiliade flashed between them, knocking out he tracks of one super-heavy and barely missing another. With inhuman speed, the machine spinit of the *mucrus Nova* calculated the fusiliade's origin point and located their attacker, although the Eldar giant was barely vable, so effective were its holo-fields. It was one of the Eldar Phantom Titans, and before the demi-maniple had time to react, it unleasthed another savage voltey, the energy bolts from its pulsar stitching along the ice only metres behind another swering Bacellade.

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In bunderous concert, the three Titans of the Legio Gryphonicus opend fire, but only the Nova's two apocalpyse missiles had the range to reach their mark and they sianmed into the Eldar Phantom's left shoulder, its hole-fields shimmering and flickering as they temporarily laide. Before the Imperium's Titans could follow up with a second barage, a high-pitched shrek emanated from the mountains behind them. With an almighty scream, the first Eldar Phantom's distortion canon discharged a seething boll of black warp energy into the heart of the demimanife. It hit Medgan Canis, passing cleanly through its vold shields and wreathing its torso in a shroud of impenetable darkness. The princeps of the other two Titans watched in absolute horror as sections of the massive war machine momentarily vanished into the rit between realepace and the Immaterium and then reappeared moments later as on the principal section of the section of the the Unable to cope with the massive stress placed upon its systems, the Carlis plasm reactor detonated The blast shock the northern Alacian Plains, its deatening boom hard as far away as the Tormus Delta in the south where the first Guardsmen of Company Retribution were preparing to deploy.

Still kilometres south of the battle, the princeps of Titan Group Exaro desperately tried to make contact with the demi-maniple, but their repeated halls met with silence. Too far away to immediately come to their aid, the Exaro maniple could only pray that when they arrived, the other two Legio Gryphonicus Titans had somehow survived.

THE DARKEST HOURS

With no Imperial Navy support to provide air cover and Vengeance's heavy armour already fully engaged in the north, the Guardsmen of Company Retribution faced near impossible odds in their race to engage the Alaitoc host. But Retribution had two crucial factors in its favour – time and the unforgiving landscape of the ice word. The Alaitoc





portal was significantly further away from the Alacian Plains than that of the Mymeara Craftworld's by thousands of kilometres, and directly in the path of its land forces lay the Tormus Delta.

Steleting across the entire southern edge of the Alacian plans, the Tormus Dela was the result of millions of years of water erosion, a massive labyrinth of narrow canyons and porges created at the confilence of this ories that had increan over millionia before. For Retribution to stand any chance against the Alatico Irosii, it had to reach the Tormus belta before the Edia' Craffwords airborne armada crested its northern edge. General Odon planned to use Tormus to haidel Retribution from the worst that Alatico's pilots could unleash upon it, but this move was not without its consequences. For Vengeacenc this almost certainly meant it would soon be fighting on a second front as Alatico's pilots unded onthwards in search of more accessible targete. Company Reinbution's headlong charge to reach Tormus unopposed nearly succeeded, but just as the lead vehicles of its transport convoy were leas than a kilometer away, the linst of Alance's Hornets, Falcones and Vypers, sleek and deadly craft embiazened with lear behiern of the sevend of Khaine bisecting a red meon, shot over the northern edge of the Delat. The moment they were spotted, then order to accelerate whip-lashed through Reinbution's convoy. Unlike at Alinate, there was no time to organise a rolling defence and all the men of Reinbution could do was hold tight and pray for the Emperor's protection.

Alaitoc's shuriken weapons and pulse lasers strafed the Imperium's convoy, but to little effect. The heavily plated hulls of the Crassus armourde assault transports ably protected the Guardsmen inside, with only a few vehicles being damaged by shots hitting their exposed tracks. The Guardsmen though could not stay within them forever

Princes Ephrain's first concern upon regaining consciousness was had us connection to the Rener Titan Institut Need's systems had us to ben damaged. Noting eigen mattered. He totalisely watched behind his head to check that the mund-link cables were still attached to his own augments and was reassured all was in order. Only then did he look around to ochek on the test of the Titals rece.

The conjunct moderatin, National, east undersheldty deal, hu breat boot at ownerstand ungle. Moderatin Tarross had fared better and use already performing a status check on hus conside. At is the blind member of here party, Magni Riemann, he had not yet made context from his chamber at the 'Itan's ages that the principic could series has presence daring through the Rouse's system, checking for damage models the supplications of the Magnin calary's familiar metater.

As for the functus Newa itself, Ephranm could fel very bille. Its pillegies had automatically powered doesn its systems to hield them from the boats. The yource all that had a word the T into the two they and prove to be its undering, because somethere, probably dire by, here was at least one Eldar P limiten Titan that had been out of mage of the masses exclusion.

The thingshi spatial something archive the doment Tation and its participation fielder and action for, exciling could due ta table quitely enformed scientify obtat Ephonic uses a thready receiving through the minimal impacts line. The landscorp occurs with the Noor Marl completely changed, Gene was the open verta of the zer field, more to could are mining that a date, Noor of more. The Tation's source are efford to an employed here are based of an excitation of the could are more probably here agrees and the Passar Source are efford to an employed here are generated the Passaram Tata from Londing the Neur noney. Havener, all Marcus colour to observe the fourth that was adready dampating their protections thready fourth the more than expension that are employed by more than the source in the source merge strange and a damming down from the morth that was adready dampating their protections thread, fourly sameling the devention in their arounded the Tatos.

Before Ephranm could july take in the mightmarth sight of the charred and manifed metal that had once here the Magnas Comis, bright flashes is in the relevaning smoky haze. Striding backwords out of the mark came the Warhward Titan Tempus Prima, its blast gun and turbed-new learn periods each tot to the the Interpret followed it out of the dissolving mist – it was the Phantom Tsian, the same bhomath the News And hit earlier with its a sponsible musike article. The Eldar Tsian's left can mass have fieldenby by its state. Its replatered and the state of the state accessor made for a ferritoria war ere.

Princept Ephanian immediately ordered the Nors ta fore. Its gam, however, remained fractuatings shares. Patherma frantisedly starthed its logit-banks for the problem but Magos Riemann was runs itip abaded of him. The seconous tracking systems had been damaged and shift hadn't e-compared. Until Magos Riemann could extern falor, there was fittle the fravelues Nora could do to assist the Warhowshi and its error.

The Flowing Theory pairs pandod heaving into the Tempus Prima, which had to take a step back to brace itself. Then, with one dath bleit from the Panetonic superpose, the Wardsman 2 sould shaled, finizend, and failed. The Insectus News's princips, mode with frontanten as the suppose system of the News remained dock and superpose new Ansals, the have of energy raw building again around the Planten Time's reasons are it produced by on our more.

Suddenly, streams of smake and fire shal past either side of the Invictor. Now at impervisive peed. Thinking for a moment has the other Phantom had rejoined the fight, Princeto Ephraim's spirit waved as he realised it was a horrage of abscaliptic missiles. The Exam Than manufle had arrived.

Earlie could have surveyed such as materiagely, but the Kleir area goddightarily tools its ground as it was impaired operately by the matrixe. It has an ememory, the couples systems of the harman None family powered sty, the green factories gives on the fastismic nature as column at difficient to the intersystemic diversion Lange Graphonicus maniples it was more Angleways. Notesting for the other Graphonicus Theorem and Index and Theorem Mark Tates Interda-New and the budy damaged tactual functioning Warhanan Linear, Tangian Dynas, set of first the meantain after the new mphily remaining Posterior Tatus. and when they reacting the Delta, their deployment was some all a maid durin for the shelter of lais or caryons than meanably prohestrated manoeuver. As Alatio's pilots behaved zound again for another senal attack, the first imperial Guard squads to reach the Tormus Delta benefield and their vehicles as fast as they could, quickly followed by thousands more Guardsmen following close on their heals.

Soon, as sea of desende vehicles began to stretch back arross the Alacian Plans until those travelling at the rear of the convoy were forced either to dich their own transports abandened Crassus on loor, or break away and enter it via one of its many other entrances further to the east or west. By the time the last troops had entered the interior of Tormus, the landscape around it was littered with smouldening weakage and hundreds of dead and wounded Guardsmen. In contrast, Alatoc's pilots had survived the assault virtually uncathed, and as General Odon predicted, they immediately tumed north to add their fregowers to that of their Mymean brethren.

DEATH WITHIN

Company Retribution advanced warily into the Tormus Deflar, its squade scattered amongs the tangled pathways. With medium to long range vox-transmissions absorbed by the high walls of Ice and rock, it was impossible to locate, let alone coordinate all the disparate bands of Quardsmen dispersed within the Deflars midst. Bareh having escaped the airborne assult and with no way to contact anyone not within line of sight, their officers followed the last order they faid received - locate and destry the enemy.

The Eldar had taken full advantage of their earlier airborne attack to disperse their forces within the Delta. Alaitoo's Rangers, dropped in by the Eldar Falcons now making their way north towards Company Vengeance, had already. advanced into the loc labyrinth, tearing through its winding passages with unnatural speed before agilely scaling sheer-sided loc walls, seeking any advantage they could gain against the oncoming imperial force. Hidden under their long, flowing cameleoline cloaks, scores of Rangers were now positioned throughout the Delta, coordinating Alaloc's advance with lethal precision.

They had been joined by hundreds of Eldar Corsair troops who mounted hit and run attacks upon the Imperial Guard squads as they worked their way further into the Delta Using the element of surprise to their advantage, the bands of Corsairs stealthily worked their way along the tops of the canyon walls, then either fired directly down into the squads below them or dropped down and wreaked carnage in their midst. Unable to alert each other to the threat of ambush from above, dozens of Retribution's squads were completely wiped out by the vicious assaults of the Eldar outcasts. As Alaitoc's warriors joined in with the battle, the atrocities escalated. The most horrific fighting occurred in the north-west of the canyons. Eight squads of Guardsmen moving together were pinned down. by sniper fire the moment they entered a large gorge. Firing at them from the overhanging cliffs, the Rangers forced the squads to seek what little shelter there was, their accurate shots hitting anyone who dared to break cover to fire at them. Hunkered down, there was little the Guardsmen could do but pray that their frantic requests for assistance over the static-filled vox-net would be answered. What came though did not wear the uniform of the Cadian 6th or any of the other hastily assembled regiments from the system; instead, one of the most terrifying facets of the Eldar army unleashed itself upon them.

The Guardsmen watched with disbelieving eyes as tendrils of bright white energy clawed into realspace, quickly coalescing into pools of retina-blinding light. Before the

The defines of Batalia III fackered on the backs of find screen weakin Inquisition of Danck's command Chinnen, his angeneride cyce flashing with inhuman speed from one image to the mark. In the works weak of Company Fragmence were holding them ground against Mymears' annada, the battlefield sirren with the workske halls, of Information and barring Eldar crift. But with Autors' Information and barring Eldar crift. But with Autors's patheting in survey, and in the south, at the Tormus Dista, and what the sources, and in the south, at the Tormus Dista, and Gaardmon of Company Retribution faced the weaks of Gaardmon of Company Retribution faced the weaks of

to Ingension-load Dang, these matters thangly acces of little concern. Millions duel such day definding the Information such battley, that usus the price the existence of the Imperium paid to reduce for the protection the Emperate bestaceed upon these worlds and there families. What concide has attention instead were the events unfolding on the easy, just benead the Alaciam Plants. A new wave of englt from the Mymeun partial had been picked up by one of his services, and instead of pinning the baller against Foregenee, they had taken grant plants to encument it. Now they seem headed directly extended and meeting across the Tarundor Lithmus. This wave exactly what Inquisitor-lord Danck had been scatting for the moment when the Eldar finally showed their true intennoss on Bealts III.

Given the remarks they had deplayed upon it, something of this world was elsen'y considered of such high importance, that they were ariling to risk ouringful tere with the linearism to argume it. The break-many jorce he was watching on his buffet seren was confirmed what he had suspect all design the balties being fought by Yangance and Betribution were undring more than a distinction.

The Inquisitor-lord ordered for a vox link to be opened to Colonel Viaar at Port Ryna. Whatever the Eldar's plans were, now was the time for him to act. COMPANY VENGEANCE FORCE DEPLOYMENT DEPRATMENTO MUNITORIN SANCTIONED ORIGINATION: CADIA ARCHIVE RECORDS - 6TH ARMOURED REGIMENT. BETALIS SYSTEM GARRISON DATE ACCESSED: 895.M41+++ FILE: BETALIS III - ALACIAN PLAINS SECTOR 027/4 - NORTH-EASTERN QUADRANT; ENGAGEMENT +2.46 HRS AUTHOR: CAETAIN MORVAR CREDITATION: THE FOLLOWING ACCOUNT HAS BEEN VERIFIED AND SANCTIONED BY THE APPROPRIATE AUTHORITIES. ACCOUNT: [894.M41] ELEMENTS OF THE XENOS FORCE [ORIGINATION - MYMEARA CREDITATIOR: BROKE THROUGH OUR FLANKS BY MOVING MEST THROUGH THE SAINT BACTUS FRESH MATER DILLING FIELDS. OUR TANKS EMGAGED THEM WITHIN THE DRILLING FIELDS, DESTROYING THO ENERY MALKER SQUADRONS AND ROUTING A.

CONADRON WHICH WAS BASED A SHORT DISTANCE AWAY

SITE OF AMBUSH ELDAR ADVANCES IMPERIAL ADVANCES Guardsmen could react, a lethal cloud of monomolecular wire spewed from each portal. The razor-sharp threads scattered through the groes, effortiessly penetrating any environment suit they came into contact with. Within seconds the carginy own with hideous screams as the victims of the lethal strands were eviscented, the only evidence of the carging envirolity within ther bodies a spray of blood splattered across the snow as the filaments retracted.

As each of the corucating warp-lights fided, the Warp Spiders that had manifested within them leapt into action, wielding their powerbiades in great sweeping arcs which listed cleanly through toros, sweeping imbs and heads from bodies with consummate skill. Then, with their first atike complete, the Aspect Warrisor faded back into the Warp, the atterglow of their departure dazzling all whose eges were hypotacially drawn of it, eiching there sight with chaotic, leering faces that gazed hungrily at their souls from the immaterium.

The gorge soon became little more than a channel house as the massacre was receated, despite the filterce resistance put up by those Guardsmen who had recovered the writ to do so. The Warp Spiders expertly traversed between realspace and warp space until their objective was achieved, then vanished completely It had taken them less than three minutes to kill over eighty Guardsmen and there was no evidence that the Aspect Warriors had suffered any inpury in return. With battle joined, the forces of Alaitoc and Retribution clashed throughout the Tormus Delta, thousands on both sides fighting for their lives within its icy labyrinth. Guardians, having already seeded crossing points between the canyons with heavy weapons platforms, fired at any Guardsman who passed within their sights. The troopers mounted their own ambushes in return, risking the slippery ascent up the canyon walls to stake out the upper pathways. From there they threw frag grenades down into the paths of war walkers who had been restricted to single file in the tighter confines of the Delta. Then, as the Eldar war walkers returned fire, the squads melted away, taking advantage of their lofty positions to leap out of danger and into the adjoining canyons. Death stalked the Tormus Delta, and who would win and who would survive would be determined over the next few murderous hours.

FRACTURE

The earlier defeat of the Phantom Titan was a victory the forces of Battle Group Odon dependely needed. In the west the battle was quickly turning against Vengeance and a new wave of Eldar craft had been reported agapearing from the direction of the Mymearan portal. All who watched expected his second wave to reinforce the Mymeara attack, but instead they carried on heading west directly towards the Tarunder they carried on heading west directly towards the Tarunder force were a complete mystery to the veteran general, but with Battle Group Odon's infantry and whiches wholly committed on the Alacian Plania and in the Tormus Delta, there was little he could do to prevent its advance.



Eldar 'Falcon' type Grav-tank. One of the most common Eldar armoured units, this example is shown with the panoply of the Mymeara Craftworld.



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Eldar 'Lynx' Heavy Grav-tank. Rarely encountered compared to other Eldar heavy units, this Mymearan Lynx is configured with a sonic lance armament. The recovery of battle wreckage of this type was deemed a high priority by the Adeptus Mechanicus.

CHAPTER FOUR The Tide Turns

War raged upon Betalis III, and in the heavens above it the few remaining Imperial Navy vessels in the Betalis system had retreated to the one place even the Corsairs would not dare venture - the corona of the crystal-blue Betalis star. Amongst its gaseous outer regions, the flotilla of Imperial Navy ships was almost invisible to the keen-sighted outcast pilots and their sensors, but there was a high price to pay for the star's protection. Already its radiation was leeching through the outer hulls of the smaller craft and reports of fatalities were increasing by the hour. The risks of remaining near to the star though were far outweighed by those they'd face from what waited for them beyond it. The Corsair fleet of the Void Dragons now roamed the voids between the Betalis System's worlds unchallenged, easily picking off the few Imperial Navy vessels that had been unable to reach the safety of the star's corona in time. The Eldar stranglehold on the Betalis System though was to prove short-lived.

The first indication those fighting for survival on Betalls III had that reinforcements were on their way was when the Corsair armada that had joined in the assault on Company Wengance turned their vessels starwards and deserted their Craftworld brethere. With billions of men and machines of war at its disposal, all that the galaxy-spanning Imperium of Markind had needed was time, and General Odon's request for reinforcements had been answerd in full by the planets and Imperial Navy bases of neighbouring systems. Thousands of the Emperor's own were enroute to relieve the besieged defenders, and at the very point of the speartip were the strike cruisers of the Space Wolves Great Company of Bran Redmaw.

The Space Wolves' battlefleet was first to appear at the system's outer boundaries, and tore a path straight through the Corsar's Aconites, Nightshades and Hemlocks. Without stopping it continued towards Betalis III, the Eldar linitial strike. A second wave of Imperial ships had appeared in-system closely behand the Space Marines, and the Corsairs were soon outlanked as the massive Imperial Navy simada rounded on them.

The Eldar outcasts at linst held the advantage in terms of speed and agility, and wove a deadly path through the squadrons of Imperial lighter craft as they launched. Soon though, the Void Dragons were faced with overwhelming odds and for each of the Emperor's vessels they destroyed, the Corsairs found themselves evading the guns of two more.

As well as coming to the aid of Betalis III, sector command had determined that its system was to finally be scoured of the Eldar pirates that had plaqued it for centuries.



As the Imperial Navy engaged with the Void Dragons, Bran Redmark's fleet continued towards Betalls III in a futious blaze of destruction. In all that time only once did it break its own ocursel and contact those fighting on the planet below. The short message was broadcast by its Wolf Lord, Bran Redmark himself, and was send directly to inquisitortion d brank's command Chimera, the bitter hatred the Space Wolves Chapter reserved for the Inquisiton still burning from their clash over the massacre at Armageddon centures before.

"We fight for the Allfather, Inquisitor. Do not cross our path."

CARNAGE WITHIN THE DELTA

QL

RIN

Carl.

HOY I

The Space Wolves wasted little time in deploying onto Betals III. The skies above the Tormus Deita, where the men and women of Betribution were highing a funous defence against Craftworld Alaitoc's forces, were slashed with wera a socie of liery contrails as the Chapter's drop pods plummeted from the heavens, the Claws of Russ digging deep into the ice world as close to two hundred Space Wolves made planetfail. The instant the disembarkation ramps unfolded, each drop pod unleashed its deadly cargo, and with fire in their hearts and bolters at the ready, the Space Wolves stormed towards the icy ladyrinth.

Company Retribution had already begun to re-establish communications even before the Space Wolves' drop pods had landed. As the Eldar Rangers and Corsairs had done before them, teams of vox operators had climbed above the transmission-deadening icv passageways and were now able to relay orders between the scattered forces Sniper fire from the Eldar Rangers was taking a tremendous toll on their numbers, but enough were able to evade them for Retribution to finally start fighting as one coordinated force. The effects of this were soon felt by the Eldar. Where once the support platforms manned by pairs of Eldar Guardians had cut a swathe through the frozen passageways and dominated large sections of the Tormus Delta, Retribution's squads now set to work in a twopronged assault. Moving through adjacent canyons, strike teams would fire mortars over the canyon walls or fix

explosive charges to the thin barriers of ice and rock between them, discharging a lethal hail of shrapnel into the Guardians' positions as squads of Guardsmen, waiting just out of harm's way, stormed through the settling dust and eradicated any Eldar who had survived

In the south-west of the Delta, where both sides had seen some of their ferensel encounters, Retrobution's officers moved in their most experienced troops. Following a barrage of heavy weapons fire guided in by vox heams and Guardsmen acting as spotters, veteran Gadian squads stormed the Eldar battle lines en masse. In response to entropy of the Guardsmet's gains. The mon and women on cut in the Guardsmet's gains. The mon and women of Retribution died in droves, whole squads being cut down by shurken cataput liff eor upon the bladss weided by the expert Eldar swordsmen. This, though, was where the Sons of Nuss came into heir own.

The Space Wolves of Bran Redmaw's Company changed through the network of canyons and gorges, obliterating any resistance they met. Packs of Grey Hunters provided the maze and the canyons echoed with the shirks and roar of shurken fire and bolter rounds as they unleashed their wanth upon the Efdar. Thre, bloodied, their ceramite armour scored in numerous places, they would emerge triumphant and move on implacebly to their next objective.

Of all the blody conflicts the Space Wolves were involved in within the Tormus Delta, the most daming were initiated by Space Wolves Switclaw packs. Able to move at speed through the narrow, twisting passageways, the blier squads sowed havoc and conflusion. The first an Eldar squad would know of their approach would be the rear of attack tike engines, followed by the thrunder of bolter fire attack tike engines, followed by the thrunder of bolter fire attack tike engines, leaving nothing but carnage and death in their wake. The impatience of youth though usually comes with a leason to learn, and in the heat of battle this rarely ends well for even those as powerful as the super-human warrots of Markind Bolstered by their vectories, it did not take long for the headstron Switclaw packs to attempt to ouldo each

Brenk Relman: breaked clacky and deeply, his heary filling with the servey, shops any of Reaket III. Howeve a unife early has an archivatomic have sufficiented on orderary human as the living of his heary fraceand clacks bars in the sub-grow conditions. The 104 J and sgrow fraceenianed response yestes could early on oper suits anothere, for collect them this, and as the break floced shrough him, his surveyfatti is do work filtering out the south of Baule have having been it,

Standing on a nume-outpool on, three black-monot weeks proving somed how, Well and Branc Rohmon, and author the shall readers based of two the Termus Dette. In the handwell of battle he had fought as momente of the Grant Company, he had alweys here necembershard by a good of the must seemable of his sould better, but not this time; meland, behaviour of loading betwee root fill to the Grant Company's second are summed, Well Grant Schlargens. It was not non any discussion for Bonnes. Redunates to make. Ever struct Logon Grosson had endered huns to Pring hist Company to the defence of this words, hus mult done have forgond other sections of his body and eved faulty successing to the curse of the Walfen, bongformed with a ferenman world animal, more hast than man, that avoid stop at undring to teer its pary upart and fast upon there blondy entratile.

Brank Bedaues had beland their sinnes as be long-barrent monoring from their marcakes had beland their she long of the Waljes many eminine belane stars for instantions much bencht of the Super Weller. He had and should at he is you had he had branked shou on hear barr Person former, his long and al manyons to the lock in the Catality of the Super Margin should be also you had been been been been been digetered. Their such the active flat hear and it struct the should addresse. Their such the active flat hear had it to work the Margin and hear is different to exact the Kanadha their me he in hear also intertions of the such the structure of the should be not be hear and hear is different. The success the should be not be hear as a prime.



other's achievements, boasting over their vox comms of how far they had moved behind enemy lines and the tally of their kills.

For one Switclaw pack, their bravado was to prove their undoing. Speeding through the south-east of the Tormus Delta chasing a small squadron of Eldar war walkers, the pack blindly drove into an ambush. Luring them tinto a large gorge, the war walkers quickly accelerated into the canyons beyond, leaving the slower Switclaws in their wake. The Space Wolves were not alone though, for standing like tall matche statuse within the gorge were live Eldar Wrathguard, led by their Wrathseer, and as one the eelie warithborac constructs opened fire.

Like the much larger versions wielded by Mymeara's Phandom Titans, their wraithcannon created rifts botween the Warp and realspace in the path of the bikers, instantly tearing apart one of the Space Wolves pack and throwing their Wolf Guard leader from his speeding vehicle as tendhis of the dark energy lashed out at it. Dazed but still conscious, the pack's Wolf Guard leader voxed an immediate request for reinforcements, knowing that his pack would no takt long agains such a for All Space Wolves in the vicinity not already engaged in combat would mediate the to their assistance, but in the meantime the Switclaws would have to deal with the implacable advance of the Wantibyard and Wantibser on their own.

Those still mounted on their bikes roarded towards the elemenal warrises. Natisting botter round after botter round atter botter round atter botter into them. Guided by the spirit stones of long dead Eliciar, the towaring Warathguard showed no fear as a bitter, weathered the fire storm and fired once more upon the bikes, killing another Switclaws at the Space Workey pixeld and wared to avoid them. Lying injured beneath his bitter and unable to move, the Wold Guard pack leader to the and unable to move, the Wold Guard pack leader his battle-brothers to reform and concentrate their fire upon the leader of the Warthguard. List Wartheer Once an Eldar warlock who had died long ago, its spiri now once again directed the actions of its kin. Raher than trying to take out all the Wraithguard, if the Space Wolves could injure or kill it, they stood a greater chance of surviving their rage, the Swittclaws gunned their engines to full speed and circled round the wide gorge to attack the Wraithseer, the Wraithguard raising their waithcannon to fire again. It was then that the Wolf Guard pack leader noticed that the Swittclaws had made a tactical error They had naturally closed formation as they had circled round. Given their proximity to each other, one hit on target by their energy would see them all torn apart.

Their deaths were prevented by the arrival of one of the Great Company's few Dreadnoughts. A steady stream of bolter casings tumbled to the ground as it fired into the gorge from the passage it had arrived from. The Dreadnought's rounds tore into the Wraithguard's position, critically damaging one of the five, its spirit stones and armour shatterng like ice. In response to this new threat, the Wraithseer turned into one swift motion and, with an umatural strength, threw its wartholbed at the Dreadnought.

The faintly glowing blade dove deep into the sarcophagus containing the warrior within. The Wolf Guard raged as he witnessed the death of the Dreadnought's occupant. Powerless to help, he howled out his fury.

The Wolf Guard's battle call did not go unanswered.

FIRE FROM THE HILLS

Watched intentity on the pict-screens of Port Ryira, the wave of over two hundred Mymeara Jetbikes, Vypers and Falcons that had earlier bypassed the battle against Company Vengeance flew on to the Tarundor Peninsula The armada all on thur immediately north to Port Ryira expected but continued directly eastwards towards the large mining complex of Arresta V. The facility was home to the source of the s Haring the critic of our of his pack, the snorting Redman dop into the most of and and repland with a territying houst that echo and have been manyformed, successful the tark for houry, the Well Jond Sadd been manyformed, successful the tark for houry, the Well Maria as are the state he had Jonghoff of the bostind trage scaths him. There are little left of the Space Marine and what remained human after that, were he was a smaring creature consumed by rage and form.

The Relationse model through the maze of passagenesys, the last of the supermult Backer model values, following close on his kodel, has augl-induces having shall in the cartine battle agomat the Eldar. They tare into the cartyry without the Scieffleaux fought. The Relationse to larger recognized the mer the had commanded, just their seems. To how they were simply part of his pack, and as uphan made larger after the ray to hill when the threatened them. We float pause, the Rechanase charged and passaced spin scheda his instincts to defame use the scieffle the training them.

Fighting against the nutrient to real at the tooks of its unsaturably add stars and their of worth, the Robencu optional his just wide, stringly tauting the most stratubly falling surau, and his doors hard graph the hard of yith next. There uses on Dels for firm this to rap apart them shaqeh. Instead there uses just a foring he knew too world, had add string the next interval here specific and the strate its blood upon his lips, but his prey shored no sage of foling pains of her hard at its model rund are string and pains of the strate strategraph and the strategraph and the strate strate its blood upon his lips, but his prey shored no sage of foling pains of here strated its work. The Rodona restrate setting strays as the construent are scrift motions mandled his body four upon a motify bodies. Immodulately charging to the defense of its park feedor, the blackmound wolf flogts the assandless in to be rangift in a flok of light that disciped by broken y surerige had grant the defense scales of the restrand here been defense of its park feedor, the blackmound wolf flogts the assandless in the low the dual of its light that his acid broken's varripice hand grant the Kadhwa the dual here has a scale broken and here the restration the Kadhwa the his per gapan, he scared the presence of samething news, up on the worlds that here does have been strated as the strated strated his per gapan, he scared here presence of samething news, up on the

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Raising his staff towards the sky, the Space Wolves rune priest, Funbjørn Rancforger, called the full fury of the growing blizzard

over nine hundred workrers and their families, and as air radi sarens blared through the hab block shartly town that stretched across its castern side, the workres' millia were already charging into position, manning the bunker-sited haivy weapons that were the core of Aresta IV's defences Joining them were the few elements of Battle Group Odon not fighting out on the Alacian Phains, mainty support staff and the first of the injured Guardsmen that had been brought back behind the battle lines.

Regardless of injury or rank, all who were capable of lighting picked up a lasgun and prepared to defend themselves as the Etdar strike force launched itself upon the mining complex, Jetbikes and Vypers breaking formation and diving down upon the defenders in a hail of ehurken discs and starcannon fire. In return, shots from dever upon the guardian of the glority aversion. Forevang site attracts on the local static providence of the state of the which the saddle, and a small. Its exercisions had prove bombarded by a stars of targe starp ice chands that track it from the exercise gloride sheet. Funds to defail trade at trans. It from the exercise gloride sheet. Funds to defail trade at trans a deady joine, the Wanitser's surface logon is pit and factors and should done earlier into it. Journal gene type for the pit size hands done earlier into it. Journal gene type for the pit size Wanitser's low pits a thousand their portuge, splitting for Windher's low gives the start start piece.

The distinction of the Virailver immulately broke the Wordbycond' focus alon the morial tender. At there much drifted one more back to the spiritual plane (more which deep had born called, the Elan versiblene constructs they had briefly existent solved and stillad, own condeng more them monobility assumes standing watch over the devisitation they had versupply upon the Surfillan pack.

The creation that Bran Robinshold become headed up fory has in pry hold heat chiefe by another, he between yet every for each set the new challenger to his status. The Robinson's matters using his to tatke out at his status. The Robinson's matters wave his something from deep within mode him pause. His wolf-spirit had neural something families or the grees of this new creation, woulding the had statish that heavy for the brieffest of moments. The desires are fit thread out quarkly fudde and hearing the sounds of the emergers, the destance, the Robinson head of out pairs for sources of the emergers.

Finalsym watched the creature he hence to be hise battle brokhen Janes. The WGL board was hipping from his superse bat landsy his gene-enhanced body was beginning to heat hum, the Larraman cells cloting his blood and scaling his many second. In the ferigf momentuter hence Priets hald looked directly in the here of the central his Graat WGL had become, Finnlyine had soon the meriest han of the corriso-brokhe had looked directly and in shall many times.

Once he had secrean the recovery of the injured and itad Savificlanes from the garge below him, Frankjørn scould report schat he had seen hack to Brother Urie, the High Wolf Priset of the Space Woles. Chapter, the oldest and most respected of their shoul. The Wolf Lond had scout his battle against the brast that rugged within him and scould soon return again to the gract half of Forms.

the heavy weapons burkers and veapons burkers on the upper platforms of the complex pounded the skies. The assault from the air was swiftly followed by sniper fire from the hillsdes where Mymeara's Guardian squads and Rangers had moved into position during the opening attack. The Eldar, it seemed, were intert on removing whatever threat those all Aresta IV posed to them.

Had they believed the facility to be poorly defended, then the commanders of the Eldar strike force were sorely mistaken. Ordered to move immediately into the path of this new Eldar force by the Ordo Xenos Inquisitor-ford Danzk, Elysian Drop Troop squads had already deployed in the hills above Aresta IV. Laying low, the Elysians, near-invisible in their camouflaged uniforms, ambuched the unsuspecing Guardian squads as they passed by The presence of the Elysians on the hilded's slowed the Eldar attack but it could do tille to stop 1. Pouring through the most vulnerable point of the facility, the hab block sharty town. Aspect Warror squads descended upon the milita. Howing banches hauring the area where the bunkers had been set up, their psycho-sance batie screams paralyzing all who opposed them so that there was kitle resistance from the Guardsmen and workers milita as they were cut down by the graceful warrors.

But I was at the entrance to the mines that the vorst arrocities were committed by the Eldar. Massive mining vehicles had been driven in front of the entrance to protect the workers who sought shelter within. The vehicles and the milita behind them lasted seconds as the vehicles were meled in utilite more than slag by the fusion guns of Mymeara Fire Dragons squads, leaving those sheltering within undefended as the Eldar advanced.

The neghtnare unifolding at the Aresta IV facility would be host-liked hough. As the Eddri types made for another pass at the heavy weapons teams in the bunkers, Imperatil May Fury interceptors from the non-vorbiting filed dived down through the clearing storm cloudy, put as the toop transports of Battle Grougy Mara expended on the horizon. Perhaps realising that the odds were soon to lum against them, this survoys at Aresta IV walched the Eddra file.

WRATH OF TITANS

As the Imperium's waves of reinforcements began to spread out across the besieged eastern continent of Betalis III, the Legio Gryphonicus had already engaged once more with the Titans of the Mymearan Craftworld. Still following their original orders, given to them by Inquisitor-lord Danzk earlier that day, the princeps of the Titan maniples had tracked one of their foe to a region just north of where the battle between the Eldar and Company Vengeance was being fought on the Alacian Plains. Enroute the Phantom Titan had also been joined by three Mymearan Revenant Titans. The second Phantom Titan damaged earlier by the demi-maniple, had been observed by the Inquisitor-lord's servitors entering the coastal region of the Mymearan portal to the west, and was believed to have either journeyed back through it to the Craftworld or was now standing watch over the portal itself.

Knowing that the presence of the remaining Eldar Tians could tip the balance against Company Vengeance, the princeps of the *invicus* Nova had ordered his fellow Titan princeps to engage with the Eldar war striders before they got any nearer. Facing an enemy half its number but significantly superior in terms of armament and speed, the Impenal Titan princeps knew that the odds were against them as they stepped into battle once more:

TORMUS DELTA - SECTOR 752 / +032 HRS Space Molves Chapter, Brah Redmaw Great Company Destroved Joint Craftworld Laitoc and Allied Forces Attempting to move towards Sector 849, Flanking Eldar Yyper Souadron engaged by The Juns of Att Souad, Betalts 28th Rifles,

SITE OF AMBUSH ELDAR ADVANCES HIPERIAL ADVANCES TT IMPERIAL BATTLEOROND The Legio Gryphonicus Titans split again into their two original groups. The demi-maniple Nova, now a Titan down after the destruction of the Warhound Magnus Canis, first attacked the Eldar Titans and then drew away eastwards into the heart of an ice storm. Their plan worked and the lead Eldar steersman led his Titan host in pursuit after them. In a series of bitterly fought skirmishes and assaults that ran over almost half of the length of the continent, the two groups of Titans fought. Moving through terrain much more in their favour than the rocky battlefield further west, the demi-maniple worked its way north-east via a two kilometre section of the highway that wound through and over the mountains. Meanwhile, the Exaro maniple headed west and then north again across another part of the highway. As the Eldar Titans followed demimaniple Nova out on to the ice fields beyond, the Exaro maniple charged in behind them to cut off their exit point.

Over the next hour, the gods of war of both races bught a timous battle With little shelter save for the vision obscuring blizzard, the Imperium's princeps resorted to a pattern of feints and strikes to protect themselves from the Edar's distortion cannons and pulsars. First the demimaniple Nova wold close within range of the Edar and fire upon them. Then, as soon as the Nova's shots were away, the Exar maniple wold attack, striding Iorwards to harry the Edar Titans, attempting to prevent them from returning fire upon the Nova and its Warhound escort.

The battle was not without further casualties. The first was suffered by the Eldar. One of its Revenant Titans was destroyed as it attempted to break away and circle back around onto the flanks of the Exaro maniple. Spotting its ruse, the maniple's princeps ordered his three Reaver Titans and two Warhounds to fire upon its position. Their combined might overloaded the Revenant Titan's holofields and severed the power mechanisms within its leg casings. Unable to move, and with its lone crewman probably severely injured or dead already, the Eldar Titan self-detonated, denying certain elements of the Imperium the rare opportunity to later study such advanced xenos technology first-hand. The Legio Gryphonicus did not escape unscathed either, its Warhound Titans suffering the worst attentions of their foes. Two from the Exaro maniple received direct hits from the twin pulse lasers of the Revenants, one being critically damaged and forced to retreat from the battlefield

The Phanlom Titan was to wreak the most devastation with its distortion cannon. At the height of the battle, it came close to destroying the Exarcitised when a shot from its arcane weapon glanced off the shields of the Battle Titan. Had the remaining Imperial Titans not come to its aid whilst the Titan and its crew recovered from the power surge that had temporarity crippled it, then it may have then been destroyed completely.

Tornus Deuta — Sector 302 / 4056 Hrs Space Nolves Chapter, Bran Rebank Meart Company Company Retribution prontlives breached by Xenos Assault. Enentes of the Emperop Destroved by Advancing Space Molves Long Fangs and Grey Huntpes paces. The results must have been the huministic time. Painwise to Ephanim beekeds to two shall not into conside. The first shall have per renchang error as the looked doesn again, meaning that the west period have place users in paintime. Journalisticly, Ephanism and not the Exario mample to open first. He models to some that the Exario mample to open first. He models to the order to and him as they have trace to seation. From out of the seater place as the Martine to seation. From out of the seater place as the display, gamma as more storm, more of haly reach the forther displayed stightly, more as more storm, more of haly reach the forther displayed strong stores and the Martine areas the open the following the store and the store as a more storm, more of haly reach the same of the following Editar Research Hern Martines the store areas of the following Editar Research Trans.

There save no time to cohome the will be of the Exam manple's company, modernit toods. The needed to more more and wore four Painting error Ho needed to more more and wore for Painting error that hink with the horistist, he searched the abroads painted systems for any remaining untapped power, the balls in the crease to most heating in the total transment considered and the painting of the total transment considered and the painting of the total transment considered and the painting of the total transment considered with being k-accords to the paint constraints transmission. The fixeness Neura closed the last fragment to the painting of the paint of the paint Princepe Episium natively the final numbers count down and pained that there uses on their sain.

Four... The air cleared quickly as the fury of the blizzard that had confire engulfed the region was finally spent, revealing two of Invictus' pursuers only five hundred metres away and closing fast.

Although most of the Imperum's Trians suffered from services battle damage in the engagement, they were to emerge victorious. With the threat of the Mymearan Gratwork Trians removed from Betalis III, the Legio Gryphonicus for the linal hours of the war joined with mobile elements of Bran Redmaxy S Company that had been set down by Thunderhawk gunehips to assist Company Vengeance. The small force of Space Wolves Land Raiders and other vehicles, plus the Legio Gryphonicus Trians, then outfinked part of Alalice's armada, blunting its fury and preventing it from fully engaging with Company Vengeance.

THE TIDE TURNS

With the hillsides around Aresta IV reinforced by the Eystan Drop Trops and forward sections of Battle Group Viaar, the Imperial Navy squadrons turned west towards Company Vengence. As the pictos approached the combal zone, they were met with an apocalyptic scene of devastation. Gene were the military-precise squadron formations, and instead remained a few tight pockets of registrance forces dupon nothing but the utter annihalation of their foe. Out of the hundreds of Imperial tanks and other heavy around refleptived there; Jess than a third was left Three. Just a few hundred metres behind the two Revenants, the Phantom Titan emerged. A faint dark haze was already wreathing its distortion comon, just as it had before the Phantom had blasted the Magnus Canus into oblivion.

Two... Ephraim pushed the Invietus Nova harder than he had

One... The Invietus Nova reached the designated coordinates just as Ephraim received a message from the captain of the Legio Gryphonicus ship, The Lithore's Vengennee, now orbiting thousands of kilometres directly above him.

"Orbital strike initiated." Seven massive torpedoes desended like blazing comets from the heavens and impacted with the Eldar Tilans' position.

When the humdrense explosions had created, a thick hand of anale hume in the are Exploring resulted as it gradually field incar, respl to more if he angels eren the functional infinition Ediar Than heading out of it towards the how. But instand the dissipating models recalled that the humbred powerion had here allocal angelicity. Gene users the following of ore ball had been allocal angelicity. Gene users the following of the two was a work agil is which herefore Stramph in the deep neuters block a work agil which direly for stramph in the deep neuters block a work agil which direly for stramph in the deep neuters block a point is an which are here the humbred by use the Pination Than retearing users hack knowed in the Mynacum point is assumitation had dudied the promety one cagons but he doubled it would fully any further part in the own. The two hereants if its carbod bronger would make one more appearance, listed in the great honeser relia of the Liga Grephoneus as missing, promand detrogod up the two stals blocks.

The joint Mymeara-Alaido war host had also taken a severe battering. Proving once again his reputation as an expert tank commander, General Odon had organised Vengeance into mobile blocks of tanks hat brissiled with guns, and for every Leman Russ or Chimera destroyed. Joint Eldar craft took serious damage or wree blown out of the skies. It was the general's tactical experience that had enabled Vengeance to hold out for so long and as the advancing Imperial Navy battle wing began to move within trage, the Eldar craft broke formation and turned back in the Emperor's world.

At that same moment in the Tormus Detta, Retrobution's vor-network was flooded with reports that Alatoc's land forces had also broken from battle. Minutes before their war cries had echoed through the canyons, but now the loy maze was near-silent. Hundreds of kilometres above the Della, the pict-screens of the Imperial Navy fleet confirmed what all below already knew, the Eldar were retreating that all below already knew, the Eldar were retreating the start screen solution of the screen solution to the screen solution that all below already knew, the Eldar were retreating that all below allow screen screen solution the screen solution screen solution when the screen solution is the screen solution of the screen solution that all below screen screen solution the screen screen screen solution the screen screen solution that all below screen screen screen solution that all below screen screen

The forces of the great Imperium of Mankind had won the Battle for Betalis III.







Space Wolves Chapter, Predator Tank (Annihilator configuration). Bran Redmaw's Great Company.



Ancient Skarrag. Interred in Mk V Dreadnought in fealty to the Redmaw. Fell in glory on Betalis III.

Space Wolves Whirlwind Launcher. Note that the vehicle shown here was of relatively new manufacture by the forges of Fenris, and lacked further designation or graven sagas.



The 'Tempus Prima' Legio Gryphonicus Warhound Titan, Invictus Nova Battle Maniple, the Incursion of Betalis III.



Leman Russ Exterminator 'Kasr's Sabre' - 9" vehicle, special detachment, 6" Cadian Armoured Regiment. This unit distinguished itself in the Betalis Campaign, with five confirmed kills against enemy skimmers. Later awarded the Iron Laurel commendation, 2" Class.

Macharius Heavy Tank. Cadian 6th Armoured Regiment, 2th Company Command Vehicle *Traino's Bane*? Vehicle immobilised during the retreat from Sector IV-D, but fought on until destruyed, its crew posthumously entered onto the regiment's Roll of Martyrdom





Space Wolves Chapter Land Speeder Tempest. The Tempest is a low level attack craft and interceptor used to support the Great Company's attacks.



Space Wolves Chapter Razorback. The Razorback offers increased firepower over the Rhino, at the cost of troop capacity.



HECROCOGNITION CORTICAL TRANSCRIPT

SAMPLE NUMBER 77.832.0912/x

[Classification - Ordo Xenos Extremis]

[Account of subject 77.832.0912/x - Inquisitor-lord Hestaphus Danzk]

[Betalis III. Sector 936]

[Transcript - Servitor Remptor - Biologos resource alpha-m2]

Impletion-ford Danck sat in the darkened confines of his command Chimera studying the dazans of images on his pict-access, his augmented eyes file/har graphly from one to the next. Some he hardly paid notice to, such as those showing the colebrating minere and Imperial Canarianean of Battle Group Odon outside the Arest Y Imming complex, each face being automajcaily for the start of the start spannel, assessed and compared against Orlo Xenos (Heo raw sign of incritation sound et al. I. He ald consider them at all it was only to acknowledge that they had scompleted their pairs in the battle for this world, and Danck would not begroup the battle moment of triumph. Life was short and battle for them. Soon they would board Imperial Navy transport ships and head off to another war zone and elebrations such as these were necessary for maintaining morale.

A bright fiash on the top bank of images attracted his gaze interfy. Considering the land war on Betalis III over with the retrict of the Eldar war hosts of Alatice and Mymears, the Space Wolves were taking the balls to those in the disea above. These had hear unconfirmed reports of larger Eldar rescele skullarg in its systems onter reaches and in the Karina Nehula beyond. Impuistor-ford Dank would join in their huit soon enough the big part in the hand war was not yet over. There were too many unanswered questions, too many loose ends to tie up, and he had just found the key to unlock them all.

It was a minuscule event in the grand scheme of things, an incident that had happened long before the first shots had been first by either side, but was now the key to everything. Dankle flicked a switch on his console and patched a link into the yox network. The final battle for Betalis III was about to bein.

Servitor Remptor . File on screen - Odon 86759874/kl section 12.7...]

Having moved deep within the mining facility and now located within a yast forge chamber, Impulsifier/oin Dank hardy dimensed at the reports from its returns and the instances thed put in charge of the two hundred Gaushemen and militia men from the Aresta IY facility that were now under his command. The men hol speat the pastbonr sconting out the immense hall where Dank had determined they would make their stimul. The reports told him what he already have – it was clear of their for. The Implicit/oint dual expection holding different, **The Edlar** would be in the founds theleve, probably not of a area sufficient to complete it take and also small encode to behad here are different and area sufficient to complete mines for any Eldar who had got past their defenses faring the earlier bastics. Having had a least the bounds thold got past their defenses faring the earlier bastics. Having had a least the bounds that study on your the issue of the origin the scales of their for the their base the advantage, and he was ng about to step binding to their jair. Here was where the Imperium would make the study- on its own ground and on its bour terms.

With a boom that shock the whole chamber, the colosed blast doors leading back up to the surface shanned shut. Then twenty buils, the size of massive tree trunks, shid hito position within them, and with a shirker primal hus the forge chamber was scaled off from the rest of the planet. The door was designed to withstand the force of the thirty-storey high forge machine exploding and should the Imperial defense force he defauct, this was the final larried

NECRO-COGNITHON SAVANT Malko [Hexical 55]

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HECROCOGNITION CORTICAL TRANSCRIPT

AFLENUMBER 77.832.0912/x

the Eldar would have to break through to get back up to the planet's surface. Inquisitor-lord Dank, never a man to get into lattle without a back-up plan, reinforced the door further. Now deep within the forge's structure, swaldled among dis goundless values and pipes and the dozen of alrines to its machine spirit, was Tech-Triss. Mylicaus, connected directly into the mechanical levialbar's systems. From there he had yole control of the door. Dank having ordered his meri to destry any of the other access points to it. They were locked in Inquisitoriori Dank, his returns, the Gaucitemen and the militia. But, more imputantly, so too were the Eldar.

One connected, Myticans had begins to put the resources of the forge to a new purpose. Attached to a hung rail system on top of it were four measive stands, normally used to feed the five storey-high smelting cruchles with the ore dug from the mane blow. The TecheVriset was using them to lift tomet of metil rails and heavy equipment into position as harrisolates in front of the mine network: entrance. So totally connected was Molecus with the forge machines systems that rail and vehicle alike were placed exactly where directed by the Guardemen, harely instrudies what he foll like black snow from the moistrons bubbling enrolles above.

As for everyone else, they were crawing through the winding mixe of walkways and gatrice picking out their own positions from where to pick picking run their tailet to come. The forge chamber was not where most of them would have shown to be at that moment. The millita men in the ad hoc defines force were accustomet to the almost unbearable heat and choking fumes, but within minutes of being locked off run the outside work). In 6 outside the shows and his retinue were suffering the effects of the temperature. Despite this, no one though removed their environment suits.

Satisfied that his plan was progressing as instructed, Danik furned his attention ones again to the images on his plebscrease showing the properties of the warran of derivitors he had sum into the tunnels. These wave more of the Tech-Priest's timberings— nightmatish ho-mechanical constructs with instal bodies and multiple pairs of legs, and hiss a judge stitug as the centre of its web, Danik's dozens of pairs of eyes now watched the whole of the northwest care watern below.

The Impulsion-ford methodically scrolled through the images from each service in ture, every single one showing an almost building twice of the instry rock walls. How or colling of the founds as they serambled their way forwards. The hust disk is long through nor had be expected it to The Eldar were ready and walling to deal with such prying gives and one of the services had just parset, it is service processing walls and administration of a service that be the console in from of him, higher and walleng the administration of the latter way the service that be administration of the latter wave the service of the se

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11 IS FORBIDDEN 12 WORALLOW 0 BE VIEW TO 15 REC 0 BV NAUTIORISED PERSONNEL ONTAIN OF 0 ATINCTION [Service Toron7-203] The service panoed and scanned the tunnel sheat. Its winners had picked up morement, but Damit could see mothing in their artificial gives in enhanced winner focds were scaling back to him. In a blue of morement, the service studently shifted its order ports to look up at a point to its left, half-way up the rock wall, and Damit finality any wint hid couplit is attention. On the tunnel's surface a few more away was a faint patch of light moring world's towards the sperific. Without warning, the image subleady their them and the feed out out

Danck found himself looking once again at the pict screens in the command Chimera A stability pain just behind his eyes from the optic shock beij pict excited. He quickly checked the rest of the pick-screens. The images from four more services at different points in the same tunnel had also gone blank. That could mean only one thing the Elder Mey Mey Wey being hunded again, but where cavally were they?

NECRO COGNITION SAVANT Maiko [Hexical j5]

Man Ta

ORDO XENOS

necrocognition cortical transcript

SAMPLE NUMBER 77.832 0912/x

He got his answer soon enough. Spotting a change in the feed from another of the servitors, he blinked again.

[Servitor - Artus302-n] The area the servitor was moving through was rubble-strewn raiber than the clear boulder-free approach of the transit funnels. Unlike its now infeless companions, it had managed to slip part whaterer was quarking the funnels and had made it to the coordinates of the cave-in which had billed over forty miners at the facility several weaks before. These was no twidenee of a cave-in here now though. Instead the servitor was passing through the entrance to a massive caver, the huge faller rocks at its entrance having been elsered by the Eldar. As it moved, the service articulated its multiple pairs of less quickly over and around objects scattered on the caver of dor.

Daults passed the feed to get a better look. Littered around the servicer were masses of homes, as fine layer of corpus-fast inpon them disturbed by the passing of the servicer where skin and fieth had once been. The bodies, and not one of them bodies human, must have been him in unbarded in the eaverst for hundreds if not thousands of years judging by the lack of fieth spon them. Dankle mornally cold analytical mior locate at the possibilities – this must have been his site of a massive battle once, and judging by the state of the remains, it had been fought centuries before the colorisation of Heals III.

Even now the systems in his Chimera were charming through the images, cataloguing and attempting to cross reference them with the tuilions of records held within its data core. They that already control Educ bones long amongs the mass grave and a lot of their decomposed remains had injuries consistent with the effects of turially interes hand-to-hand contact. Score mands erise-scored where blacks not cut through brain to shads at the bone bolew. Other homes were cracked and shattered, particularly shalls, where heavier weapons had impacted, perhaps hummer's or mains (pique) to the durage.

As for the Ender host's foc, each home analysed was accompanied by the same frustrating response, Unidentified Winteger need it was there was nothing to match it in his extensive recents. Their journes were cleaner than those caused by Ender weapons, fough. The cuts to the limb home were cleaner than those caused by their own weapons, and poulls had been penderated by next holes consistent with the plasma weapons. End Appel Warriers favored. There was also no mistaking the fell-fab Entities marks scored deep into many of the homes, the result of becoming entanded in the more eachs weapons used by the Eldar's warrier eithe

Inquisitor-ford Danzk could have spent years just looking over that one image but now was not the time. He reconnected back to the live feed from the servicer. It had travelled further into the cavern and located the Eldar contingent, and was now positioned on a ledge alightly back from them but still with a clear enough rise for Danzk to observe what was going on.

[Servitor - Artus352:n] There were five Eldar clearly in view and behind them howered flickering pale lights the same as those the servitors had encountered earlier in the tunnels.

This time though, within each of the light Datick could clearly see the faint spectral form of an Eldar warrior, of a tryp he had never come across hefore. They appeared to be staining as ganals for the group of the Eldar in front a Farser, while its took to be three Eldar pretext of high rank plotting from their attire, and a single Eldar warrior who was the sole focus of the ritual they were performing.

NECRO-COCNITION SAVANT Malko [Hexical j5]

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HECROCOGNITION CORTICAL TRANSCRIPT

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[Servitor Remptor - Biologos resource alpha-m2 ...Speculation of identity of xenos group by Inquisitor-lord Dank unconfirmed. Data forwarded to Inquisitor Samaeal Kayrus for further analysis..]

The warrior was should in the centre of the group. On the floor next to him was the body of another Eldar warrior. If must have been deal for thowands of years, but milite the others who had founds within the chamber, its remains were still preserved to some degree, as if it find held on to life far longer than anyone else had managed to. Two of the Eldar priets were removing pieces of ornately desorated armour from its mummified remains and placing each one in turn upon the living Eldar warrier.

Was this what the Eldar had come to Betalis III for?' he thought. Had thousands on both sides died for this?' Danzk commanded the servitor to focus in on the armour.

The inguistoc-ion' was smarzed at the intricacy of its decoration — the craftsman-hip on it was far superior to anything he had seen in his decades of study of Edars was pumply. In the many files written about the Edar race he had studied, there were accounts of them ismuching raits against planets which passessed artifacts considered important to them. But to start a war on such a scale meant that this much seconds the something truth precision to them.

[Servitor Remptor - Biologos resource alpha-m2 ... Analysis of prior Xanos-Eldar behaviour Indicates 80% probability that retrieval of the artefact was the objective of the Eldar invasion of Betais III...

Their tack complete, the Eldar prioris stepped back, positioning themselves on either side and behind their charge. Them the Facesser tetyped forward and raised his starf into the agr. holding it above the warrier with both bands. The Facesser them released it and the starf floated up until it was horeing a bord atsauce vertically above the warrier's behind. The instant it was in place, the eavern was filled with a bright actinc light as what must have been a tremendous amount of puppice energy sugged upwards from the outtrethold arms of the Facesser at the prioris and channeliet itself down through the staff and across the warrier's amount, who was soon surrounded with a rapidly errowing start of ice-white light.

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Within a few seconds Danck could no longer see the warrior, the corons of light had completely ensurified him and was rapidly explanding outwards. An uncertily wind bleer from the eye of the psychic storm, whipping around the robes of the Yarseer and private, and blowing the shroud of corpor-dust from the field of longer that izy beyond the ritual. Tendritis of light waldenil lease out from the psychic inferror. First they random's distircipidong the covern flore, but as the circle of light grees, harmlessly enveloping the Farseer and pix career. Joyn, but as the circle regime from bone to shull to home, as if they wire feasitue humerity upon whatever exhlemed within them. As they meeted on to another bone they left ribthing behind but ensemblement is achieved in the larbed direction as one of tendritis tached direction on to the security.

The Inquisitor-lord screamed out in agony as the same brilliant light that bathed the cavern tore through his optic nerves, and slumped unconscious onto his console.

Some time later Danzk woke to the unmistikable sounds of battle outside his Chimera's now near-pitch black observation compartment. What he had taken first to be nightmarge of also given by the structure of the structure of the structure of the structure of the pitch of the structure of the pitch of the structure of the pitch field taket the Educ oreslampht.

Malko [Hexical j5] Marcao-cognition savant Remptor [alpha-in2]



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RECROCOGNITION CORTICAL TRANSCRIPT

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His body felt as if a great hand had picked him up and thrown him about, and as he moved to sit up, the Inquisitor-lord almost passed out again with the pain. His left leg wasn't broken, but it had taken a severe battering, and reaching up he could feel the unwelcome presence of a large lump on the side of his head where it had come in contact with what he could only assume was the console. Danzk disconnected himself from what few feeds his implants were still plugged into and painfully dragged his body upright. It was then he hazily realized that the Chimera was now lying on its side.

Reaching outwards, the stench of smouldering flesh assaulted his senses as he struggled to pash the heavy outer hatch open, its unbalanced weight sapping his failing strength as he wrestled with it. As he took a few moments to recover, Danzk took in the sight of the bodies of dozens of the defence force scattered around the entrance to the tunnels. It was as if a hurricane had torn straight through the forge chamber, picked the men up and then dropped them back down again without a care. The motley collection of rails and heavy equipment used as barricades in front of the tunnels had been tossed aside like children's toys; the blast holes that punctured them displayed the unmistakable signs of Eldar weaponry, their edges still glowing faintly orange from the intense heat. The defence force had been hit hard and fast with little chance to retaliate, judging by the lack of Eldar bodies amongst the dead and wounded,

Danzk dragged himself from the vehicle and fell more than climbed down its side, his numb leg useless in his descent. He lay against the upturned underside of the Chimera, catching his breath, a tightness in his chest suggesting he'd suffered some internal injuries when the vehicle had rolled. Once the sound of pounding drums in his head ceased, he used his augmented senses to begin to analyse the storm of battle raging above and around him. Focusing hard, Inquisitorlord Danzk picked out the staccato bursts of two pistols firing from amongst the maze of pipes and cables, distinct from the steady sounds of the Cadian Guardsmen's lasguns, Taron, the Cadian super, was still alive, but if he was using his pistols rather than his favoured rifle, then whatever part of the battle he was a part of was not going well for him. Danzk blinked, praying that the blow to his head had not caused him to lose connection with at least one of his retinue.

[Taron Metgar - Subject 287, Critica VII] The moment the Inquisitor-lord connected with the Cadian, he could tell that the man was absolutely terrifled, something the normally calm, and, some of the others in the retinue would say, emotionally bereft sniper had never been in the time Danzk had known him.

Taron's eyes were wide open with fear. He looked left then right and then left again. The sniper was frantically trying to watch two directions at the same time and when that failed suddenly began to fire wildly with his pistols, first one way then another and then straight out into the open air ahead. His weapons were soon emptied and Taron risked a glance down to reload them again, his hands slick with sweat as he frantically fumbled with the ammunition clips attached to his webbing. Then, with the pistols finally loaded, Taron looked up ahead again and swore. Hovering directly in front of him, ten levels up, was one of the ghosts' he had been tracking, the same spectral Eldar warrior Danzk had seen guarding the group in the bone chamber.

At the first sound of the Eldar's screaming weapon being discharged. Taron dived over the back of the gantry onto a metal platform a short distance below. He had avoided being hit twice so far but now his luck had run out. Designed for taking out heavy armour rather than being fired IN IS FORBIDDEN at such close quarters, the blast of energy rippled through the gantry, collapsing sections of it The ORALLOW upon Taron and crushing him under a pile of heavy smouldering metal.

TO BE VIEWED HIS REC 100 BY NAUTHORISED PERSONNEL ON PAIN OF CATINCTION

STRICTLY

EYES ONLY

NECRO-COGNITION SAVANT Malko [Hexical [5] AUTO TRANSCRIPTOR SAVA Remptor [alpha-m2]



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DECROCOGNITION CORTICAL TRANSCRIPT SAMPLE NUME 77.832,0912/x

The mind-link was instantly severed at the moment of Taron's death and Danzk found himself once more looking around the forge chamber through his own eyes. He was no longer alone though. Like a faithful hound returning to its master, he had been rejoined by one of the servitors he'd sent off earlier into the tunnels, one of its legs twitching redundantly where its lower section had been sheared off by Eldar weapons fire, Programmed to return to the Chimera if damaged, the servitor was now awaiting repair or its next instruction. Danzk reconnected with it and via his own augment-link sent it limping off to where the fighting sounded flercese. Unable to move his own legs now, the servitor would have to act as his eyes and ears within the forge chamber

[Servitor 1 x-3757] The feed from the servitor was erratic as it senried along the floor, flickering occasionally with grainy static. The sound of weapons fire was coming from both sides of the hall now as the few remaining Guardsmen and militia fought desperately for their survival The servitor raised its head as a burst of las fire areed over the side of a platform four levels up. In response, Danzk heard eerie screams crupting nearby. Five Guardsmen firing from the gantry were launched through the air from the force of the Eldar weapons, landing in a tangle of crumpled metal and broken bodies on the ground of the forge chamber below. Where the shots had come from, the spectral Eldar warriors appeared. They strode brazenly through the hall, their weapons unleashing another devastating volley upon a terrifled group of militia men scattering in all directions from them before once more fading from view into the pale flickering lights that Danzk had witnessed earlier

Through the eyes of the servitor, Danzk watched as the Eldar worked their way up through the hall, striking in surgical fashion. First there would be nothing, perhaps just a shimmering aura, and anyone firing at the dancing motes of ethereal light would find their shots bouncing off the pipes and conduits behind them, deflected by a holo-field that bent a las shot's trajectory as easily as it did light. Then, with eye watering shifts in reality, their enemy would slip back into the visual spectrum and show themselves once again in their true terrifying form.

At the head of the Eldar force was a ghostly figure who moved with an air of authority over all who followed him. He advanced fearlessly amongst the hail of bullets and las shots, wearing the same ornate armour Danzk had seen worn by the Eldar warrior in the cavern earlier. But if this was the same Eldar then he had been completely transformed. There was only one thing Danzk could think of to compare it to and two words slipped unconsciously from his lips: Thoenix Lord".

ORDO XENOS

Servitor Remptor - Biologus resource alpha-m2 ... References by subject regarding designation "Phoenix Lord" pending validation.

STRICTLY ORDO XENOS EXESONLY

The servitor focused in on the Phoenix Lord's weapon, streams of data being relayed directly to Danzk as the machine analysed it. It was a long thin lance that blurred the air as it moved through it. Following immediately behind and above it was the cadre of the spectral Eldar, wearing the same long flowing, gossamer robes as their ethereal leader. Phasing in and out of reality at speed, they were a sight from the nightmares of madmen. With reactions faster than any man's, they unleashed their screaming weapons then faded away before reappearing to let loose another ear-drum piercing volley, taking out more of the hastily built defences and the men taking cover behind them, before withdrawing into the flame-lit darkness once again.

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The Phoenix Lord appeared before a group of twelve heavy-set militia men wielding the huge hammers and picks they used to break up ore before feeding it to the ever-hungry forge machine. They had been joined by Gorn and Throge, the cyber-augmented Ogryns that Tech-NAUTO DRIVED - Priest Mydeaus had 'adapted' when they had become part of the Inquisitor-lord's retinue.

> NECRO-COCNTHON SAVANT Malko [Hexical j5] AUTO TRANSCRIPTOR SAVA Remptor [alpha-m2]

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HECROCOGNITION CORTICAL TRANSCRIPT

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Normally they would stick close to the Tech-Priest, but now that he was encased within the narrow confines below the forge where they could not go, they had joined the group of militia men, probably feeling some kind of connection to them because of their similar build.

With lighting speed the ethereal spectre white/d around here, dancing and founting in sleanar mation as the thingmultic and Organic schematic systems their ways and an oblim in the line ar-Twerling is to log black round, the Phoens Lord inneed straich at an on opposing and then another, indiscriminately Milling them as the molecule-thrain ether hand where and the into their desh. As quickly as the carange had begun, it was over. The Phoenix Lord's particlet desh and the straight and the straight at the service Dank wavelables in the their desh. As quickly as the carange had begun, it was over. The Phoenix Lord's particgeneric service Dank wavelables in the straight at the service Dank wave wavelables it. It through Then, raising its hance, it shot a hold of pure energy at it that completely obliterated Dank's many of observation.

The echoice sound of weighters three coming from a nearby tunnel cangid Danck's attention before been had a channe to rescover from the violent breach in his connections with the servicent. Two, more of his retunnel, Hastu and his ever present compatibility arms Theoidas, speel out of one of the side transfer near Danck's downed Chinners, their Taurys Verador driven at full speed as thuy fird is desperately to gain some distance from their provines. Hastu was driving while I Defensive was behind him, dinging to the now backwards facing multi-layer as he first at more of the spectra Elicar warrow ensity in the bind them. Danck focused on Priceits and Minked.

[Pleckins – classified Reyns Taram Dakidas Minor] The flickering lights and heat of the forge healmer were one grain replaces and by gloom as the Taruros spel back into the tunnels. It was only the Venitor's speed and Hacti's shall at its controls that had hept them alter so far. Again Haut alterguts exceed the vehicle, feinding for the left tunnel at an approaching junction and then inmediately swerving at the final moment into the right hand one. There was an explosion in the other was an explosion the final state of the state of the left tunnel at an autorisation, thinking they would turn left. Pleckies gereed modeling's at their Etkar pursues, using a gesture not found in any copy of the Tabetic Ingereation, but university understool.

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STRICTLY RDO XENOS EYES ONLY

IS FORBIDDEN DEWORALLOW OBEVIES D US RECULTED NAUTHORISED PERSONNEL ON DAIN OF XITUETION A based of enatter broke through on the vox network. Heats was taking again to Mytekaus the TecheFriet. Three phad been arguing about something for the last few mannes, It-sounded as if they were hatching a plan. The conversation ended abruptly with Hatsu wavieing the Venator round widdly to face it in the converse illustration of the funnel harely wide enough to accommodate the near singled manoeurors. Flexibus hung on for dear life, his whitened knuckles gripping the multi-laser tightly.

The Verator judied left and started to curve round a much wider tunnel as is climbed up through the complet. Covariantly, Flucture signifiest during hardes points in the role face of the forgechamber on the other side as the Tauros drove endlessly round and upwards, Hastu all the time shouling at Mysteaux through his vox-head. There appeared to be some discurrequent about a plan, but the time to idensity is hard run out. After lausching another volley of la after at the still purseing Eddar behind them, Thesium roked a look back over his shoulder, the wide gaping maw of an entrance leading back into force clausibur was rupidly approximation.

Like a shot from a capport Hasta hanchod the speeding Veniator out of the tunnel. Dauk, walching through Pleicaks eyes, felt a guttvisting ensue of falling as its soard through the air on a trajectory high above the forge machine, the ground fat below them. Yielde once more as the gregarized to first, the Editar spectres who out of the tunnel and orienfated their bedies downwards to follow the rapidly discensing vehicle. Treads the instant discussion is have a days and out of the forge symp over him. He looked up again just as the long arm of one of the cranse on top of the forge symp over him. The two Edits distributed a chance as they in the state of the symp over him. The two Edits distributed as the state of the symp

NECKO COGNITION SAVANT Malko [Hexical j5]

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Elysian Tauros Rapid Assault Vehicle in standard configuration. Vehicles such as this saw extensive use by the Elysian 226° Drop Troop Regiment during their operations on Betails III, seeing action in the Tormus Delta. The spear and sunburst iconography of Elysia is featured on this vehicle's armour plating.

> Elysian Tauros 'Venator' This variant is equipped with lascannon and hunter-killer missiles as a dedicated tank destroyer.

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HECROCOGNITION CORTICAL TRANSCRIPT

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impacted straight into the solid metal wall of the orane arm, their shattered hodies rebounding against the rock face before dropping like rag dolls lifeless to the ground

Pieckins began to cheer and then alruptity stopped when he ensembered again where he was. The Ventor was still scaring through the air, its momentum surving it again where he was forge below, the engine being minned by Hasti who himself was screaming at the top of his hungs. The driver sounded as if he was enjoying the ride of his life. There yeas a sudden yole and the Ventor indiced upon visit looked like a fastif vertee of the life and the variant massive chang. Hastin hit the brakes and sweeved to prevent the vehicle going off the rapidly approaching edge of the platform. Piecidas screwed his cycle and a Platian wredded the kiding Ventor to a hait, the two Guarksmen cheering and congratulating each other on their survival as they clamitered out of the stationary vehicle, regiven to somehow will be alive

The framing scream of the Spectree weaponry siled through their all too premature celebrations, the make-shift platform exploining apart in a black of fulfilant light. The isse thing Impution-ford Danck saw through Diedidis' cycle was the Eddar Cheenix Lord rising grasefully above the lip of the roofs edge, fring shot after shot at them, soluterating all traces of the platform and the Venator, the wreckage tumbling over the roof hefore dropping off the other side.

Danak billaded, the connection with Pleidites entriefy lost. Only Mydraus was left now, still barlef deep within the forger machine's core Dank's immediately inhight with him. Mydraus was now all that stood betygen the Eldar and their way out of the secled chamber. As the link formed, his much was instantly denoted by datasserpt and images from the humberds of inhight storage throughout the forger maching. The Inquisitorized that the the storage in the link formed, his much be hirself anomatic the anomatic methods and the storage that and the storage that and the storage the atom of workeloning float of hals, but it was tool much for him and all he could do to not go insume was allow his consciousnes to marge with fluit of Myddaw? For the interfeet of moments in the background of Mydrawa' mind was the presence of another, the machine wind of the forge, and Dank could feel them both seething with fury at the detasts of 11445 and 11455.

PRODUCT OF ORDO XENOS The calcsest force machine erupted into life. Its four cranes avang themselves at the Phonix Lead, who instantly returned free, fuging workfly tackwards out of reach of the regrating class houlds which lacked out at it. The Elder varior flyped over in one eraceful motion and spot hardbarn down the sole of the forger. Mytean was not about to led' the escape based, Eldenney and equipment exploited into its yath as the Phoenix Lord spon round and soared through the forger's open side. Afring into the innarials of the Myteans-possessed belownib. In return the TackPrivet craced weapons of his own and the foreigy power calcular successful form their connections and spat spaties at wolfenly ruphered gas pipes, sending searing walls of fire into the Phoenix Lord's path.

STRICTLY RDO XENOS EYES ONLY Dank was astomeded at the abilities of the Tech-Triest, Using his own anguments Dank could only keep track of our of much two fords at a funct but how was Myskons of Grafichellycontrolling hundreds of the forgets systems as the Thiopits Lord, now joined by its firsthem, distel and silver anonegi, his forger machine's much livener. The chase continued through the structure, the Eldar figure through the open platforms and industry avalanches of riskal block shorts, the silver of the silver was an early and the structure was an effective of the silver silver.

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Dank soldenly realised what they were doing they were searching for the dozene of men they believed were controlling the actions of the goliath. But what they did not know was that there was only one man in there. More machine than flesh, he was connected to the heart of the forge's systems, intent of delivering their distribution.

NECRO-COGNITION SAVANT Malko [Hexical j5]

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HECROCOGNITION CORTICAL TRANSCRIPT

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The Inquisitor-lord then sensed, rather than felt, a slight movement near his own body. Mustering his strength, he regained some semblance of mental control and severed the link with Mydeaus.

Above him stood the Craftworld Mymeara Farssory it was looking down at him. Although its face was hidden behind the emotionies mark of its helm. Danak know he was being Mullied infently Thou, before he could eren think of storping it, the bader of the Eiklaw was host reached down and placed a hand upon the jelde of his head. The old man's already battered body involuntarily systemed and arched as the Farsser connected predicedly with him and images of the last few wools began to hash through Danak's mult.

First he saw himself sitting in his quarters reading the briefling on synuth in the Betalla system prior to his arrival there. Then he way again the destruction of Battle Group Emptedies as the armies dashed on the Abataji Thisis helow the burning Forgan Glatier. The Jarsser searched through all his resent memories so fast that Danzk screamed out in agony as he fold he mind begin to burn. But then his memories of the last few days and weeks were joined with others memories that were completely allen to him and decades, perhaps even canturies oil. Whether they were interiorably cochanged or manyatably transferred as the two minds merged, the Eline Farsser's own memories flowed and swifeld with Danzk's own so samlessly that the Impulsion ford scong rev using of where his mind ended and the Farsser's beron.

As he was weept along upon the Farneer's rapidly flowing consciousness, he caught the briefest fragment of a memory. He was looking, or rather the Farneer was, down onto a vast, ornately decorated hall within its house marched an kilder hole of manyier proportions headed for the warp tortal at its far end, all arrayed in Mymear's panophy of war. The Inquistor-Jord fell for an instant the same sense of third and anticipation be himself had experimented at the start of his service to the Emperor. This must have been an early event in the Fareer's life, perhaps even the first head are warring, long hofer he because the Elator Traffword's header.

The next fragment of memory way a scene of complete contrart. The young Eduar warrior way firing from the top of a rinker, the larered of his shuriken eatayout ranging discharging minuscate range thin diss, harely visible even to the Eduar warrior's lacen speech. They were shuedding the jeth of a mode of warring offset that were determining heating as fit in. The memory was so indexe that the fourisation fold the same gut-wranching discuss they young warrior but at its attackers, their scenario and the significant set of the significant set. The same set of the state standards. With this memory though the sense of anticipation he had field is fore was replaced by a feeling of such intensity that the Inquisitorior for strengted to make sense of it. It for a set is a strengt which, if the could not thing it worker could be inner could be inner could be warring within him which, if the could not thing it worker could be inner could be completed.

The senses of derathion were replaced to a much more territying aspect. The warries was now string in was at a market denomentike Baler flat was standing victorium over the corps of the Ork horder hunge warries. It holy was ware the string as if its blood result forweak through with the Ork horder hunge warries. The body was wreathed in thank as if its blood results forweak with that raised its aften was made from motion rior. The young Earseer had walched as it had raised its aften was made from motion sensed rate prior and the string of the Ork horder was that raised its arms in trimmph and Danzk heard its sond-prisering victory corp as the remaints of the Ork horder horders. The boundstore-index means fract prior in that moment but also undershifts walkers. The victory had been hard won by the Eilar of the Myroneaus Graftword and paid for dgarby with the lives of so many of the young warrior's kin.

3 The GRALFOY The Expects memories eame thick and fast, as if some barrier which had been holding them or a XH5 20 back had been dropped. Dank was overwhelmed as the Farseer's life because little more than instructions a blur of the many battlet like warior that fourth in and things he had seen and experienced.

NECRO-COGNITION SAVANT Malko [Hexical j5]

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HECROCOGNITION CORTICAL TRANSCRIPT

ORDO XENOS

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Overlapping them all consistently was that same growing sensation of soltness regarilless of whether the lakties were won or lost. Each defeat and each victory meant the loss of yet more of the **Erseer's Cartworld** kin and Dank began to feel the grief gnawing away at him too until it theselement to break his minin completely.

With each decade the Parseer aged, the halls of the Craftworld had grown quieter as fewer warriors returned from war alive or others simply grow too old and died. The stream of thoughts then shifted slightly, and Danzk realised that he was seeing more recent events from the Parseer's perspective.

First three was what the Inquisitor-ford could only think of as hops. The young warnes, now the ancient Elds Farseer, was standing within a chamber on its Craffworld. On an alark is its heart was a large gun that was glowing faintly, something Damk sensed had not happened for a long while during the Farseer's iffstime. Then he realised he was watching the Mymaaran host preparing for the batic only thetais III. The variant has had some hefors filled with Eldar warriers now contained an army only one tenth of what it had heen and soon it was replaced whith a constant stream of troops and vessels returning head (troops) the jording arrive their deal and wounded as the Farseer watched from where he had first stood so many centuries before.

Then the Barneer was looking down from inside an Editar Falcon, watching as it search across the Alaxian Plans and past the fighting at the entrance to the Aresta IV mines, the battle there and across the relet of the eastern continent mercly a diversion to allow the Farseer and his cache to reach the immes and recover the remains of the Phoenix Lord. The Inquisitor-lord apped desperately for fracth, the could larky make sense any more of white he was seeing.

He fell the pressure increase upon its much and there was a soulden that of Light as he say, through the Parserder eyer, the young Editar varient transforms from Tarol and, joined by its entourings of Shadow Spectres, they flew out of the eavern and into the distances of the minits. There David knews they would destroy everymak, the initial ment, the Gaussianna and even its own retinue. He would have to watch all of them ale again. Taron in his fail from the ledge, the optymet Gorm and Througe in their battler against the Througen Star Hastu and Plexidus on top of the great forge intell' addite against the Through Taron panics. Mytemas will hidden design within the heat of the origin of the intellect of mostal was not deal yet. Darkies mind railed and he despected tried to large that thought but knows it was too late. The Farser that tricked him into revealing what is had been searching for

The diabing stream of memories abruptly slopped and Danak fold the presence of the Eldar Farseer retreat from his mind, but not before be sensed it touch upon another, the Phoenix Lord's The find though held provided was dub of Mydcans ecocomed deep within the core of the forge machine. The Farseer had found what the Phoenix Lord was pulling the force apert one piece at a time for

[Servitor Remptor - Biologus resource alpha-m2 ...Evidence of unsanctioned heretical psychic link between subject and scenos...]

Now free of the Exsercer mental assault, Danch tried to reconnect with Medaussia an attempt to warn him of the impediate danger he was in. Whether Mythems was too fossed or distrying the Theoris Lord or the mental link had been damaged by the Farseir, Danck could no longer transmit anything to the Tech-Triest. It was now purely one way and all Danck could do was watch Mythems destruction.

NECRO-COUNTION SAVANT Malko [Hexical j5] UTO TRANSCRIPTOR SAVANT Remptor [alpha-m2]

PRODUCT OF ORDO XENOS

STRICTLY RDO XENOS EYES ONLY

IS FORBIDDES UP OR ALLOW O BE VIEW D US RECOUTES NAUTHORISED PER OWNEL ON DAIN OF NTINCTION

HECROCOGNITION CORTICAL TRANSCRIPT

77 832 0912/x

The Phoenix Lord and his followers had already incated the internal areas of the massive superstructure and were up on its roof, systematically destrojing the forge-erroduce's main means of attach, its isranes. First one foll then another, Mydens scenamics at the shared each moment of the great mechanical levisitions scaling. Second from their meconing by the devisition weapons of what Danak now eame to think of as Bhadow Spectres, the massive twisted metal arms scaled to the floor.

The root now clear of the flaling limits, four of the Shalow Spectras encoped upwards into the hearware of the chamber. As they howered directly above the centre of the Garay, the Phoenix Lord joined his calive and was the first to the its usuality weapond work lowers the heart of the machine-giant. The bright white energy of the Phoenix Lord's hance bricks through the metal detributes scattered on the roof and punched a hole down into the next levels. The energy they detributes scattered on the structure, detraining in the instity as it carthed along the metal spars.

Undannted, the Phoenix Lord continued firing. Then the first of the Sindlow Spectres fired at exactly the same point, the beam flowing into that of its twin. Another Sindlow Spectres joined in and then another; each time the convesting beam extending downsinds in zero more levels towards the Tech-Priet's position. The last Sindlow Spectre of joined his waspon's power with the rest of the cadres', and the balance was tipped. The beam of blinding white light sliced through the rest of the cadres' and start down into the barret of its core.

Massive explosions ripiet through the force as its key systems were formulally damaged. Throughout the chamber, one by one, the dozens of snormous crachibles of boiling one crashed down as the classes holding them in place unlocked, the power controlling them failing. Their contents essended through the chamber, drowing everything in their path in a tital wave of redshift models.

The connection several abruphly Mydeaus was undouttedly dead. The sections molecular of and discharge from the Eldar's energy weapons reaching him simultaneounly. As the last moments of Dank's life facile away too, of in the distance the heard the unmissibility hiss as the doors seeking off the forge from the rest of fletable III began to open. The Eldar of the Mymeara Craftwork had yon.



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Testimony of Inquisitor-lord Hestaphus Emperator Danzk - extracted post mortem via augmetic visual implants. Estimated 78% accuracy due to injuries sustained.

The subject has been judged guilty of 172 crimes against the Emperor and his blessed officens, including failure to retain xenos artefacts for further examination.

STRICTLY RDO XENOS EYES ONLY Ref file Ex-189c/134 bu, The mortal remains of the heretic have been sentenced to 2,533 consecutive years service in the Archival Cremes Servitor Corps – restricted to level B3 enhancement only.

May the Emperor have mercy on his soul

IS FOREIDDEN TO WORALLOW TO BE VIEWTO IDS BECONTEN NAUTO INKISED PERSONNEL ON POIN OF PERSONNEL

NECRO COGNITION SAVANT Malko [Hexical 15]



GLORY OF CADIA THE CADIAN 6TH ARMOURED REGIMENT

Following their defeat at the end of the Horus Heresy over the millennia ago. The human forces that had thrown in their lot with the gods of Chaos retreated north-west into the region of the galaxy known as the Spe of Terror. Within this swiring mastlorm, where the boundaries between realspace and warp space are at their weakest, there now waits some of the worst horors known to Mankend marauding bands of bloodthirsty renegades, the treacherous Chaos Space Marine warbands and Daemons so terrifying, they are beyond the comprehension of all same mon.

Scores of populated planets surrounding the Eye of Terror succumb to their prediators sectively active there are those who have stood strong and weathered this foul tempest. One such world is Cadia Situated within the narrow centred or space called the Cadian Gate, one of the few known stable routes in and out of the Eye of Terror, Cadia is by sheer necessity a fortress world. Over the centures the greatest military architects of the Imperum, including representatives from both the Achepus Mechanicus and the Adeptus Astartes, have turned this strategically vital planet's cities into heavily forthed bulwarks.

This alone though does not guarantee the safety of those who have there under the constant Intread of attack from forces (eya) to the Ruinous Powers, and so its citizens constantly train for war. Reputed to be as bleak and merciless as their home world, the men and women of Cadia are taught the skills essential to their survival from a sound age. This brutal training regime has created an abundant source of highly disciplined and battle-rendy Guardismen for the Imperium, who regularly see action in some of the harshest war zones throughout the galaxy.

Cadia has generated many regiments of renown through its long history, and with a regulation well proven time and again in the heat of battle, the Cadian 6th Armoured Regiment has been instrumental in deleating the might of many enemy forces. Anongst its ranks can be counted some of the finest examples of tanks, super-heavy vehicles and heavy artiflery its home workd cam manufacture, but there should be nothing less than the best for a world that stands quard over such a dangerous region of space.

The Gadian 6° Guardsmen are trained on worlds close to the Gadian system, worlds that have previously been reduced to nothing more than devastated wastelands by the forces of Chaos. Won back after decades of bloodshed, Gadia samice threasly train under live fre conditions amongst their blasted cities and vast shellcattered wastelands. There they will perform manoeuvres and training exercises for days on end until their commanders are satisfied that they have perfected the tactics and strategies necessary for survival on the two filts. The results of this bapters of fire are such that by the time they have finished their initial training, Cadian tank crews are usually the equivalent of many veteran tank crews from regiments elsewhere in the Imperium.

NOTABLE CAMPAIGNS Shan's World [483.M41]

With a history dating back hundreds of years, the Cadian 6" Armoured Regiment has a distinguished military record. During the latter years of the Redemption Crusades, which were fought against the renegade worlds of the Telos IV system, its tanks and heavy artillery flattened five of the enemy's twelve bastion-cities on Shan's World, a major staging point for the enemy's forces. To achieve this, they first had to break through squadrons of Leman Russ, Basilisks and Chimeras which the renegades had captured from the planet's manufactorums and storage depots that now prowled the kilometres of wasteland surrounding the cities. Storming forward under heavy barrage, the Cadian 6th forced their way through, before encircling the enemy, and hunting down those who had survived their first assault before they could recover. The tally of kills attributed to the Cadian 6" was a testimony to their battle skills and they were credited with destroying over thirty enemy tanks for each one of theirs which was damaged

Praetor Sigma [810.M41]

The regiment was also cited for achieving the highest kill ratio during the war for Praetor Sigma, where it decimated thousands of creatures from an advancing Tyranid horde, now recognised as a scouting tendril of Hive Fleet Kraken. The devastation the guns of the Cadian 6th wrought provided assault squads from the Blood Angels Chapter time to move in to destroy the Tyranid Hive Tyrant that had been orchestrating the xenos attack on the now devastated world. With their connection to the Hive Mind severed, the remaining Tyranids on the battlefield simultaneously lashed out with such ferocity that over three quarters of the Cadian 6th's armour was overwhelmed within minutes. That bitter victory is remembered by those who now fight under the banners of the Cadian 6" each decade, a single volley discharged from each tank barrel and lasgun in the regiment in salute of every company destroyed on that fateful day

Waaagh! Ugblitz [892.M41]

Prior to the Betalls III incursion, those then fighting under the banner of the Carlain 6⁻¹ wave deployed as part of the army group sent to deleat Naggrud Ugbitz, an Ork Golf warlod Wose Waaght had overnan a vast part of the Saras Sector in the north of the Segmentium Pacificus The Cardan 6⁻¹ played a major role in the defact of the Ork warlord, and during the final battle of the conflict, its tank crews formet the spearity that brock through Waaght Ugbitz's frontlines on the devisated agr-world of Saras VII. By the end of the battle, the rolment the control for the destruction of close to one hundred thousand Ork tanks and artillery pieces, and had almost completely levelled the capital city that the Ork warlord had occupied.

Betalis III [894.M41]

The victory against the Orks was not an easy one for the cadan 6° and 1 was again reduced to less than half of its original strength. Whilst new conscripts tanks and other matricels were en route from the Cadain system, the remnants of the Cadian 5° were redeployed to the Betalis system. There the Cadaina were due to undergo hostile environment training on Betalis III pion to the regiment's redeployment to the wars being fought against tendrils of the as-then unamed Tyrand Hive Fleet on the ice worlds of the Pentaris system, close to the edge of Imperium space.

Even severely understrength, the Cadian 6° proved once again their great reputation in the unexpected attack on the ice world by the joint forces of the Mymeara and Alaitoc Eldar Cratitworlds, and without their armourde might, one more world would have been lost to the Emperor's Light. Combining this depleted forces with those in-system, the commander of the regiment, General Myndoras Odon created an amw with which to combat the xenso threat

The men of the Cadian 6th proved once again their well deserved reputation when they were faced with squadrons of skimmers and flyers from both the Mymearan Craftworld and their Corsair allies. Forming the bulk of Company Vengeance, the Cadian 6th Armoured Regiment tought a furious battle upon the Alacian Plans. Led as ever by those commander, General Odon, the Cadara 6° soon found themselves outnumbered and outgunned as Eldar pilots set upon them in a near-constant wave of itropover. Ever adaptable, the Cadians knew that the only way to survive and perhaps to stand a fair chance of defeating the Eldar was to break from the tactics they had recently used against the Orks and fight a more fluid battle.

A game of cat and mouse soon ensued, with tank crews risking their lives by exposing their own vehicles as bast, if they survived long enough, they would then slip into what imght have appeared to the Eldar to be a swint disorganised mass of Leman Russ and Chimeras. It was nothing of the sort Instead, the Cadians were performing, en masse, highly ecordinated maneeuvers, a much more refined version of what had been drilled into them during basic training years before. As the Eldar pilots unwittingly they over the chalte immosair before of the integrums squadrons had already plotted which of their big gues would be in position to fire upon them.

This tactic was by no means perfect and many of the Cadian 6° crews did not survey. However, their efforts did prevent the swill, wholesale slaughter of Company Vengeance that its men had feared when they learned the scale of what they were facing. It also forced the Eldar to treat their enemy with a wary respect and change to a much more considered and precise attack pattern that slowed the rate of attnition, enabling the Cadians to hold out until reinforcements arrived.

It may have come as a surprise to you officer calcts to find yourselves standing, here now with your belonging, pulsed and onlers in your hand to report to institutions that here more towards the teaching of young officers in the ways of commanding infantry. But because I am of four mind, I will explain in plan and simple works to you footsloggers why you are NO LONGER WELCOME here?

Not one of you, NOT. ONE. OF. YOU, grasped the significance in your analysis of the Battle for Betalis III of why General Odon choes to leave what most of you described as the 'safety' of Port Ryira to meet the Eldar out on the open field of hattle.

You can, of course, take comfort that you were correct when you said that the space port could be easily defended in the event of a siege. Only a fool would not see the merits in having the occan surrounding him on three sides and nearimpassible terrain to his front. But that is where you monumentally failed on two accounts.

First, the Ethia are not human. They do not think like us, they do not their like us. They also would not knew lattered themselves into oblivion on its wait like a greenskin army would have losen in this let Ethia would not knew lattered to find the start of the start wait like a greenskin army would have losen in this let Ethia would have lose becoming and now importantly, your quotioning of General Oddin's actions demonstrates that you do not have the merest inclusion of how a tank communic thick and behaves. Some of you still seem numers of which I must belies you obviously do not possess the institute of a tank communication it is not you have the because there would have been no way he would have been able to skey them. More such as the 2nd your fore transmission feel the tapks of these tanks grind their scenarys have show able with their how have and which them are folgagies as an oblivat in the would beak there ways out of section walks with their how that have the manrest the tapks of these tanks grind their teamys have been able to skey these have that your fore transmission with the normal section of the scenary is have been able to be able to be set these have have that the them are set that the tapks of these tanks grind their teamys have set of the able and my well denoses to conver habited in mills set the the target to be enough 1.1 the authority 1 would show the possible the target that the interes would have the target set of the transmission with their teams the set of the second. That 1 the authority 1 would be set of the second the set of the set

Transcript of Expulsion of Class 424, Pask Academy, Dalos Prime

COMMANDER OF THE 6TH CADIAN ARMOURED REGIMENT GENERAL MYNDORAS ODON

A product of the unvelociting military machine of Carla, Myndros Odon demonstrated early on in the career an exemplary skill for ractical doctine and command which for supposed that of his flavor contrarys. By the age of stream, his spatial calculation a ballies had impressed the superiors to such an errors that for wargeness calculation and which the future hooking the caris of junor leadmant, an outstanding achievement even by Carlan standards.

Oders's application as is promising young officer wass readed during to four of the defences along the Californ Gels where this platoon site atoms there is against manualing Chaos platos and Crk warbands. As part of the Californ 3DeF Regiment particular during the design they young Gaudwaren of this platoon time then tot both the each time spanneg them on to meet their fice with equal feecting. Host tempering their quotified automation with their backed devication effect.

Following this successful totar of data and in recognition of his obviewnest, Juvie Leuronian Gohn was reasopred to one of Cada's enroused afficier training corps when he vas to eventually specialise in the tackral advision and strategies of homound wardhar. Unlike many other Atras Affitation regiments where officer training is academy based. Cada's offices are trained on the frontines, the notice of shutting a young million planta away in the stuthy hale of academic planted in end seen as a total waste of time in a region where wint callways to even the anome for his actions with totaling an Armoure Fait company in viscous street Enfings apairst human heeks on Am's World, Com was, indef second to cooline all posted to the heekquarters staff of the Cadano ®"Armoured Regiment, eventually rising to the rank of general

Over the younge of his long caree; Ddon has been wounded in action frie trines and ultimately received the Macharian Cores for his actions on Am's World. He has only ever been seriously wounded once, during the regiment's molecement in the war against the Ork hordes of Warland Updridt on Stars VII

Odon's injunes were inflicted as his command tank breached one of the final Ork barricades that surrounded the besieged city and was serviceInter by the Dik water's personal bedgrauf. Boothings begond similar, even for a rance a water's at the OAS: the hundledstrong big Dir K kommandus launcheid themasives at the Gast. Beinderstin vehicle the same range, its gaits proved useless and had if not been for book activation of the energy of a model. Boo Walt fram the might not have survived. I gene them the cloud of acide plasmous pair is general frame the feedows Dir model water in the general for Lemma that through the damage the OIK model had caused oil i, infinitely hermite Journs upon the reversed hads commander and the enther Gaardmane water him.

When the Ox Wasaght i wai finally contained, the Cultan 6°'s heavy leaders awy it atmittaiven from the frontiline for artim, than and event the transfer of finance recruis mit obserts heavy dealeted ranks. While the new concepts were encouted from Cada, the Cultan 6° was placed in the strategies of heavy and ordered to gamma the final work at placed instrainger, invested and ordered to gamma the final work of a darks strategies receive and ordered to gamma. The Bistan strategies and another the strategies and a strategies caused and being separated, combanewaly fortiss, General Oston used his new powers as Could Mistand of the system to swith, notect addicand forces to fight alongable the Cadan 6°. Louking it up into an army capable of meeting the unprovided Bista massion.

As the war for Betals it progressed. Oklon personally led his battle group into the fray against near overwhelming odds. That he was able to command such a force with what must have been still near-debittating injuries is a testament both to the veteran commander and also to the bloodstock of Cadia.

The successful defence of the net world was desimile to be the ginomity final vectory. After the Beals is in recovery, the cubian of "Amoned Regiment was sent once again to fight against the Tryands, this time on the fringes of the Segmentum Recircles, General Myndees Other Mas Ealled when his command vehicle was striction and the air by a Madice that had ensuted from the ground beals with causing the wheels to fill and the ammunition stored masks to decreate. The general remains were latter recovered and camed from the bastrefield with Limitating homours. They have since been interred within a chapel upon the cached world of Amnessen Wit

GENERAL MYNDORAS ODON ...

	WS	BS	5	T	w	1	A	Ld	Sv
General Odon	4	4	3	3	3	3	3	10	5+

Unit Composition

• 1 (Unique). General Odon may be chosen to replace any one Senior Officer in a Company Command Squad selected as part of a Detachment from Codex: Astra Militarum.

Unit Type

· Infantry (Character)

Wargear

- Laspistol
- · Power fist
- Frag grenades
- · Krak grenades
- · Flak armour
- · Refractor field

Special Rules

- Supreme Commander
- · Voice of Command
- · Warlord: Careful Planner



gatro Halitarem

Supreme Commander

This model may issue two additional Orders per turn, for a total of three Orders per turn (see the Voice of Command special rule in Codex Astra Militarum)

Warlord

When General Odon is an army's Warlord, he gains the following Warlord trait instead of rolling on any of the tables included in the Warhammer 40,000 rulebook

Careful Planner: If General Odon is the army's Warlord, his controlling player may re-roll any dice rolled to attempt to Seize the Initiative.



THE CADIAN REGIMENTS

Cadia is one world amorget many thousands in the improvim and has an honource and bloody place in its history, for Cadia stands upon the edge of the Eye of Terror, within a narrow corridor of stable and navigable space known as the Cadian Gate. As a result, for millennia has Cadia weathered the storm of invasion and horror from within the Eye and stood unconjeured, and this history of near-encless threat and warfare has bred warriors of surpassing disciblene and skill.

Cadia is a war world, its culture and infrastructure entirely devoted to the raising and equipping of regiments for the Imperial Guard, the defence of the Cadian Gate and the surrounding systems. The primary regiments raised by the Cadians are designated as Shock Troop regiments, and maintain a mixture of arms and equipment, supported by integrated artillery and heavy armour, but their true strength lies first and foremost in the skill, discipline and courage of the Cadian Guardsmen themselves. It is their indefatigable ranks operating as one that grant the Shock Troop regiments the flexibility to react to changing tactical and strategic needs on the battlefield, and the numbers and fortitude required to grind an enemy into extinction through overwhelming firepower or sheer attrition. In addition to the rank and file of the Cadian regiments, numerous specialised formations and troop types are integrated into their organisational structure, ranging from

dedicated sapper units and combat engineers, to the "Whiteshield' youth armies to the eitle 'Kasikn'. In aparticular the Kasikn (named for the Kasr fortress citadels of Cadia) are rated as amongst the most superior forces in the entire Astra Williarum, and are easily the equivalent both in combat capacity and wargear of the Stormtroopers of the Scholar Progenium.

In addition to the Shock Trooper regiments, Cadia also produces dedicated mechanised, artillery, reconnaissance and armourd regiments, many of which have head long and distinguished histones and, just as with the Cadian Shock Trooper regiments, have served across the imperium in countless war zones and Crusades. One such regiment, the 6° Armoured Regiment, was to play a key role in the Betalis conflict.

Such has been the success and glorious record of the Cadian regiments in the delence of the Imperium that they have long been held up by the Adeptus Terra as the epitome of the Imperial Guard. As a result, they have provided a template for othres to imitate and there are regiments raised on worlds as far apart as the hive world of Brimick and the holdrats of the Coronus Neolua that have sought to emulate the martial traditions and structures of lauded Cadia.



Sergeant Drask 6th Squad, 1th Company, Cadian 6th Armoured Regiment



Trooper Kane 6th Squad, 1th Company, Cadian 6th Armoured Regiment



Trooper Faltan Weapons Specialist 6th Squad, 1st Company, Cadian 6th Armoured Regiment

The Cadian regiments are well-equipped and benefit from some of the highest standards of wargear and supply of any standing Astra Militarum formation. Their issue to the rank and file complies unavariantingly to the cdicts of the Departmento Muniforum for frontine combat operations, with procurement Iuffled by manufactors on Cadia itself, as well as a number of Forge Worlds and industrial facilities in attendant sectors feeding their output directly to serve the needs of the Cadian Gate's defence. This wide not of production also means that a considerable variety of weapons systems, patterns of vehicles and other heavy equipment can be found at the Cadian regiments disposal, from standard designs such as the Mars pattern Leman Russ to relative rarities such as the Destroyer Tank Hunter in specialised units.



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is ones





Kantrael MG 'Defender' Pattern Service Laspistol. Standard issue to NCOs and officers in the Cadian regiments.

Infantry Equipment: Fragmentation and Armour-piercing Grenades, 19 Megathule-range M-series Power Pack.



Faroneed by armoured and support regiments, the Sahre is a deployable static defence system that can be used to provide additional firepower to a forward deployment area or to rapidly fortify a position against attack. The Sahre platform features dual heavy weapon mounts utilising standard Imperial Guard weapons for ease of supply and maintenance, with common payloads including heavy holters as anti-personnel weapons, laseanmon for anti-armour defence, and either autocannon or a specialised quad heavy stubber rig for air defence.

This is Guardaman Yestr of 3rd Platoon If Armoured Fist Company, 8rd Caden Armoured Regiment, seconded to Baltic Group Empteda. Seen here before actor at the Battle at Arviso

316

L'EN

IMPERIAL GUARDSMAN

GTH CADIAN ARMOURED REGIMENT

This Cation Guardsman is fully equipped with a frigid environment, survival suit. The Guardsman's standard uniform has been adapted to it the survival pack's cables, through which heated are is pumped using the suit forming a warm inner 'pocket' Unatificially known to Imperial Guardsman as a 'hol-suit', similar technologies are used by Explorator teams and colonists on frontier ice works.

To peak this heat, his uniform fictudes an installed him g of local manufacture, using airmails fur most likely from Toryx sites imported from neiphbouring systems). The 6° Regiment is combat uniforms were issued in various arctic and fund's camouflage patterns as well as plan white, but he majority were as shown, with whate amour over lun and grey. Given the regiment's rapid and extentio expansion preverses that disardordization enforced.

The Guardsman's boots are standard issue, Betalias manufactured, combat boots, again insulated with a lining of Croy for. They also have detachable reinforced shin protection. The same pattern boots are issued in their billions to imperial Guardsmen and are much-liked being regarded as both strong and 100% waterproot.

2 Flak Armour

Over his uniform the Guardsman wears standard issue fak armour, consisting of a breastplate and shoulder pauldrons. These are constructed of an impact absorbent carbi-fibre layer under a simple shaped plasteel plate. Each armour piece straps onto his failques and provides protection against impact his, but they are considered rather combescine, especially for Armourd Fait squads.

The shoulder pads bear his squad identification number (right) and the regimental number (left – not visible).

3 Helmet

The Guardeman wears a standard issue Gadan in-dome hermit and NAX inclustentiary with its own oxygen supply and a polarized show visor vital on Betalis III to prevent glare and snow blindness. The air supply is required for any exclusive deposition to the planet's toxic missiopher. The binen bears a deficient neagly, efficiently the regiment is loyally to the Imperium, and contains a short-range comm link.

Also commonly issued was an insulation-lined field cap, worn by some Guardsmen when not in imminent danger and favoured by sergeants and officers.

4 Frigid Environment Convector Pack

Overations in such a dangerous sub-zero environment require addronar preparation and equipment to be issued. In order to digit the Betals' constant sub-zero lemperatures the Quardeman carriesa Prijel environment convector pack, manufacture on distalle III for IIs plenetary mitta. This heavy backpack unit servers two functions: It popules citan and to be poster manufacture on distaller if and the environs at heating element rand pump to supply warm air into the Grademan's unitem.

116 backpack is constructed in three parts. The centre of the unlit Contains the purpoint mechanisms, diverter values and emergency Prissure release vent. The lower section is the primary heat (included us a tack-up should nhe oxypen serubbers become stansjade or fail). The pack has a control/regulator unit, easily occessible moundul upon the breastplate.



The Guardsmarks principal weapon is the ubiquitous Kantrael International Constraints and the second of the millions, the standard issuelasigun have pack quoof for fitry shost. It free single short of estimal unitable tourists and includes a buyoneting to fit the standard issue comparison that the fit is easily capable of perturning in sub-contemporatives and its avocellent durability is one of the main reasons it is issued in such large numbers to imperial of utart reguments across the galaxy.

As a secondary weapon, the Guardsman has procured a pstol. Difficult to identify whilst inside its holster, it is they to be a laspistol or autopstol, and although not regulation issue he like many other Guardsman heading into combat, has sourced his own back-up weapons. He also has a combat knile/bayonet in a boot scabbard and a fragmentation grenade on his beit.

5 Load Bearing Equipment

His webbing contains a personal medi-kh, a lasgun maintenance kit, miniature stove and luel tablels, convector pack maintenance tools and replacement filters, emergency shelter, high-protein ration packs the rebreather unit's storage pouch and an enterching tool. Ho also has an ammunition pouch for spare lasgun powerpacks readily available on the belt.







MALCADOR 'INFERNUS'



The Malcador 'Infernus' has now largely been replaced by the faster and more reliable Helihound in frontline limperial Guard regiments. A few aging machines survive, mothballed as Sector war reserves, but it is now an amoured vehicle firmly relegated to second line duties, and it is not uncommon to find ageing Malcadors in the arsenals of garrison auxilia units or planetary defence forces.

In effect, the Malcador 'Infernus' is simply a huge flamer on tracks. To supply its massive inferno gun with luel. It dows behind it a large fuel traiter. Within this, promethium is stored in multiple parts and then pumped independently and combined in a chamber just behind the gun's barrel to create a chemical jeliy which, after being compressed, jets out in a flaming mass that sticks to any surface. The massive gut of flames launched from the Malcador's inferno gun is also effective at clearing minefields, the sudden heat defonating mine tusses on contact. A well as its main weapon, the vehicle also has two sponson mountings for additional heavy weapons.

A highly flammable vat of chemicals is a dangerous Cargo to drag about any battlefield, and enemy weapons fire has been intentionally largetied to cause the entire load to detonate in a spectacular lireball that incinerates the Matador and its crew. Postings to serve as Matador 'Infernus' crew are therefore never well received by Imperial Guardsmen.

Some unscrupulous commanders have been reported relifing the Malcador's fuel tanks with corrosive toxins and acidic gases, luming it into a fearsome chemical gas dispenser, deployed whon the complete eradication of the enerry has been ordered. The inflamous Death Korps of Kring siege regiments have been responsible for such genotidal operations on many occasions. Its age means that a serving Malcador often suffers from mechanical failures, a general lack of available spare parts often meaning the end of a vehicle's usefulness completely Spare parts are therefore always at a premium for units equipped with Malcadors, with only a few Forge Worlds now able to supply them.

As with all Malcador variants, the Infernue suffers with an underpowered engine which, while functional, means the tank struggles to traverse mountaincus terrain especially on steeper gradients and can quickly overheat. Although it lacks the usual smoke launchers, one additional feature of the Malcador is that it can quickly generate smoke by injecting fuel on its hot engine, which then burns and creates a billowing acrid cloud bank through the engine decks as an impromptu smoke screen.

On Betails III, a company of Malcador Infernus' were found in the inventory of its planetary defence force, with their fitamers being used primarily to quickly de-ice important roads, airfields and landing grounds. They were only kept in service as engineering vehicles, no longer considered fit for frontline service.

When General Octon began to re-organise the 6° Cadian Armoured Regiment, he inducted the squadorn into his order of battle and placed them in the Engineering brigade. These troops were then divided amorphism there is an interpopt, with just the worg memory base in the destruction at the Anihar Engineering brigade. Group Octon formed part of his armound reserve (due to their tack of speed) and were finally committed to the war effort on the Alacian Planis when the general ardred Company Vengenarce's last counterstatick. None survived the fighting. The vehicles of Battle Group Vlaar did not see action during the war.







PRAETOR ARMOURED ASSAULT LAUNCHER

Based upon a variant hull design of the Crassus Armoured Assault Transport, the Praetor is named for the sophisticated multiple heavy launcher system it mounts in place of the Crassus' generous transport capacity.

The Praetor launcher is a sophisticated weapon that far prodates the introduction of the Crassus itself, and it is thought to have last seen widespread service on the land-leviathans of the Tellarite Rebellion forces which gouged out their own pocket-empire during the dark years of the Nova Tera Interregum

The STC template for the weapon – along with several others of note – was thought lost until relatively recently when the Tech-Priests of the re-consecrated Forge World of Zhao-Arkkad unearthed the data in the depths of that once nightmare-haunted realm.

This has ultimately led to the dissemination of the powerful Crassus chassis and the introduction of a new mobile Pratero weapons platform by Zhao-Arkkad's manufactora, which has spread relatively swiftly through fronline regiments throughout the Segmentum Tempestus and beyond. While the Practor's relative sophistication and material cost means it will unlikely supplant more common Imperial designs, its durability and versatility have already found it a treasured place in the arsenal of units facing the harshest enemy powers ranged against them

Due to its low numbers in the region, the Praetor saw limited action during the incursion of Betalis III by the forces of the Mymeatran and Alaitoc Craftwolds. Its crews distinguished themselves, however, during the Battle at Alniac, their Praetor lanochers being equipped with missiles carrying both Fochammer and Firestorm watheads. These accounted for the majority of confirmed kills amongst the Corsairs who attacked Battle Group Empteda at the Bregan Glacier, teceving little damage in return, until all were destroyed in the detonation of the facility.

Praetors assigned to Company Vengeance were mainly crewed by veteran Cadian 6" Armoured Regiment Guardsmen during the battles fought on the Alacian Plains. These were used in a long range defence capacity, providing cover from incoming Corsair vessels.







CRASSUS ARMOURED ASSAULT TRANSPORT

This immense armoured carrier is named after one of Lord Solar Machanius 'grotest generats'. Borgen Crassus, who remained steadlastly loyal to the Imperium throughout the grim and bloody Machanan Heresy that Ioflowed the Lord Solar's death. Its provenance may be considerably stranger and older than commonly guessed, however, and some factors within the Divisio Militaris believe it is a "reclaimed' design originating within the re-conquered Forge World of Zhao-Arkkad and, for that reason, suspect.

Regardless of this, the Crassus has become widespread in use by the Imperian Guard and Adeputs Mechanicus armoured units of the southern and western Segmentum Tempestus, and with production of the design being taken up in the last several centuries by the major Forge Wold of Lucius, it is now being used extensively to re-supply units telose to the Eye of Terror to replace ongoing losses in that steadily worsening warzone. There, as elsewhere, it has schived considerable fame for its durability and power, leading it to develop an almost talismanic reputation for some siege assault units, to the disquiet of some within the Commissariat and Departmento Munitorum.

Its weapons are used in a primarily defensive capacity for troop deployment, but it can also be retrofitted with a hunder-killer missile. This one-abhotoption is most offen used against enemy tanks. It is very effective, although best deployed en masse with that of other Crassus to maximise its effects.

On Betalis III the Crassus Armoured Assault Transport was crucial in deploying Guardsmen to the various war zones across the planets forzen wastes. Capable of holding up to 35 Guardsmen or two Cyclops Demolition vehicles, it played a crucial role in the Battle at Alnitac, enabling Colonel Empted to reach the facility before the Eldar and also ultimately enabling him to destroy the facility there to prevent it from falling into enemy hands.







FROM THE SKIES! ELYSIAN DROP TROOPS ON BETALIS III

The Elysian Drop Troop Regiments originate from a system located approximately thirty light years from the hive world of Armagedon in the north-west of the Segmentum Solar. Their planetary system and the surrounding region of space are relatively new in galactic terms, and within them lever from their formation. These make for exceldent ambush sites for the marauding Ork warbands and prates system is on a major Imperium trade route. Regiments drawn from Elysia are therefore well trained for ship-to-ship barding actions and also deployment via low-ting drap. shaps, enabling them to land far behind enemy lines without being detected.

Some of the most renowned operations performed by Elysian Drop Troop forces include the Skopios Incident in 873.M38, when two companies from the 22* Elysian Drop Troop Regiment saw action against enemy forces of unknown xenos construction, and the 1th Drop Troop Regiment's deployment to the Eye of Terror

During the Betalis III incursion, an Elysian Drop Troop strike force was redeployed to the planet whilst en route to the Yarant System. The Elysians had been a part of the Legio Gryphonicus convoy that had diverted to Betalis III after General Odion petitioned the War Grilfone' home world for aid Unable to proceed to the Yaran' System without the convoy's support, the Elysians had no option but to become part of the defence force for the ice world. This, though, did not come without certain conditions from the Elysian High Command who voiced strong concerns about General Odon's ability as an armoured company commander to use such a specialised infantry resource. The strike force was only to be deployed when absolutely essential to the success of the war, otherwise it was to be held in reserve.

The strike force, under Captain Isarta, was duly held in reserve at Port Pirai for most of the wax, only performing occasional scouling patrols in its nearby vicinity. It was finally scrambled on the orders of Inquisitor-ford Danzk when the break-away force from the Mymearan Craftworld circumvented Company Vengenation and head of the Aresta IV mining facility. The rapid deployment of the Elysians aboard heriv Valkying enabled them to get into position on the surrounding hillsides before the Eldar could land their troops there, thus depring the Mymearan Guardian squads the advantage of attacking from higher ground during their assault.



Valkyrie Sky Talon, 226th Drop Troop Regiment.

ELYSIAN DROP TROOP INFANTRY SQUADS

Although they differ in their method of deployment from the more common fank and tile Acta Mittaum squarks, more likely to drop deep tinck, craft their marching straight up to high and the set of the set of their marching straight up to froop squade requires the set of their marching straight up to Tacos aquade requires the up to the tends of the Tacha dimpenais. Their regiments still utiles the standard squad composition of a sergeant leading nine theprail Guardsmen, interspersed with additional specialist trained in the use of assault verapons, vox equipment and demolitons. All Drop Troopers will also be armed with lasguns (Accatran patterm, Mr V), suppled with fire power cells.

Frequently, the deployment of Elysian Drop Troops is preceded by a protonged orbital- or ground-based artillery bombardment hatting deep behind enemy lines. Although his can reduce the threat the Elysians will face upon landing, they will still have to overcome the effects of the bombardment by their own forces. The region they land the uit almost certainly now be treacherously cratered and covered with a thick bank of choking smoke or toxic chemical smog. Elysian Guardsmen are therefore melticulous, sometimes to the point of obsession, in regards to the condition of their pressure suits as the slightest tear or snag will be exacerbated tenfold as the air wings past their bodies during a descent.

Elysian Drop Troops are generally issued with Type 5 pressure helmets, which incorporate both pressure equalizing ear protectors, to prevent the Elysian's ear drums rupturing during high altitude grav drops, and also data display screens within their visors. These vid-screens are particularly seeminal for relaying data during a desent, keeping the sergeant apprised of the location of his men as they land, and providing up to del intelligence regarding enemy troop disposition within the vicinity, and also any alterations to their original orders.

If feasible, the squads may be dropped into combat via Vaikyrid Assault Carriers, with the' heavier equipment underslung below Vaikyrie Sky Talons. Each Sky Talon is capable of carrying one Tauros or two Drop Sentineis, which can be deployed from very low altitude whist the heawily armed Sky Talon clears the drop zone with its nose turret-mounted heavy bolter and helistine missies. The Sky Talon can also drop large equipment pods which contain the squads heavier weapons or long-range ground scanners to provide targeting data should the craft be called upon to support ground troops.

Able to move fast and traverse many different types of terrain, the Elysian Drop Troopers use the Tauros Rapid Assault vehicle and Drop Sentinel in preference to the heavy tanks commonly favoured by other regiments. Both can readily full as sociuting role and also mount flamers, grenade launchers and heavy ias weapons to act in a support capacity for infantry.



Specialist Koth



Accatran Pattern MKIV Lasgun



Accatran MG variant Heavy Laspistol



Fragmentation Grenade and Power Pack Elysian Drop Troops have to carry most, if not all, of their equipment into battle with them. All of it by necessity therefore has to be lightweight and extremely portable as the Guardsmen may not be resupplied for many days or weeks, depending on how far their mission is behind enemy lines.

Weapons are likely to be specifically designed for the squads or highly modified by the Guardsmen themselves, with superfluous components being removed to reduce the gun's weight. Ammuniton is split between squad members to maximize capacity, particularly grenades and power packs for some of the more specialized weapons.

Elysian Drop Troopers will be routinely issued with Mk IV 'Bullpup' lasguns and close combat weapons, with sergenst also receiving laspistols. Both will have been heavily modified from the standard pattern for their type and can be used with the same power pack, enabling the Drop Troopers to maximize the resources provided by their fallen contrades



Alternative Uniform Issued to the reserve company, Sentinel pilots and some vehicle crews.

SPECIALIST EQUIPMENT



Accatran Pattern MKIc Flamer



Accatran Pattern MKII Plasma Gun



Voss Pattern MKV Automatic Grenade Launcher



Voss Pattern Demolition Charge and Armour Piercing Grenade



Accatran Pattern MKVIII Meltagun

Being able to adapt to the constantly shifting conditions of battle is essential for Elysian Drop Troop squads. The Guardsmen will therefore be conversant in the use of many different types of specialist weaponry. Demolitions training, in particular, is heavily undertaken within the squads as it can be crucial in breaching bulkheads during ship-to-ship boarding actions, and also for taking oft enew yehicles and key installations.

Late in the Betalis III incursion, Elysian Drop Troops were heavily involved in the fighting which occurred around the Aresta IV facility. Having already routed squads of Eldar Guardians from the hillsides, the Elysians then moved down to the facility itself where its defenders were being overwhelmed by the Eldar's eite Aspect Warrior squads.

Armed with plasma guns, mellagins and liamers, Elysian special weapons equads quickly created kill zones around the areas where a large percentage of the civilian population had taken shelter in the hab block district, provening what could easily have been their wholesale slaughter had the Eldar forces managed to reach them.









Imperial Navy Thunderbolt Heavy Fighter Imperial Navy forces provided close orbital support to Imperial forces on Betalis III.

LEGIO GRYPHONICUS The War Griffons

Been of a time when the first temples to the Omnissiah were raised upon Mars, the Tilan Legions of the Adeptus Mechanicus are the personification of the military might of the Imperium. Residing with macro canon and missile launchers capable of wreaking temble destruction upon an enerry, they dominate battlefields and are a testimony to the consummate skills of the Tech-Priests of the august Cult Mechanicus.

They range in size from the Warhound Titan, used predominantly in a socuting role, up to the colossal city-high Emperor class Imperator Titan. All are constructed upon a skeleton of adamantium and armaplas and protected by massive void generator shields, and thore is little that can truly damage them save for one of their own kind.

Each Titan's weapons and other vital systems are controlled by a crew zealously decidented to their warleage, the highest ranked amongst them being the Ttan's princeps. Once and main kear any other, through the addition of cerebral augmentations he is both physically and mentally connected with the Ttan via its mind imputse unit. Once joined ho feels all that it feels, sees all that it sees, and with a mere through can unleash its devastating armament against those who would dare oppose it.

Like is many who were caupht up in the galactic civit warnow incoma set he Hours Heresy which nearly destroyed the Imperium of Mankind over ten millennia ago, the Tian Legions were split into those who remained loyal to the Emper and those who sided with Hours. Amongst those who remained loyal was the great Tian Legion of the Legio Gryphonics. This noble house, whose motto is War of the Just?, has seen action in many battles against the Tratot Legions since and been instrumental in halting the Black Crusades of the Chaos Warlord Abaddon the Despoiler that threaten all too often to pour forth from the Eye of Terror.

Known also as the War Griffons, the home world of Legio Gryphonicus had not yet suffered the devastation wrought upon it by the Tyranids of Hive Fleet Leviathan by the time of the Betalis III incursion, and it was able to provide eight Battle Titans in total to the war effort. Most ancient amongst these was the Invictus Nova, a Reaver Battle Titan that had been constructed just after the Legio's creation millennia before. Over its centuries-long existence, the Nova has seen action against many of the xenos races infesting the galaxy, but it was its previous experience fighting against Eldar Revenant Titans that was crucial to the Imperial Titans' successful defence during the Battle for Betalis III. The vital intelligence stored within the Nova's systems enabled its princeps to quickly locate vulnerable points within the similarly designed Eldar Phantom Titans' holo-fields, and although none of the Eldar Phantoms were destroyed outright, the Titans of the Legio Gryphonicus inflicted enough damage upon both to cause them to retreat. Had this not been the case then the war for Betalis III may have had a very different outcome.





Warhound Titan Magna Canis

Reaver Titan Dictatio

Warhound Titan Tempus Prima



The 'Dictatio' Legio Gryphonicus Reaver Battle Titan The Incursion of Betalis III

BRAN REDMAW'S GREAT COMPANY
THE SPACE WOLVES



CHAPTER NAME:	SP
FOUNDING:	
CHAPTER WORLD/DEPLOYMENT:	FE
FORTRESS MONASTERY	TH
GENE-SEED (PREDECESSOR):	SP
KNOWN DESCENDANTS	18

SPACE WOLVES 1" (LEGION NUMBER V) FENRIS THE FANG SPACE WOLVES LEGION [RLE: SPACE WOLVES CHAPTERI SUCCESSORS 43687/SWX]

"We may be few, and our enemies many. Yet so long as there remains one of us still fighting, one who still rages in the name of the Alifather, the galaxy shall yet know hope."

Ragnar Blackmane of the Space Wolves

Created as one of the twenty First Founding Legions by the Emperor of Mankind, the elile warriors of the Space Wolves have lought in the defence of the Imperium of Man for over ten millennia. Led by their Primarch, Leman Russ, they remained loyal during the great schem known as the Horus Heresy, which split the Imperium and decimated the home world of the treacherous forces of the Thousand Sons Space Marne Legion at the start of Mankind's cuil war.

In its atermath, the remaining loyal Space Marine Legions were divided to prevent such a catastrophe befalling humanity again. The nine Legions, each originally numbering in their thousands and more, were split into Chapters of around a thousand Space Marines strong This was known as the Second Founding, and new Foundings have been instgated when times of war have necessitated it in the ten milenois airco.

The original Space Wolves Legion was divided at least twice during the Second Founding. The first Chapter created retained the Legion's honcured name, and still carries it to this day. The second Chapter was given the tille of the Woll Brothers. Little is spoken of this II-lated Chapter, and the few individuals outside the Space Wolves phys to the Anovedge of its existence keep a warry eye upon the remaining Space Wolves for fear that history should repeat their through them. Indeed, upon close examination of its Space Marnes, it is easy to understand their concerns

The Space Wolves Chapter takes its initiates from the barbarain these of Fenns. Already lierce warriers, the body of each Space Wolf initiate will undergo far more changes than initiates of other Chapters. Amongst the most common changes are that an initiate's ensess will become vasity superior to those in other Space Marine Chapters, his celf will lengthen into fange capable of tearing through plasteel, and his skin will foughen to the texture of leather Given his naturally fierce persona and now genetically altered build, the initiate could almost be described as displaying feral traits when compared to other, more "Codex", Chapters such as the Ultramarines Also, as the Space Wolf ages, his body will undergo further changes, although these are rarely recorded and it is unknown, outside of the Space Wolves Chapter, how commonly they occur.

These genetic flaws have not escaped the attentions of the Inquisition and the Ecclesiarchy, and they keep a constant watch on the Chapter, albeit from a discreted distance. Regardless, their surreptitious prying has seen blood spilt on more than one occasion when they have strayed too far into the Space Wolves Chapter's affairs.

The source of these "mutations" is believed to lie within the Canis Helix, the gene-seed unique to the Chapter Imbibed from the Cup of the Wullen, it transforms a Space Wolves initiate into what can only be described as a revenous monster. Should he survive both these physical and psychological transformations, he can continue with the remainder of the initiation process. Those who do not, die

Even once the Heix gene has been stabilized, it still has the power to affect the warrior throughout his life, particularly when the ferocity of the Space Wolf, barely kept in check at the best of times, is roused in battle. Then the warrior may finally succerub to the Curse of the Wulfen, and he is transformed once again into the beast he bas looght for so many decades or centuries to subdue.

Amongst the Space Wolves, there is one group under the shadow of this curse more than any other, that of Bran Redmay's Great Company. It is renowned for its savagery in battle and the Inquisition has, within its records



pertaining to loyal Adeptus Astartes deviation, accounts of terrifying feral creatures shadowing the deployment of the Great Company. These though have yet to be proved, and the Space Wolves Chapter ignores all demands to account for these allegations.

The Great Company's Wolf Lord, Bran Redmaw, also does little to dispet these rumours, and that he has recently begun to take to the battlefeld alone rather than leading his battle-brothers only serves to court the growing interest the Inquisition and the Ecclesiarchy are paying to the Great Company.

No one has yet dared to openly question its loyalty to the Imperium, and its proven record combating Mankind's enemies has forced the Inquisition to so far stay its hand.

SELECTED BATTLE HONOURS

The Massacres of K'ras'n'dar [801-849.M41] Between its deployment at Mantus and the Betalis III incursion, there is little mention of Bran Redmaw's Great Company in the Imperium's records.

Buried deep within the Inquisition's archives for the western Segmentum Pacificus sector, there is one reference in a life which has been classified as accessible only by the highest echelons of that Order. It has only ever been read by one person and his location is currently listed as missing. The file is heavily restricted because it is a full account of the fifty-year war fought against the Khornate Chaos Daemon, Kras indar, which manifested within one of the few heavily oppulated imperial systems on the border between the Halo Stars and the west of the Segmentum Pacificus.

As it emerged into realspace on the fourth planet, the Deemon's thunderous warcry was heard by all on the world. Driven beyond sense by its insidious war chant, the entire opulation rose up and began to wage war on neighbouring populated planets. In response, a massive Imperial Guard any was raised to deteat the Daemon and its followers. No record exists of any of the billions of Guardsmen who fought there returning from the region during or after the war, and all files pertaining to the system have since been spunged from Departmento Muniforum facilities.

The Daemon was cast successfully back into the Warp by the combined forces of the Inquisition and the Grey Knights Chapter. It is at this point that Bran Redmaw's Great Company is believed to have played its part in this war.

Although it is not mentioned by name, the account of the battle against the Chaos-turned human hordes whilst the Grey Knights tought the Daemon bears what appears to be the mark of the Wolf Lord. An attempt to forcibly remove this mark has clearly been made at some point as it is now barely recognisable. That the description of the battle is near identical to one described in a three hundred verse saga written by the Great Company's Rune Priests in the years immediately following the war has not yet come to the attention of the Inquisition.

The Relief of Mantus [766.M41]

Deep in the Gothic Sector, the binary words of Alegia and Manus orbited ach other peaceduly for thousands of years, loyally manufacturing lasguns for use in the Imperium's many wars in the sector. That peace was stattered though when the words system was invaded by a massive Ork Waaagh led by Ugnubz Manstomper from the Ork Blood Axes clan

Both planets maintained a strong defence force and were also well not be process of training regiments as part of their Departmento Muniforum tithe Regardless, Mantus' Planetary Governor still sent out a request for reinforcements as soon as the Vaaaght's hulks appeared in-system. Three weeks later, this aid blasted its way into the system in the form of Bran Redmav's Great Company.

The less protected world of Alegia had already been overwhelmed by the Orks, but pocksts of resistance still held out on Mantus. Tearing through its atmosphere in scores of drop pods, the Great Company landed close to dwner lighting was liercest, north of the planet's main space port, near to where over 15,000 Impenal Guardsmen were mounting a last ditch delence. As the Guardsmen prepared for yet another charge by the Ork horde upon their battered lines, another charge by the Ork horde upon their battered lines in great name of from the west. Having worked their is great name of task from their drop zone, the Space Volumb the hordes and Redmaw's Great Company began to cut a bloody for through the horde with little more than chanaverofs and bolters and, according to unsubstantiated eye-witness reports, also ther teeth and bate hands.

The unexpected assault rippled through the Ork masses, causing tremendous confusion as the greenskins were form between attacking their original enemy and turning to face this new fee. Whilst they hesizted, the squads from Bran Redmaw's Great Company tore their way through the horde

It took fourteen hours for the Space Wolves to reach the besieged Guardsmen that day, the number of Ork dead numbering in the tens of thousands by the time Bran Redmaw pulled his bloody chainsword out of the body of the last Ork he had killed.

With its warlord slain by the Wolt Lord, the impetus of the ork Waaagh wared. Astra Milliarum reinforcements were then shipped into the region in a massive clear-up operation to prevent Ork survivors of the Waaght establishing themselves within the system, the Imperum having learned a bitter lesson many times over in the past that once a Waaaght has been defeated, those who live would likely be opting its remnants for many years after

ORDO	LOCATION: Betalis III Incursion
XENOS	DATE: 057894 M41
11105	AUTHOR: Commissar Mains, attached to 5th Squad, Cadian 6th Armoured Regiment
REATRICTED	RECIPIENT: Inquisitor Porophous, His honourable Ordo Xenos
ARCHIVE	As per your instructions my lord, I can now provide you with details of the heretical accusations placed upon the
	As per your instructions my ford, i can now provide you with negative of the instruction accounting parter upon the Adeptus Astartes during the defence of Betalis III
PRODUCT OF	Be mindful, your reverence, that these accusations, as I'm sure one with your wisdom will already have
ORDO XENOS	
	surmised, have come from the lips of the lowest of the Emperor's citizens, prone to such superstition and
	feverish ramblings. The worst offenders have already been dispatched upon my orders to the execution
	cells upon my vessel. Should you not wish to interrogate them further, I will proceed to dispense His
	instice upon them.
STRICTLY	What I have learned from my interrogations is that upon sceing the Holy ones descend from the heavens, the
ADO HERITICUS	Guardsmen took to using Company Retribution's vox network to make all aware of Their arrival. Their praise
ETESONLY	and adulation for the Adeptus Astartes of the Space Wolves Chapter, although a worthy blandishment for His
	warriors, undoubtedly prevented important orders being received and may also have allowed the energy to track
	Their progress into the Tormus Delta.
	That their accusations upon finally accing the Adeptus Astartes severely affected morale within the
	Company, and caused panic in Their vicinity cannot be ignored. Heretical reports of His warriors bearing
IT IS FORBIDOEN	the countenance of beasts and eschewing their holy bolters in favour of tearing the enemy apart with then
WOLLA BO WILLOW	the state is a state based and I am currently reviewing each transcript.
TO BE VIEWED	
THIS RECORD BY	
ON AUTHORITIC	believe this to actually have been a creature native to this Emperor-forstken works and bare the
PERSONNEL	forces to see to its destruction before its appetites take on a human preference.
ON PAIN OF	
	I, as always, await your instruction.
INTINCTION	Commissar Malus

WOLF GUARD PACK 'BANE'

3RD PACK, TORMUS DELTA, BETALIS III



Wolf Guard Pack Marking Common Armorial Use



Wolf Guard Storm Bolter & Frost Axe Retrieved from unidentified Eldar Aconite frigate following the Battle of the Karina Nebula.



Wolf Guard Harok, Lost within the waters of the Bakel Straits whilst in combat with an Eldar Wraithguard



Wolf Guard Terminator Haghmund. Damage to armour sustained during valiant defence of Londal Minor V against Choas Space Marines of the World Eaters Legion.



Wolf Guard Terminator Alar. Bears the pelt of a kroxar beast brought down and slain during ritual combat



Wolf Guard Weaponry. Mk XII 'Ragefire' Plasma Gun & 'Vulkan' Pattern Combi-flamer.



Wolf Guard Mardr Silenced xenos communications across Tormus Delta, Sector 742/836.

GREY HUNTER PACK 'RUSCHIL'

2ND PACK, TORMUS DELTA, BETALIS III



Grey Hunters Pack Marking Common Armorial Use.



Veteran Sergeant Kjvar. Veteran of the Antilus Campaign. True Son of Russ.

> Pack Leader Ruschil. Exalted for leading Squad Ruschil into overwhelming enemy fire. Confirmed Kills: 47 Eldar Guardians.

Relics of the Fallen – newly issued Mk V 'Fangmaw' Chainsword, Bolt Pistol and Umbra Pattern Bolter.



Grey Hunter Halus. Slain, Tormus Delta. A True Warrior of the Fang.



Grey Hunter Rolef. Taker of Heads.



Grey Hunter Naemr. Lost to the Wulfen.



Grey Hunter Felund Taken to the Allfather's Hall, the blood of the enemy upon him.

SKYCLAWS ASSAULT PACK 'VALDR'

4TH PACK, SECTOR 12, TORMUS DELTA



Bloodclaws Pack Insignia. Common Armorial Use.

Skyclaw Leader Valdr. Decorated, Battle of Tormus Delta, Taken to the Redmaw's Wolf Guard.

> Space Wolves Chapter Panoply of Armaments, manufactured Helics Prime. Personalisation of weapons in Company includes runic talismans, fangs and Fenrisian iconography.



Skyclaw Brother Aganun. Led the high altitude insertion strike, Tormus Delta.



Skyclaw Brother Wulf. His fury was recorded in the Saga of the Wolves of Betalis.



Skyclaw Brother Leifir. 18 confirmed kills, Cast into the Warp by blasphemous Eldar weaponry. May the Emperor protect his soul.



Skyclaw Brother Kjvar. Blessed of the Allfather, Taker of Heads.

LONG FANGS PACK 'FROSTCLAW'

9TH PACK, KARINA NEBULA DEPLOYMENT



Long Fangs Pack Insignia



Wolf Guard Pack Leader Frostclaw. Bran Redmaw's Great Company markings on 'Aquila' Pattern Helmet External Vocaliser



Long Fang Weaponry: 'Talon' Pattern Multi-melta and 'Vulkan' Combi-flamer.



'Frostclaws' Brother Harnvgr. Heroically defended injured Pack Leader Frostclaw during attack by Kabalite warriors on a Void Dragon Aconite.



'Frostclaws' Brother Scarpelt Slew many, Battle for the Karina Nebula.



'Frostclaws' Brother Skyhowler. Bearer of the Claws of Andhrimnir.



'Frostclaws' Brother Amon Claimed the life of a xenos witch, Tormus Delta.



WOLF GUARD BATTLE LEADER

This Wolf Guard wears a suit of Tactical Dreadnought Armour, more commonly known as Terminator armour, heavily embellished with the distinctive iconography of his Chapter

The fince warror culture of Ferris from which the Space Weives Chapter records remains a strong histones open to cognisation and tactics. One consequence of this is the removal of the warrier's histories, a deviation from the recommended use of state requipment in the Codek Astatises. When possible a Space Wolf, as with his babrains inkin prependent solution is face openty. This is the result of the Ferrislate emphasis on a warrier's personal regulation. To make a regulation, the result is brown by your rane and be recognisable by your face. Harking back to this fratilion, many Space Wolves still prefer to remove their histing and their anemas who they are

Another inheritance from Fonris' culture is the wearing of beards, moustaches and native biaristyles. A notable feature of many masculine-dominated warrior cultures across the galaxy, hair (especially facial hair) is seen as a symbol of strength, vitality and courage and as such is regarded as a mark of status – that of a male old enough to be a full warrior.

2. Thunder hammer

The thunder hammer is a potent power weapon, a popular choice amongst Wolf Guard for its destructive potential. Wreathed and crackling with energy, the blows of a thunder hammer impact with a districtive thunderclap, the instant energy discharge concussing an opponent even if the massive impact does not inflict enough blunt force trauma damage to kill the target outright.

Each Great Company has its own store of weaponry, including valued, ornate and antique weapons, each with their own name and history. This master crafted weapon is named *Maekr*, and was constructed in M38 by the legendary Rune Prest Svasund the Golden. Most likely this weapon was a gift from the Wolf Guard's commander.

3. Storm Shield

Often carried in tandam with the thunder hammer, the storm shield provides extra protection in battle, incorporating an energy field projector behind is amound facting. This disruptive field helps to deflect incoming weapons fire or blows. Constructed of reinforced ceramite plates, the shield bears the imperium's winged skull iconembelished with well tail tailsmans for additional intervetion.

Wolf Totems and Talismans

The hardic deeds of a warrier are not only recorded by the Chapterterrong fradition of an history, but and by the chapter, a terrem and other symbolic decoration. Some act as remoders of aworn cashe. Others, especially the work fait allataman, are wards against suffaring injuries from attacks. Others are symbolic of broad between individual packs or warriers. The display range dama between individual packs or warriers. The display range dama commerciants as victory in a feat of strength or show of aniholic provess against another Space Wolf (such internal contests are common within the Fan).

5. Insignia

Great Company Symbol: Each Wolf Lord chooses he o wolf symbol, in the case the sign of the Bloodid Hundthe symbol of than Redmarky Great Company. Here it worr on the kneeped and right shoulder pad. It is a symbol closely associated with those Space Wolves alticed by the Contras of the Walfer Blowled throad the symbol closely of the symbol company of the symbol redleved to be a company of the symbol regiment or space Wolf in Antia Connected with the Bloodiad Hunter is a pre-battle company contains starting that and brokens alternist the spinned in the Blood of a searticed Pentilation wolf. This is believed to help impart the cruature strength and company upon the warer and a saymont out of a hattle ratter than be defauld.

Wolf Guard Pack Markings: Each Wolf Guard pack bears its own markings, traditionally in yellow and black (although not exclusively). Chevrons and runes are commonplace, in this case it is worm on the right knee, a black claw design on a vellow field

6. Crux Terminatus

All Space Maintes that have panified to operatin Terminator Armour are awarced the Crux Terminatus, an honcoured rank that marks a Terminator out as a veterain Most Deares of the Crux Terminatus will be members of a Chapter's 11 "Company. The Space Webes do not conform to the publishes set down in the Codex Astartes and as such beares of of Crux Terminatus can be found in all Great Companies. Here has been adorned with the skull of a Ferrigian Wolf, an act that might be regarded as blashemous by many. Chouse, a

This is Wolf Quard Skallagrim of the Blackbrow, battle leader and de-facto second-incommand of Bran Redmaw's Great Company, seen here during his strike force's deployment to the force's deployment to that Defta on Betatle III





Brother Dreadnought Warclaw Mk IV Dreadnought The Ancient Wisdom to guide the Young.



Rhino 'Wolfsbane' Attached to Long Fangs Pack, Frostclaw.





WOLF LORD BRAN REDMAW CURS'D LORD, WULFEN-KIN, THE BLOODIED HUNTER

Bran Redmaw is a Wolf Lord, the chieftain of a Great Company of two hundred Space Wolves warrios; one of the twelve Wolf Lords who lead the Space Wolves Chapter under the command of the Great Wolf Logan Grimar.

The character of each Great Company's commander to a greater or lesser extent influences its warriors, and Bran Redmav's company is renowned for being a savage pack of cunning and utilities killers. This is because, more than any of the other Great Companies, the stain of the Space Wolker greatest secret less heavily upon Ihem – that of the Curse of the Willen.

For this reason, Bran's Great Company is looked upon with some suppicion by the other eleven Wolf Lords. They all respect the company's fighting provess, but those who serve under the banner of the Blooded Hunter are regarded as tainted and draw the everwatchful eyes of those of the imperium outside the Space Wolves Chapter more than they wsh.

More Space Wolves bearing the Curse of the Wulfen serve alongside Bran Redmaw than any other Wolf Lord. Amongst the upper echolons of the Space Wolves there is an unspoken belief as to the reason why—for Bran has risen to become a Lord, despite being afflicted himself.

After the death of Locid Andhimmir during the Mordiak campaign. Ban Redmay way appromote by Locid Andhimmirs relatione to replace tim as leader of the Great Company, as as the Space Wolker Capter's tradition regarding risks of succession. It was not a popular decision in private other Space Wolker commanders stopped forth to voice their concens, especially the visional device of the Space Wolker Bayer Was Bann to be instant on soft a position of power? Would be allow the darker feal nature to take control of this mind and signif The Great Wolf Logan Gimmir quarked all complexity. For the could see that Bann was an extraordinary warrior and, through baeer Gimman had looked to the advice of his eldest councilor. Byon the Gimman had looked to the advice of his eldest councilor, Byon the Forl-landed. Only the ancient Directiongth was add acoughts to recat that Bann would not be the first to reach such high office with the cana Brady guo him. Although the fully supports fram's promotion to Wolf Lord, Logan Grimian a not without caution and the acrodered Unit Me Super and the Wolf Prests to keep a close watch over Bran and the Company so that they do not stary too far and risk becoming another load (Read Company; the current Great Wolf Wolf Nor Lisk repeating the matakes of the past. Even on the battlefield (or perhaps expectally upon the tabetlefield). Bran, howing the basts that harks within the avoids the close company of his warrors. Having saude his orders before deployment, he now prefers to hum alone or in the company of a pack of fermian Wolkes, and haves his trusted Wolf Guard battle leaders midnet tectacel control.

Should the Cause of the Wullen take him then Bran is transformed into a huge ravenous wolf-beaks, the Redmaw-fully break feet tall powerful. (ast and with clause that can reind plasteel and fangs like admantum daggers. Consumed by a femaled blocklick, the Bedmav teals in fores apart in an oxy of block? But displie his beatial appearance, the Redmaw is no mindless killer. The beast tall beatial appearance, the Redmaw is no mindless killer. The beast tall to his proy before pouncing upon them in a sudden explosion of gory volence.

These are also the tactics of the hunt which Brain instits upon his warriss - to be partient and await the charace to strike for his Grant Company there are no headong rushes into battle or proud boating of their strength and combat provises. Instead the plant carefully, deftly maneuuring and making tactical strikes to veaken a fee before the studies final assaud, of net from many directions, but always with overwhelming and pittless surager, training an enemy force to shreds.

In battle, Brain is equipped as befits a mighty Wolf Lord. He wears rune armour decorated with wolf totems and an ornate Belt of Russ. For a weapon he bears the Frostblude Langmust, a masterforget relic of the Chapter gifted to him by Logan Grimnar upon his promotion to the rank of Wolf Lord.

BRAN REDMAW ...

	WS	BS	S	T	w	1	A	Ld	Sv
Iran Redmaw	6	5	4	4	3	5	4	10	2+
he Redmaw	7	-	6	6		6	5	8	2+

Unit Composition

. 1 (Unique)

Unit Type

. Infantry (Character)

Wargear

- Bolt pistol
- Belt of Russ
- The Axe Langnvast
 Frag grenades
- Krak grenades
- Runic armour

Special Rules

- · And They Shall Know No Fear
- Acute Senses
- Counter-attack
- Independent Character
- · Warlord: Saga of the Hunter
- Curse of the Redmaw*

210 POINTS

The Axe Langnvast

Langnvast - +1

P TYPE 2 Melee, Shind,

Warlord: Saga of the Hunter: When selected as the army's Warlord, Bran Redmaw automatically gains the Saga of the Hunter Warlord Trait instead of rolling on any Warlord Trait table.

*Cores of the Redmark: At the start of each of the controlling player's Mowment phases after the first furn, before moving any units, ford & DF, adapted 1+ to the result to creatify firmed you twith the Space Wolves Faction that is locked in combatil in 8 rain Redmark/ line of spath. On the ford of a 5+, Bran Redmark use the Redmark with profile for the remainder of the game rhis Wounds value remarks profile for the remainder of the game rhis Wounds value remarks the following special rules. Frenct, Eternal Warnice, Feel No Pain (S-ly, Frankes and Fanzos Charge)

Once Bran Redmaw has switched profiles and become the Redmaw, he may no longer wield the Axe Langnvast, but all his close combat attacks gain the Rend special rule.



CRAFTWORLD MYMEARA THE LOST BEHIND THE VEIL, THE CURS'D

These upon whom the Eldar have waged war and survived wit have witnessed but a small measure of the intense racial psyche that led them to leave their original home world many hundreds. If not thousands, of miliennia ago to compute the stars. They are a people who have been compelled throughout their evolution by the desire to experience the absolute in all that they do, whether it is creating weapons so technologically advanced that they tear apart the bounds of reality, or in the reshaping of arises planets into richly opulent paradise worlds. This drive to achieve all that they can its both a blessing and a cure, for it once almost destroyed their race completely.

Before their empire was forn apart, a small few amongst the Eldar had the foresight or, more importantly, the desire to question where their ambitions would eventually lead them. For ultimately all experiences have a limit, and those Eldar who acknowledged this could see that for their people their hedonistic ways could only end in disaster.

Amongsit the wise few were the Eldar of Myrneara. As their system was located on the absolute limits of the Eldar empire, the corrupting influence of the many pleasure cuts that had so fair fulficated other Eldar societas had barely reached them, and so they locked upon the ever-increasing externes their breitren elsewhere in the Eldar empire were ongo to with digust and revulsion. None though could deny their growing curosity to experience this life of moral bandomment, and the wisset of the Mymearar Eldar foresaw that if they did not distance their population soon, it to would eventually be consumed by the madenes.

Through sheer force of will, the Mymearans tempered their efforts towards building a massive star ship, one in which their entire system's population could fiele in should they so choose. It took many decades to complete, and with each that passed, the system's works became ever more tightly groped by the taint that had already poisoned most of their race. Only half of the system's population was on board when the vassel finally set sail, forced to fiele as the acts of depravity on the works around them escalated into Whole-scale bloodshed and slaupher.

The Mymearan Craftworld travelled for many months until it was nearly out of range of Eldar space. This though was still not far enough for it to escape the event now known as the Fall, and nearly a third of those onboard were destroyed in the psychic scream that heralded the birth of the Chaos god Staanesh.

Lost in their grief for the death of their race, the surviving Mymaarans continued to drift through the stars, believing through was to be brutally cut short as they fell prev to those who dwell in the darkness beyond the once great Edar empire, and hundreds of throusands of Mymearans died as they fought to protect themselves from attacks by Orks and things far worse.

During these terrible times, hope came to the Mymearans in the form of Initiyint, a disciple of Asurmen who strode forth one day from one of the many portals on the Craftworld that had remained inactive since their departure. Through his wisdown the warrior-citizens of Mymeara learned how to combine the aspects of stealth, speed and overwheiming ifrepower to uttery decimate their foes. Together, the warriors of the Craftworld and the Phoenix Lord's et about clearing a safe passage through the galaxy for their world-vessel, hitting out mercliessly at any who dared to threaten them.

Inlights presence upon the Crattworld was short lived however Calling a meeting of the Council of Seers, he announced that the ultimate reason for his arrival upon the starship was to prevent the Mymearns' uter destruction, which he had seer in a vision whilst undergoing his training with Asymem, first of the Phoenix Lord's Centuries in the future, the Crattworld would sail through the empire of a hostile race so vast and powerful that they could neither avoid nor survive its wrath. The Phoenix Lord could neither avoid nor survive its wrath. The Phoenix Lord could would grant him a war host large enough to destroy that race, which at that point in time was still in its indary.

Bowing to the wisdom and foresight of the Phoenix Lord, half of the entire Craftworld's war host was given over to inligh. As the last citizen-warrior stepped across the threshold of the portal the Phoenix Lord had appeared from years before, the ornate device was destoyed as per his instructions, for fear that the enemy he sought would one day somehow discover how to use it to invade the Craftworld. If his war host was victorious, then the Phoenix Lord would find some other way to ensure their return.

That was the last those who remained on the Crattword saw of their brothron. As the centuries passed and their vessel difficient to the region of space where fully that said the danger would line, rangers were sent out to assess the threat they now faced. As they traveled through system after system, it was clear that a great empire had been on the rise, but its expansion had been brutially cot short. The wrokkage of countless low-tech space stations littered the void and worlds that had note been terming with life were how little more than duty wastelands, those who had lived upon them eradicated in approxphile battles and what remained of the shattered rubble of their cliess But of right and his Mymerarn host, the rangers found no sign

Never giving up hope, through the remnants of the devastated alien empire the Craftworld drifted and eventually encroached upon the dominion of Mankind.



Eldar Wraithseer of the Mymearan Craftworld. The Wraithseer is a powerful war construct, armed with an energised blade and distortion cannon, as well as possessing formidable psychic potential. It represents an extreme threat to all Imperial forces.



Eldar war panoply recovered in the vicinity of Aresta IV. Believed to be of the Mymeara war host - dispatched to Ordo Xenos research station Beta Imperium. Depicted here: fusion gun, plasma grenade, vibro-blade weapon and shuriken catapult with mono-molecular edge ammunition.



Craftworld Mymeara Guardian

Realising that to continue through such a populated region of space would put them at considerable risk, the Seers of the Craftworld chose instead to conceal their great star vessel and continue their search by other means. They came to rest in a region of space that had not yet been infested by other races, and using their technology hid themselves away, drawing the stellar matter of a nearby star around their Craftworld like a shroud.

There they remained for many centuries, sending out parties of rangers in the hope of locating their lost kin During their search, the rangers came into contact with other survivors of their race. Although the Mymearans would have preferred to remain concealed from all, even their own kind, they recognised that they would need the support and protection kinship provided and brokered an alliance of sorts with the Alaitoc Craftworld and its Corsair allies; the price of their allegiance being the exchange of Eldar technology not seen by those of Alaitoc since before the Fall.

When the Phoenix Lord was finally located, it was not the Mymearans who found Irillyth Instead, whilst searching for new resources to rip from their world. Betalis III, human colonists broke through into a massive cave system, the site, thousands of years before, of the final battle against those destined to destroy the Mymearan Craftworld. During the conflict, Mymeara's enemies had been defeated, but as the Phoenix Lord Irillyth saw in his vision, it was at the cost of his and the war host's lives.

When a Phoenix Lord is slain though, he does not truly die. only the body of the warrior hosting his spirit is killed - the Phoenix Lord's essence remaining within his war panoply to be taken on by the next Eldar warrior to wear it. When the colonists broke into the cave, they triggered an ancient defence system within the Phoenix Lord's armour intended to protect it whilst his spirit was in a dormant state. This caused the cave-in which killed all the miners and also alerted those who still tended the Phoenix Lord's shrine on the Mymearan Craftworld to his location.

In the days and weeks following the Eldar incursion of Betalis III, the Space Wolves of Bran Redmaw's Great Company and a vast Imperial Navy fleet fought a tremendous void war against the Corsairs near the Karina Nebula, determined to rid them from the system once and for all. Before the Corsairs finally retreated, an energy signature of monumental proportions was registered moving deep within the centre of the dust cloud, and before the Imperium's auspexes could be brought about to investigate it, a great void storm began to rage within the nebula, flooding that region of space with a near-blinding light, before swiftly fading.

As yet no vessel of the Imperium has been able to penetrate the outer boundaries of the dust cloud to investigate this anomaly, but it has been estimated that they will be able to soon. The solar winds of Betalis' star now no longer flow towards the nebula, and the colossal dust cloud will dissipate within a few scant decades into the voids of space beyond.



Eldar Firestorm Grav-tank. Primary air defence unit. Craftworld Mymeara.

Eldar Fire Prism Grav-tank. The laser fusion weapons employed by this variant of the Falcon accounted for more Imperial tank losses upon Battle Group Odon than any other Eldar war machine.

Eldar Vampire Hunter. The Vampire is a heavy assault interface craft, the Hunter variant of which is armed with Titan-scale pulsar weapons, enabling it to engage foritications and armoured ground targets. Craftworld Mymeara deployed several squadrons of Vampires in support of their ground attacks

222

CRAFTWORLD ALAITOC

Having lost so many of their brothmen to the terrible events of the Fail, the Eldar of Crathworld Alatice embrance the shird disciplines of the Path of the Eldar to a near zealous degree. They also veherenity avoid contact with others of their kind test their influence drag them down to the same depths of depravity the Eldar empire once tell to, down to themselves instead to a life of harsh discipline. This does not sit well with all and there are some, particularly amongst the younger generations, who cannot bring themselves to embrace what this entails, even though it

Those who are forced to leave Craftworld Alaitoc or go of their own volition may oventually seek to join the Corsair bands. Others remain true to their people, and patrol the Eldar Webway to ensure Alaitoc's continued survival, seeking out any threats to the Craftworld, but now free to explore the worlds beyond it

It was a ranger squad from the Alatoc Craftworld who located the lost Wymeara Craftworld. Finding an entrance to a portal in the Webway inscribed with symbols none of the Eldar rangers recognised, they sent one of their number to seek advice from Alatoc's Council of Sers. The response came in the form of Alatoc's greatest Farserer at that time. Realising that the rangers had found a portal to one of the lost Craftworlds, the Farser called upon ancient Knowledge he had learned many centuries before when he had first taken the Path of the Seer to break the seal which protected the entranceway

Just beyond it atood the Parseer of the Mymeara Craftworld and his bodyguard of Shadow Spectres A. If ret the Mymeara Parseer wanted his people to have no dealings with Ataloc for faar they were no different from those they had fled from, and it seemed as if once more there would be war between Eldar km. However, Alatoc was in many respects similar to the Mymearans and its Parseer was able to persuade his refound kin that this could be the basis on which they could strike up an aliance to each. Craftworld's benefit.

Alaloc's home worlds had been located on the fronter of list race's empire too, and like the wiser Eldar your on Mymeara, some of its people had also realised the inghimarish depths their kin would soon sink to. Casting out into the stars almost too laik, they barely survived the alrocity of the Fall, and since then Alaitoc had also had to alrocity of the Fall, and since then Alaitoc had also had to hight to survive. Amongsi these dark days had been an encounter with a spinter force of bio-ships from Behemoth, the Tyraind Hwo Fleet which would later go on to dewastate the Ultramarines Chapter's home world of Macrage in 745 M41.

The swarm of Tyranid bio-ships had been discovered lying in the path of the Alaitoc Craftworld by the fleet of cruisers and escort ships that scouted ahead of it. The spread of Tyrand ships was vait as It closed upon the forward Eldar armada, built had not counted upon the skills of its new found prey. Perhaps never having encountered such a race as the Eldar in its own galaxy, the Tyrand fleet was unprepared for the swittness of the Eldar vessels and the accuracy of their laser batteries and torpaches. As the bio-ships ownide forth heir payloads of living drones, squadrons of Hellebores and Nightshades swept in to destroy them. In return, hier plotts soon found heir vessels attacked by huge feeder tendrils which punched through heir hults, unleashing Tyrand Warrios rinto their midst.

The furious battle raged on the ships and amongst he stars for many days, each moment seeing the Crattworld more ever closer to within range of the bit-weapons of the largest Tyranid ships. Knowing that an invasion of their Crattworld would likely spell the end of their people, the Alaitoc fleet set about with increasing ferocity, destroying a many of the largest Tyranid vessels that they could.

With the massive form of the Craftworld literally hours away on their long range view screens, the Eldar fleet succeeded By attacking the largest ships, they also destroyed or seriously injured the largest of the Tyrand creatures within With its command structure failing, the attack on the Eldar armada lost its coherency, providing easier targets for Alatoc's fleet to destroy.

The danger was not over though, as the way before the Craftworld was now saturated with the remnants of the Tyranid bio-swarm. Although most of its creatures were likely dead, there was still the very real risk that some might still be alive and could drift the short distance across the void to infest the Craftworld as it passed through them.

To prevent this, the Eldar armada launched thousands of toppdoes into the area where the Tyranid bio-ships now drifted. These succeeded in destroying or blasting away any remaining Tyranid spores and creatures, and their efforts were so effective that the region is still marked upon Imperial Navy maps as a dead zone centuries after the Eldar force's devastating armament was unleashed.

Without Alatioc's aid, and that of its Corsair allies, the resurrection of Mymeara's Phoenix Lord would not have been possible. Not only did the Craftword broig the full force of its squadrons of Grav-tanks, Typers, Nightwings and other vessels to bear against the Leman Russ and Chimera of Company Vengeance, but its Pathinders and Aspect Warriors also stalked the icy depits of the Tormus Delta against Company Rethubion.

Alailoc's efforts kept the Imperium's forces away from the utimate objective of the Mymearan Farseer, the retrieval of his Craftworld's Phoenix Lord from the cave system below the Aresta IV mining complex. That he succeeded is in no small part down to them.





Elder Lynx Heavy Grav-tank. This example bore the markings of the Alaitoc Craftworld, and was armed with a single pulsar. It was destroyed by the Titans of Legio Gryphonicus



SHADOW SPECTRES



To an Eldar warnor, death in the mortal realm is no release from the ondess wart the survoirs of this race fight. So few are they, that the spirits of elite Eldar warnors are often required to fight on, forever traped in the twight realm between life and death, and rather than enter the infinity circuit of their Crathword, there spirit stones are used to influse life into wraith-constructs such as the Wraithlords and Wraithguard.

It is this aspect of Eldar warfare that the Shadow Spectres exemplity, Khanne demands that even the end of a mortal existence cannot be an escape from war. Many millennia ago, the aspect was closely associated with the Wraithguard with a living spinit, the Shadow Spectres are living, breating spinits that have taken on the appearance of wraiths, Traditionally, all those who die on the Path of the Shadow Spectres with lave, as part of the shrine's death rituals, their spinit stones used to animate Wraithguard, and a carder of these silent sentries always stand watch upon the shrine and march to war alongside their living in.

Shadow Spectres are armed and equipped to predominantly hunt enemy heavy armour. Appearing like ethereal ghostly shadows, they are surrounded by long gossamer robes that shimmer and writhe as if with a life of their own.

Disguised behind holo-fields, they use their jet packpowered mobility to approach enemy targets then, appearing as if from nowhere, unleash a sudden fusillade of procise and overwhelming firepower. Their prism rilles are antiquated weapons, antefacts lost to most of the remaining Eidar race. Using the same technology as the far larger prism cannon, each rille is connected to a single sophisticated targeting matrix, known as the 'Charsdight' Through it, each rille's energy pulse converges into a single beam of bright light that 'Shriek's as it lears apart tanks and larger targets with ease. The aspect's armour also incorporates a large protective cowl through which senosr and target information is collated

Shadow Spectres favour white and pale shades of grey and silver as their aspect colours, and on the battlefield their glimmering holo-suits give them a ghots-like appearance, so that as they glide through the air, they appear as no more than a shimmering aura of pale light, only coalescing into their true forms when they fire their weapons.

To the wider Eldar race, Shadow Spectres are long forgetien, just another part of their culture tost to the catacitym that destroyed their kin. Until the re-discovery of Mymeara, no Eldar Craftworld had an active shrine of the Shadow Spectres and no Bonesingers knew the rituals to grow their aspect amour or weapons. On the largest Craftworlds a few shrines do remain, but they are now long abandoned places.

During the Betalis III incursion, the Shadow Spectres of the Mymearan Craftword became a legend on the battlefield The sight of them phasing in and out of sight set those few who survived their attacks mad with fear. The Eldar of Alatoc and the Corsairs looked upon them though with hope, because if something from their distant past could return as they had, then maybe there are others of their lost kin still out in the galaxy for them to rediscover.

SHADOW SPECTRES

	WS	BS	S	T	w	1	A	Ld	Sv	
shadow Spectre	4	4	3	3	1	5	1	9	3+	
Exarch	5	5	3	3	1	6	2	9	3+	

Unit Composition

• 3 Shadow Spectres

Unit Type

- Shadow Spectres. Jet Pack Infantry
- Shadow Spectre Exarch: Jet
 Pack Infantry (Character)

Wargear

- Prism rifle
- Spectre holo-field
 Shadow Spectre jet pack
- Heavy aspect armour
- Haywire grenades
- Plasma orenades

Special Rules

- · Ancient Doom
- Battle Focus
- · Fleet
- Fear
- Shadow of Death (Exarch only)

Options

- The unit may include.
- Up to seven additional Shadow Spectres.
 May upgrade one Shadow Spectre to a:
- Shadow Spectre Exarch
- A Shadow Spectre Exarch may exchange their prism rifle for one of the following.
- Prism blaster
- Haywire launcher +10 point

Shadow of Death

All enemy units within 12° of a Shadow Spectre squad that includes an Exarch with this special rule roll an extra D6 when making Leadership tests and Morale checks, using the two highest rolls to resolve the test. Modes with the Fearless special rule are immune to this effect.

Spectre Holo-field

On any turn in which a model with a Spectre hole-field moves in the Movement phase. It gains a 54 cores are until its next Movement phase. If it also makes a Thrust move in the Assault phase, this cover save increases to 64 -. Note that cover saves granted by the Spectre hole-field do stack with over saves provided by the Stahl or Strougled special rules, but not those provided by the Stahl or Strougled special rules, but not those provided by the stahl or fortifications.

	RANGE	STR	AP	TYPE
Prism rifle				
(Dispersed)	18*	4	4	Heavy 1, Blast (31)
(Focussed)	18*	6	3	Heavy 1, Lance, Ghostlight
Prism blaster	18*	7	2	Heavy 2, Lance, Ghostlight
Haywire launcher	24*	3	4	Heavy 2, Haywire

Ghostlight: When a unit inflicts two or more hits with the Ghostlight special lue on an energy unit or vehicle, it may choose to either resolve the hits normally, or to inflict a single Ghostlight attack in place of all hits with the Ghostlight special rule When resolving a Ghostlight attack, use the morphy profile from among the weapons that inflicted the Ghostidiph this (if there are an equal number of his indiced by two different vegories, of example, one rolm a priors nite and one from a priors nite and one to different vegories, of example, one rolm a priors nite and assessment and for each that that was inflicted on the target unit or vehicle, either moves the attack's Strength by 4 or rokate is AP by 1, to a maximum of Strength 10 and a minimum of AP 1. Each hit may be allocated to ether Strength AP and the target by the strength and and another on the target barry and the prior target and the strength and an another on the target hit may be not be the contoling player until the maximum values are rokated. If any hits remain the reaching

Shadow Spectre Jet Pack

A model with a Shadow Spectre jet pack gains the let Pack unit type as described in the Worhammer 40,000 rulebook, granting them the Bulky, Deep Strike and Relentless special rules when moving using the let Pack rules.

New Autarch Equipment

An Autarch fielded in an army which includes at least one unit of Shadow Spectres may choose to take the following instead of one of their regular weapons options (as listed in *Codex: Craftworlds)*. +10 point +10 point

They may also choose to take the following item if they do not have Swooping Hawk wings, a warp jump generator and have not been upgraded to be an Autarch Skyrunner

Shadow Spectre jet pack and Spectre holo-field + 20 points





A previously unidentified Eldar Aspect Warrior, first encountered during the Battle of Aresta IV, Betalis III incursion [053894.M41]. All subsequent contact is to be forwarded to Ordo Xenos data point 3892x/fa for analysis. Priority Theta-Maxima.

SHADOW SPECTRES ASPECT WARRIOR

1. Aspect Armour

Each Elder aspect is defined by its armour and equipment, which will be unique to each shrine and worn, unchanged, by many successive originaritions of Aspect Warnors.

The head is always a highly significant part of their arrows, the denang of which is the last stage of arrowing an Aspect Warrior, learnly assuming the mask behind which the Eddar within will conceal themself. Once the helmelt is in place, the individual's consciousness is adopting in the legistal warrior spirit of the aspect.

The amour incorporates the ubiquitous spirit stone in the breastplate The other genesia are thought to be for assthetic decoration. As a race, the Elder have a highly developed appreciation of beauty and this influences the design of their military equipment which, whilst highly effective, is rever purely practical.

2 Apperceptive Hood

The suit incorporates a large armound hood. The exact function of this remans suchas, although from initial reports it is assumed hait is collecte and disseminates sensor information. It may also contain thought activited communications and the controls for the Aspect Warrier's hold field and the largeting information relayed from the weapon.

It has been theorised that the hood's sensiony data also provides the Agood' Warrow with an enhanced provisopation. This is the warrol's telf-averness of its body position in relationship to itself. Informations (is do't also heinhigh tab warrol's centreballion, the brain area repositible for caloridinating unconscious movements, thus area repositible for caloridinating unconscious movements, thus allowing the Agood' Warrol to settiff unco and another variance and the Varian to settiff unco and another variance and the variance and the variance and the advance and the variance and variance varianc

3 Prism Rifle

The aspects ritual weapon is the prior rife. Barely encountered by the Imperium before the war on Betais III, the weapon relies upon the same technology as that found in the far larger prism cannon (in vehicle-mounted anti-fank weapon carried by the Fire Prism grav tank). Even amongst the sophisticated technology of the Eldar, prism weapons are a marked I dealant.

It has a complex two-part firing mechanism. The first uses a medium-mappingle laser, which consultations the bluck fire ware and of the weight. The laser discharges into a large central trystal pitrus fills discret, locuses and amphiles the energy in a millisecoid. If it than discharged a second time along the barrel and through another locusing cystal, producing a super-attenuited beam of energy.

Where these super-conductive crystals originate from is unknown. This been speculated that the Edua Bonesingers multrate them specifically for use in prism weapons. Alternatively, it may be that there is a secret location, hidden amongst the Webway paths, from where the existic crystals are harvested or traded. The weapon also includes a complex multi-aspect prismatic lens largeter. Operating in landem with the sensor hood, when using this device the first of multiple prism rifles can be combined to form a single high-powered energy blast.

4: Jet Pack

Integral to the Aspect Warno's amounts their perpack. Masters of anti-grav technology, the Eldar's personal flight pack incorporates sophisticated stabilisation and sector concelling controls, allowing the Eldar within to adjust attritude and velocity with its subconscious houghts via a mind-link. Such delicacy of control allows for speed. reachily and maneurrability unknown to other roces.

Operating almost silently, allowing the user to move with stealth and effect repeated surprise ambushes, the jet pack's top speed and maximum allitude are currently unknown.

5. Presentient Robe:

What seemingly purely decorative, the aspects more are actually approximate the second second second second second second server-language in threads that been to have a file of that own the alternames constants, and random the second second second becoming analysis of impering the second second second becoming analysis of impering the second second second becoming analysis of impering the second second second becoming and second second se

6. Insigni

The Aspect Variance bears in the units symbol of the dynamic function for formated of the historial, a common practice, within all stronges other transmiss include a vine patient. Marry suscessful with the other transmiss that is complete proceeding variant of the transport of the Break to the complete proceeding variant of the patient was proceeding within the patient patient of the patient patient of the patient patient of the patient patient patient patient patients as patients and the patient patient patient patient patients as patients and the patient patient patient patient patient patients and the patient patient patient patient patients and patient patient patient patient patient patients and patient patien

IRILLYTH, SHADE OF TWILIGHT LOST PHOENIX LORD OF THE SHADOW SPECTRES

Inity the was once a disciple of Asumen, first of the Eldar Phoens Lords, and the found or the Shnato of the Shadow Spectres on the Mymearan Crathworld. The legends of Inity har many but one amongst them is entwined with the fate of the lost Crathworld. It tells of the time when, during his training under Asumen, Inity hava sgitted with a terrole various in it he saw the destruction of the Mymearan Crathworld at the hands of a race that was still in its infancy.

Still reeting from the near destruction of the Eldar race during the Fail, Filly week not to lind the way more of his is in to be wiped out, and his set out to find the Craftworld and prepare ti for the battles that lay ahead. Infly hearched the many paths of the Webway for decades for his lost brethren, also imparting his skills upon other Craftworlds as he travelled, but their location always remained elusive. During this time, the legends of the Phonenx Lost del aliso of the many great battles he looght against the creatures of Slannesh that had infiltrated the great Eldar maze.

Whilst the Phoenix Lord was exploring one particular region of the Webway he had never gained access to before, he was confronted by a Greater Daemon of Staanesh who had broken through from the Warp and had set about opening up sealed portals for its brotheren to flood in through.

As its deamonic followers seared away yet more of the protective Eldar runes from therbitionings on the portals. Inityth and the Greater Deamon clashed. How long the battle lasted is unknown as tims flows strangely in places that are touched by the Warp, but eventually inlight proved to be the violor and cast the inghitmarks for earbure and its minore, back from where they had come. The legends then tell that, exhausted by the tilanic battle, the Phenenk Lord feil nd a long deep sleep, during which he was to be rewarded with the kowledge of the Carthword's tocation.

Crice he avoke. Inlight followed the path that had been revealed to him his dream and found the portal close to his resting place that led to the Mymearan Craftword. Welcomed by the Mymearans, he set about raining its warriors in his ways of wan, namely stealth, swithress and all-consuming ingrepover. Soon the day came though when he had to treveal his true purpose for being on the Craftword. The Phoenk, Lord addressed its Council of Seers and speke of his organal vision and of the terribit feat that availed them, but gave them the hope of preventing it if he attacked their enemy now before it grew too store. Bowing to his great wisdom, the Council of Seers allowed the Phoenix Lord to lake with him nearly hald of the Contended warriors, and it was with a heavy heart that trillyth left that day using the very same portain he had arrived from, for since he had set loot upon the Craftworld, his vision had subtly altered. With his holp he knew now that the Craftworld world survey, but at the cost of his own life and all who came with him. What lay beyond that to lo keys on many of its people would bring about its eventual demise regardless.

For years those left behind on the Craftworld wated for word of the Phonenk Lord's and their war holt's victory, but none came. Time passed and the Mymearans came to accept that their bentren had undoubledly been killed and that the Phoenix Lord had fallen. In truth inlyth had succeeded in destroying the threat to the Craftworld, but had been struck down during the fierce fighting on the enemy race's home world; a place known in the Eldar legend as Beithalmae. There, the Phoenix Lord remained unrecovered, the cave where his body and war panoply lay slowly covered beneath centuries of glacally-deposited rocks as the plane's los age advanced.

But the Phoenix Lord was not dead. All Phoenix Lords are immortal, and its tehms rillyth was no single warrior, but a collective of those who had become him, their souls held within the spirit isones that adored his arrow rand wargear. So inlight remained trapped within the cave where he had forgith his last battle, his spinit awaiting the day it would be rediscovered and the Shade of Thight could be roborn. With his loss, inlight's disciples and strines also began to ware on other Cratitworks as one by one time's three Starchs died in combat. Eventually, the shrines were desorted, becoming dark, haunted places shrund by most Eldar - to them just another part of their culture lost in the downtail of their race.

The discovery of the location of Betthalmae, known to the imperium as Bettalia III, ment that intifyth could inally be recovered. Whilst his war host and that of Alatoc kept the Guardsmen of the Imperium at bay, Bei-Annah, the Farser of he Mymearan Craftword: successfully led a mission to re-animat the spirit host of the Phoenix Lord. The Eldar race's reward at the Battle of the Dawing Twight, as the Betals III noursion is known to them, was Inlyin, the Phoenix Lord of the Shadow Spectres, rebom.

IRILLYTH, THE SHADE OF TWILIGHT.

WS BS w A Ld Sv 10 2+ 4

Unit Composition · 1 (Unique)

Unit Type

· Jet Pack Infantry (Character)

Wargear The Spear of Starlight

- Spectre holo-field.
- Shadow Spectre jet pack
- Haywire grenades Plasma grenades

· Fleet · Fear

 Battle Focus Fearless

Special Rules

Ancient Doom

- Independent Character Eternal Warrior
- Acute Senses
- · Shadow of Death
- · Hit & Run
- · Night Vision
- · Warlord Twilight Terror

Shadow of Death

Ali enemy units within 12" of a Shadow Spectre squad that includes an Exarch with this special rule roll an extra D6 when making Leadership tests and Morale checks, using the two highest rolls to resolve the test. Models with the Fearless special rule are immune to this effect.

Spectre Holo-field

On any turn in which a model with a Spectre holo-field moves in the Movement phase, it gains a 5+ cover save until its next Movement phase If it also makes a Thrust move in the Assault phase, this cover save increases to 4+. Note that cover saves granted by the Spectre holo-field do not stack with other cover saves or the Stealth or Shrouded special rules.

The Spear of Starlight

The Spear of Starlight uses the two profiles: one for shooting attacks and the second for attacks in close combat.

	RANGE	STR	AP	TYPE
The Spear of Starl	ght			
(Shooting)	24*	7	2	Heavy 3, Lance, Ghostlight
(Close Combat)	1.	+2/+1*	2/3*	Melee, Master-crafted

*In close combat, the Spear of Starlight has two values for Strength and AP The first value is used on any turn in which Inilyth has charged; the second is used at all other times.

Ghostlight: When a unit with the Ghostlight special rule inflicts two or more hits on an enemy unit or vehicle, it may choose to either resolve the hits normally, or to inflict a single Ghostlight attack in place of all hits with the Ghostlight special rule. When resolving a Ghostlight attack, use the majority profile from among the weapons that inflicted the Ghostlight hits (if there are an equal number of hits inflicted by two different weapons, for example one from a prism rifle and one from a prism blaster, use the profile with the lowest base Strength), and for each hit that was inflicted on the target unit or vehicle, either increase the attack's Strength by +1 or reduce its AP by -1, to a maximum of Strength 10 and a minimum of AP 1. Each hit may be allocated to either Strength or AP as chosen by the controlling player until the maximum values are reached. If any hits remain after reaching the maximum AP and Strength limits then they are lost.

Shadow Spectre Jet Pack

A model with a Shadow Spectre jet pack gains the Jet Pack unit type as described in the Warhammer 40,000 rulebook, granting them the Bulky, Deep Strike and Relentless special rules when moving using the Jet Pack special rules

Warlord

When Irillyth is an army's Warlord, he gains the following Warlord trait instead of rolling on any of the tables included in the Warhammer 40,000 rulebook

Twillight Terror: Any enemy unit within 12" of Inilyth or any unit be has joined must pass a Leadership test when attempting to make a Shooting attack against inlyth or the unit he has joined. If they fail this test, they may only fire Snap Shots. The effects of Shadow of Death apply to this test.





BEL-ANNATH FARSEER OF THE MYMEARA CRAFTWORLD

When inlight, the Phoens: Lord of the Shadow Spectres, met with Mymarks Council of Seers to prevent the foreseen fale of their Craftword, Bel-Annath was one amongst them. Although altracky conturies odd, he was still the youngest of the Farseers there, having only taken to the Path of the Seer a lew decades previously. Prior to taking his first steps along this the most dangerous path the Craftword Eldar can take, he had lought for its people in many quises.

To prevent the mislakes of the Eldar race's past from happening again, those of the Caffword place strict controls over their leves. In order to tempore their inner demons, they choose to follow a discipline until they have completely mastered II. The intention is that it focuses the Eldar's mind so that he is not distracted by the many temptations the gaaxy holds, restricting him to just one aspect of life and taming his natural inclinations to experience all to the extreme. Once the discipline, or 'path' as it is known, has been mastered, then the Eldar will move on to another.

Bei-Annath, like many of his kind, followed the Path of the Warror and its many aspects for most of the first Half of his life. He did not spend all of this part of his life on this path through, slopping first on to the Path of the Outcast, although as with others' who have chosen this route, it is not well known amongst his kin for fear that more of his brethren might choose to follow suit

Born after the Fall, Bel-Annath Iwed amongst Eldar that even the highly disciplining nature of the Eldar paths had not yet fally tamed. Indeed, there were many upon the Mymearian Craftword who sell struggled to control the extremes of their soul at that time, and although their guardians shielded them as best they could, some of Mymearia's young could not help but be influenced by these troubled souls.

Eventually, all who could not master their impulses were banished by Mymeara's Council of Seers or chose a life of oxici, the first of the Craftword to leave it for the Path of the Outcast. The damage though was done. Having learned already from them that there was so much more in the galaxy, the young Bel-Annath could not yet resolve himself to all fed self-imposed discipline. Instead, the chose exile.

The portisk the Wymearans still kept open to the Webway at that time enabled him to leave the life he had known since birth. How long it took for Bel-Annah to master his realisances and whath he did during that time is unknown, not have any spoken of I with him. When he did return, the young Eldar was no longer bound by his desire to explore the galaxy. That he had seen great conflict whilst an outcast could not be derued, and perhaps was one of the reasons for his return, to master that part of his psyche through taking the Path of the Warrior Although it kept to the less populated areas of space on its voyage, his Craftworld could not completely avoid the attentions of other races. Bel-Annath was to test his control over his warrior nature on many occasions, although those who kept a close eve youn on the reformed outcash noted that his skills in battle were already well honed compared to those of his Craftworld-bound kin.

Against the empire of the Tagean Knights, as they are known in the ballads sung of Bel-Annath's life, he was part of the war host sent to destroy a portal that linked directly with one on his Craftworld. The portal was located in the catacombs below Tagea's capital where followers of Slaanesh were attempting to activate it. The city was a heavily fortified stronghold, but no match for the Eldar. The squad Bel-Annath was a part of is said to have launched itself upon the gun emplacements surrounding the city, its Exarch blazing the way forward for his troops as the desire to wade war overcame him and, using their fusion guns, the squad mercilessly immolated those within the emplacements. When the enemy's weapons fire was too intense for even Bel-Annath's squad, other Fire Dragons would move in and obliterate their targets with fire pikes and melta bombs, paving the way for the remaining war host to hunt through the catacombs and destroy the portal

The decades in which he gained mastery of the Fire Dragon aspect tempered and sculpted Bei-Annath's fury for battle. His soul calmed, he then moved on through the other aspects, mastering each facet of the Path of the Warrior, before moving on to a new path.

The renegade Forge World of Feras IV was where Bel-Annath would first lead Mymeara's war host as its Autarch, completing his journey along the Path of Command. His mind honed by years defending his Craftworld, the warrior-leader finally cast off the dark shadow that had haunted him since he had first left as an outcast. Directing all aspects of the Mymearan war host, Bel-Annath led them into the depths of the Forge World's massive orbiting dock yards, where they fought against weapons-automata bristling with guns, and hideous mutated creatures, part human but mostly machine, that had once been its Tech-Priests, but who had since been reshaped by the whims of the Chaos gods. Destroying the renegades' fleet before it could be launched against the approaching Craftworld, Bel-Annath once more prevented the destruction of his people.

Since that and many other battles, Bel-Annath has followed the Path of the Seer. This not only saw him take part in the Council session addressed by the Phoenix Lord, but also the resurrection of Inityhi in the caves befow Betalis III's ioy surface. The Farser's many years of leadership have brought hope to his people that perhaps they may survive whatever lies ahead for them.
FARSEER BEL-ANNATH

WS BS S T W I A Ld Sv Bel-Annath 6 5 3 3 5 2 10 .

Unit Composition • 1 (Unique)

Unit Type Infantry (Character)

Wargear • Ghostheim

- Fusion pistol
- The Sundered Spear
- Rune armour

Special Rules

- Independent Character
 Ancient Doom
- Battle Focus
- Fleet
- Psyker (Mastery Level 3)
- Stubborn
- · Runes of the Farseer
- · Warlord A Path Once Walked

The Sundered Spear

The Sundered Spear has two profiles, one for when it is used in close combat and one for when it is used as a shooting weapon. It may only be used as a shooting weapon once per game.

	RANGE	STR	AP	TYPE
The Sundered Spe	ar			
(Close Combat)		User		Melee, Armourbane, Fleshbane
(Ranged)	Template	5		Assault 1, Fleshbane,
				Armourbane, One Use

Warlord

When Bel-Annath is an army's Warlord, he gains the following Warlord trait instead of rolling on any of the tables included in the Warhammer 40,000 rulebook:

A Path Once Walked: Whilst Bel-Annath is part of a unit of Fire Dragon Aspect Warriors, he is affected by the Assured Destruction special rule. In addition, when Bel-Annath is selected as an amy's Warlord, that amy may include a single unit of Fire Dragons that does not use up a force Organisation slot, but must be joined by Bel-Annath during deployment.

Psyker: Bel-Annath always has the following Psychic powers from the Runes of Fate and Pyromancy Discipline: Doom, Fire Shield and Molten Beam.









ELDAR CORSAIRS

An Eldar Corsair is more akin to the Eldar before the Fall than those who now live upon the Crathwords. Not for them are the highly disciplined paths trod by their Crathword kin, although many may turn to them once their need to explore the galaxy and all that it has to offer has been satiated. That is though if they have not completely turned in their lot with their dark kin who dwell in the depths of Commorant

Since its rediscovery by the rangers of Alatios, the location of the Mymaana Craftword deep in the heard of what is known to be imperium as the Karina Nebula has attracted numerous Corsair bands Whilst they are very young, most Eldar will have heard the song of the Lost Children of the Eldar in cesence it is a prophecy and one which is believed to set out the fait of the Mymaana Craftword. In fleeing from the predations of the Chaos god Slaanesh, the Eldar in the logend are said to have been cursed by She Who Thirsts, who promised a slow, tortuous death for all who escaped her olutiches during the Fail.

Like the Eldar world in the prophecy, the Mymearan Craftword stands alone at the centre of the vast region encompassed by the Kanna Nebula, and its hunt for its lost bretheren and Phoenix Lord has struck a chord with the Corsarias of the region, who are drawn to it by the suffering it has undergone. Some of those aligned with Alatice are ware of its existence already and have journeyed from light years around, drawn by the mystery and legends that surround their load kin. Little time was therefore required to launch an assault on the world's of the Betalls system when it was discovered that the remains of Phoemic Lord inlight lay upon the third planet, and as the war hosts of Mymeara and Alatico were mustering their forces, the Corsair bands had already set forth.

Although not as heavily defended as most Imperial works, Betalis III still had a strong planetary defence force that had been joined by the remnants of the Cadian 6⁶ Amoured Regiment. The raids to destroy the ice work's global surveillance networks suited the hit and run tactics of the Eldar Corsairs, and using the cover provided by the many cargo transports that travelled to the system, they evaded those ships of the Imperial Navy fleet already in the system and easily slipped past betalis II's orbital defences. Dnoor its isolated outposts, achieving their original objective, and then remained to take part in all three major land battles.

True to their darker nature, not all of the Corsairs remained on Betalis III's eastern continent during the war. With the rest of the ice world's population poorly defended, it was no surprise to those of the Imperium who't had dealings with Corsairs before that once the Edar war hosts had retreated off-world, entire communities that had lived out in its icy wildomesses we vanished without a trace.





The end of the Betalis III incursion saw the full-scale retreat of the war hosts of Alloco and Mymara. Harried by the thousands of Imperal reinforcements that had recently landed on the planet, they suffered significant casualies, but hese were nowhere near the numbers lost by the Eldar Corsair bands in the battles lought har in the Karina Nebula immediately alterwards.

One of many bands alled with the two main Eldar factions, the Sky Raiders in particular bocame notarious for the viciousness of their attacks, and later analysis of the remains of their vicinitis revealed wounds commonly mistaken by hunting cardres. Dualetts for attacks more akin to those made by Dark Eldar the Battio of the Karan Nebula, boarding assaults upon Sky Raiders vessels were spearhende by Bran Redmarks Great Company. This resulted in very few areported to have autored and the sources and the sources and the very few reported to have sultered have a sultered have a sultered have reported to have sultered have a sultered have the sources.



Beleved by the Ordo Antons to be angined with Crattworld Anatoc, during the battle for the Betalias system the points of the Subnitz Brotherhood's field were ultimately responsible for the destruction of the Watchful Synour Betalias III's orbiting defence platform. Later, the Sunbitiz Brotherhood temporanty allied with ships of the Void Dragons Corsair cadre to patrol the inner regions of the Betalia system. Wreckage recovered from the system after the war indicates that this alliance was terrouse at best, as it appears that a number of Sunbitz raft showed damage caused by Void Dragons weaponry inflicted during that time.



Modus Operandi

Eldar Gorpains tend to be more openly active than the Eldar of the Crattworlds, who naturally look first to their own defence. Corsair bands are more aggressive, always seeking opportunities to raid, to what end, the Imperium can only guess. Some Corsair hands seem to be closely allied with a Crattworld, such as the Eldrich Radors with lyanden or Xian's Black Raiders with Ultwe, but others appear to have complete autonomy, attacking wherever and whatever they can.

All Eldar Corsair bands are nomadic, often menacing a sector for a short time, making several raids before moving on. Few therefore have any easily identifiable geographical area of operation which might allow their enemies to find and destroy them. For them it is better to remain mobile, so they are difficult to find and hard to counter effectively.

Unless they are on the hunt, Corsair bands are notoriously elicitive, sometimes setting up bases hidden deep within a nebula or asteroid field. These havens take many forms, some are ancient and forgotten Eldar stations, left-over remnants of bases from before the Fall, others are temporary, hidden in long abandened asteroid mines or deep in widerness space. The largest bands will have many bases and hideouts scattered across the ealay.

Corsait bands can also have bases of operation around the Exodite worlds. Many have long-standing alliances with the Exodite houses, providing these isolated worlds with a degree of orbital protection in return for a safe haven and occasional military aid. A typical Gorsair attack will be a rapid-moving low obtair raid, deploying fast from Vampire Raiders, stirking wan aggression and speed and then quickly willdrawing. Gorsairs are not well-equipped for extended battles or campaigns, and would find a pitched battle against a well-amed foe difficult, although a Gorsair Prince will often have the heavier support of Nightwings or Phoenix bombers to call upon, but a Gorsair baso commonly use boarding actions against poorly defended freighters and transports. A Icloseq uarters, their lack of heavy weapons and specialised grav-tanks is not a hindrance on such battlefelds.

Corsair Princes are not above hiring themselves out as mercenaries to the highest bidder. During lean times, a band might find temporary employment with a rebel planetary governor, mulinous Imperial Quard commander or other renegades from the Imperium's justice. For ther employer this is a desperate measure, because those Imperial servants who seek their aid can expect no mercy from the Emperor's Inquisition.

On occasion, Eldar Craftworlds and Corsar bands have gone to war against each other. The Imperium is unclear as to why, buit is possible that some Corsar brands have strayed too far down a dark path, and the Craftworld Eldar have been forced to move against them rather than allow them to fall enmasse into the clutches of the Archons of Commorragh. There may also be long-standing rivalries and old scores to be settled between different Eldar factions, but such conflicts are rarely understood by the Imperium's authorities.



Eldar Hornet Attack Skimmer. 'Sky Raiders' Corsair band. Here armed with two pulse lasers for anti-tank operations.



Eldar Corsair 'Sky Raiders' Falcon Grav-tank. The Phoenix emblem is a common icon used on such craft.

Contractory of



Eldar Vyper Jetbike. Here seen in the livery of the 'Void Dragons' Eldar Corsair band, the Vyper is a light, swift weapons carrier favoured in hit and run raids.

Eldar Nightwing Fighter. 'Void Dragons' Corsair band. The Nightwing is a versatile strike fighter and interceptor, heavily used in the initial Eldar raids in the Betalis system.



Eddar Hornet Attack Skimmer: Skimmers of this type are amongst he lastest and most heavily armed for their size known, and highly prized by the Eldar Corsair bands. Hornets saw extensive use in the Betalis campaign and were used very successfully to harry the Imperium's armoured columns and destroy isolated outposts.



Eldar Falcon Grav-tank. In addition to the smaller, lighter Eldar craft, the more powerful Corsair bands, such as the Void Dragons, have access to many of the war machines of the Craftworlds, including the Falcon.



Eldar Vyper Jethike. The 'Sunbiliz' Corsairs are renowned for their contempt of 'lesser' races and their use of shock attack tactics. In the opening stages of the Betalis campaign, Vyper and Hornet squads of this Corsair band systematically destroyed isolated mining and communications facilities.

Eldar Corsair 'Sunbiltz' Nightwing. Destroyed three Arvus Lighters transporting officers of Battle Group Odon from Port Ryira to deployment on the Alacian Plains.



Eldar Falcon Grav-tank. This vehicle carries the panoply of the Eldar Corsair band 'Sunblitz' – an imprecise translation of an Eldar term without an exact Terran equivalent.



Eldar Warp Hunter Grav-tank. This relatively rare Falcon variant is armed with a warp distortion weapon and is favoured by many Corsair bands, despite its erratic performance.

ELDAR CORSAIR BANDS

USING THE ELDAR CORSAIR ARMY LIST

This army list has been designed to be used with Codex: Craftworlds and Codex: Dark Eldar, and references several rules and items of wargear which can be found in them. It should be used when selecting a Battle-forged army using the rules provided in the Warhammer 40,000 rulebook.

The Eldar Corsair army list may only use the Combined Arms. Allied Detachment or Corsair Fleet Raiding Company Force Organisation charts.

The Eldar Corsair Faction

All models and units presented in this army list are of the Eldar Corsairs Faction.



Allies and Eldar Corsair Armies

The Eldar Cortaelrs amy list is a complete and separate faction of the Eldar race, tied neither to the stratified culture of the Crattwords nor their fallen kin in Commorraph, though they are often seen acting in concert with both of these factions of the failing Eldar race.

A Detachment from this army list treats armies from Codex: Craftworlds and Codex: Dark Eldar as Battle Brothers, and likewise, Alled Conlingents of Eldar Corsairs are counted as Battle Brothers by Codex: Craftworlds, Codex: Harlequins and Codex: Dark Eldararmies

Detachments chosen from Codex: Necrons, Codex: Chaos Daemons, and Codex: Tyranids cannot be selected as Allied Contingents for an Eldar Corsair army, and likewise may never select an Allied Contingent of Eldar Corsairs

Eldar Corsairs treat other forces as Desperate Allies, and may be selected as an Allied Contingent for those armies as Desperate Allies – see the Warhammer 40.000 rulebook for more details.

Command Benefits

Objective Secured: All Troops choices in the Detachment gain the Objective Secured special rule.

Coterie Specialisations

Whin each Corsair band, each coterie often develops is own particular set of skills and jealously guarded combat lechnques. Each Coterie included in the Detachment may seect one of the following rules, which applies to all models socied as part of that Coterie only for two Coteries may have the same specialisation and the Command Crew may not select a specialisation.

- Titan Breakers: All Infantry and Eldar Jetbike units in this Coterie gain the Preferred Enemy (vehicles with the Tank or Walker type) special rule.
- Head Takers: During any Assault phase in which at least one model from a unit with this special rule is engaged in a Challenge, the entire unit (including the model engaged in a Challenge) may re-roll To Wound rolls of 1 for the duration of that combat.
- Vault Breachers: All Infantry and Eldar Jetbike units in this Coterie gain dissonance breach charges (see the Wargear section) at no additional points cost.
- Sky Burners: Units in this Coterie roll one less D6 when rolling for scatter as part of a Deep Strike deployment, and may re-roll failed Reserves rolls.
- Night Hunters: All Infantry and Eldar Jetbike units in this Coterie gain the Night Vision special rule and while the Night Fighting rules are in effect, they also gain the Preferred Enemy (Everything) special rule.
- Hate Bringers: Select a single energy unit that is on the table at the beginning of game turn I (this may include units in this Ostenie gain the Hated (the chosen unit) special rules and if the target unit is destroyed during the course of Play, the Ostenie's controlling player gains +1 VP. This courts as a secondary objective in games using Victory points.

Restrictions

Structure: The Corsair Raiders Detachment is divided into several sections, representing the internal politics and divisions of a fractious Eldar pirate band.

- The Command Crew elements are always available to an Eldar Corsairs player and are composed of one Compulsory HQ choice, one Optional HQ, one Elites and one Lords of War choice.
- The Primary Colerie represents the core elements of the crew and is composed of one Compulsory HQ and one Compulsory Troops choice, then any combination of the available Optional choices.
- Each Optional Coterie is identical in composition regards available choices to the Primary Coterie, but the inclusion of any Coteries atter the Primary Coterie is completely optional – with the limitation that if any Optional Coteries are taken, then all Compulsory choices in that Coterie must be bought first.

An Eldar Corsair Raiders Detachment may consist of a maximum of 1 Command Crew, 1 Primary Coterie and 1-3 Optional Coteries.

Internal Politics: The separate Coteries that make up this Detachment (but not the Command Crew) count each other as Allies of Convenience.

ELDAR CORSAIRS SPECIAL RULES Reckless Abandon

Corsair bands prosecute war with wild abandon, closing with the enemy to unleash a fusillade of devastating weapons fire and scathing insults, before flitting away once again.

A unit which includes only models with this special rule that free at an enery unit whith 12° of lasel may make an immediate move of 6° after all effects of the shooting attack have been resolved. If the unit has the type Jet Pack Infantry or Eldar Jetbike, this move is increased to 6+D6°. This move cannot place the unit into close combal, within 1° of any energy unit, or be used to move them closer to any unit targeted by their shooting attacks.

Dancing on the Blade's Edge

The wild bands of Corsairs are famed for their daring assaults and reckless behaviour on the field of battle. Every Corsair revels in the freedom of their existence, reckless bravery covering the gnawing fear of the price they might pay for their uninhibited ways.

A unit with this special rule has two values isled for their Leadership value, separated by a slash, for example, 106. The first is used for all Leadership tests or Morale checks, including Planning tests, taken by the unit, except for Regroup tests. The second value is used for all Regroup tests made by the unit. When accompanied by a Character model with a single Leadership value, the unit may use this value for Regroup tests where it is higher than the unit's value.

Wild Psyker

Unbound by the strictures of the Eldar Path or the brutal enforcers of Commorragh, many Eldar Corsairs develop psychic powers. These individuals are often untrained and dangerously profligate with the power they gain and risk the dire attentions of the powers of the Warp at every turn

A model with this special rule follows all the usual rules for Paykers and is considered to have the Payker special rule, but when called upon to roll on the Perils of the Warp table rolls on the following table instead:

Wild Psyker Perils of the Warp Table D6 Result

Decured: The psyler is claimed, body and soul, by the grat power which destroyed the Edar empire of old. The model gans the Daemon of Staanesh' special rule and no tonger acts in its orginal controlling payer's turn. It instead acts during the opposing player's turn, it instead acts during the during is a special state of the battle by the opposing player's the model was part of a unit when this result was rolled, it is now locked in combat with that unit. The model counts as destroyed for the purposes of Victory points and objectives, and may no longer attempt to manifest Psychic powers after having rolled this result.

Daemon of Slaanesh: A model with this special rule gains the Daemon, Hatred (Daemons of Khorne) and Rend special rules, and may Run an additional 3.

- 2.3 Soul-wracked: The cruel caresses of the minimos of Silaanesh can the poyker into a paroxym of pain and twist the intent of their at to mucherous purposes. This model and any until this pixel is treated as though it thad failed a Pinning test and Goes to Ground. The opposing player then chooses a new target for the Psychic power the model was attempting to manifest, and may choose for the power to treat units under their control as firefully or enerry for the purposes of targeting the power. The new target unit must be a permissible target as noted under the power's description, and the opposing player may choose to have the power simply fail if no attemptive targets are available or possible.
- 4:5 Warp Terrors: Deamons swirt close about the fraged well hat separates realspace from the Warp, launting the Eldar witch and their kin with the doom that awaits them. All rendry units with the Factaton Eldar Gorsair within 6², including this model and any unit it has joined, must make an immediate Morale check, reling three D& and keeping the two highest dice to determine the result.
- 6 The Eye of She Who Thirsts: The psyker gains the attention of Slaanesh. For the remainder of the game, whenever this model is called upon to take a Psychic test, the controlling player must roll on the Wild Psyker Penis of the Warp table if any doubles are rolled. A model already affected by this result must re-roll any results of 6 on this table.

FLDAR CORSAIRS WARGEAR

For the sake of convenience, many special rules and examples of specific and unique wargear for the Eldar Corsairs have been provided here in their entirety and a Weapons Summary page has been added at the end of this book for ease of play. In cases where the details of particular special rules, items of wargear and equipment are not found here, you should refer instead to the Warhammer 40.000 niebook, Codex: Craftworlds or Codex: Dark Eldar, and their most up to date FAQs.

Brace of Pistols

Corsairs commonly carry a multitude of pistols, valuing their ability to unleash a fusillade of shots at close range. These raiders often carry enough pistols that instead of reloading an empty weapon, it is simply discarded for a fresh one.

A model with this special rule counts as being armed with two shuriken pistols and two splinter pistols, which do not need to he represented on the model and may be used in any combination in a given Shooting phase or Assault phase.

Shadowwave Grenades

These devices are based on a technology widely used in the dark city of Commorragh, adapted for use by the Corsair reaver bands. When activated they disperse a shifting field of shadows across a wide area which, while it provides no physical protection, helps shroud the Corsairs from an enemy's targeters and augurs.

Shadowwave grenades are counted as defensive grenades (see the Warhammer 40.000 rulebook).

Tanglefield Grenades

These devices are less grenades in the conventional sense and more compact gravitic generators. When sown amongst the enemy, they emit a field that envelops the foe in the invisible grip of a gravity field of several magnitudes higher than ambient, leaving them easy prey for the swift Corsairs.

Shooting: When a unit armed with tanglefield grenades makes a Shooting attack, a single model may choose to throw a grenade instead of making another attack

	RANGE	STR	AP	TYPE
Tanglefield				
grenade	8"	2		Assault 1, Blast (3'),
				Tanglefield

Tanglefield: A unit that suffers any hits from a weapon with this special rule must take an immediate Strength test. If it is failed, the unit has its Initiative and WS values reduced by half until the end of its controlling player's next turn

Dissonance Breach Charges

These bulky generators are used by specialist Corsair raiding parties to breach the heaviest vaults and the armoured hulls of spacecraft. They focus a directed wave of dissonant sonic energy, building up and resonating until the target is literally shaken apart. Though deadly, the time it takes for the resonance to build makes their use impractical save against the largest and least mobile targets.

Dissonance breach charges may only be used during the Assault phase and may only target Buildings, Immobilised vehicles or vehicle models that have not moved in their

Dissonance	RANGE	STR	AP	ТҮРЕ
breach charges	·	2	3	Unwieldy, Dissonance Ways

Dissonance Wave: A weapon with this type rolls 3D6 for Armour Penetration rolls, adding the results together to determine the final result. If any of the dice rolled for Armour Penetration score a 6, the Strength of the weapon is increased by +1 and the AP is improved by -1

Voidplate Harness

This is an enhanced suit of mesh armour featuring reinforced plating across vulnerable areas, a system of energy fields to screen against harmful radiation and extremes of temperature, and a gravity distortion matrix which allows the wearer to operate effectively in zero gravity environments. Most often employed by Corsairs during boarding actions, it is however rarely widely distributed due to the complexity of its maintenance

A voidplate harness grants a 3+ Armour save. Models equipped with a voidplate harness lose the Fleet special rule if they possess it, but may re-roll all Difficult terrain and Dangerous terrain rolls. In games of Zone Mortalis, models equipped with voidplate harnesses gain the Void Hardened Armour special rule.

Heavy Mesh Armour

This armour is based on the standard Eldar mesh armour suit, but with additional stiffened psycho-active plates along vulnerable areas. The resulting armour provides increased protection while only minimally limiting the agility of the wearer.

Heavy mesh armour provides a 4+ Armour save.

Dissonance Weaponry

Based on ancient devices retrieved from the blackened landscapes of the Crone Worlds, these weapons focus and amplify aberrant sound pulses to the point where they trigger convulsions and internal bleeding in their targets. The most ancient tales of the fallen Eldar empire tell of dissonance weapons powerful enough to tear holes in the very fabric of space.

R Dissonance pistol	ANGE 12"	STR 5	AP 4	TYPE Pistol 1, Pinning, Vibro-pulse
Dissonance cannon	24"	5	4	Heavy 1, Pinning, Vibro-pulse

Vibro-pulse: For each model from the same unit that scores a 6 To Hit when firing a weapon with this special rule, while targeting the same target unit, add +1 to the Strength (to a

maximum of 10) and subtract -1 from the AP (to a minimum of 1) when resolving To Wound rolls for all weapons with this special rule during this Shooting attack only.

For example, if a unit that included three disconance cannon fired at an enemy unit and two of the disconance cannon scored 6s To Hit, then all three disconance cannon would increase their Strength by +2 and improve their AP by -2, to Strength 7 and AP 2 in this case.

Balelight

Fashinged as sleek multi-barrelled handgurs or omate vambraces, these veropors are vortic radiation lasers, emiting dovastating beams that melt fiesh and ceramite with equal ease and lamit those they do not kill with cripping radiation burs. Though carrying only sufficient energy for a single searing burst of fire, these weapons are prized by Eldar Corearis for use in boarding actions and hard-ought assaults.

	RANGE	STR	AP
Balelight	8"	3	6

TYPE Pistol 3D3, Blind, Rending, One Use

Vold Sabre

Catled from twisted and tainted spars of Wanihoone, either pucked from the acrass of a failen Crathword or stelen from one that yet endures, these blades project a cutting field of compacted anguish that carves apart plasted with ease. Armogist the more brutal Corsair bands, the welder of such an accursed weapon is held in great esteem, but forever dammed in the eyes of their Crathword kin.

	RANGE	STR	AP	TYPE
oid sabre		+1	3	Melee, Bending

Corsair Jet Pack

These compact technological marvels of the Eldar utilise shards of a gravity-repelling crystalline matrix, recovered from the ruins of ancient Eldar worlds and spacecraft, alongside advanced jet modules to propel Corsair raiding parties at fantastic speeds.

A model equipped with a Corsair jet pack has the unit type Jet Pack Infantry, and a Corsair Prince, Vold Dreamer or Felarch who takes a Corsair jet pack gains the sub-type (Character) as well. In addition, a Corsair jet pack grants a 4 Armour save.

Corsair Void Burners

These engine pods burn an internal reaction mass reserve, allowing Corsair vehicles to make short voyages through the orbital space of a world targeted by their predations. Once inside the atmosphere of the helpless target world, these engine pods are jettisoned using explosive bolts and left to fail like bright medicons to the surface.

A vehicle equipped with Corsair void burners gains the Deep Strike special rule.

Corsair Kinetic Shroud

These complex technological devices project a reactive energy field across the hulls of Corsair whiches. This field employs the kinetic energy of both incoming projectiles and the vehicle itself to deficed and negate their impact. Corsair pilots are commonly witnessed ploughing into battle at foothardy speeds, energy fire a blaze of colour around them as the kinetic shroud deflects it.

A vehicle equipped with a Corsair kinetic shroud that moves at least 6° in the Movement phase gains a 5+ Invulnerable save against shooting attacks until the beginning of its controlling player's next player turn.

When moving Flat Out or making a Run move and moving the maximum allowed distance, a vehicle with a Ocsark Irkeite shroud gains g 4+ invulnerable save against Shooting attacks until the beginning of its controlling player's next player turn. Or turns in which a vehicle with a Ocsark Irkeite Shroud enters play using Deep Strike, it counts as having moved Flat Ut, gaining a 4t - Invulnerable save against Shooting attacks, and may re-roll any failed Invulnerable saves until the beginning of its controlling player's next player turn.

Designer's Note

In order to claim a save from this special rule, a model must end the Movement phase at a point an appropriate number of inches from the point it occupied at the start of the phase, except if it entered play using the Deep Strike special rules in that turn. It is not otherwise permissible to leave the model at the point where it began the Movement phase and claim that it has travelled in a circle in order to gain the benefits of the Corsari kneite shroud.

For the following items of wargear, see Codex. Craftworlds, Codex: Dark Eldar or the weapons summary at the end of this section:

- · Lasblaster
- · Shuriken catapult
- Shuriken cannon
- · Shuriken pistol
- Eldar missile launcher
- Plasma grenades
- · Haywire grenades
- · Splinter rifle
- Splinter pistol
- Splinter cannon
- Shredder
- · Blast pistol
- Blaster
- Venom blade
- Fusion pistol
- Shadowfield
- Force shield
 Witchstatt
- · Witchstaff



Eldar Vyper Jetbike. Here seen in the livery of the Sky Raiders Eldar Corsair band, armed with a shuriken cannon. The Sky Raiders suffered severe damage to their forces during the Battle for the Alacian Plains and were driven from the battlefield.

> Eldar Nightwing Fighter. This example was shot down during the Battle at Alnitac by Hydra battery fire

HQ

1 CORSAIR PRINCE ...

The leader of a Corsar fleet is most often termed a "Prince" in the crude languages of Mankind, for in the Elfar tongue no two bear the same title and Mite good will exits between their santered bands. Such creatures have walked the stars for millionna, matters both of the skills of studden violence and of their own room will. Closar Princes are parageos of crude self-interest whose single-minded obsessions serve as a stabilising influence for those Elder who choose to jun them, and a dottis serverse for those who dave cappose them.

An Eddar Costar Detachment must include a Costair Prince and may not include more than one Costair Prince A. Costair Prince must always be the army's Waldood in an army featuring multiple Costair Detachments: one Costair Prince of the comtoling player's choice must be chosen as the army's Waldood and all office Costair Detachments that include a Costair Prince must made from different Costair Detachments as Detachments and ethol and all office Costair Detachments and ethol and all office Costair Detachments and ethol and costair Prince and the cost officers of the and all officers Costair Detachments and ethol and costair Prince and the cost officers of the costair Prince and the costair Prince and the cost officers of the costair Prince and the cost officers of the cost officers of

	WS	BS	5	т	w	1	A	Ld	Sv
Corsair Prince	6	6	4	3	3	6	3	10	4+
Cloud Dancer	6	6	4	4	3	6	3	10	3+

Unit Composition

- 1 Corsair Prince
- Special Rules

 Force of Will

 Reckless Abandon

 Fleet

Independent Character
 Warlord
 Einst Prince

- Unit Type
- Corsair Prince Infantry
 (Character)
- Corsair Prince Cloud Dancer Eldar Jetbike (Character)

Wargear

- Brace of pistols
- Shadowwave grenades
- Plasma grenada
- Heavy mesh armour

Force of Will

All Eldar Corsair units within 12" that can draw a line of sight to a model with this special rule may re-roll all failed Regroup tests.

Psyker

A Corsair Prince who is upgraded to a Psyker may select powers from the Divination or Telekinesis Disciplines. Options:

The Corsair Prince may be upgraded to a:	
- Corsair Prince Cloud Dancer*	+15 points
The Corsair Prince may take the:	
	+20 points
A Corsair Prince not upgraded to a Corsair Cloud	Dancer may take a:
- Corsair jet pack	+5 points
. The Corsair Prince may be equipped with any of the	ne following:
- Haywire grenades	+15 points
- Tanglefield grenades	
- Power weapon	+15 points
- Venom blade	+10 points
- Blast pistol	+20 points
- Fusion pistol	+20 points
- Dissonance pistol	+10 points
- Void sabre	+20 points
- Balelight	+15 points
. The Corsair Prince may be equipped with any one	of the following:
- Voidplate harness	+15 points
- Ghostplate armour	+10 points
. The Corsair Prince may be equipped with any one	of the following:
- Shimmershield	+15 points
- Forceshield	+10 points
- Shadowfield	+25 points
*A Corsair Prince Cloud Dancer gains the Eldar Jetbi	ke unit type, as well
as one of the following weapon options for their Eld	ar Jetbike:
twin-linked lasblaster, twin-linked shuriken catapult,	
twin-linked splinter rifles.	

.75 POINTS

First Prince

Earl Granz Prince has he can observise, he own escape from the direct that tests in your at the Estar specifies before the start service ple first and historin places of the gatary, some find solcene handed satypuict, while others date are invidual on the pleasares that showed first with an end water the invidual mater pleasares that showed first with an end water that form this doession thus; these Constar Water and Water the Constar Prince's service are manifed by his yell and either ham to serve his desires or are start blocking and.

A Corsair Prince may take one of the following options, at no additional points cost:

Seeker of Forbidden Pleasures

Headless of the fate of his ancestors, this Corsair Prince has embarked on the path that led to their downfail. All the pleasures of the public are his to sample, and war and carnage is but one more delight – for what dread can death hold to one who dangles his very soul before the hungry powers of the Warp.

The Corsair Prince gains the Corsair Combat Drugs special rule, and any unit in the same Detachment with the Eldar Corsairs Faction and of the Eldar Jetbike, Infantry or Jet Pack Infantry type may take the Corsair Combat Drugs special rule for +15 points per unit.

Corsair Combat Drugs: Before deployment, roll a D6 on the following table and apply the effects of the result to all units with the Corsar Combat Drugs special rule for the duration of the battle

- D6 Effect
- Adrenalight: +1 Attack
- Grave Lotus: +1 Strength
- Hypex +1 Initiative
- Painbringer: +1 Toughness
- Serpentin: +1 Weapon Skill 5
- Chymaeric: Roll two more results and apply both. This result may only be gained once - re-roll any further results of a 6

Traveller of Forgotten Paths

The dark folds of the Webway conceal many hidden and lost realms. and this Corsair Prince seeks to experience them all. He walks forgotten roads and makes his lair at the farthest reaches of existence, able to appear at the most unlikely of places to confound his foes.

A Corsair Prince with this trait gains a multiphase key generator, and any other Character model from the same Detachment may purchase a multiphase key generator for +25 points.

Multiphase Key Generator: A model with a multiphase key generator gains the Deep Strike special rule (and may use this special rule in games of Zone Mortalis), representing its ability to carve temporary gateways in the very fabric of the Webway. In addition, the multiphase key generator may be activated during any Shooting phase instead of firing any weapons and allows the controlling player to place a Webway Gate marker anywhere within 3" of the model Any friendly non-vehicle unit from the same Detachment that enters play from Reserves may choose to enter play within 3° of the Webway Gate marker as if they had entered play by Deep Striking. but without rolling to scatter or for any Mishap. Any friendly nonvehicle unit that ends its Movement phase with all models within 3* of a Webway Gate marker and is not Falling Back, may choose to immediately return to Ongoing Reserves.

Collector of Ancient Treasures

A true pirate of the empty void, this Corsair Prince seeks out the most valuable treasures of the galaxy and takes them for his own. For in these final years, he knows full well that only force of arms grants the right to possess such artefacts.

A Corsair Prince with this trait may select any one item from any of the following lists, paying the noted points cost:

- Artefacts of Cruelty (Codex: Dark Eldar)
- · Remnants of Glory (Codex Craftworlds)
- · Enigmas of the Black Library (Codex: Harlequins)

Any other Character model chosen as part of the same Detachment as a Corsair Prince with this trait may make any one weapon which they are equipped with Master-crafted for +10 points

Reaper of the Outer Dark

For some among the Corsairs, there is no greater goal than to unleash a tide of death upon the galaxy. Whether to prove their martial prowess, slake some dark thirst or simply because none can stop him. this Corsair Prince is such a creature, and his legacy is writ in blood on a

The Corsair Prince gains the Rampage special rule, and any unit with the Eldar Corsairs Faction and of the Eldar Jetbike, Infantry or Jet Pack Infantry type may take the Rage special rule for no additional cost. However both the Corsair Prince, and all units upgraded to have the Rage special rule, must declare a charge when within 8° of an enemy unit at the beginning of the Assault phase - if multiple enemy units are within 8*, the Corsair Prince's controlling player chooses which is the target of the charge. If the unit fires at an enemy unit that is not within 8" at the start of the Assault phase, it must still declare a charge at an enemy unit that is within 8" at the start of the Assault phase.

Wielder of Profane Powers

Freed from the constraints and strictures of the Eldar Path, many Corsair Princes seek to recapture the ancient powers that legends attribute to their ancestors. Some few come into possession of tainted artefacts and lore from before the fall of the Eldar of old, things that perhaps would have been better left unfound. Though such discoveries are powerful, those who exploit such power rarely meet a good end.

A Corsair Prince with this trait gains an additional level of Psychic Mastery (to a maximum of three levels) and must choose to select at least one or more Psychic powers from the Malefic Daemonology Discipline. Other models in the same Detachment with the Wild Psyker special rule may also use the Malefic Daemonology Discipline. When rolling on the Wild Psyker Penis of the Warp table, all models affected by this special rule, that is all models with one or more powers from the Malefic Daemonology Discipline, replace the last entry, The Eye of She Who Thirsts, with:

Lust for Dark Power: The power of his ancestors sings through him. encouraging the psyker to greater acts of destruction and leading him towards eternal damnation. For the rest of the game, during the controlling player's Psychic phase, before any other psychic powers are manifested, this model must attempt to manifest any one Malelic Daemonology power it has access to using at least 2 Warp Charge points. If multiple models in a single army are affected by this result. determine randomly which model manifests a power first. If the Warp Charge pool is emptied before an affected model is able to manifest a power, or for whatever reason the model is unable to attempt to manifest a power, then that model is treated as though it had failed a Pinning test (if it is currently locked in combat, this has no effect)

Survivor of Endless Darkness

Dedicated to preserving his own ghout-like existence throughout the long ages of the galaxy's slow death, this Corsair Prince scours the stars for exotic elvirs and ancient technology. Such creatures are often many millennia old and have long since abandoned any hint of sanity.

A Corsair Prince with this trait gains the It Will Not Die and Feel No Pain (5+) special rules, but if an It Will Not Die test is failed, the Corsain Prince and any unit he has joined must take an immediate Pinning test. Any other Character model in the same Detachment may take the Feel No Pain (5+) special rule for +10 points

HQ

Away from the protective structures of the Craftwords, many Eldar develop wild and unpredictable psychic abilities. These creatures are both a bane and a boon for the Corsair fleets, as for each emergent psyler who learns to control and focus their talent, there are many more who cannot. Few amongst those so gifted can achieve the clarity of mind and purpose needed to guide the Corsair fleets through the endless wastes of the Warp or the twisted passageways of the Webway, and such prodigies are highly valued by the Corsair Princes. Such is the fractious nature of Corsair society though that many bloody, internecine wars have been fought between fleets over the services of a particularly gifted void dreamer.

WS BS S T W I A Ld Sv Corsair Void Dreamer 5 5 3 3 2 6 2 10 4+

Unit Composition

1 Corsair Void Dreamer

Unit Type

Infantry (Character)

Wargear

- · Witch staff
- · Heavy mesh armour
- Shadowwave grenades
- Plasma grenades

Special Rules

- · Fleet
- Independent Character
- Wild Psyker (Mastery Level 1)

Options:

The Void Dreamer may be equipped with any of the following:

50 POINTS

- Haywire grenades	+15 points
- Tanglefield grenades	+10 points
- Power weapon	+15 points
- Venom blade	+10 points
- Blast pistol	+20 points
- Dissonance pistol	+10 points
- Fusion pistol	+20 points
- Void sabre	+20 points
- Balelight	+15 points
The Void Dreamer may be equipped	ed with a:
- Corsair jet pack	+5 points
The Void Dreamer may be equipped	ed with any one of the following
- Shimmershield	+15 points
- Forceshield	+10 points
- Shadowfield	+25 points
 The Void Dreamer may be equipped 	ed with any one of the following
- Ghostplate armour	+10 points
- Voidplate harness	+15 points

 The Void Dreamer may take additional levels of Psyker Mastery for +20 points per level, to a maximum of two additional levels of Mastery.

An Eldar Corsair Void Dreamer must always select at least one power from the Aethermancy Discipline presented below, and may choose to elect additional powers from the Divination or Telekinesis Disciplines.

AETHERMANCY

This is a derivation of the ritualistic skills used by the Void Dreamer to navigate paths through the trackless wastes of both the infinite reaches of the Webway and those of the Warp - a feat considered near-suicidal by most Eldar

Primaris Power

Path-ward ... Warp Charge: 2 Channelling their arcane powers, the Void Dreamer guides their allies along the fastest paths, past obstacles and enemy fire with uncanny precision.

Path-ward is a Blessing that may only target units with the Eldar Corsars Faction. The target unit may count all dice rolled to determine. Run moves, Difficult Terrain tests, Charge distances, Thrust moves, and movement caused by the Hit & Run or Reckless Abandon special rules as if the final result on any given dice had been a 6 if the dice rolled was a D6, or a 3 if the dice rolled was a D3.

1 Warp Blink

Warp Charge: 1 Sundering the wall between realities, the Void Dreamer re-stitches the fabric of space-time to place allies in optimal positions and enemies in the direct of perils.

This power may target any unit within 6" of the Void Dreamer, including the Void Dreamer themself. A unit, friendly or enemy, targeted by this power must be moved 2D6" in a direction chosen by the Void Dreamer's controlling player. This power may not move a unit off the table, into Impassable terrain or within 1" of another unit, instead a model affected by this power stops 1° from the obstacle or table edge along the line of movement decided by the Void Dreamer's controlling player if the total movement is not enough to clear it. This power may not target any unit that is locked in close combat.

2 Dispersion Field.

Warp Charge: 1

The Void Dreamer works to divert incoming kinetic fields, sending the harmful energies of attacks into the empty spaces of the Webway and protecting their charges.

Dispersion Field is a Blessing that targets a single friendly unit with the Eldar Corsairs Faction within 12" While the power is in effect, the target unit gains a 4+ cover save.

3 Webway Rift

The Void Dreamer rips apart the fragile veil that separates realspace from a portion of the Webway long lost to malefic powers and

deadly concentrations of impossible poisons, letting them spill forth onto the enemy.

Webway Rift is a Witchfire power that uses the following profile

Webway Rift	RANGE	STR 3	AP 6			
				Heavy 1, Poison (3+), Large Blast (5*)		

4 Webway Breach

Warp Charge: 2

Warp Charge: 1

The Void Dreamer opens a path into the Webway, allowing allied units to take refuge from the fury of the battlefield and return at an

This power may target any friendly unit with the Eldar Corsairs Faction within 12° of the Void Dreamer, including the Void Dreamer themself, that is not locked in close combat. The target unit is immediately returned to Ongoing Reserves.

5 Warp Tunnel

Warp Charge: 2

With a wave of their graceful hand, the Void Dreamer bisects reality; carving an ephemeral passage between two distant points, a bridge for those who dare make the passage.

The Void Dreamer's controlling player selects a point anywhere on the tabletop, placing a Large Blast (5") marker at that point. Either the Void Dreamer and their unit, or another non-vehicle friendly unit with the Eldar Corsairs Faction within 6" may be immediately moved to the point chosen, deploying under the blast marker as though they had arrived using the Deep Strike special rules (but do not roll for scatter or Deep Strike Mishap). For each multiple of 6" (rounding fractions up) between the target unit's original position and its new location. roll a D6 - for each 1 rolled, the unit suffers one automatic wound (saves may be taken normally). The target unit may attack and charge normally on a turn in which this power is used on them.

6 Webway Maze

Warp Charge: 3

The Void Dreamer tears open a path into the twisting labyrinth of the Webway, banishing an enemy to wander aimlessly until it can locate a nearby exit.

This power may target any enemy unit within 12° of the Void Dreamer that is not locked in close combat. The target unit is immediately placed in Ongoing Reserves. This power may not target Super-heavy vehicle units. If the target unit has the Faction Eldar, Dark Eldar, Eldar Corsairs or Eldar Harlequins then it gains a +1 to any Deny the Witch tests when targeted by this power

HQ

CORSAIR BARON

Each Corsair band is a fractious association, as prone to warring upon itself as it is to raiding the fleets of other races, for in their heart each Corsair holds. the desire to take the mantle of Consair Prince. Some few rise above their brethren by force of arms or dark cunning, claiming positions of power as ship captains, boarding crew chiefs or advisors to their fickle Prince. These individual ship captains or other leaders amongst a given Corsair fleet are known to the Imperium as Barons, though such a plain title does little justice to the convoluted sobriguets such creatures bestow upon themselves.

> Sv 3+

	WS	BS	S	T	w	1	A	Ld
orsair Baron	5	5	3	3	2	6	2	9
oud Dancer Baron	5	5	3	4	2	6	2	9

Unit Composition

• 1 Corsair Baron

Unit Type

- Corsair Baron: Infantry (Character)
- · Cloud Dancer Baron Eldar Jetbike (Character)
- Wargear
- Brace of pistols
- Close combat weapon Shadowwave grenades
- Plasma grenades
- · Heavy mesh armour

Special Rules

- Reckless Abandon
- Tyrant
- · Fleet

Options:

 The Corsair Baron may be upgraded to a: 	
- Cloud Dancer Baron	+15 points*
The Corsair Baron may take the:	
- Wild Psyker (Mastery Level 1) special rule	+15 points
 A Corsair Baron not upgraded to a Cloud Dancer Ba 	aron may take a:
- Corsair jet pack	+5 points
. The Corsair Baron may be equipped with any of the	following:
- Haywire grenades	+15 points
- Tanglefield grenades	+10 points
- Power weapon	+15 points
- Venom blade	+10 points
- Blast pistol	+20 points
- Dissonance pistol	+10 points
- Fusion pistol	+20 points
- Void sabre	+20 points
- Balelight	+15 points
 The Corsair Baron may be equipped with any one or 	f the following:
- Shimmershield	+15 points
- Forceshield	+10 points
- Shadowfield	+25 points
 The Corsair Baron may be equipped with any one of 	f the following:
- Ghostplate armour	+10 points
- Voidplate harness	
A Corsair Baron Cloud Dancer gains the Eldar Jetbike	unit type, as well

..... 30 POINTS

as one of the following weapon options for their Eldar Jetbike: twin-linked lasblaster, twin-linked shunken catapult, twin-linked splinter rifles.

Psyker

A Corsair Baron that is upgraded to a Psyker may select powers from the Divination or Telekinesis Disciplines.

Tyrant

A Corsair Baron must be assigned to a friendly Troops or Elites unit chosen from the Eldar Corsairs army list at the start of the game and may not leave this unit during play. If using the Corsair Raiders Force Organisation chart, a Corsair Baron must be assigned to a unit chosen from the same Coterie

No more than one Corsair Baron may be assigned to any single unit, and a Cloud Dancer Baron may only be assigned to a Cloud Dancer unit

TROOPS

CORSAIR REAVER BAND .

50 POINTS

When they take to the field of battle, the rank and file of a Corsair fleet do so in loose bands, the members each allied by tenuous bonds of kinship or freeting friendship. Such bands are employed as the main body of any serious raid, harrying the foe with lightning fast assaults and equally precipitous withdrawals. These raucous and undisciplined units often display a wild variety of weaponry and equipment that defies any attempt by the imperium's scholars to codify them in anything but the loosest categories, making them difficult foes to anticipate or easily counter

	WS	BS	S	т	w	1	A	Ld	
elarch	5	4	3	3	1	5	2	9/6	1
	4	4	3	3	1	5	1	8/5	1000

Corsair Fe Corsair Unit Composition

. 5 Corsairs

Unit Type

- · Corsairs. Infantry
- Corsair Felarchs: Infantry (Character)

Wargear Lasblaster

- Shadowwave grenades
- Plasma grenades
- Mesh armour

Special Rules

- · Dancing on the Blade's Edge
- Reckless Abandon
- Fleet

Dedicated Transport

. If the Corsair Reaver Band numbers five models, it may take a Corsair Venom as a Dedicated Transport. If it numbers more than five models, it may select a Corsair Falcon as a Dedicated Transport. A Corsair Reaver Band that is equipped with Corsair jet packs may not select a Dedicated Transport

Options

The Corsair Reaver Band may include:	
- Up to 15 additional Corsairs	+10 points each
A single Corsair may be upgraded to a:	
- Corsair Felarch	+5 points
The entire unit may take Corsair jet packs	+5 points per model
The entire unit may be upgraded to have:	
- Heavy mesh armour	+5 points per model
 Any model in the unit may exchange its lasbla 	ister for one of the
following	
- Splinter rifle	Free
- Shuriken catapult	Free
- Close combat weapon and a brace of pistol	s Free
· For every five models in the unit, up to two C	orsairs may replace their
lasblaster with one of the following	
- Flamer	+5 points each
- Fusion gun	+10 points each
- Shredder	
- Blaster	+10 points each
· The entire squad may be equipped with any	of the following:
- Hawwire grenades	+25 points
- Tanglefield grenades	+10 points
- Void hardened armour	+10 points
The Felarch may exchange its lasblaster for u	p to two of the following:
- Close combat weapon	Free
- Power weapon	+15 points per model
- Venom blade	+10 points per model
- Blast pistol	+20 points per model
Dirronance nistol	+10 points per model

103

TROOPS

CORSAIR GHOSTWALKER BAND

Where most Corsars hide their fear of She Who Thirsts behind a facade of wild abandon, others seek solace in shadow and darkness, trusting stealth over bravado. Prefering to engage their enemies at range, where most Corsairs favour the thrill of close engagement, these doleful warnors often carry the feared Eldar longrille into battle. Flitting from perch to perch, these elusive warriars hamper the advance of the cumbersome formations of the

	ws	BS	5	T	W	1	A	Ld	Sv
1200 200									

Unit Composition

Unit Type

Wargear

- Plasma grenades

Special Rules

- · Dancing on the Blade's Edge
- Reckless Abandon
- · Reet

Options:

- · The unit may include: - Up to 5 additional Corsair Ghostwalkers +12 points each . Any model in the unit may exchange its lasblaster for one of the - Eldar longrifle +1 point per model - Close combat weapon and a brace of pistols Free
- · For every five models in the unit, a single Corsair Ghostwalker may
- replace its lasblaster with: +5 points each - Flamer - Fusion gun +10 points each +5 points each - Shredder - Blaster +10 points each The entire souad may be equipped with any of the following: - Havwire grenades +25 points - Tanglefield grenades
- The entire unit may take Corsair jet packs +5 points per model

TROOPS

CORSAIR CLOUD DANCER BAND

60 POINTS

The swift Eldar jetbikes are perfectly suited to fast paced Corsair raids, and are greatly favoured by many Corsair bands. Elegant and deadly, Cloud Dancer he war compare upon the foe and unleash a devastating hall of weapons fire before withdrawing, leaving behind only the corpses of their foe and grim aughter. Most such jetbikes in Corsain hands were originally brought into exile from the Craftworlds, and over the long centuries since have seen much modification as they pass from owner to owner

	WS	BS	5	Т	W	1	A	Ld	Sv
Cloud Dancer Felarch	5	4	3	4	1	5	2	9/6	3+
Cloud Dancer Corsair	4	4	3	4	1	5	1	8/5	3+

Unit Composition

- 3 Cloud Dancer Corsains

Unit Type

- Cloud Dancer Corsairs Eldar **Jetbikes**
- Cloud Dancer Felarchs Eldar Jetbikes (Character)

Wargear Brace of pistols

- Mesh armour
- Eldar Jetbike

Special Rules

- · Dancing on the Blade's Edge
- Reckless Abandon
- Outflank

Options

 The Corsair Cloud Dancer Band may include: 	
- Up to seven additional Corsair Cloud Dancers	+20 points each
Up to three Corsairs may be upgraded to:	
- Corsair Felarch	+10 points each
The unit may take any of the following:	
- Haywire grenades	+25 points
- Tanglefield grenades	+10 points
· Any model in the unit may exchange its Eldar :	letbike's twin-linked
shuriken catapult for one of the following:	
- Shuriken cannon	+10 points per model
- Scatter laser	+10 points per model
- Dark lance	+20 points per model
- Splinter cannon	+5 points per model
- Dissonance cannon	+10 points per model
· Any Felarch may exchange its brace of pistols	for up to two of the
following options.	
- Close combat weapon	Free
- Power weapon	+15 points per model
- Venom blade	+10 points per model
- Blast pistol	+20 points per mode

Dissonance pistol.

DEDICATED TRANSPORT

CORSAIR VENOM

50 POINTS

The Veniom is much admired by Corsair warnors for its breakneck speed, and those bands which maintain links with the dark city of Commorragh spend much of their plunder to acquire these swift vehicles. In battle, these craft are often claimed by those Corsairs most eager to gain rank and glory, hurtling into an enemy's ranks to sow chaos and death

Armour BS F S R HP 4 10 10 10 2

Unit Composition

- 1 Corsair Venom
- Unit Type
- Vehicle (Skimmer, Fast, Open-topped, Transport)

Warnear

- Twin-linked lasblasters Shuriken cannon
- **Special Rules**
- · Scout

Transport Capacity

. The Venom may carry five models

Options

. The Venom may replace its twin-linked lasblasters with one of the

	fellowing:	
	- Twin-linked splinter rifles	Free
	- Twin-linked shuriken catapults	Free
	- Splinter cannon	+10 points
	- Shuriken cannon	+20 points
•	The Venom may replace its shuriken cannon with	one of the following
	- Splinter cannon	Free
	- Scatter laser	Free
•	The Venom may take any of the following:	
	- Corsair void burners	+5 points
	- Corsair kinetic shroud	+15 points
	- Star engines	+15 points
	- Chain snares	+5 points

CORSAIR FALCON

130 POINTS Only the most successful Corsair fleets maintain more than a handful of Falcon transports, for few Craftworlds will trade such potent war machines to their wild brethren. Those fleets favoured by fortune with a surplus of such craft often employ them en masse, deploying waves of Corsair warriors from low orbit under the cover of their fearsome heavy weaponry. As with much Corsair wargear, these vehicles have often seen service for millennia and bear

	A	rmo	ur	
BS	F	s	R	HP
4	12	12	10	3

Unit Composition

1 Corsair Falcon

Unit Type

Vehicle (Skimmer, Fast,

Wargear

- Twin-linked lasblasters
- Shuriken cannon
- · Pulse laser

Special Rules

· Scout

Transport Capacity

- The Falcon may carry six
- Access Points
- · Rear ramp

Options

 The Falcon may replace its twin-linked lasblasters with one of the following

- Twin-linked splinter nifles	Free
- Twin-linked shuriken catapults	Free
- Splinter cannon	+10 points
- Shuriken cannon	+20 points
· The Falcon may replace its shuriken cannon wit	h one of the following.
- Splinter cannon	teres.
- Scatter laser	Free
- Starcannon	+5 points
- Bright lance	+5 points
- Dark lance	+5 points
- Eldar missile launcher	+15 points
The Falcon may take any of the following:	
- Corsair void burners	+5 points
- Corsair kinetic shroud	+15 points
- Star annainer	IF same

ELITES

CORSAIR VOIDSTORM BAND.

Edar warriors who have survived both the dangers of raids and the violent politics of the Corsair fleets to gain glory and recognition in the eyes of their Edar wanted since the gathered together in battle; forming the first wave of boarding assaults on crippled ships or enemy formesses. Those who survive such actions gain much acclaim amongst their fellows, and often ascend to positions of leadership within their fields.

WS	BS	s	т	W	1	A	Ld	Sv
5	4	3	3	1	5	2	9/6	44

Corsair Felarch

- Unit Composition
- 5 Corsair Felarchs

Unit Type

· Infantry (Character)

Wargear Lasblaster

- Shadowwave grenades
- Plasma grenades
- · Heavy mesh armour

Special Rules

- Dancing on the Blade's Edge
- Reckless Abandon
- · Fleet

Dedicated Transport

 If the Corsair Voidstorm Band numbers five models, it may take a Corsair Venom as a Dedicated Transport. If it numbers more than five models, it may select a Corsair Falcon as a Dedicated Transport. A Corsair Voidstorm Band that is equipped with Corsair Jet Packs may not select a Dedicated Transport

Options

The Corsair Voidstorm Band may include:	
Up to five additional Corsair Felarchs	+15 points each
· Any model in the unit may exchange their las	
following:	
- Splinter rifle	Free
- Shunken catapult	
- Close combat weapon and a brace of pistol	s Free
· For every five models in the unit, a single Fela	
lasblaster with:	All and the second second
- Flamer	+5 points each
Eurion aun	+10 points each
- Shredder	+5 points each
- Blaster	+10 points each
The entire squad may be equipped with any	
Haywire grenades	
- Tanglefield grenades	+10 points
- Void hardened armour	+10 points
· Any model may take up to two of the follow	ind options.
Close combat weapon	Free
- Power weapon	
- Venom blade	
- Blast pistol	+20 points per model
Dissonance pistol	+10 points per model
The entire unit may take Corsair jet packs	+5 points per model
 All models in the unit may be upgraded to h 	
Voidplate harness	+10 points per model

65 POINTS

ELITES

CORSAIR MALEVOLENT BAND

75 POINTS

+15 points each

The trackless expanse of realspace is a cruel refuge, with few havens from the ever-hungry gaze of She Who Thirsts and a myriad of other terrors. The raucous and violent abandon of the Corsairs is a fragile cover for the fear that eats away at them, and when this fails, they are gripped by a dark and temble malaise. Despised by their fellows, these unfortunates are sealed away until battle looms - where their suicidal fury is unleashed upon their foe

168

WS	BS	S	т	w	1	A	Ld	S
				2				

Corsair Malevolent

Unit Composition

S Corsair Malevolents

Unit Type

Wargear

- close combat weapon
- Plasma grenades
- Mesh armour

Special Rules

- Reckless Abandon
- · Elect
- Fearless
- Furious Charge · Rage
- · Feel No Pain (5+) · Curse of the Void

Options

- · The unit may include: - Up to five additional Corsair Malevolents The entire unit may be upgraded to have:
 - Heavy mesh armour +5 points per model
 - Corsair jet packs +5 points per model
- . For every five models in the unit, two models may exchange their close combat weapon for one of the following:
 - Power weapon +15 points per model - Venom blade +10 points per model
 - Melta bombs +5 points per model

Curse of the Void

Any unit, friendly or enemy, with the Faction Craftworld Eldar, Dark Eldar, Eldar Corsairs or Harlequins suffers a -1 modifier to their Leadership value while within 12* of at least one Corsair Malevolent Band In addition, a Corsair Malevolent Band never counts as a Scoring unit under any circumstances.

ELITES

CORSAIR WASP SQUADRON

IA/S

A unique modification of the Craftworld war walker, equipped with an array of multi-vector jets which allow it to traverse the battlefield in a series of a university of the wasp is a vital tool in the prosecution of a Corsair fleet's raids. Combined with its highly advanced kinetic shroud, the Corsair Wasp's graterio banneeuvrability allows it to operate as a frontline gun platform and linebreaker, punching holes in an enemy's formation for the fleet Corsar hands to exploit

HP

Wasp

Armour SR 10 10 10 5

Unit Composition

• 1 Wasp Assault Walker

Unit Type

• Whicle (Walker, Open-topped)

Wargear Two shunken cannon

- · Corsair kinetic shroud
- · Wasp jump pack

Special Rules

- Scout
- · Fleet
- Reckless Abandon

Options

- The squadron may include
- Up to five additional Wasp Assault Walkers +70 points per model Any Wasp Assault Walker may replace either of its shuriken cannon

with one of the following:	
- Splinter cannon	Free
- Scatter laser	Free
- Starcannon	+5 points each
- Bright lance	+5 points each
- Dark lance	+5 points each
- Eldar missile launcher	+15 points each
The entire Wasp squadron may take	
- Corsair word humans	+5 points per model

Wasp Jump Pack

A Wasp jump pack can be used in either the Movement phase or Assault phase, but not both in the same turn. If used in the Movement phase, the Wasp Assault Walker may move up to 12" and no less than 8° in any direction, ignoring intervening terrain and models, when moving in this fashion the Wasp Assault Walker may only fire Snap Shots in the following Shooting phase. If used in the Assault phase, the Wasp Assault Walker may roll an additional dice when determining Charge distances and use the two highest results, and additionally gains the Hammer of Wrath special rule for that phase, inflicting D6+1 hits instead of just one

Any use of the Wasp jump pack in either phase grants a model with a Corsair kinetic shroud a 4+ invulnerable save against Shooting attacks, and re-rolls on failed invulnerable saves until the beginning of the controlling player's next turn.

70 POINTS

FAST ATTACK

CORSAIR VYPER SQUADRON

...40 POINTS

As with ther Craftwords brethen, Corsar fleets value the weneable typer jetbike as a mobile heavy weapons platform. However, where ther Cathwords is prefere to lark at the edges of batterfields, using their speed to pick of valuebable targets of opportunity. Corsar plots that to their kinetic shrouds and number edgespine during table, using the fleet and an energy force.



Wargear

Unit Composition
• 1 Corsair Vyper Jetbike

Unit Type
• Vehicle (Skimmer

Vyper

Open-topped, Fast)

Shuriken cannon

Twin-linked lasblasters

Special Rules

• Scout

Options

+40 points per model
ters with one of the
Free
Free
+10 points
+20 points
annon with one of the
Free
Free
+5 points each
+5 points each
+5 points each
+15 points each
+5 points per model
+15 points per model
+15 points per model

Chain snares +5 points per model

CORSAIR NIGHTWING

125 POINTS

The Nightwing is a small, numble fighter craft whose main advantage lies in its manoeuvrability, which allows it to evade free from both ground batteries and other avcraft with ease. Its wiralibane core, enhanced with a vareity of existic energy fields, disrupts the trageting systems of the younger races, enabling it to store as both an excellent areal interdiction craft as vertil as an able provid assumption.

Armour							
BS	F	s	R	HP			
4	10	10	10	2			

Nightwing Unit Composition

- 1 Corsair Nightwing Interceptor
- Unit Type
- · Vehicle (Flver)

Wargear

- Two shuriken cannon
- Two bright lances

Special Rules

- Deep Strike
- Supersonic
- Vector Dancer
- Stealth
- Agile

Options

- · The squadron may include:
- One additional Corsair Nightwing Interceptor +125 points
- The entire squadron may take:
 Corsair kinetic shroud
- +15 points per model

170

FAST ATTACK

CORSAIR PHOENIX

As a dedicated ground assault craft, the Phoenix carries a large battery of weaponry, with armaments suitable to the elimination of a wide variety of 205 POINTS As a delicate a state of the same wraithbone core and concealment technology as the Nightwing, the Phoenix can evade all but the most determined anti-aircraft fire to deliver pinpoint accurate strikes on an enemy's most valuable assets.

Arm	oui	r

Phoenix Unit Composition

Armour						
s	F	s	R	HP		
:	10	10	10	3		

Waroear

• 1 Corsair Phoenix Bomber

Hait Type

Vehicle (Flyer)

- Two shuriken cannon
- Two Phoenix missile launchers · Pulse laser

Special Rules

- Deep Strike
- Supersonic
- Vector Dancer
- Strafing Run
- Stealth

Options

- · The squadron may include:
- One additional Corsair Phoenix Bomber +205 points All Phoenix may replace their pulse laser with one of the following:
 - One twin-linked bright lance Free - One twin-linked starcannon Free
 - All Phoenix may replace both of their Phoenix missile launchers with Nightfire missile launchers +10 points
- The entire squadron may take:
 - Corsair kinetic shroud

CORSAIR HORNET SQUADRON

70 POINTS

Though rare among the warhosts of the Craftworlds, the Hornet is a common sight in Consair raiding parties, where its combination of extreme speed and heavy firepower find favour within fleets that support a large mechanised contingent. Most often utilised in massed squadrons to sweep the battlefield clear of enemy armour in advance of an infantry assault, assignment to a Hornet squadron is considered a clear path to glory and power within a fleet

Hornet

Unit Composition

1 Corsair Hornet

Unit Type

Vehicle (Fast, Skimmer)

Armour BS F S R HP 11 11 10 2

Wargear

- Two shuriken cannon
- Star engines

Special Rules

• Scout

- Acute Senses
- Skimmer Assault

Options

- The squadron may include: - Up to four additional Corsair Hornets +70 points per model Any model in the squadron may exchange either or both of its
- shuriken cannon for one of the following: - Scatter laser Free - Solinter cannon - Eldar missile launcher (plasma & starshot missiles) +15 points each - Starcannon +5 points each - Bright lance +5 points each - Pulse laser · The entire squadron may take:
- +15 points per model - Corsair kinetic shroud. +5 points per model - Chain snares +5 points per model - Corsair void burners

A vehicle with this special rule that moves Flat Out may fire all its. weapons as Snap Shots in the same turn.

CORSAIR BALESTRIKE BAND

50 POINTS

Equipped with the finest weaponry available to the fleet, Corsair Balestrike bands are often made up of the close kin or other trusted lieutenants of the Corsair Prince or his Barons, for few would trust such firepower to the hands of those who might turn it against them. On the battlefield, Balestnike bands firt from vantage point to vantage point, eradicating key enemy targets with contemptuous ease

> SV /6 5+ /5 5+

	WS	BS	s	т	w	1	A	L
Corsair Felarch	5	4	3	3	1	5	2	9
Corsair	4	4	3	3	1	5	1	8

Unit Composition

Unit Type

- · Corsairs: Infantry
- Corsair Felarchs: Infantry (Character)
- Wargear Lasblaster
- Shadowwave grenades
- Plasma grenades
- Mesh armour

Special Rules

- · Dancing on the Blade's Edge
- Reckless Abandon
- · Eleet

Dedicated Transport

. If the Corsair Balestrike Band numbers five models, it may take a Corsair Venom as a Dedicated Transport If it numbers more than five models, it may select a Corsair Falcon as a Dedicated Transport, A Corsair Balestrike Band that is equipped with Corsair jet packs may not select a Dedicated Transport

Opt

he	uni	t ma	y include:		
Ū.	o to	five	additional	Corsairs	

- +10 points each · A single Corsair may be upgraded to a - Corsair Felarch +5 points
- · The entire unit may take Corsair jet packs +5 points per model
- · The entire unit may be upgraded to take - Heavy mesh armour
- +5 points per model . Any model in the unit may exchange its lasblaster for one of the following options.

- Dissonance cannon	+10 points each
- Shuriken cannon	+10 points each
- Eldar missile launcher*	+25 points each
- Dark lance	+15 points each
- Splinter cannon	+15 points each
and the second and a lower when the	-

+25 points +10 points +10 points
+10 points
vo of the following:
Free
15 points per model
10 points per model
20 points per model
10 points per model



0-1 CORSAIR LYNX

0.1 CONserver 2015 PC Rephaps the pinnacle of Eldar anti-grav engineering, the Lynx blurs the boundary between heavy grav-tank and ground assault aircraft. Capable of 255 POINTS Rehaps the units of the provide the provided th super-heavy assets.

	1	Armo	ur
5	F	5	R

Unit Composition 1 Corsair Lynx

Lynx

Unit Type · Vehicle (Flyer, Hover)

HP 12 12 11 5 Wargear

Shuriken cannon

- Lynx pulsar
- **Special Rules**
- Deep Strike
- Sky-hunter

Options

 A Lynx may exchange 	its pulsar	for	a
- Sonic lance			

· A Lynx may exchange its shuriken cannon with one of the following Scatter laser Free - Splinter cannon

Dark lance	+5 points
- Starcannon	+S points
- Bright lance	+5 points
The Lynx may take:	
- Corsair kinetic shroud	+15 points

- Corsan Kinebe shiebda		ALL POINT
- Star engines		+15 points

	RANGE	STR	AP	TYPE
Lynx pulsar				
(Saturation)	48'	D	2	Ordnance 1,
				Large Blast (5")
(Salvo)	48'	D	2	Ordnance 3.
				Twin-linked
Sonic lance	Helistorm	x	2	Ordnance 1,
Johne Harres				Pinning,
				Soundquake

Soundquake: To fire the sonic lance, place the Hellstorm template so that the narrow end is within 18" of the weapon and the large end is no closer to the weapon than the narrow end. All nonvehicle models hit by this are wounded on a 3+ regardless of their Toughness value. Vehicle models struck by this weapon take a single hit at Strength 1 and roll 3D6 for armour penetration.

Sky-hunter

As a lumbering airborne combatant, the Corsair Lynx may not Jink and may only fire Snap Shots while operating as a Zooming Flyer. but when operating in Hover mode, it counts as a Fast Skimmer with the Tank type.

The controlling player may choose to have a Corsair Lynx deployed on the table in Hover mode as a Fast Skimmer during normal deployment, before the start of the first turn. If this option is utilised then the Lynx may not revert to a Zooming Flyer until the beginning

0-1 CORSAIR WARP HUNTER SQUADRON.

185 POINTS

A grav-tank of obscure origin, few Craftworlds field more than a handful of such vehicles, yet they are plentiful in the numerous Corsair fleets that provide the galaxy. Some claim that these weapons of war, designed to inflict homfic casualties at short range, are in fact of Corsair design - intended to break an enemy's spirit as much as his armies.

	A	rmo	ur	
BS	F	5	R	H
	12	1.7	10	100

Warp Hunter Unit Composition

- Wargear
- 1 Corsair Warp Hunter

- · Twin-linked shuriken catapult · D-flail

Unit Type

· Vehicle (Fast, Skimmer, Tank)

Options

- · The squadron may include:
- Up to two additional Corsair Warp Hunters +185 points per model Any Warp Hunter may exchange its twin-linked shuriken catapults with
- one of the following: - Shuriken cannon +10 points

- Splinter cannon	+10 points
The entire squadron may take	

- Corsair kinetic shroud
- +15 points per model +5 points per model - Corsair void burner
- +15 points - Star engines

	RANGE	STR	AP	TYPE
D-flail				
(Blast)	36"	D	2	Heavy D3+1,
				Blast (3*),
				Dispersed,
				Barrage,
(Rift)	Template	D	2	Heavy 1,
				Dispersed
Dispersed: A	weapon with this s	pecial ru	le, whe	en rolling on the
Destroyer We	apons Attack table	e, counts	ali roll	s of 6 (Devastating
HitDoathbla	w) as 5 (Solid Hit/Se	aciously!	Mound	beatani atluson fba

CORSAIR NIGHT SPINNER

100 POINTS

Night Spinner grav tanks in Corsair hands are most often spoils of war, taken from a Craftworld against which the fleet has declared vendetta, or from another Corsair band - as few Corsair fleets can manufacture the advanced technology employed in the vehicle's weaponry.

Armour					
BS	F	s	R	HP	
4	12	12	10	3	

Unit Composition

1 Corsair Night Spinner

Wargear

 Twin-linked shuriken catapult One Doomweaver

Unit Type

Options

- · The squadron may include: - Up to two additional Corsair Night Spinners ... +100 points per model
- · Any Night Spinner may exchange its twin-linked shuriken catapults with one of the following:

- Shuriken cannon	+10 points
- Splinter cannon	+10 points
The entire squadron may take	
- Corsair kinetic shroud	+15 points per model

- Corsair void burner. +5 points per model - Star engines +15 points

CORSAIR FIRE STORM

CORServer and a array of enhanced scatter lasers, the Fire Storm is designed for a single purpose - the distruction of enemy flyers that dare to longer within 150 POINTS Mould be seen and the second s later beams that even heavily armoured flyers are not proof against it.

Fire Storm

	A	rmou	Jr	
5	F	5	R	HF
	12	12	10	3

Wargear · Twin-linked shuriken catapult

One Fire Storm scatter laser

Unit Composition . 1 Corsair Fire Storm

• Whicle (Fast, Skimmer, Tank)

Unit Type

Options

- The squadron may include:
- Up to two additional Corsair Fire Storms +150 points per model
- Any Fire Storm may exchange its twin-linked shuriken catapults with one of the following
 - Shuriken cannon - Splinter cannon
- The entire squadron may take:
- Corsair kinetic shroud - Corsair void burner
- Star engines

+15 points per model



Flyer or Fast Skimmer, it gains the Ignores Cover special rule for that attack

CORSAIR FIRE PRISM

+15 points per model

+5 points per model

Rarer even than Night Spinners in Corsair use, the Fire Prism is a valuable tool to Corsair bands, allowing them to eliminate enemy vehicles and fortifications at range. However, only the most disciplined of Corsair fleets operate in a fashion that utilises such a vehicle to its utmost potential, more often forcing the crews of such craft to ply their deadly trade at knife-fight ranges in support of rash frontal assaults.

	A	rmo	Jr	
BS	F	5	R	H
4		12		

Wargear

Twin-linked shunken catapult

One prism cannon

Fire Prism Unit Composition

• 1 Corsair Fire Prism

- Unit Type
- Vehicle (Fast, Skimmer, Tank)

Options

- · The squadron may include:
- Up to two additional Corsair Fire Prisms +125 points per model
- Any Fire Storm may exchange its twin-linked shuriken catapults with one of the following: +10 points - Shuriken cannon +10 points
- Splinter cannon · The entire squadron may take
- Corsair kinetic shroud
- Corsair void burner
- Star engines

LORDS OF WAR

730 POINTS

When the target of a Costair raid is hidden from direct orbital assault, when no Webway portal is available or when the Costair Prince simply desires to impress his sense of bravido upon a foe, the Vampire is the transport of choice. Able to carry full boarding assault coteries across the guil of the viol, or to make planetfail with speed and precision, as well as mustering an impressive array of weaponry, it is easily a match for any assault dropphip possessed by the younger races. Such vehicles, representing the prestige and glory of those who command them, are often elaborately decorated and bear the personal arms of the Corsair Prince or Baron who holds sway over the vehicle and its crew. In defence of such a treasure, most Corsair leaders are more than willing to sacrifice their underlings with abandon rather than leave it behind - especially where the foe is another of their own cruel kind

Armour BS F S R HP 4 11 11 11 12

Vampire Raider

Unit Composition

1 Corsair Vampire Raider

Unit Type

Super-heavy Flyer (Hover)

Wargear

- · Two twin-linked pulse lasers
- One scatter laser
- Corsair kinetic shroud

- **Special Rules** Strafing Run
- Supersonic
- · Deep Strike

Transport Capacity

- . The Vampire Raider can carry
- 30 models.

Access Points

· Rear ramp. Up to three units may disembark from the Vampire Raider in a single turn.

Options

•	A Corsair Vampire may replace both its twin-linked pulse lasers with
	one of the following options*:

- Twin-linked Phoenix missile launchers Free Free - Twin-linked pulsar

*If either of these upgrades is selected, then the Vampire Raider's Transport Capacity is reduced to 20 models.
THE WARHOSTS OF CRAFTWORLD MYMEARA

Code: Controvorde features a unique system for creating armies in the mould of the Eldar Contwords, using the whotest Detachment. This section introduces several new choices for Eldar players to include in their Warhosts, porraying the unique nature of the warhosts of Mymeara as well as some of the rarer war machines which are available fom Forge World.

THE PALE COURTS

The Educator race is far from a united whole, and in these lesser days the Carthworks each follow a separate path seeking a days of their own. The greatest of the Crathworks, specebone behemoths such as wild Saim-thean or fanalical Alatic dominate the affairs of the race, commanding the alegiance of many lesser Crathworks. Through the influence of their gloy and dourling power, these greater Crathworks slowly spread their ways, influencing the culture and Guardina hosts, and gaining valuable allies in their war for survival Yet three still exist many hundreds of Crathworks the galaxy, farfom the influence of those Crathworks who survived the Fallwith some measure of their of power. These Cattworlds are known as the Pale Courts by those who consider themselves the apex of Eldar power in the guttering years of the 4th Millennian, and within the sprawing halls of these garganuan spacecraft yet dwel many long forgether remnants of the Eldar's failen empire. When the forces of these Craftworlds march to war, they employ many exolic formations and powerful war engines; some spawned by grim necessity and others the product of millennia of isolan.

Craftworld Mymeara, long torgotien by many of its brethren, has evolved a philosophy of var based around stealthy assaults and psychological warfare. Those worlds that have fallen under Mymeara's shadow rarely see their doom approach, the first warning of any attack an overwhelming assault by the blue-clad grav vehicles and unique Aspect Warriors that call the Graftworld home.

THE MYMEARA BATTLEHOST

The following Formation details the typical structure of a Mymeara Guardian Battlehost and may be used as a Core choice in any Warhost constructed using the rules presented in *Codex Craftworlds*, as well as in other armies using the standard rules for Formations.



MYMEARA GUARDIAN BATTLEHOST (Core Choice)

Long isolated from the other Craftworlds, Myrneara has adopted a military strategy based on stealth and psychological warfare. The massed hosts of its Guardians operate alongside the gathered Rangers who slill hold loyally to the Craftworld of their birth, whose deadly accuracy with the Eldar longrifle silences any who might warm the foe of their approach.

Formation

- · 1 Farseer or Farseer Bel-Annath
- · 3 units of Guardian Defenders
- · 1-3 units of Rangers
- 1-3 units of War Walkers or 1 unit of Wasp Assault Walkers
- · 0-1 Warlock Council

Restrictions • None

Special Rules

- · Forgotten Remnants
 - On Lonely Paths Fortress of Discipline

WARHOSTS OF THE PALE COURTS

When seeking to represent the varied and enigmatic forces of the Pale Courts using the Warhosts system, the following rules can be used to customise the Core choices available to an Eddar army. When using these rules, no other types of Core choice may be selected as part of the Detachment, but Auxilliary and Command choices may be selected as normal.



PALE COURTS BATTLEHOST (Core Choice)



As infinite in variety as the number of minor Craftworlds that drift alone amongs the forgother reaches of the galaxy, the battlehosts of the Pale Courts reflect the unique character of their home styps. While they cannot match the shere runbers of the greater Craftworlds, each has specialised over the long centures of their axie, perfecting some singular path of war.

Formation

- · 1 Farseer
- · 3 units of Guardian Defenders
- · 0-1 Warlock Council

Restrictions

· None

Craftworld Traits

Children of Khaine: All Guardian Defender squads must be replaced with Storm Guardian squads. In addition, all Storm Guardian models that score a 6 on any To Hit roll in the first turn of any assault gain +1 to their Strength when resolving that attack.

On Lonely Paths: The Battlehost must include 1-3 units of Eldar Rangers. While within 12° of an Eldar Rangers unit from this Battlehost, all Guardian units that are a part of the Battlehost gain the Move Through Cover special rule.

Crossroads of Eternity: The Battlehost may include 0-1 Harlequin Troupe (see *Codex*: Harlequins) and/or 0-1 Corsair Reaver Band (see the Corsairs army list in this book). These units are treated as having the Faction. Eldar for the duration of the game.

Disciples of Vaul: The Battlehost must include 1-3 Vaul's Wrath Support Batteries, All Guardian Defender units in the Battlehost may take one Heavy Weapons Platform per five Guardians in the unit, paying the normal cost for the additional weapons.

Graveyard of Dreams: The Battlehost must include three Wraithblade units, and is required to field only 0-3 Guardian units. All Wraithblade units bought as part of this Detachment gain the Crusader special rule.

Tomb-ship of Fallen Herces: The Battlehost must replace the Farser with a Spiritiseer or Wraithseer, and may include 0-1 Wraithloef. If a Wraithloef or Wraithseer is chosen as the army's Warlord then two D6 are rolled to determine its Warlord trait and the controlling player may select which result to use.

Special Rules

Forgotten Remnants: A Pale Courts Battlehost may have up to two Crattworld Traits applied to it, modifying the units that may be included within it as well as the special rules it receives. These Craftworld Traits cost no additional points. A Warhost Detachment that includes a Pale Courts Battlehost may include no other types of Core choice, but may include other Pale Courts Battlehosts as long as they have the same Craftworld Traits applied to them.

Aspect Lord-shrine: The Battishost must include three Aspect Warnor units from a single Aspect (this may not include Crimson Hunters, and must be the same Aspect across all Pale Courts Battlehosts in this army, and is required to field only 0-3 Gaurdian units. No Dire Avenger Shnne Formations may be included as part of this Detachment, unless the chosen Aspect is that of the Dire Avenger .

Fortress of Discipline: The Battlehost must include 1-3 units of War Walkers or a single unit of Wasp Assault Walkers. When a unit of War Walkers or Wasp Assault Walkers chosen as part of his Formation fires at an enemy unit already trapeded by an Eldar Gaurcian unit, from the same Formation in that Shooting phase, it gains the Pinning special rule for that attack.

Swift to Anger: The Battlehost must include 1-3 units of Vyper Jetbikes or a single unit of Hornet Attack Skimmers. Any units of Vyper Jetbikes or Hornet Attack Skimmers in this Formation gain the Outflank special rule and may re-roll failed Reserves rolls.

Halls of Martial Splendour: The Battlehost must replace the Farseer with an Autarch. When fighting in a Challenge, an Autarch from this Formation may re-roll any missed To Hit rolls.

The Strong Stand Alone: The Battlehost may include a single squadron of Night Spinner, Fire Prism or Warp Hunter grav-lanks. This army may contain no other Detachments with the Eldar, Dark Eldar, Harlequins or Eldar Corsairs Factions, save more Pale Courts Warhosts of an identical configuration.

HOSTS OF THE CRAFTWORLDS

The following Formations are additional choices for an Edar amy using the Wahnets Delachment presented in Codax Carlworlds, and are used alongside those within that Codax Several of these additional choices are either Auxiliary or Command choices, and are noted as such in their entries, whilst others are Support choices. Support choices are a new type of choice available to Eldar players, and for each Core choice, a single Support choices may be included in the army.

Command choices (0-3 per Core choice) • Lord of the Undying Host

Auxilliary choices (0-12 per Core choice)

- · Shadow Spectres Shrine
- · Khaine's Hawks Squadron
- · Fires of the Phoenix
- · Fist of Vaul
- · Hornet Swarm
- · Wasp Phalanx
- Support choices (0-1 per Core choice)
- · Hammer of Vaul
- · Skyhunters Squadron
- Skyreaver Raiding Echelon
- · Wraith Titans



LORD OF THE UNDYING HOST (Command Choice)



Bound within the living wraithbone core of the Craftworld, its greatest heroes yet survive in a hazy immortality of half-forgotten dreams and memories, and among them are those seers who have given their lives in battle for the defence of the Craftworld. In times of great need, they can be called back from beyond the vell, bound to towering bodies of resilient wraithbone and set to lead their kerthen to war once more.

Formation

- · 1 Wraithseen
- · 1-3 units of Wraithblades

Restrictions

· None

Special Rules

Wisdom from Beyond the Vell: If taken as the army's Warlord, the Wraithseer may roll two D6 when determining the Warlord trait to be used and select which dice to use

Bound to Serve: Wraithblade units from this Formation may re-roll missed close combat attacks of a '1' on the turn they charge into a combat that includes the Wraithseer chosen as part of this Formation.



SHADOW SPECTRES SHRINE (Auxilliary Choice)



Once considered a lost Aspect, the Path of the Shadow Spectre has spread once again in the warning years of the 41° Millennum. Now many Craftworks play host to the shadow-shrouded shrines of the fearsome aspect of war. Its initiates taking to the field of battle in numbers on seven in millening. harrying the enemies of the Esta wherever they may appear.

Formation

3 units of Shadow Spectres Aspect Warriors

Restrictions

· Only one unit in this Formation may include an Exarch

Special Rules

Rites of the Twilight: All models in this Formation roll an additional D6 for all Thrust moves and select the two highest dice to determine the distance they may move.

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

Spectral Blade: All enemy models within 12" of an Exarch that is a part of this Formation must re-roll all successful Fear tests.



KHAINE'S HAWKS SQUADRON (Auxilliary Choice)



The Eldar Nightwing lighter has long been of particular dread to the pilots of the younger races, for the incredible speed and manoeuvability of this craft make it perfectly suited to their interception and interdiction. With a squadron of Nightwings on station in the skes above, an Eldar warbot has little to tear from the crude flyers of their floes.

Formation

· 2-3 Eldar Nightwings

Restrictions

 All Nightwings bought as part of this Formation form a vehicle squadron and must take the same upgrades.

Special Rules

Aerial Predators: When targeting a Zooming enemy Flyer, each Nightwing from this Formation may choose to add the Ignores Cover special rule to any one weapon attack per turn.

Orbital Interceptors: If a Khaine's Hawks Squadron is in Reserves during a game turn in which an enemy flyer is brought into play from Reserves, then the Khaine's Hawks Squadron's controlling player may re-roll all attempts to bring the Khaine's Hawks Squadron into play in their next turn.



FIRES OF THE PHOENIX (Auxilliary Choice)



Unleashing precision destruction from the skies, the Phoenix bomber is a formidable ground attack craft. Many Craftworlds select the plots of such squadrons from among rare incidences of Eldar twins or from warriors of close kin, all of whom instinctively act with uncanny co-ordination in battle.

Formation

· 2 Eldar Phoenix Bombers

Restrictions

 All Phoenix Bombers bought as part of this Formation form a vehicle squadron and must take the same upgrades.

Special Rules

Flaming Pyre: When multiple Phoenix Bombers from the same squadron make Shooting attacks against the same non-Flyer unit, the Phoenix Bombers may re-roll all failed To Hit and To Wound rolls of 1.



FIST OF VAUL (Auxilliary Choice)



Mounting the rare and powerful D-flail, a distortion weapon capable of learing open multiple ritis in the very latic of space and the enemy's ranks, Warp Hunter grav tanks are rarely helded without support. Operating in squadrons, these vehicles are capable of focusing the destructive energies of their ancent vehacyons to unleash blasts of hidous destructive power upon a foc.

Formation

· 2-3 Warp Hunters

Restrictions

 All Warp Hunters bought as part of this Formation form a vehicle squadron and must take the same upgrades.

Special Rules

Warp Breach: Multiple Warp Hunters may choose to forfeit their individual shooling attacks in order to make a single Warp Breach attack and the profile for the Warp Breach attack is based on the number of Warp Hunters taking part in the attack. When making a Warp Breach attack, the angef must be within valid line of sight and range for all the participating Ware Hunters:

	RANGE	STR	AP	TYPE
2 Warp Hunters	72"	D	2	Ordnance 1,
				Large Blast (5*),
				Twin-linked
3 Warp Hunters	72"	D	2	Ordnance 1,
				Massive Blast (7"),
				Twin-linked



HORNET SWARM (Auxilliary Choice)



Operating in packs, the numble Hornet skimmer is more than capable of bringing the enemy's mightest war machines to their knees, or scrything down their ranks with sustained bursts of weapons fine. Such is the skill of their pilots that these vehicles manage such feats while carening across the butliefeld at speeds unmatched by the curde vehicles of the younger races. The Autachs of the Eldar warhosts most often make use of these assets by deploying Hornet squadrons to encicle a foe and slaughter them as they attempt to fee the warh of the Eldar.

Formation

· 3-6 Hornet Attack Skimmers

Restrictions

 All Homets bought as part of this Formation form a vehicle squadron and must take the same upgrades.

Special Rules

Swift Assault: On the turn in which this squadron enters play from Reserves, it may use the Jink special rule and fire all weepons at full BS (as long as the squadron does not also move Fial Out, in which case the restrictions of the Skimmer Assault special rule apply).

Death Knell: When rolling to bring a Hornet Swarm squadron into play from Reserves, the score required to bring them into play is 2+, as long as the controlling player achieved at least one Primary or Secondary objective in their previous turn.



WASP PHALANX (Auxiliary Choice)



Created as line breakers and assault units that could be employed by the citizen-warrings of a Craftworld's Guardinas, the Wasp Assault Waker is more heaving protected and manoeuvable than its more common counterpart. They are most often deployed en masse as a drop assault unit, intended to land in support of a sustained advance by their Guardian brethren, or to blunt the force of emmicroametartalisk with steer youries of how aparons fine.

Formation

3-6 Wasp Assault Walkers

Restrictions • None

Special Rules

Cloud Breakers: On any turn in which a Wasp Phalanx is deployed onto the table using the Deep Strike rules, it may re-roll any failed power field saves and all of its Shooting attacks gain the Twin-Inked and Pinning special rules.



HAMMER OF VAUL (Support Choice)



Mightest of the grav-tanks still employed by the Eldar race, the Scorpion and Cobra are rarely removed from the wraithbone visuits where they sleep between battles, for only the greatest battles are worthy of the spirits that rest uneasily in their wraithbone hulls. When the series do call for their awakening, much effort is spent to renew the honour markings and complex murals that adom their flanks, for these vehicles serve as much as icons of the Eldar's past giory as they do terriving weapons of war.

Formation

· Either 1 Cobra or 1 Scorpion Super-heavy tank

Restrictions

· None

Special Rules

Pride of the Host: If all of the models in this Formation are destroyed, the opposing player gains +1 Victory point – this counts as a secondary objective.

Icon of Glory: All models from the same army within 6° of any part of a vehicle's hull from this Formation may re-roll failed Regroup tests.



SKYHUNTERS SQUADRON (Support Choice)



The Lynx grav-tank is rare amongst the warhosts of the Eldar, carrying a modified version of the deady pulsar cannon and capable of taking to the skies to ensure that the frepower it wields is always where it is needed most. Many Autarchs prefer to keep such a valuable asset at a safe distance until it is required, utilising its ability to make quick sub-orbital burns to arrive at the required set of a battle without exposing it to energy file.

Formation

· 1-3 Lynx Grav-tanks

Restrictions

 All Lynx Grav-tanks bought as part of this Formation form a vehicle squadron and must take the same upgrades.

Special Rules

On Wings of Flame: When deployed onto the table using the Deep Strike special rule, a Skyhunter Squadron gains a 4+ cover save until the start of its controlling player's next turn



SKYREAVER RAIDING ECHELON (Support Choice)



Though the Eldar most ottan make use of the endiess paths of the Webway to deploy their hosts across the galaxy, there are some few places which the Webway has either never encompassed or where its ancient pathways have become damaged or corrupted. When the lury of Khaine must be delivered to such remote locations, the wise Autarch will employ the mighty Vampire as an orbital diopship and assault craft for their forces.

Formation

- · 1 Vampire Raider
- · 1 Autarch
- · 1+ Storm Guardian or Guardian Defender units
- · 1 Vaul's Wrath Support Battery

Restrictions

- All non-vehicle units in this Formation must begin play embarked on the Vampire Raider.
- This Formation may not include more Vaul's Wrath Support Batteries than it does Guardian Defender units.

Special Rules

Orbital Reavers: On any turn in which a unit chosen as part of this Formation disembarks from the Vampire Raider, the Vampire Raider gains the Assault Vehicle special rule.

Troop Bay Refit: A Vampire Raider taken as part of this Formation may transport Artillery models, with crewman using up a single Transport Capacity point and each Artillery model using up three Transport Capacity points.



WRAITH TITANS (Support Choice)



Five but the largest of the remaining Craitworks have the resources to support a conclave of Eldar Titans, and many such formations have become nomatic wanderers, using the Webway to pass from Craftworld to Craftworld. They follow on the heels of war and devisation, taking a toi of replacement pilots and materials from each Craftworld whose detences they aid. Though many Farseers may balk at the cost of hosting a Titan conclave for any length of time, few can doubt the effect such powerful machines have upon the does of the Eldar.

Formation

- · 1 Eldar Revenant Titan or Eldar Phantom Titan
- · 0-2 Wraith Knights

Restrictions

None

Special Rules

Close Support: So long as a Wraith Knight chosen as part of this Formation is within 6° of an Eldar Titan also chosen as part of this Formation, any energy unit which declares a charge on the Eldar Titan must instead target the Wraith Knight with their charge, as long as the Wraith Knight is no further from the energy unit than the Eldar Titan.

ELDAR ENGINES OF DESTRUCTION

A-HID

Mymearan Nightwing Reported sightings of this craft occurred both around the Alnitac facility and during the Battle of the Karina Nebula.

FALCON



The Eldar's main battle tank is the Falcon, a fast, mobile and well-protected grav-tank which carries excellent anti-tank and anti-infantry firepower. In addition to the Falcon's considerable assets, it, can also transport a small squad of Aspect Warmors or Eldar Guardians into battle, and its split world gedsign and single seat turret are a familiar sight to those enemy tank crews who face the Eldar on the battlefield.

The key to the Falcon's battlefield performance is its engine and anti-gravite generators. The Eldar are maters of anti-grav technology, utilising it as readily as Mankind uses that ktacks. Their advanced technology means that the Falcon's engines can generate an estimated top speed of 800 kph. Its advanced anti-grav generators are also capable of limited flight, climbing higher than the equivalent Imperial cartal and this giving them the added edge of altitude, allowing them to swoop down at high speed, weapons locked on to their pre-selected targets.

Each Falcon has a crew of two – the pilot and a gunner. These will be already experienced warriors, having most likely learned their ekills within Jetbike squadrons or along other, similar paths, who inutilively handle the Falcon's complex and delicate control systems using both their mind and body. As belist its versatile battlefield role, the Falcon's amament is allow very adoptive. Alongside its standard high-energy rapid tring pulsar, a Falcon can be equipped for just about any role be it anti-Indintry with scatter laser and shuriken cannon, or dealing with light armour with starcannon, or in an anti-tank role with a bright lance or missile launcher.

The Fatcon forms a keystone of the Eldar's armoured warfare tactics. Supported by The Prisms, Fire Storms and Night Spinners, an armoured host will first move at speed to outliank and then surround an enemy force Striking at top speed and withdrawing before the enemy's anit-tank weapons can be deployed to face them, a Fatcon Ilight, sometimes referred to as a 'Cloudstrike squadron', can rapidly change position and strike again from another direction, breaking up an enemy's defensive cohesion or tactack formations before the main Eldar assault hits.

It is beleved that the Falcon (the title is the official Ordo Dialogus transition from the true Edar arrane) is named for Falchua, a character from the Edar race's long and complex mythical creation-story known as the *War* in *Heaveri*. Falchu was the fined and companion of the Great Hawk, a messenger of the Edar gods who, according to the myth, stole Vaul's sword *Arans* and gave it to the hero Eldanesh so that he might fight and defeat the war god Khane.

Fire Prism

Mounting a powerful prism cannon, the Fire Prism is a dedicated tank-hunter. The Imperium has yet to unravel the heretical technology of the prism cannon, having been able



to selze very few undamaged specimens from the battlefield. It is believed though that contained within its structure there is a large crystal prism which traps and intensifies light and then focuses the resultant energy through a second prismatic lens, focusing it again into a single beam or scattering it over a wider area.

Night Spinner

Utilising the Eldar's knowledge of monofilament technology, a Night Spinner is used as mobile light artillery which is deployed to support task-moving Eldar formations Its doonweavers fire a cloud of monofilament web high into the sky, this then floats down to the ground, slicing through anything unfortunate enough to be caught under it.

Fire Storm

The Fire Storm is the Eldar's standard anti-aircraft defence vehicle, which utilises the Falcon's hull. It mounts a complex triple-barrelled array of scatter lasers in a single-seater turret that fill the sky with streaking laser bolts above an Eldar grav-tank formation Highly accurate and capable of sustained bursts, the Fire Storm is also a potent anti-infantry weapon, particularly effective when used against hordes such as Ork warbands and Tyrand samms.

During the Betalis III incursion, the Eldar Corsairs were the first to employ one of the many variants based upon the Falcon chassis. Deployed during the Battle at Ahrlac form their vessels in orbit, their Falcon Squadrons were used in Cloudstrike formations to attack Battle Group Empleda's vulnerable heavy weapons platforms. The Falcon formations were perfect for the role, speeding in low and quick over the leading edge of the Bregan Glacier and unleashing a volley of destructive Brejore breaking away and arcing back around past the Ahrlac facility for another sortie. When forces from Cratworld Mymeara engaged with Company Vengance on the Alacian Plaina, it was a rare opportunity for Imperium observers to see first hand the devastation that the Fire Prism can cause. Before the Fail of the Eldar race millennia before, the original worlds of the Mymeara on the edge of the Eldar empire were renowned for the quality and cratismanship of their machines of war. As well as being one of the primary worlds to produce the monolithic Phantom Titan, also seen on Betalis III, they were also able to create the crystals required for the Fire Prism's main weapon, the prima cannon.

Many of the arrisans and weaponsmithe conversant with this technology were lost, along with a large proportion of Mymeara's warhost, when the Phoenix Lord irillyth led them to war centuries before. Despite this, the Mymearan Craftworld still possessed a number of the craft within its flight chambers, and these were put to great effect during the Betails III locursion.

Eye winess accounts attribute the Mymearan Fire Prisms with the highest number of confirmed kills amongst Company Vengeance's Leman Russ and Chimera, and amongst their taily was counted the Hydra flak gun and its crew, which had earlier destroyed a Corsair Nightwing As the battle progressed into a bloody stalemate, reports were laor occorded of Fire Prism crews combining their firepower, particularly when engaging the more heavily amoured super-heavy tains such as the Prateot armoured missile launcher. By bringing the beams of two Fire Prism easels together, the Eldar were able to penetrate the heavily armoured hulls that had proved impervious to lesser weapons. Although highly effective, this tactic undoubledly slowed down the Eldar rate of attrition against



WAVE SERPENT



The Eldar race's principal armoured transport is the Wave Seprent. A sleek anti-gravity vehicle based upon the Falcon chassis, the Wave Serpent sacrifices the Falcon's fingower for its additional transport capacity Operating alongside the Falcons, flights of Wave Serpents swiftly carry squads of Aspect Warriors and Eldar Guardians across the battlefield, well protected inside their armourde hull and behind sophisticated energy fields.

As a Wave Serpent races across the battlefield, it projects a uniquely powerful energy field ahead of it - the Eldar have an initimate knowledge of energy and disruption field technology, utilising it over the encumbering and slow amount of other races. The Wave Serpent's wings mount the field projector fins, and these create a shimmering bow wave which absorbs and dissipates the energy of any laser blasts, projecties or explosions that pass through it.

Its fields can also be combined together so that with the Wave Serpens flying in tight formation, the individual fields enforce each other, becoming even stronger. With the ald of a shield enhancer, this shimmering wall of energy can also be used at close range as an offensive weapon, unleasting a tsunami-like tidal wave that smashes over the enery. This sudden shock is rarely actually tethal, but it will stun and sometimes paralyse those close by, as well as causing any clicitate electrical systems to overhoad. With the crackling force wave unleashed, the Aspect Warners within the Wave Sarpent can the helpoly in relative safety, and move in to destroy their disonentated fob before it can recover. As well as its formidable force field, each Wave Serpent will also provide supporting fire for its deploying passengers, with its small, remote-controlled furretmounted twin-linked heavy weapons, whilst it carries additional shuriken catapults in a chin-mount for close anti-personnel defence.

The rear of the Wave Serpent incorporates a transport compartment, which is large enough to carry up to twelve fully armed and armoured Aspect Warriors or Guardians, or even five towering Wraitinguard. Each Wave Serpent has a single crewman who pilots the vehicle and controls its remote weapons systems.

Wave Serpent-bome infantry are perhaps the core of the archetypal Eldar assault force – Aspect Warriors striking fast and with precision from the flanks of an enemy force. After cartler attacks have divided the enemy's strength as they attempt to intercept the Eldar's repeated families and hit and run strikes, the Aspect Warriors will then leap from their transports to engage the enemy at close quarters and their transports to engage the enemy at close quarters and their transports to engage the enemy at close quarters and their transports to engage the enemy at close quarters and their transports the flat the strengt the st

An Aspect assault wave combines the specialisations of all the Aspects into a single deady whole, each unit complementing the others so that four enrimes can match them for skill, training or unity of purpose. A sequent Rider, hoad (consisting of Guardina) lakes the formar's lethal curiting edge, and the Guardians are rarely at the foreign of batte. It is more likely that this force will be providing lank protection to the main attack, or will be displayed as a mother dri rail of eacers' formation. call of torvard only at feed.



HORNET



The Hornet is a small, single-seater attack craft deployed by Eldar armourced forces in a fast reconnaissance and rading role. It can be found at the forefront of Eldar armoured attacks, speeding ahead of its main force of Falcons and Wave Serpents, often operating alongside other high-speed attack craft such as Jatbikes and Vypers.

A versatile vehicle, the Hornet can be fitted to effectively engage any target. From anti-infantry firepower with shurken cannon and scatter lasers, through starcannon and missile launchers, to precision anti-tank fire with bright lances or even larger puble lasers.

The vehicle's amazing straight-line speed, manoeuvrability and size also make it popular with Corsair raiders, perfectly complementing their modus operandi. The Cathwold of Sam-Hann has also been observed by the Ordo Xenos utilising large numbers of Homets in support of their Wild Riders, bringing the agents of the Emperor's flipting the conclusion that it was the Bonesingers of Sam-Hann who first developed the design, which has since spread to other Cratfwords across the galaxy. [Voice: Revision of this theory has now been undertaken in the wike of the Betals III dataki. Even by the standards of the Eldar race's highly advanced technology, the Hornet's engine is a wonder of lisk kind. With an estimated top speed of 600 kph, the attack craft is also capable of limited short range atmospheric flight. Hornet pilots will often have served time riding letibles and Vypers, thus making them veterans and masters of the tactics of high-speed combat.

On Betalis III, Eldar Hornets were heavily engaged during the initial assault upon Battle Group Empteda at Afnitae, and in the skirmishes against the corrwy deploying Company Retribution into the Tormus Delta in the south of the Alacian Plans, where their anti-tank armament reaped even greater destruction.

Unable to play a major role at the Tormus Delta, the Hornet squadrons headed north where their high-speed his andrun factics could be used against the Leman Russ and Chimera of Company Vengsance. As the battle developed to favour the orchestrated barrages of the Cadama 6th crews, most of the Hornet squadrons were redeployed to the rear lines to partol, harassing any Imperial vehicles that strayed too far from their commades.

ELDAR HORNET SQUADRON

		rmou		
BS	F	5	R	HP
4	11	11	10	2

Unit Composition • 1 Eldar Hornet

Unit Type • Vehicle (Fast, Skimmer)

Wargear

- Two shuriken cannon
- Star engines

Special Rules

- . Scout
- Acute Senses
- Skimmer Assault



Options

· The squadron may include

- Up to two additional Eldar Hornets. +70 points per model
- Any model in the squadron may exchange either or both of its shurken cannon for one of the following:

 - Scatter laser Free - Eldar missile launcher (plasma & starshot missiles)....+15 points each
 - +5 points each - Starcannon
 - Bright lance +5 points each
 - Pulse laser +5 points each
- . The entire squadron may take items from the Eldar Vehicle Equipment list

Skimmer Assault

A vehicle with this special rule that moves Flat Out may fire all its weapons as Snap Shots in the same turn.



LYNX



The Lynx is a sleek, heavily armoured craft, near-invisible to the arcene tracking auspexee of the Importun, and is the epitome of the advanced technological skills of the appearance of the war host of Craftworld Mymeara on Betals III, the Jurx is a heavy grav-tank superficially similar to the Scorpion, but believed by some of the Adeptus Mechanicus, who have been allowed access to images of the vessel by certain unorthodox elements of the logistion.

As a newly encountered craft, the Ordo Xenos has yet to quantify its thread, but what has been ascertained from combat reports from those who fought on Betalis III, is that it appears the vehicle lacks the very heavy firepower of the standard Faloon and the Scorpion in terms of armament. What it lacks in firepower, it more than makes up for in speed and manoeuvability.

During the Betalis III incursion, the Lynx fulfilled the same role that the Scorpion does for other Eldar Craftworlds. Being used at the spearpoint of the attack and supporting the other grav-tank squadrons in a heavy armour capacity Armed with a single pulsar or, more rarely, a sonic lance. It also has a secondary heavy weapon mounted under its occipit.

Effar Lynx squadrons did not appear until late on in the battle on the Alacian Plans. It was originally assumed by the Ordo Xenos that this was because the commanders of the Mymearan host were reticent to deploy their Lynx reserves until absolutely necessary, or that their arrival may have been reliant upon sufficient intelligence being provided by their brethren to anable them to concentrate their attacks where they would be most devastaling. The main engagement between the Craftworld Mymeara Lynx squadros and Company Vengence was concentrated close to the mountainous caryons surrounding the north-east of the forcan plans. Working their way across land from their portal on the west coast of the continent, the Lynx squadrois were able to fy low and a high speed through the mountains on the northern edge of the battlefield, experity masking their approach before lengy launched an assault upon Company Vengenance's eastern flank. Unprepared for an attack from such an unexpected quarter, losses were high and once again General Odon was forced to change tactics to meet this new threat.

Analysis after the war by the adepts of the Ordo Xenos suggest that the Lynx attacks may have been part of a diversion intended to keep Company Vengeance's commanders occupied whilst the Mymearan Farseer's convoy made its way past them to the Aresta IV mining complex

The Lynx squadrons eventually suffered serious losses themselves during the heavy fighting later in the battle. Several were confirmed destroyed during a counter-attack by a combination of Company Vengeance and Space Wolves forces.

It is yet to be seen whether this newly identified heavy grav-tank remains unque to the Mymearan Craftword or if the skills of its production have reached the other Craftwords, in particular that of their ally Craftword of Alatioc. As a matter of priority and future encounters reported by the Imperum Sorces will receive the full alterntion of the Ordo Xenos.

ELDAR LYNX.

		RMO	UR	
BS	F	s	R	HP
4	12	12	11	5

Unit Composition 1 Eldar Lynx

Unit Type

Vehicle (Flyer, Hover

W	argear
•	Shunken canno
•	Lynx pulsar
5	pecial Rules
	Doop Stoke

Sky-hunter

	RANGE	STR	AP	ТУРЕ
Lynx pulsar				
(Saturation)	48*	D	2	Ordnance 1,
				Large Blast (5*)
(Salvo)	24*	D	2	Ordnance 3,
				Twin-linked
Sonic lance	Helistorm	x	2	Ordnance 1,
				Pinning,
				Soundquake

Soundquake: To fire the sonic lance, place the Helistorm template so that the narrow end is within 18° of the weapon and the large end is no closer to the weapon than the narrow end. All nonvehicle models hit by this are wounded on a 3+ regardless of their Toughness value. Wehcle models struck by this weapon take a single hit at Strength 1 and 101 306 for amore penetration.

Sky-hunter

As a lumbering airborne combatant, the Lynx may not Jink and may only fire Snap Shots while operating as a Zooming Flyer, but when operating in Hover mode, the Lynx counts as a Fast Skimmer with the Tank type.

The controlling player may choose to have a Lynx deployed on the table at the beginning of the game in Hover mode as a Fast. Sommer If this option is utilised then the Lynx may not revert to being a Zooming Flyer until the start of turn 2.

- Options
 Processing and the second secon
- Bright lance
 +5
 A Lynx may take items from the Eldar Vehicle Equipment list

Flyers and the Deep Strike Special Rule

As well as arriving via the usual Reserves method, some Flyers also have the ability to deploy via Deep Strike, representing a vertical 'dive' onto the battlefield. If the Flyer in question has the Hover type, their controlling player must declare before the Deep Strike is attempted whether the Flyer is Zooming or being treated as a Fast Skimmer If using Hover mode, the rules for Deep Strike apply as standard. If using a Zooming Deep Strike, Flyers deploying via Deep Strike count as making a Zoom move and having moved at Cruising speed (181) on the turn they arrive, but are not moved any further in the turn in which they are deployed. They cannot evade, go Flat Out, drop bombs or deploy transported units on the turn in which they arrive. On subsequent turns, the Flyer is free to operate as normal. This is a risky proposition for an aircraft and a test of a pilot's skill, and so the usual rules for Deep Strike mishaps apply even though the Flyer is notionally at a higher altitude than is normally the case.

-2



255 POINTS



SCORPION AND COBRA



Whils the Falcons, Fire Prisms, Night Spinners and Fire Storms form the backbone of the Eldar race's swift armoured attack waves, they are often supported by heavy grav-tanks. Designated as the Scorpion and the Cobra, these huge vehicles carry very heavy firepower, and are broadly comparable to Imperial Guard super-heavy tanks.

The Scorpion is amongst the largest vehicles recorded by the Imperium capable of anti-gravitic movement. Known to the Eldar as an *Engine of Vaul*, it combines sophisticated and powerful weaponry with the grace and speed that have come to be associated with the Eldar's vehicles.

It is protected by holo-fields and armed with two turrelmounted pulsars and a secondary shurken canon for anti-intanty defence. The Scorpion's main role seems to be as a tank hunter, engaging and destroying enemy armour at long range. Such is its effectiveness that it has become widely leard by Imperial Guard tank crews who have survived an Eldar attack, earning it the nicknames "Grave-maker". The Cobra is another of the Engines of Vaul, much like the Scorpion, but rearmed with a large D-cannon. Designed lo find and destroy enerny war machines, their protective force fields are little defence against the D-cannon's heinous energies. The Cobra has little other wappony, as its only role is to seek out and destroy the largest enemy war machines.

As with all Eldar vehicles, crew numbers are kept to a minimum. As its civilisation diminishes, the Eldar must increasingly rely upon sophisticated technology and the wraithbone construction of their vehicles, freeing more warriors from their duties as crewmen to fill the ranks of Guardian and Aspect Warrior squads.

Alaloc's and Mymeara's Scorpions and Cobras played a leading role in the Battle on the Alacian Plains during the Betalis III incursion. Scorpion pulsar fire accounted for many of the destroyed Imperial Guard vehicles left littering the icy widerness. After the fighting, the wrecks of five Scorpions were recorded by Administratum auditors. Cobra losses were unknown.



ELDAR COBRA

	A	rmou	ır	
BS	F	5	R	
4	12	12	11	

Cobra Unit Composition

• 1 Eldar Cobra

Unit Type

 Super-heavy vehicle (Fast, Skimmer)

2	12		11	100	
		War			

Shuriken cannon

- D-impaler
- Improved holo-fields

1-	
(spin)	
(a list of	
LINU	
Lordof	



Options

- · A Cobra may exchange its shuriken cannon with one of the following - Scatter laser Free
- Starcannon - Bright lance +5 points

A Cobra may take items from the Eldar Vehicle Equipment list.

And the second se				
	RANGE	STR	AP	TYPE
D-impaler	36*	D	1	Primary Weapon 1.
				Distort Rift,
				Massive Blast (7*)

Distort Rift: The D-impaler ignores all active void shields and power fields on a target model, but does not destroy or remove them. In addition, after the D-impaler has fired, roll a D6. On a 4+, leave the Massive Blast (7") template in place until the beginning of the controlling player's next game turn. If any model either begins or ends the Movement phase under the template, roll a D6. A nonvehicle model suffers a single wound on the roll of a 6, with no Armour saves, Invulnerable saves or cover saves allowed. Vehicle models take a Glancing hit on the roll of a 6. Super-heavy vehicles and Gargantuan creatures are unaffected

Improved Holo-fields

A vehicle with improved holo-fields has a 4+ invulnerable save unless it is Immobilised.

ELDAR SCORPION

	Armour							
BS	F	s	R	HP				
4	12	12	11	9				

Scoroion Unit Composition

1 Eldar Scorpion

Unit Type

 Super-heavy vehicle (Fast, Skimmer)

Va	Irg	ea	r i	

- Shuriken cannon
- · Twin-linked pulsar

· Improved holo-fields

650 POINTS

Options

· A Scorpion may exchange its shuriken cannon with one of the follo

owing:			

- Scatter laser Free - Starcannon
- +5 points - Bright lance +5 points

· A Scorpion may take items from the Eldar Vehicle Equipment list

Improved Holo-fields

A vehicle with improved holo-fields has a 4+ Invulnerable save unless it is Immobilised.

NIGHTWING



The Eldar race's frontline combat aircaft is the infamous Nghtwing Hated by all enemies of the Eldar, it is a sleek and deady aircaft, capable of out-matching just about any other aircaft in the sky. The Nightwing is the pinnacle of Eldar aircaft technology, a superby designed fighterinterceptor that provides Eldar Craftworld forces and Corsair raiding parties with the decisive edge in aerial combat. Utilising the Eldar's sophisticated anti-gravity technology, the Nightwing is capable of aerobatic feats most Imperial Navy pilots would consider impossible.

The Nightwing is extremely fast in a straight line, utilising its wept-wing design for extra speed, and with its wings in a backwards position it can easily outpace any imperial Navy fighter. For extreme manoeuvres, the wings sweep forwards, allowing the Nightwing to pull high speed, high-g lums, and brake the aircraft very rapidly during a doglight. Etdar pilots are masters of this manoeuvre, suddenly traking and swerving hand to throw of their pursuers.

Dog-fighting is where the Nightwing really excels. It is not heavily armed for ground attack missions, although its bright lances are still powerful enough to destroy enemy tanks should an opportunity present itself. For specialist ground attack missions the Eldar usually turn to the Nightwing's larger cousin, the Phoenix, the Nightwing's armament instead being primarily designed for engaging and destroying enemy aircraft.

Like other Eldar vehicles, the Nightwing relies on speed and agiity rather than armour to avoid damage. The Nightwing is protected from enerny fire by image-distorting holo-fields, making it difficult for enemy targets to lock on to the Nightwing, throwing out false images which can confuse enemy pilots.

Nightwing pilots are almost always young Eddar who have yet to travel the darker Aspect paths. Many do have previous experiences as Johkie Arisers or from crewing Uypers or Falcons. Those with the desire and the aptual any then more on to fly Nightmight Smart pilots will also go on to alk' the Path of the Outcast, the heady lure of lighting at such extreme speeds traggering their suppressed bloodlust and emotions, and Eddar Corsair bands are often well equipped with Nightwings to support their lighting-last raids.

ELDAR NIGHTWING

Armour						
BS	F	s	R	HP		
4	10	10	10	2		

Nightwing Unit Composition

• 1 Eldar Nightwing Interceptor

Unit Type

• Vehicle (Flyer)

Wargear

- Two shuriken cannon Two bright lances

Special Rules

- Deep Strike
- Supersonic
- Vector Dancer
- Stealth
- Agile

Options

- . The squadron may include: - One additional Eldar Nightwing Interceptor +125 points
- The entire squadron may take: - Holo-fields



125 POINTS

+15 points per model



PHOENIX



The Phoenix has many features in common with the Nghtwing, but lacks the strajholine speed and top end manoeurability of the fighter, instead carrying a larger weapons payload for its role as a ground attack fighter Despite this loss of speed, the Phoenix is still an outstanding aurcraft, capable of tangling with most enemy fighter aircraft and still coming out on top.

The Phoenix's weapons load includes two nose-mounted shurken cannon, primarily for use against enemy aircraft. Before the fuselage is a single centreline -mounted pulse laser, a powerful, rapid firing laser weapon used for piponit accuracy against hard targets. The tusslege also holds the Phoenix's main ground attack weapons – two trapid discharge Etkar missile launchers armed with plasma missiles. These saturate an area of the battlefield, oblighting their target in a wave of expanding plasma explosions.

The Phoenix has two crew, one pilot to fly the aircraft, whilst the co-pilot operates the weapons systems, and the aircraft is well protected inside a disruptive holo-field.

Like all Eldar aircraft, the Phoenix is constructed of complex psycho-plastics, formed into solid shapes under psychic pressure by the Eldar's Bonesingers. The fuselage is reinforced by wraithbone for extra strength and resilience. This also means the crew will be psychically attuned to their craft, improving response times and allowing the pilots to control the aircraft with the utmost efficiency.

The Phoenix is common throughout all the Eldar Craftworlds and amongst Eldar Consult hands. Those aircraft from Craftworlds bear the usual colours associated with them. Whilst Consair bands use more flamboyant colour schemes and motils, often allowing pilots to individually decorate them aircraft, with flames, skulls and mythical beasts being common devices.

The Eldar race's long history of warfare has taught them the value of such air power, and their aircraft have been developed to give them aerial supremacy over any battlefield they must fight on, against any foe. With Nghtwings Hyng as escort cover to intercept and destroy enerry fighters, this clears the way for the Phoenix to woodo in low against enerry ground largets.

During the Battle of the Alacian Plains, the Phoenix provided the Eldar Craftworlds and Cersairs with their primary ground attack weapons. A Phoenix-led arisrike was also responsible for much of the destruction wrought upon the lanks and heavy guns of Battle Group Empteda at Albitas



ELDAR PHOENIX BOMBER ...

Phoenix

Unit Composition

• 1 Eldar Phoenix Bomber

Unit Type • Vehicle (Flyer)

Armour BS F S R HP 4 10 10 10 3

Wargear Two shuriken cannon

- Two Phoenix missile launchers
- Pulse laser

Special Rules

- Deep Strike
- Supersonic
- Vector Dancer
- Strafing Run
- Stealth

Options

- The squadron may include.
- One additional Eldar Phoenix Bomber +
- All Phoenix may replace their pulse laser with one of the following:
 One twin-linked bright lance. Free
- One twin-linked starcannon
 Free
 All Phoenix may replace both of their Phoenix missile launchers with
- Nightfire missile launchers +10 points
- The entire squadron may take:
 Holo-fields +15 points p





VAMPIRE RAIDER AND VAMPIRE HUNTER



The Vampire Raider is the largest atmospheric Eldar acticalty et encountered, although as a drop ship it can also operate in the hard vacuum of space. It is used primarily as a transport for Eldar assault forces, descending from orbiting spacecraft to strike at their targets before quickly withdrawing. As a drop ship it is highly favoured by Eldar Corsair bands, who make wide use of Vampires to drop or land their raiding parties.

For its size, the Vampre is fast, agile and well-armed – its amaments mainly used to provide supporting fire as it approaches a landing zone. It has a nose-mounted scatter laser and two under-wing hard points which mount twin-linked pulse lasers. It also utilises holo-fields for protection. When Vampres are required to land troops into dangerous landing zones then they usually fly with an escort of Nightivings.

The Vampire can carry up to 30 troops in its passenger compartment and it has two crew – a pilot and co-pilot. Other variants of the standard Raider have been identified, usually upgraded with heavier weapons as ground attack bombers and as heavy transports, gravitic hooks locking it onto a Falcon or Wave Sorpent. The heaviest armed Vampire Raidor variant has been re-classified as the *Hunter*. The Vampire Hunter is the variant of the Vampire Raider converted for use as a heavy ground tatack bomber rather than as a troop shuttle. It foregoes any transport capacity for additional heavy armament and carries massive pulsars and multiple missile launchers. The Vampire Hunter is a super-heavy gunship, capable of taking on the heaviest enemy units, including Titans, and is only deployed onto the fiercest battelifelies against large targets – where they fly on missions to engage specific enemy targets, such as an tatacking enemy Titan – and each Vampire Hunter will usually have its own Nightwing fighter cover to support its attack runs and keep enemy aircraft at bay.

The Hunter is just one of several identified variants of the standard Vampier, esually carrying varying armament, deployed by different Crattworks and Corsair bands. Despite its heavy weapons load, the Hunter retains the Vampir's amazing manoeuvrability and speed (or such a large aircraft) and, like all Eldar aircraft, is protected by its holo-field.

On Betalis III, Vampire Raiders were extensively used by the Corsair bands, delivering their forces via jump packs from high altitude. Very few Vampire Hunters were identified, and those observed were concentrated in the attacks upon Battle Group Empteda at Alvinac.



ELDAR VAMPIRE RAIDER

	A			
BS	F	5	R	HP
4	11	11	11	12

Vampire Unit Composition

• 1 Eldar Vampire Raider

Unit Type

Super-heavy Flyer (Hover)

Wargear • Scatter laser

- Juartier laser
- Two twin-linked pulse lasers
 Improved holo-fields

Special Rules

- · straning Rul
- Supersonic
 Deep Strike
- · Deep Suike

Access Points

 Rear Ramp. Up to three units may disembark from the Eldar Vampire Raider in a single turn.

Transport Capacity

 The Eldar Vampire Raider may carry 30 models.

.730 POINTS





Options

- A Vampire may exchange both of its pulse lasers for one of the following options*:
- Two twin-linked Phoenix missile launchers Free
- One twin-linked pulsar Free

*If either of these options is taken, then the Vampire's Transport Capacity is reduced to 20 models.

Improved Holo-fields

A vehicle with improved holo-fields has a 4+ Invulnerable save unless it is Immobilised.

WARP HUNTER



The rarest of the Falcon modifications yet encountered by the Imperium's fighting forces is designated the Warp Hunter, a high-speed assault craft mounting a large distortion cannon through its hull. Like the Fire Prism and Night Spinner, the Warp Hunter sacrifices its transport capacity for its change in weaponry.

Amongst the Eldar, the Warp Hunter is considered a rather archaic vehicle and, given the nature of its weapons, some Cratworks seem to be reticent in fielding large numbers of time. Eldar Corsari bands though appear to have no such computches. During the fighting on Betalls III, the Warp Hunter was identified in greater numbers than ever before. Whereas a single sighting might be an unusual event, several squadrons of Warp Hunters were engaged during the Battle at Anitac. This may incleate that the Mymearan Caftword was in possession of a larger than usual number of these antiquated vehicles, as were the Corsair bands that took part in the invasion.

Its distortion cannon (commonly referred to by certain lowly exhibits of the Imperium as the 'D-flair') is another of the Estarac's many unusual weapons. The technology of the weapon is little known or understood by the Adeptus Mechanicus, and considered highly herricital. Any magos found to be dabbling with such dangerous xenos technology are expect the strongest measures imposed against them by the Inquisition, such as those enforced in 755299 MO, when unsanctioned work with warp technology resulted in the Contagion of Eridanus, which Paulied the deployment of a Grey Knights rapid strike force to not the resulting daemonic incursion.

When fired, a D-flail projects a miniature sphere of warp energy, learing its target apart and dragging its hapless victims to a terrible death, exposed to the raw maternal of the Warp itself. Larger weapons are able to generate bigger spheres, but require vast amounts of energy to safely contain them, and so can only be mounted upon larger chassis. The largest such weapons are mounted upon the Cobra and the Phantom Titan.

Unquely, by adjusting the weapon's warp space/nalspace disruption focus and its warp core containment field generator, the Warp Hunter's D-flait can briefly create an *tarther rift:* Projected a short distance in front of the vehicle, a seething mass of dark energy is unleashed, which sweeps the enerty from its provin in common with other Falcon variants, the Warp Hunter is also equipped with two shurkers and targhtlis for clean shurflingt defence.

Like all Edar vehicles, the heart of the Warp Hunter is its psycho-sensitive winithone chassis, over which are laid psycho-plastics formed by Edar Bonesingers using psychic pressure. These materials are light and immensely stong, and have become synonymous with the Edar race as no others have mastered their unque construction techniques. These can imbus seemingly inanimate and functional items with a 'ite-loce' or spirit' attuned to the Edar race's innet psychic sensitivity. This also means that their advanced vehicles and weapony cannot be regilicated, and no other race can operate them.

The occasional sanctioned attempts to activate captured and damaged Eldar vehicles and weapons by secret Ordo Xenos Investigatus teams have all resulted in complete failure [and the loss of many test-bed servitors].

Like other Eldar grav-tanks, the Warp Hunter has a two-man crew, comprising a pilot and a gunner, who are both conceated inside the tank's hull, operating the main weapon's targeting equipment.



ELDAR WARP HUNTER SQUADRON

	A			
BS	F	s	R	HF
4	12	12	10	3

Warp Hunter Unit Composition

Unit Type

• 1 Eldar Warp Hunter · Vehicle (Fast, Skimmer, Tank)

Wargear

 Twin-linked shuriken catapult • D-flail

and the second second second

- Options
 - The squadron may include:

- Up to two additional Eldar Warp Hunters. +185 points per model Any Warp Hunter may exchange its twin-linked shuriken catapults with one of the following - Shuriken cannon

- The entire squadron may take items from the Eldar Vehicle Equipment list.

D-flail	RANGE	STR	AP	ТҮРЕ
(Blast)	36*	D	2	Heavy D3+1,
				Blast (31),
				Barrage, Disperses
(Rift)	Template	D	Z	Heavy 1,
				Dispersed
Dispersed: A	weapon with this s	pecial ru	le rolis	on the Destroyer
	otracts -1 from the			

185 POINTS



WRAITHLORD AND WRAITHSEER



When an Eldar spirit passes beyond the mortal realm, it becomes ever fainter, receding deeper into the long, dark sleep of death. But by the arcane power and knowledge of the Warlock Spiritseers, an Eldar spirit can be recalled.

Once recalled, the Eldar's spirit stone is used to reanimate wrallbone constructs – the (*GNAS Warros*'s') First of these are the Wraithguard, the foot soldiers of the spirit host. Next come the fail, graceful and statuseque Wraithlords. Regarcid as precious artefacts, the Vraithlords are still reated by their former ranks, and attend many of the Eldar's council sessions. When planning a war or raid, an Eldar Autarch will often draw upon the Wraithlords' milenna of experience.

But the immortal spirit of an Eldar cannot retain the same bright spark of consciousness as that of mortals. They exist part in the spirit realm, part in the mortal realm, with reality occurring around them as if in a dream-like state. They can easily become vague and lose focus, momentarily admit in the spirit realm again. It is the Spiritsee's task to keep the Wraithord's or Wraithguard's connection to the mortal realm strong.

A Wraithord can be equipped with any weaponty, supporting the Edia riniarity with heavy weapons fire or charging forwards with Aspect Warriors armed with a fearsome wraithblade. Both the Alatoc and Mymearan Crattwords brough their Wraithords to Betals III, and the discovery of the remains of the Phoenix Lord on the planet aw many of them emerging from the Webway into the thick of battle at the Tormus Delta, only to come face-to-face with Space Wolves from Bran Redmaw's Great Company.

Many acons ago, Wardocks of great power who passed into the spirit realm could be summoned to aid a Carfurod flagain. The Wardock's mortal spirit was contained within the wraithbone matrix of a Wraithlord, becoming a Wraitheers after and precisous beyond compare, the Wraitheers are to the Eldar's spirit host what a Wardock is to its Aspect Warito's and Guardinas – a war leader. There are now vory few Wraithseers on the Craftwords, and it is believed that the Spiriseers no longer have the knowledge or skill to reanimate them. As such they are precisous indeed, each loss is keenly fel and rarely conta beyon a battlefield.

Armed with a distortion cannon and wraithblade and wreathed in eldritch energy, although ancient, a Wraithseer is still a potent foe. Marching at the head of a spirit host, wordlessly guiding their actions, the Spiritseers still retain many of their former powers and instinct for battle.

Eldar legends tell that a few Wraithseers still remain trapped upon their old colony worlds, buried as the leaders of a world's spirit host, but are now long lost. If they could be lound then they could, perhaps, be reclaimed. One such Wraithseer was Fialla⁻¹ Finadrifiel, a leader of the Alatoc Crattworld. It was while searching the Webway and the worlds that be looyed it for the Wraithseer that Alatoc's Rangers discovered the portal that led them to the lost Crattworld of Wimeara.




FLDAR WRAITHSEER

WS BS S T W I A Ld SV Eldar Wraithseer 4 4 8 8 4 4 3 10 3+

Unit Composition

• 1 Eldar Wraithseer

Unit Type

Monstrous Creature (Character)

Wargear Ghostspear

Special Rules

- · Fearless · Ancient Doom
- Independent Character Psyker (Mastery Level 1)

Options



102	2.5	22	8
14	的	P.	
1	21		
	201	10	

Warp Charge: 1

185 POINTS

 The Wraithseer may be armed with one of the folio - Bright lance Name and Address of the Address of t - Scatter laser. Eldar missile launcher (plasma & starshot missiles) +25 points - Starcannon. +15 points - Shuriken cannon - D-cannon - Wraithcannon +45 points

Wraithshield

The Wraithseer has a 5+ Invulnerable save

Foreboding ...

Warp Charge: 1 Foreboding is a Witchfire power with the following profile:

hostspear					
	RANGE	STR	AP	TYPE	Forebodin
hostspear		+2	2	Melee, Sunder,	1.1.1.1.1.1.1.1.1.1.1.1.1.1.1.1.1.1.1.1.
				Master-crafted	Aether She
And the second	and the second statement	I am that			

Warp Charge: 1

Surder This weapon may re-roll any failed Armour Penetration rolls it makes.

Wraithseer powers

Wrathseers do not generate their psychic powers using the standard rules. Instead, they automatically gain the following three powers:

Enliven

This is a Blessing which targets a single friendly unit of Wraithguard, Wraithblades or a single Wraithlord. Whilst the power is in effect, the target unit gains the Fleet special rule.

RANGE STR AP TYPE 18" 3 5 Assault D6 Aether Shock

lock: If this attack hits then the targeted unit must take a Pinning test with a -2 Ld penalty.

Deliverance

This is a Blessing which targets a single friendly unit of Wraithguard, Wraithblades or a single Wraithlord. Whilst the power is in effect, the target unit gains the Feel No Pain (5+) special rule.



Skathach Wraithknight

A towering construct of near-invulnerable wraithbone, bearing an array of deadly short range weaponry, the Skathach Wraithknight is truly a terrifying incarnation of the Eldar race's wrath. A much rarer form of wraith construct than the Wraithknight itself, though grown upon the same frame, the Skathach Wraithknight is designed to walk the endless paths of the Eldar's ethereal realm and to purge them of any who dare taint their sanctity with their trespass. To that end, these constructs are equipped with complex webway shunt generators, an arcane device capable of shearing apart the fabric of reality and allowing the Skathach Wraithknight to step from the shadow-shrouded halls of the Craftworld to the war-torn battlefields of realspace in the blink of an eye. None who defile the ancient paths of the Webway are safe from these tireless hunters, for no gate can bar their passage and no bolthole stay their wrath.

Unlike the Wraithknight, the Skathach Wraithknight bears a specialised panoply of war, most often armed with either fusion lance or deathshroud cannon, both of which are deadly implements of destruction at shorter ranges. A refinement of the fusion weaponry of the Fire Dragons, the fusion lance benefits from the massive amount of power provided by the Skathach Wraithknight's reactor and is easily capable of burning through the armour of even the mightiest of an enemy's war machines in a single sustained burst of superheated particles and high-band radiation. The deathshroud cannon resembles the weaponry borne by Night Spinner grav tanks, projecting a dense field of near-invisible monofilament wire that leaves only unrecognisable gore in its wake. The sophisticated release aperture of these cannon allow the Skathach Wraithknight to vary the dispersal of the monofilament razor-mist, either laving down precise clouds of razored-death at range or emitting such a prodigious web that the monofilament wire darkens the air around the construct.

Skathach Wraithknights are piloted by an Eldar whose twin has passed beyond the veil, just as their close cousins the Wraithknights are. However, whereas Wraithknights are sought out by those seeking to maintain the bond with their fallen sibling through the heat of battle, Skathach Wraithknight steersmen are a more macabre breed. Obsessed with death and the eternal half-life endured by their slain sibling, these morbid warriors prowl the Webway, often accompanied by a retinue of lesser wraith constructs, communing with the infinity circuit of their war machine in the reality-spanning solitude of the Webway's passages. Tales abound amongst the Craftworld Eldar of the strange madness that slowly consumes these eternal wanderers as they maintain their silent vigil; of grisly trophies left artfully arranged in the depths of the Webway, melancholy odes that echo through longabandoned passageways and of the disturbing visage of their armour, decorated with the intricate symbols of Ynnead, the vet-unborn god of the dead.

Despite their dedication to the protection of the Webway, it has become far from uncommon for Skathach Watkinnights to appear in battle alongside the warhosts of the Craftworlds. As more portals to the hidden refuge of the Eldar people fall under thireal dwar, more Skathach Watkinnights emerge from the forgotten depths of the Webway to stand in their defence, stepping through the sketn of reality to appear on the field of battle amil the energy, sowing death and confusion in heir ranks. Some of these constructs have been recorded entering battle bearing the insignia of Craftworlds long dead or of hose uiterly unknown to the Imperium, and some vander whether an unknown calating within the Webway in the dying years of the 41⁴ Millennium has stirred these deadly war machines to battle.



ELDAR SKATHACH WRAITHKNIGHT .

315 POINTS

Grap from the same mould as the mighty Wraithkinghts. Stathach Wraithkinghts are tasked with the protection of the Webriay a duty vital to the presentation of the Eder Craftwords. These treess constructs ensure that no maling presence is allowed to take not in the ancient paths between reality, endicating the passes both mortal and determonic with equal fervour, and when called upon can sunder the very fabric of existence to tep from Webrowy onto the battlefelds of endispore to a differe belogneered kin.

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

Unit Composition

1 Eldar Skathach Wraithknight

and the

Unit Type

Jump Gargantuan Creature

Wargear

 2 deathshroud cannon or 2 inferno lances
 Webway shunt generator

- meeting show genera

Special Rules

- Ancient Doom
- Wraith Construct



Options

- The Skathach Wraithknight may choose to exchange either a single deathshroud cannon or inferno lance for a: Scattershield Free
- The Skathach Wraithknight may be armed with two of the following:
- Scatter laser +15 points
 Shuriken cannon +15 points
- Starcappon
 +20 points

Wraith Construct

When constructing an Eldar army using the Craftworld Warhost Detachment, a single Skathiach Wrathknight may be selected as a Wrathk Constructs Formation or may be selected instead of the Wrathknight included in a Wrath Host Formation

Deathshroud Cannon

A refinement of the monofilament technology seen on the Night Spriner grav-tank, the delathibitorial canon is capable of projecting a protigious field elifed racomark. Sophisticated fease apertures allow the Stathach Wraithkinght's plot to vary the dispersal rate of the mean-mixele monofilament, ensuing that no foe escapes the Skathach Wraithkinght's wrath.

	RANGE	STR	AP	TYPE
(Focussed)	Heilstorm	7	4	Heavy 1,
				Monofilament, Shred
(Dispersed)	48"	7	4	Heavy 1, Shred,
				Massive Blast (7*),
				Monofilament

Inferno Lance

Connected directly to the Skathach Wraithkinghts own integral generators, the inferio lance is a public fusion wappon of astronding power. Capable of entiting rapid bursts of tesh high band radiation and superheated particles, it is more than capable of reducing even the largest vehicles to charred and blackened scrap in the space of a few moments.

	RANGE	STR	AP	TYPE
Inferno lance	36*	8	1	Heavy D3+2, Melta

Webway Shunt Generator

A Skathach Wraithknight may choose to engage its webway shunt generator instead of moving in the Movement phase. If the Skathach Wraithknight uses its webway shunt generator, it cannot use the Jump type special rules in either the Movement phase or Assault phase of that turn, but may still fire its weapons normally, Run or declare a Charge in the appropriate phases. If the Skathach Wraithknight chooses to use its webway shunt generator, its controlling player may redeploy the model to any point within 12" of its original position that is at least 1" away from any enemy models and then scatter it D6", or its controlling player may choose to place the Skathach Wraithknight immediately into Ongoing Reserves instead of redeploying the Skathach Wraithknight. If its final position after the Scatter roll places it within 1" of an enemy unit, in contact with any model or within impassable terrain, the Skathach Wraithknight must be placed into Ongoing Reserves and suffers a single wound (saves may not be taken against this wound).

WAR WALKERS



The Eldar utilise many forms of walking war machines, and the smallest and lightest are designated as 'War Walkers'. These single seat walkers are akin to the Imperial Guard Sentinel, but are far more agile and carry more Irrepower with which to destroy their enemy.

The Eldar War Walker's primary role is as a light reconnaissance vehicle, scouling ahead of the main Eldar waves of troops. They are also useful weapons platforms, providing Aspect Warnors and Guardians with much needed suppressing fire, shooling over the Eldar infantry's heads. Armed with two weapons, the War Walker is highly versatile. It can carry almost any combination of wapons depending yon the enemy texpects to encounter on the battefield.

Secure in their cockpit, three metres above the ground, the plot enters a trance-like state. Connected to the Walker's wraitbone core, the plot is at one with their machine, and is fixely the first step on the path to becoming a steersman of an Eldar Tian tor some Eldar. In their task of guiding the War Walker, a plot is often aided by a spirit stone, the essence of the dead Eldar warrior contained within it assuing with control of the vehicle.

Lacking armour, to preserve mobility, the War Walker's exposed pilot is protected by a shimmering force field. This also helps disguise the War Walker's location and outline. The machine's sophisticated gyroscopic-stabilisation and articulated legs allow it to traverse the roughest of ground quickly.

Light walkers are also common amongs the Corsair bands. Being both mobile and tast, but carrying excellent ingrower, they are deployed adong with the Corsair orgos, the Corsair commonly use an adaptation of the standard War Walker, equipped with jump jets. This allows the walker to be deployed directly onto its target from a high-fring Vampiro Raider, falling to earth amdist the other. Corsairs. Once on the ground, it can still fire its jump jets to bound across the battlefeld on short leaps.

During the Battle of the Tomus Delta, with the energy already located and holding its positions, the War Walkers were not required in their usual scouting role, Instead, they operated just behind the Guardian and Aspect squads. I ending heavy weapons for to their assaults: Exposed to the ferocious heavy fire of the Attas Mattarum Intantry and antilory, the War Valker squadent suffered heavy losses Many War Walkers were also dropped in as part of the Corsair warbards infinitation behind the front lines.

During the post-battle clearances, over one hundred War Walker wrecks were listed by Administratum auditors, damaged mainly from attacks by Space Wolves forces.

ELDAR WASP ASSAULT WALKER

	Armour							
WS	85	5	F	5	R	1	A	HP
4	4	5	10	10	10	5	2	2

Unit Composition

1 Wasp Assault Walker

Unit Type

Vehicle (Walker, Open-topped)

Wargear Two shull

- Power field
- Wasp jump pack

Special Rules

- Scout
- Ancient Door
- Battle Focus
- Fleet





Options

- May include (forming a vehicle squadron):
- Up to two additional Wasp Assault Walkers ... +70 points per model
 Any Wasp Assault Walker may replace either of its shurken cannon
 - with one of the following:
- Scatter laser Free - Stacannon +5 points each - Bright lance +5 points each
- Eldar missile launcher
 +15 points each
 The entire Wasp squadron may take items from the Eldar Vehicle
- Equipment list.

Wasp Jump Pack

This can be used in orthor the Movement phase or Assual phase, but not both in the same turn. If used in the Movement phase, the Wap Assualt Walker may more up to 12° and no less than 8° in any direction, gronger intereming terrain and models—when moving in this fashion the Wapa Assaalt Walker may only fire Stap Sitos in the Golowog Shooting phase if used in the Assaalt phase. The Wapa Assaalt Walker may roll an additional DB when determining Charge distances and use the two highest results, and additionally gains the Hammer of Wath special rule for that phase, inflicting OF-11 his noted of just note.



REVENANT TITAN



The smallest of the Eldar Titans is the Revenant. Built for grace and beauty compared to the more functional machines of the Titan Legions, all Eldar Titans are tall, slim and graceful in their movements (by the standards of a fovering var machine), which allows them to move swittly and smoothy into battle. To improve upon its combat speed, the Revenant is also equipped with advanced jump jets and gravitic motors, allowing it to leap, clear terrain and advance quickly to harass an enemy, before firing its lifs again and withdrawing with equal speed.

The principal weaponry of the Revenant is the feared pulsar, a high yield, rapid tiring laser weapon as only the Eldar can master. As well as the more common pulsar, Revenants have also been encountered armed with a sonic lance, a short range weapon using the same lechnology as the smaller vitro canon. Its resonant sonic waves shake its targets apart, leaving enemy infarity disordentatic. A Revenant secondary amament is its shoulder-mounted missile launcher, loaded with plasma warhads. These rapid from missiles are used at close range for anti-infarity defence.

Each Revenant is protected by its holo-fields. Projected by the Titan's fins, the image-distorting field contuses scaners, auspex and targeters and, lacking the very heavy frontal armour of a Reaver or Wahord, it is the Tran's principal defence against incoming fire. Each Titan

is guided by a single crewman, known by the title of steersman. The pilot merges his consciousness with the spirits within the Titan's wraithbone core, becoming one with the machine.

Incredibly versatile, the Revenant is deployed in a variety of ways. Partnered with Phantom Titans, it can operate in a forward scout role. Its jump jets give it the speed to be deployed in support of rapid armoured aspect assault waves, or it can act as extra heavy firepower for defensive Guardian squads

Revenants of both the Mymearan and Alaitoc Craftworlds fought in all these roles during the incursion of Betalis III, supporting Eldar attacks with their pulsar fire, often leaping into the front lines or leading an attack, whilst the Phantom Titans provided longer range firepower.

They made light work of the rough, mountainous terrain on the planet, allowing them to secure advantageous firing positions where no other Titan-sized engine could go. Revenant pulsar fire was also believed to be responsible for damaging the Beaver Titan Invictus Nova, and numerous Astra Militarum super-heavy tanks that supported it.

A noted tactic for the Eldar is to pair their Titans together. Linked telepathically by the blood-ties of the steersmen. they always fight side-by-side. Paired Eldar Titans often have joint names. Long and complex by the standards of the Imperium's Titan Legions, these war machines bear elaborate titles which when translated read, for example, as 'Hearts Armoured for Battle', 'Eagles Born of Flame', 'Revenge upon Ancient Wrongs', 'Guardians at the Gates of Infinity' and 'Protectors of the Fallen'.

REVENANT TITAN ...

	Armour								
	WS	BS	5	F	5	R	1	A	HP
Revenant Titan	3	4	10	12	12	10	4	2	9
Unit Composition				W	argez	ır			
1 Revenant Tite							uncher		
Unit Type	Special Rules								

Revenant lumn lets

Wraith Titan

Eldar Titan Holo-fields

- · Must select two weapons from the following
- Ontions - Pulsar
- Sonir lance



900 POINTS

Free

Revenant Jump Jets

The controlling player may choose to use the Revenant's jump jets in either the Movement phase or Assault phase. If used in the Movement phase, the Revenant may move up to 36", it ignores terrain during this move but must end its move outside of Impassable terrain and at least 1" away from any enemy models. If used during the Assault phase then the Revenant Titan may roll two additional D6 and total all dice rolled when determining its Charge distance, and makes D6+1 Hammer of Wrath attacks if it successfully charges instead of just one

Wraith Titan

When attacked in close combat by models that are not Super-heavy vehicles, Super-heavy Walkers or Gargantuan Creatures that are not Swooping, a Wraith Titan can only be hit on a 6 regardless of Weapon Skill or other considerations. Super-heavy vehicles, Super-heavy walkers and Gargantuan Creatures that attack a model with this special rule in close combat hit on a 5 or a 6 regardless of their Weapon Skill.

In addition, when a Wraith Titan chooses to Run, it moves 12" instead of rolling a D6, and it may choose to Run on any turn in which it has fired no more than a single weapon with the Primary Weapon type.

Eldar Titan Holo-fields

Whenever a model with Eldar Titan holo-fields is hit by an attack. before rolling for armour penetration, or on the Destroyer table, its attacker must roll a D6. If the target model moved in its controlling player's last Movement phase and the attacking player rolls a 4+ then the hit stands, roll for armour penetration or on the Destroyer table as normal. If the target model did not move in its controlling player's last Movement phase then the bit stands on a 3+

Titan Weapons

	RANGE	STR	AP	TYPE
Cloudburst				
missile launcher	48"	8	3	Heavy 4, Interceptor,
				Skyfire, Sunder
Pulsar	60*	D	2	Ordnance 2,
				Large Blast (5*)
Sonic lance	Helistorm	x	2	Ordnance 1, Pinning,
				Soundquake

Soundquake: To fire the sonic lance, place the Hellstorm template so that the narrow end is within 18" of the weapon and the large end is no closer to the weapon than the narrow end. All non-vehicle models hit by this are wounded on a 3+ regardless of their Toughness value. Vehicle models struck by this weapon take a single hit at Strength 1 and roll 3D6 for armour penetration. Any unit hit by this weapon must make an immediate Pinning test rolling an additional D6 and using the two highest dice rolled to determine the result. Non-Super-heavy vehicle units hit by this weapon are affected as per the 'Crew Stunned' entry on the Vehicle Damage table in addition to any other effects, and Super-heavy vehicles hit by this weapon lose an additional D3 Hull Points if the attack penetrates their armour.



PHANTOM TITAN



The Phantom is the largest of the Eldar Titans. Tail, signed and graceful, it is agile and fast when compared to the lumbering armoured behemoths of the Imperium. Each of these mighty Titans is the pinnacle of Eldar warcraft, built around a powerful psychic wraithbone core which permits the spirits contained within to flow freely through the Titan, helping to guide the machine and its steersman pilot.

The steersman is an experienced master of his art. He controls the Trian from its cockyli, towering twenty-free metres above the battlefield. Locked in a deep trance-like state, his spirit merges with those of the wrathbone to create one sonthence, which in turn guides the Titan, almost allowing it to think, react and manocurve with the speed of an Aspect Warror. As with the Revenant, the Phantom's larger ear fine project its surrounding holo-field.

The Phantom carries some of the Eldar's largest and deadliest weaponry. Amongst the Titan Legion princeps and moderallii, it is rightly feared for the devastating effects of its huge pulsars. These are laser energy weapons of massive power, capable of piercing the thickest armour with ease. With its long range and high rate of fire, the pulsar is a weapon that has become synonymous with the Phantom and is far superior to anything the Adeptus Mechanicus has sanctioned for use on its own Titans.

No less deadly is the Phantom's distortion cannon, a larger version of the weapon carried by the Cobra super-heavy tank. It tears a huge black seething rift in reality, allowing warp energies to flood into, through and around the target, ripping it apart. The final Phantom weapon is the less common power glave, known as the Ashuna-Valcry/e (approximat translation, the 'Step/ess Harbinger of Destructor). It is a bladed Titan close combat weapon that also mounts a twin-linked starcannon.

As well as its primary arm weapons, the Phantom has secondary weapons, high up on its shoulder mounts. These can include a starcannon and a multiple plasma warhead missile launcher for close anti-personnel and antiaircraft defence. War machines of such size and power as the Phantom war mediane of deployed for the Eldar race's usual modus operandi of raids and surgical strikes. These massive war machines are reserved for the heaviest fighting, when a Craftworld must engage in a pitched battle, when fast hit-and-run raiding will not suffice and the Eldar wish to wreak terrible destruction upon their enemies. Only then do the webway portals open wide and allow the Phantoms to stide forth. Times must be desperate indeed for the Seer council to decree the deployment of such gods of war.

A rarely encountered variant of the Phantom is known as the Warlock Titan, which contains the spirits of mighty Eldar seers and warlocks still held within its wraithbone core. These spirits of the dead are not powerless, and they can still merge their psychic strength, creating a potent war engine which combines the firepower and grace of the Phantom with the innate abilities of these leaders of the Eldar race to create the pinnacle of psychic engineering.

2,500 POINTS

PHANTOM TITAN

				A	rmo	ır			
	ws	BS	s	F	s	R	1	A	HP
inantom Titan	3	4	10	13	13	11	3	3	24

- Unit Composition • 1 Phantom Titan
- Heit Type
- · Super-heavy Walker
- Wargear · Phantom cloudburst missile launcher
- · Phantom missile launcher

Starcannon

- Special Rules Wraith Titan
- Eldar Titan Holo-fields

Options

- · Must select two weapons from the following - Phantom pulsar - Phantom D-bombard
- Phantom glaive and twin-linked starcannon (maximum of 1). Free May replace any starcannon with a pulse laser +15 points each

Wraith Titan

When attacked in close combat by models that are not Super-heavy vehicles, Super-heavy Walkers or Gargantuan Creatures that are not Swooping, a Wraith Titan can only be hit on a 6 regardless of Weapon Skill or other considerations. Super-heavy vehicles, Super-heavy Walkers and Gargantuan Creatures that attack a model with this special rule in close combat hit on a 5 or a 6 regardless of their Weapon Skill.

In addition, when a Wraith Titan chooses to Run it moves 12" instead of rolling a D6, and it may choose to Run on any turn in which it has fired no more than a single weapon with the Primary Weapon type.

Eldar Titan Holo-fields

Whenever a model with Eldar Titan holo-fields is hit by an attack, before rolling for armour penetration, or on the Destroyer table, the attacker must roll a D6. If the target model moved in its controlling player's last Movement phase and the attacking player rolls a 4+ then the hit stands - roll for armour penetration or on the Destroyer table as normal. If the target model did not move in its controlling player's last Movement phase then the hit stands on a 3+

Titan Weapons				
	RANGE	STR	AP	TYPE
Phantom glaive	110	D	1	Melee, Spirit-shock ¹
Phantom pulsar	120"	D	1	Primary Weapon 4, Large Blast (5')
Phantom D-bombar	d 72°	D	2	Primary Weapon 1, Apocalyptic Blast (10°) , Spatial Rift ²
Cloudburst missile launcher	48*	8	3	Heavy 4, Interceptor, Skylire, Sunder ⁹
Phantom missile launcher	48"	9	3	Heavy 4, Sunder ³

Spirit-shock: When this weapon inflicts Hull Point damage on a super-heavy vehicle, its target may only fire Snap Shots in its next Shooting phase and has its Attacks characteristic (if it has one) reduced to 1 until the end of the controlling player's next Assault phase.

Spatial Rift: After all effects of an attack using this weapon have been resolved, leave the template in place until the beginning of the controlling player's next player turn. Any model that is underneath the template at the beginning of any subsequent Movement phase or Shooting phase takes a single Strength D hit at AP 2.

Sunder: A weapon with this special rule may re-roll all Annour Penetration rolls.



	RANGE	STR	AP	Түре
WEAPON	5	3	6	Pistol 3D3, Blind,
SUCCET1	18"	8	2	Rending, One Use Assault 1, Lance
C. C	18 ⁻	8	2	Pistol, Lance
South Coston	36"	8	2	Heavy 1, Lance
3200 14				
Couctaust moste launcher	48"	8	3	Heavy 4, Interceptor
minde sunches		D	2	Skyfire, Sunder! Heavy 1, Blast (3"), Barra
Dicision	24"	U	2	Heavy 1, Blast (31), Barra
The same	36	D	2	Heavy D3+1. Barrage
Mart .	20			Blast (31), Dispersed ¹
	Template	D	2	Heavy 1, Dispersed?
nito	36"	D	1	Primary Weapon 1,
Dispate				Massive Blast (7"),
		8	2	Distort Rift ¹ Heavy 1, Lance
Derkland	36'		in the set	neavy 1, Lance
Date his roud cannot	Helstorm	7	4	Heavy 1. Monofilament,
Focusied	Reptorm			Shred
	48	7	4	Heavy 1, Monofilament,
(Depended)				Massive Blast (71), Shred
Disionance breach charge		2	3	Unwieldy,
Statu che Ac				Dissonance Wave*
Dissonance cannon	24"	5	4	Heavy 1, Pinning,
		and the second	4	Vibro-pulse ³
Disonance pistol	12"	5	1	Pistol 1, Pinning, Vibro-pulse ¹
6 Minutes				vioro-puise:
Eldar missle launcher	48"	4	4	Heavy 1, Blast (3")
(Plasmal) (Stanhawik)	48"	7	4	Heavy 1, Skyfire
Starshot)	48'	8	3	Heavy 1
Tex Storm laser array	60*	6	6	Heavy 6, Skyfire,
				Interceptor, Twin-linked,
		8	1	Rending, Laser-web ^a Pistol, Melta
Ausion pistol	6"	+2	2	Melee, Master-crafted,
Chortspear		+2	4	Sunder!
Haywire grenade	8'	2		Assault 1 Havwire
Newire Jauncher	24"	3	4	Heavy 2, Haywire Heavy D3+2, Melta
interno lance	36"	8	1	Heavy D3+2, Melta
Latbiattar	24"	3	5	Assault 3
lynx pulsar				
(Saturation)	48"	D	2	Ordnance 1, Large Blast (5")
(cusa	48"	D	7	Ordnance 3, Twin-linke
Ngittre	40		-	
misletuncher	48-	4	5	Heavy 3. Blast (31),
				Ignores Cover, Pinning
Phantom D-bombard	72"	D	2	Primary Weapon 1,
				Apocalyptic Blast (10°),
Phentom plave		and the second	-	Spatial Rift'
Ptantom missile launch	her 48"	D 9	1	Melee, Spirit-shocks
Wattom pusar	120	D	3	Heavy 4, Sunder' Primary Weapon 4,
		D		Large Blast (5')
Proenia missile launch	er 48"	5	3	Heavy 3
ALL STORATO	8*	4	4	Heavy 3 Assault 1, Blast (3')
Pristo blaster	18'	7	2	Heavy 2, Lance,
Homele				Ghostlight*
Distant				······
Foories	18" 18"	4	4 7	Heavy 1, Blast (3') Heavy 1, Lance,
	10	0	3	Ghostlight ^a
Rise	60"	D	2	Ordnance 2,
Pineluce		200		Large Blast (5")
Notifet Large	43	8	2	Heavy 2
	36'	6	6	Heavy 4 Assault 1, Blast (3"), Sh
	12"	6		Assault 1, Blast (3"), Sh
	24' 12"	6	5	Assault 3. Bladestorm Assault 2. Bladestorm
Shurken potol Specialor	12	4	5	Pistol, Bladestorm
and spot	Heistorm	4 X	2	Ordnance 1, Pinning,
Sphar of Starlight		1		Soundquake10
(Proceed)				
	24"	7	2	Heavy 3, Lance.
Close comban)				Ghostlight ^s
	36	+2/+1'	2/3"	Melee, Master-crafted Salvo 4/6, Poisoned (4-
Spectro pord	12	1	5	Bistol Poisoned (4+)

WEAPON Spliciter nile	RANGE	STR	AP	ТУРЕ
Starcannon	367	1	5	Rapid Fire, Post
Sundered spear		6	2	Heavy 2
(Close combat)		As User		Meleo, Armount
(Ranged)	Template	5		Fleshbane Assault 1, Flesh
Tanglefield grenade	8"	2		Armourbane, O Assault 1 Blast
The Axe Langnvast				Tanglefield
Venom blade		+1	2	Melet, Two-has
Void sabre		As User		Melee Posone
Witch staff		+1	3	Melee, Rending
		As User		Melee, Armour
Wraithcannon	12			Fleshbane, Sou
Sunder: A weapon		D	2	

*Dispersed: When rolling on the Destroyer Weapons Attack table, this weapon counts all rolls of 6 (Devastating Hrt/Deathblow) as 5 (Solid Hit/Senicos) Weandeed

Distort Bit: The D-Impairs general active and shelds and power feats on a larger model, body and detains of detains or encourse from. In additions, after the D-Impairs has finded, and a Dis. Concerning and the M-Market Bits (7) the treatest and the body of the general of the concerning have the M-Market Bits (7) the treatest and the body on ends the Adversence phase under the legance turn if any model where bogs on ends the Adversence phase under the legance turn if any model where bogs on ends the Adversence phase under the legance turn is an annex same varies the same adversence of the same adverse target on the same same same same and the Adversence phase under the de Galaccego the only hand id a is same adversed. Vehicle models size a Galaccego the only hand id a is same hand where and Gaganitan Cartestina are unaffected.

*Dissonance Wave: A weapon with this type rolls 3D6 for Armour Penetration rolls, adding the results together to determine the final result. If any of the dice rolled for Armour Penetration score a 6 then the Strength of the weapon is increased by +1 and the AP is improved by -1.

Vibro-pulse: For each model from the same unit that scores a 6 To Hit when thing a vector with this special rule, while targeting the same target unit, add +1 to the Strength (to a maximum of 1) and subtract -1 from the AP to a minimum of 1) when resolving To Wound rolls for all weapons with this special rule during this Shooting attack only.

Eg, if a unit that included three dissonance cannon fired at an enemy unit and two of them scored 6s To Hit, then all three dissonance cannon would increase their Strength by +2 and improve their AP.by +2, to Strength 7 and AP.2 in this case.

*Laser-web: When a weapon with this special rule targets a Zooming Pijer or Fast Skimmer, it gains the Ignores Cover special rule for that attack.

Spatial Rift: After all effects of an attack using this weapon have been resolved, leave the template in place until the beginning of its controlling player's mult player turn. Any model that is underwards the template at the beginning of any Movement phase or Shooting phase takes a single Strength D bit at AP 2.

*Spirit-shock: When this weapon inflicts Hull Point damage on a Super-heavy vehicle, its target may only fire Smap Shoct in its next Shooting phase and has its Attacks characteristic (if it has one) reduced to 1 until the end of its controlling plyer's next Assault phase.

Charafight: When a unit inflats two or more his with yet or barafty to eval on an entry unit or textics. It may notice the history text on the history text of the history of thistory of

Institution of and decision of the sonic family place the Nelsson template so that the neuron and switch the of the wespon and the layer and an obser to decision to decision to decision to decision to decision of a regardless of the Taylorings solution. We look and the layer wespon take a single hirst Strength 1 and red 3D6 for amoun periodician.

single hit at Strength 1 and role size for whole your of Statight has two values for "Spear of Statight: In close combat; the Spear of Statight has two values for Strength and AP. The first value is used on any turn in which shigh has onlight; the Strength and AP. The first value is used on any turn in which shigh has onlight; the

second is used at all other times. "Tanglefield: A use that suffers any hits from a reason with this special rule must take an immediate Strength test. If the test is failed, the use has its instatew and Wis values reclearch by half und the end of the coreorising player's next time.

THE HORUS HERESY BOOK FIVE - TEMPEST

The Horn Herry Bod Faie - Tempet is a supplement for Warhammer accoundealing with ware and bortler in the data seap of the Horns Hereew, when the Helgling Imperium of Mankind was torn april by bloedy coil war and treachery. This book, levelshy illustration in full colour, contain extensive background information on the Bartle of Calib, the Ultramarines Eggion and other forces involved in this catactylerum and deally bearing. The book also includes a campaign system and new and updated rules for the Ultramarine. Calib army list, and new units for the Legiones Astartes Cruside Army list and the forces of the Mechanicum.

The Horus Heresy Book Five – Tempest is a complete expansion for the Wathammer 40,000 game – it requires the *Wathammer* 40,000 rulebook and the Legiones Astartes Crusade Army list to use its contents.

THE HORUS HERESY

the literal laner series of supplements are complete expansions for the Warhammer 40,000 game - they require the Warhammer 40,000 game - the Warhammer 40,000 the literature of the Legiones Astarles - Crusade Army List to use their contents

BOOK ONE - BETTRAYAL Million theory back One - Bernyal is a supplement for Wathammer 40,000 dealing with war and Million theory back of the Horas Heresy. This book, lavishly illivergrad is full and The large large parts of the Horus Heresy. This book, lavishly illustrated in full colour, contains sale in the date age the four legions that took part: the Sons of Horus, Emperor's Children, World Eaters and Death a the four tegions with a nextensive campaign system that allows you to play out the conflict on terran III in your own exciting tabletop battles

Iscon III in your contains a complete Space Marine Legion Crusade Army list as well as game rules for This box also control as were as game rules for as promuchs of the four Legions, super-heavy vehicles and special characters featured in the story.





BOOK TWO - MASSACRE

The Horus Heresy Book Two - Massacre is a supplement for Warhammer 40,000. The book is lavishly illustrated in full colour and contains extensive background information on the dark deeds leading up to the Isstvan V Dropsite Massacre. Also detailed are the histories of four of the Legions that took part: the Iron Hands, Salamanders, Night Lords and Word Bearers, and an extensive campaign system that allows you to play out the conflict on Isstvan V in your own exciting tabletop battles. This book also contains additional entries for the Space Marine Legion Crusade Army list presented in The Horus Heresy Book One - Betrayal, as well as game rules for the Primarchs of the four newly described Legions, super-heavy vehicles and special characters featured in the story.

BOOK THREE - EXTERMINATION

The Homes Herresy Book Three - Extermination is a supplement for Warhammer 40,000. Detailed within ne he histories of four Space Marine Legions: the Raven Guard, Iron Warriors, Alpha Legion and Imperial Fists. It completes the story of the Dropsite Massacre and also features an extensive ampaign system that allows you to play out a number of the conflicts described in your own exciting abletop bartles.

The book presents a complete army list for the Mechanicum, the Taghmata Omnissiah, including rise for a range of their fearsome new Battle-automata and mighty and arcane war machines. It also brutes additional entries for the Primarchs of the four newly described Legions as well as superservy vehicles and special characters featured in the book's stories.



BOOK FOUR - CONQUEST

The Horse Herey Book Four - Conquest is a supplement for Warhammer 40,000 dealing with the Warmasser's invasion of the northern Imperium having revealed his treachery at the Istwan System. Also detailed are the histories of four Knight Houses, the elite Solar Auxilia of the Imperial Anny and an extensive arresting in system that allows you to play out the all-consuming war in your own exciting

This book also contains two entirely new army lass - the Questoris Knights Cruisale Army and the sone soor also contains two entirely new army lists – the Queetons Kingins usage neuronal and a Solar Auxilia Crusade Army, including unique special characters central to the story of the fall of the Group land



IMPERIAL ARMOUR - IMPERIAL GUARD



Impenal Armour – Impenal Guard is a book dedicated to the fighting vehicles of the Astra Militarum; the steel-clad behemoths that rumble and clank ther way across the batterields of the far future, unleashing fire and shell at the enemies of Mankind Inside this 294-page book, the full panoply of Impenal Guard amouned vehicles are displayed in exhaustive detail, including profiles and rules for over fifty tanks, support vehicles, artillery pieces and super-heavy vehicles, alongoid extensive background material on these war machines, their munitions and manufacture

In addition to this wealth of information, Imperial Armour – Imperial Guard also includes a full army list that allows you to field the sledgeharmer of Imperial military might the Armoured Battle Groups of the Astra Miliarum. Alongsde this are a selection of appendices presenting detailed information on a vareky of topos, from the technical specifications of the ammuniton used by the forces of the Imperial Guard, to rules for a number of famous Imperial Guard tank commandes and heroes of the Imperium.

IMPERIAL ARMOUR – WAR MACHINES OF THE ADEPTUS ASTARTES

This book provides you with rules to use the large range of Forge World Space Manne armoured vehicles and artillery in your games of Warhammer 40,000.

Included within are profiles and rules for over thirty vehicles, from specialised variants of the mighty tand Raider to the heavily armed Thunderhawk Gunship, alongside extensive background material on the ware machines of the Space Marines, their tactics and manufacture. It also describes vehicles used by the zeakous Battle Sisters of the Adepta Sorontax, as well as those seconded to the service of the agents of the dreaded inquisition.

In addition to this wealth of information, Imperial Armour – War Machines of the Adeptus Astartes presents extensive details on the livery and markings used by the Space Marines of the Adeptus Astartes



RIAL



IMPERIAL ARMOUR - THE TAROS CAMPAIGN

when he planet taros secretly fell under the sway of the rising Tau Empire, its medifications were diverted from the imperium's hungry Forge Works to telef he factor the Tau. The Imperium's response was brutal and direct telef he factor the Enumer throw was unleashed against the Tau Cadres in factor of the Enumer and the vasion works throw Chapters of Space on Taros. The bitter was that followed was to involve two Chapters of Space on Taros. The bitter was that followed was to involve two Chapters of Space on Taros. The bitter was that followed by the famed Elysian and Tallam regiments telef used. This record chronicles that war – from its inception to its dire ordizion.

Interfal Amour – The Taros Campaign is the definitive reference for using foge World's extensive range of Tau Empire armoured vehicles and battlesuits nour genes of Warhammer 40,000. Included within are the profiles for every earl forge World's Tau Empire units and characters, from the humble Heavy Guidence to the vast and imposing Manta, including those units that were explored after the bloody conflict on Taros.

This book also includes a full campaign, with twelve scenarios detailing the war to the desert world of Taros.



IMPERIAL ARMOUR - THE ANPHELION PROJECT



When Ordo Xenas Inguistar Solamon Lok receives anders to miestgate the loss of astropathic communications from a moon in the Appleion system, belogins a journey into darkness, horror and treachers; Supported by Suace Khanes di the Red Scorpians Chapter, Elysian Drop Troops of special detechment D-99 and Cadian Guardsmen of the 266° Regiment, Lok is soon fighting for its life amidit the log-enstructed even induscape.

Imperial Armour – The Anphelion Project contains full details for the entire range of Forge World's Tyranid models, allowing you to use them in games of information on the grussmer array of monstroaties spanned by the live Morin Its war to consume the Imperium, making it an essential resource for plans seeking to unleash the true horror of the Tyranid menace upon their foes.

Also included is a full record of the Anphelion incident, from inquistor taks discovery of the frue nature of the research being carried our on Bea Angelion with the actions of his treacherous allies congriting to long about he unimary business of the angelion of the second second second and the second to survive the dangers found within the Inquisitorial research acting, we are a full army list for the special inquisitorial detachement. D-9 and additional rule of the Red Scorptors Chapter, enabling players to field these varian warrows in the defence of Bera Anphelion IV.





IMPERIAL ARMOUR THE DOOM OF MYMEARA SECOND EDITION

Betalis III, part of the galaxy-spanning empire of Mankind, is under attack from three massive Eldar war hosts. Their reasons for attacking the lightly populated ice world are as yet unknown, but Myndoras Odon, general of the Cadian 6th Armoured Regiment, is intent on the Eldar's destruction. Wielding the might of three Astra Militarum regiments and joined by Bran Redmaw's Great Company and Titans from the Legio Gryphonicus, the Eldar may soon regret invading Betalis III.

Inside this book you will find a detailed account of the incursion by the Eldar of Craftworld Mymeara, Craftworld Alaitoc and its Corsair kin, and background and rules for all the main protagonists, as well as profiles for new special characters, vehicles, flyers, the Skathach Wraftknight, the colossal Eldar Phantom Titan and the Eldar Warrior Aspect, the Shadow Spectres.

This book also contains a complete army list, Eldar Corsair Bands, representing those of the Eldar who have chosen to abandon the strict disciplined life of the Craftworlds to instead follow the Path of the Outcast, as well as colour profiles, pictures and background bringing the Battle for Betails II to life.

Product code 60040187046





