



Wraithgate: The Wraithgate acts as both a wayway portal and as an objective for rules purposes. It may not be attacked or destroyed. SPECIAL NOTE: Wraithgates are one of the smallest types of wayway portals, and may only be used by formations made up exclusively of infantry, light vehicles, and armored vehicles with the walker ability; formations that use any other type of unit may not use the Wraithgate to enter play.

Type: Objective	Speed: n/a	Armor: n/a	CC: n/a	FF: n/a	none
ELDAR WRAITHGATE					
Weapon	Range	Firepower	Notes		

Dragonship: Transport (May carry up to 12 Vampire Raiders and the troops they will transport.) You must decide which weapon system the Dragonship has at the beginning of the battle. Write down the weapon system alongside the turn of arrival.

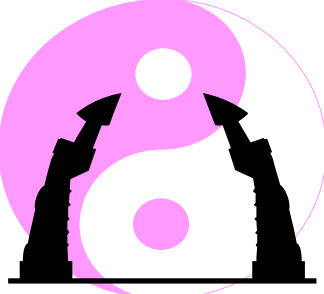
Type: Spacecraft	Speed: n/a	Armor: n/a	CC: n/a	FF: n/a	
ELDAR DRAGONSHIP					
Weapon	Range	Firepower	Notes		
Orbital Bombardment	n/a	8BP	Macro-Weapon		
Pin-Point Attack	n/a	MW2+	Titan Killer (D3)		

Wraithship: You must decide which weapon system the Wraithship has at the beginning of the battle. Write down the weapon system alongside the turn of arrival.

Type: Spacecraft	Speed: n/a	Armor: n/a	CC: n/a	FF: n/a	
ELDAR WRAITHSHIP					
Weapon	Range	Firepower	Notes		
Orbital Bombardment	n/a	4BP	Macro-Weapon		
Pin-Point Attack	n/a	MW2+	Titan Killer (D3)		

WRAITHGATE

0-1. The Eldar player may choose to replace one of the objective markers on his side of the table with a Wraithgate.



50 Points



ELDAR SPACECRAFT

1 Eldar Wraithship or 1 Eldar Dragonship.



150 or 300 Points



Avatar: Commander. Inspiring, Fearless, Invulnerable Save, Walker

Damage Capacity: 3
Critical Hit Effect: With a ghasly wall the Avatar falls to the ground, twitches and lies still. All Eldar formations with a unit with a line of fire to the Avatar are so shaken by this that they receive a blast marker.

Type: WE	Speed: 15cm	Armor: 3+	CC: 2+	FF: 4+	
ELDAR AVATAR					
Weapon	Range	Firepower	Notes		
Wailing Doom	30cm and MW5+ and				
Court of the Young King	(Base)	Assault Weapon	MW, Extra Attack (+1)		
King	(Base)	Assault Weapon	MW, Extra Attack (+1)		

ELDAR AVATAR & THE COURT OF THE YOUNG KING

Summoned by a Farseer for 1 turn only.



Free!

