



50 Points



WRAITHGATE

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



Type: Objective	Speed: n/a	Armor: n/a	CC: n/a	FF: n/a	Notes
ELDAR WRAITHGATE					

Wraithgate: The Wraithgate acts as both a webway 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 webway 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.



650 Points



ELDAR REVENANT TITANS

2 Eldar Revenant Titans.



Type: WE	Speed: 35cm	Armor: 5+	CC: 4+	FF: 4+	Notes
ELDAR REVENANT TITAN					

Weapon
2x Eldar Missile
45cm
AP5+/AT6+/AA6+

Range
45cm
2x MW4+

Firepower
Lasers
2x Revenant Pulse
45cm
2x MW4+

Damage Capacity: 3

Critical Hit Effect: The Revenant's holofield generator is destroyed. It may no longer take holofield saves. Any further critical hits will destroy the Titan.

Revenant: *Holofield, Walker, Jump Pack, Fearless, Leader. May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2 cm wide. The Revenant's weapons may fire all round due to the Titan's exceptional maneuverability.*

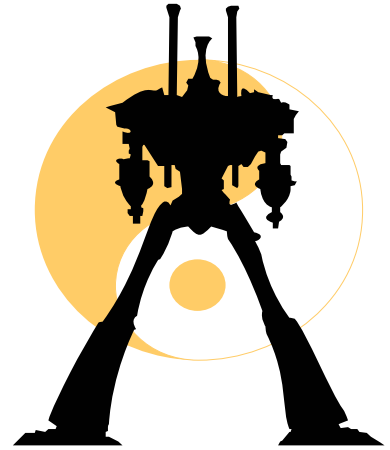


750 Points



ELDAR PHANTOM TITAN

1 Eldar Phantom Titan.



Type: WE	Speed: 25cm	Armor: 5+	CC: 3+	FF: 3+	Notes
ELDAR PHANTOM TITAN					

Weapon
2x Twin Eldar Missile
45cm
AP4+/AT5+/AA5+

Range
75cm
2x MW3+

Firepower
Lasers
1-2 Titan Pulsars
30cm
6x AP4+/AT4+ or
Small Arms or
(Base)
15cm or
Assault Weapons
Extra Attack (+3)
Extra Attack (+2), TK(D3)

Damage Capacity: 6

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

Phantom: *Holofield, Reinforced Armor, Fearless, Walker, Leader. May step over units or dangerous terrain that is lower than the Titan's knees and up to 2 cm wide. May be armed with 2 Pulsars, or 1 Pulsar and a Power Fist. The Phantom's weapons may fire all round due to the Titan's exceptional maneuverability.*

