

Type: Infantry

ELDAR ASPECT WARRIORS

Unit	Speed	Armor	CC	FF	Special
Dark Reaper	15cm	5+	6+	3+	No Special
Dire Avenger	15cm	5+	5+	4+	No Special
Fire Dragon	15cm	5+	5+	4+	No Special
Howling Banshee	15cm	5+	3+	5+	No Special
Shining Spear	35cm	4+	4+	5+	Mounted, Skimmer
Striking Scorpion	15cm	4+	4+	5+	No Special
Swooping Hawk	35cm	5+	5+	4+	Jump Pack, Scouts, Teleport
Warp Spider	15cm	4+	3+	4+	First Strike, Infiltrators, Jump Pack

Weapon	Range	Firepower	Notes
2x Reaper Missile Launcher	45cm	AP5+	
Shuriken Catapults	(15cm)	Small Arms	Extra Attack (+1)
Fusion Guns	15cm and (15cm)	MWS+ and Small Arms	Macro-Weapon
Shuriken Pistols	(15cm)	Small Arms	
Banshee Mask	(Base)	Assault Weapons	First Strike
Power Lances	(Base)	Assault Weapons	Lance
Shuriken Pistols	(15cm)	Small Arms	
Mandiblasters	(Base)	Assault Weapons	Extra Attack (+1)
Lasblasters	(15cm)	Small Arms	
Death Spinner	(15cm)	Small Arms	



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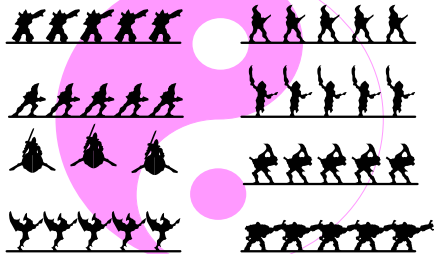
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Death Spinner	(15cm)	Small Arms	



BIEL-TAN ASPECT WARRIOR WARHOST

Any mix of 8 Dark Reaper, Dire Avenger, Fire Dragon, Howling Banshee, Shining Spears, Striking Scorpion, Swooping Hawk, or Warp Spider Aspect Warriors.



Upgrades Allowed: 0-2 Exarchs (1 may be the Autarch), minimum transport mix of Falcons and Wave Serpents.

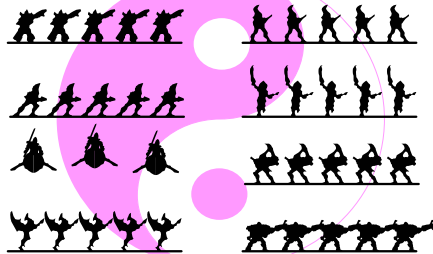


300 Points



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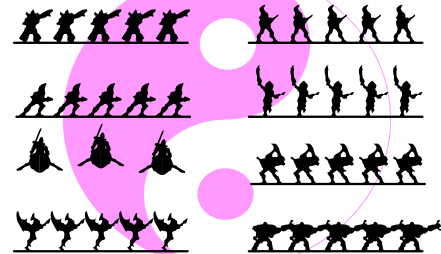


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