



150 or 300 Points



1 Eldar Wraithship or 1 Eldar Dragonship.

ELDAR SPACECRAFT

Type: Spacecraft

Speed: n/a Armor: n/a CC: n/a FF: n/a

Weapon Range Firepower Notes

Orbital Bombardment n/a 4BP Macro-Weapon

OR

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

ELDAR DRAGONSHIP

Type: Spacecraft

Speed: n/a Armor: n/a CC: n/a FF: n/a

Weapon Range Firepower Notes

Orbital Bombardment n/a 8BP Macro-Weapon

OR

2x Pin-Point Attack n/a MW2+ Titan Killer (D3)

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



Free!

ELDAR AVATAR & THE COURT OF THE YOUNG KING

Summoned by a Farseer for 1 turn only.



100 Points



0-1. Replace one Farseer unit with the Ulthwé Seer Council unit.

ULTHWÉ SEER COUNCIL

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Type: Inf Speed: 15cm Armor: 4+ CC: 4+ FF: 4+

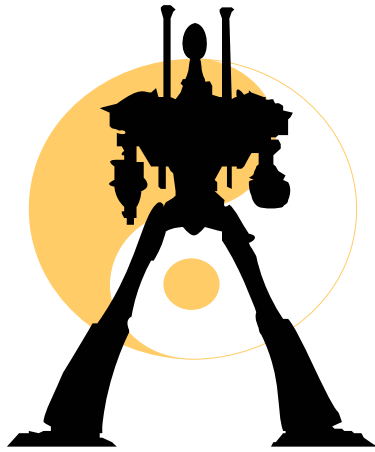
Weapon Range Firepower Notes

Eldar Psychic Powers (15cm) Small Arms MW, Extra Attack (+1)

Ulthwé Seer Council: Reinforced Armor, Invulnerable Save, Supreme Commander, Farsight



850 Points



ELDAR WARLOCK TITAN

1 Eldar Warlock Titan. (only 1 per army).

Type: WE

Speed: 25cm Armor: 5+ CC: 3+ FF: 3+

Weapon Range Firepower Notes

2x Twin Eldar Missile 45cm AP4+/AT3+/AA5+

Psychic Lance 30cm 3BP

Disrupt, Ignore Cover, TK(D3)

or

(15cm) Small Arms EA(+2), Ignore Cover, TK(D3)

Titan Pulsar or 75cm 2x MW3+ Titan Killer (1)

Power Fist 30cm or 6x AP4+/AT4+ or

(15cm) or Small Arms or

(Base) Assault Weapons Extra Attack (+3), TK(D3)

Critical Hit Effect: The holofield projector mounted in the Warlock Titan's wings is badly damaged and will no longer work. The Warlock loses its holofield save for the rest of the battle. Any further critical hits will cause an additional point of damage.

Warlock Titan: Holofield, Reinforced Armor, Fearless, Inspiring, Commander, Farsight, Walker, Leader. May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2 cm wide. May be armed with 1 Psychic Lance plus 1 Power Fist. The Warlock's weapons may fire all round due to the Titan's exceptional maneuverability.

