

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+	3+	Skimmer, Mounted
Striking Scorpion	15cm	4+	4+	5+	No Special
Swooping Hawk	35cm	5+	5+	4+	Scouts, Jump Pack, Teleport
Warp Spider	15cm	4+	5+	4+	Scouts, Jump Pack, Infiltrators, First Strike

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	First Strike
Mandiblasters	(Base)	Assault Weapons	Extra Attack (+1)
Lasblasters	(15cm)	Small Arms	
Death Spinner	(15cm)	Small Arms	



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Death Spinner	(15cm)	Small Arms	



ELDAR EXARCH

An Exarch character may be added to any Aspect Warrior unit.



25 Points

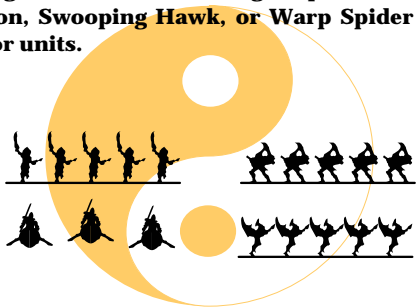


Type: Character	Speed: n/a	Armor: n/a	CC: n/a	FF: n/a
Weapon	Range	Firepower	Notes	
Exarch Close	(Base)	Assault Weapon	Extra Attack (+1)	
Combat Weapon				
				Exarch: Inspiring



ULTHWÉ ASPECT WARRIOR TROUPE

An Ulthwé Aspect Warrior Troupe consists of any mix of 4 Dark Reaper, Dire Avenger, Fire Dragon, Howling Banshee, Shining Spears, Striking Scorpion, Swooping Hawk, or Warp Spider Aspect Warrior units.



Upgrades Allowed: 0-1 Exarch, minimum transport mix of Falcons and Wave Serpents.

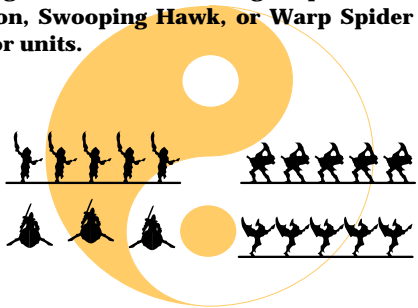


150 Points



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Type: Character	Speed: n/a	Armor: n/a	CC: n/a	FF: n/a
Weapon	Range	Firepower	Notes	
Exarch Close	(Base)	Assault Weapon	Extra Attack (+1)	
Combat Weapon				
				Exarch: Inspiring

