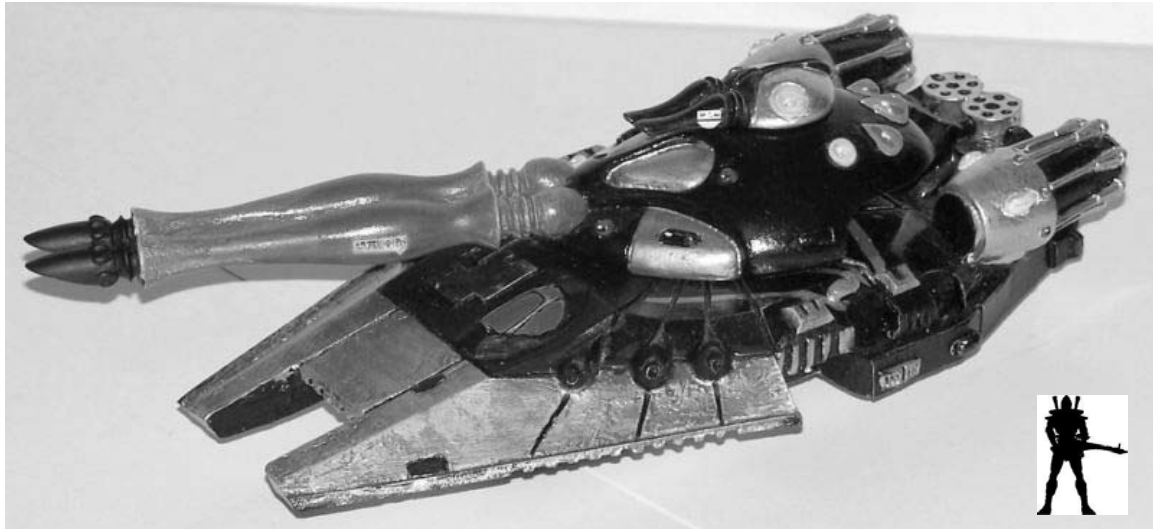


TEMPEST GRAV-TANK

POINTS: 425

"Tempest" is the Imperial designation given to a super heavy grav-tank from the ancient days of the Eldar Empire and a precursor to the more common Scorpion. Although its pulsar is less powerful than the one mounted on the modern Scorpion, it has a wide array of anti-personnel weaponry that enables it to operate in less well-supported positions; a feature preferred by some Autarchs when formulating their intricate battle plans.



UNIT: 1 Tempest

TYPE: Super-heavy tank, Skimmer, Fast

STRUCTURE POINTS: 2

WEAPONS AND EQUIPMENT:

- ☐ One turret-mounted twin-linked Tempest Pulsar
- ☐ Two hull-mounted Shuriken Catapult Storm
- ☐ One turret-mounted twin-linked Shuriken Cannon

ARMOUR			
BS	FRONT	SIDE	REAR
4	12	12	11

WEAPON	RANGE	STR	AP	SPECIAL
Tempest Pulsar	60"	D	2	Heavy 2, Blast, Destroyer, Primary Weapon
Shuriken Catapult Storm	12"	4	5	Assault 6
Shuriken Cannon	24"	6	5	Assault 3, Twin-Linked
Scatter Laser	36"	6	6	Heavy 4, Twin-Linked
Starcannons	36"	6	2	Heavy 2, Twin-Linked
Bright Lance	36"	8	2	Heavy 1, Lance, Twin-linked
Eldar Missile Launcher				
Plasma	48"	4	4	Heavy 1, Blast, Pinning, Twin-linked
Krak	48"	8	3	Heavy 1, Twin-linked

OPTIONS: The twin-linked Shuriken Cannons may be replaced with any of the following: twin-linked Scatter Lasers for +15 points, twin-linked Starcannons for +25 points, twin-linked Bright Lances for +35 points, twin-linked Eldar Missile Launchers for +20 points

SPECIAL RULES:

Starshield: The Tempest is protected by a shimmering energy field. This works in exactly the same way as an Eldar Titan Holo-field.

TOWERING DESTROYER KNIGHT

POINTS: 600

The Towering Destroyer is the most common of the Eldar light titans. It is crewed by a single Eldar and is deployed either solo or in packs of four or more like-minded commanders. They are extremely easy to control and the Eldar pilots often become so immersed in the spirit core of the knight that they feel more comfortable in the pilot's seat than out on foot. Ork Warlords have become so wary of the damage that even a single Towering Destroyer can do to their Gargants in close assault that the knights are given maximum target priority for a Waaagh's Fighta-Bommas.



UNIT: 1 Towering Destroyer Knight

TYPE: Super-heavy walker

STRUCTURE POINTS: 2

WEAPONS AND EQUIPMENT:

- ☐ One turret-mounted Knight Pulsar
- ☐ One turret-mounted Scatter Laser
- ☐ Two Knight Close Combat Weapons (Power Fist or Sword). (The destruction/shaking/exchanging of a DCCW lowers the total number of attacks by 2 attacks.)

				ARMOUR			
WS	BS	S	FRONT	SIDE	REAR	I	A
4	4	10	12	12	10	2	6

WEAPON	RANGE	STR	AP	SPECIAL
Knight Pulsar	48"	D	2	Heavy 2, Destroyer
Scatter Laser	36"	6	6	Heavy 4
Knight Power Fist/Sword		10		Dreadnought close combat weapon

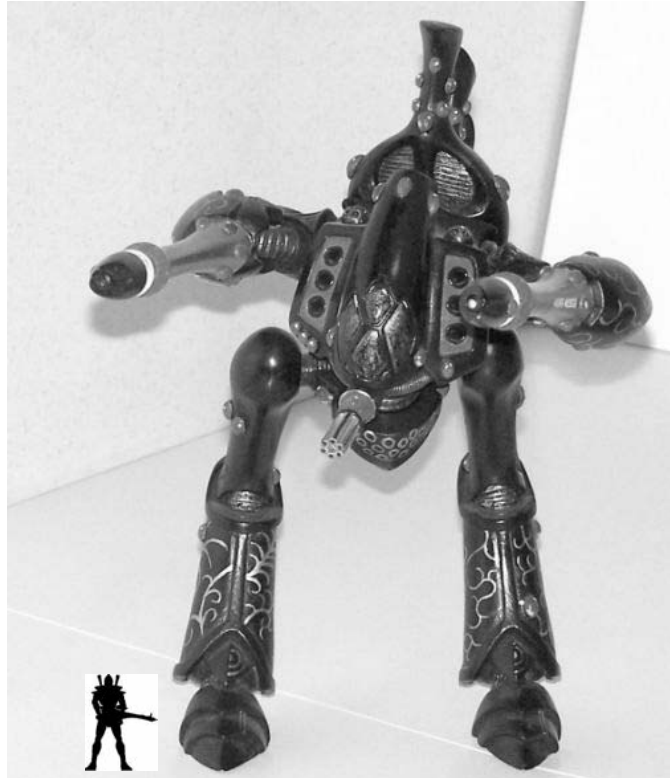
OPTIONS: The two dreadnought close combat weapons may be replaced by two Knight Pulsars for +50 points. The Scatter Laser may be upgraded to a Knight Pulsar for +100 points.

SPECIAL RULES:
Eldar Titan Holo-field
Open Ground Sprint: The Towering Destroyer Knight can move up to 24" in the movement phase if it does not shoot any weapons.

REVENANT TITAN (Type 1)

POINTS: 850

An older version of the Eldar Revenant Titan was known to mount an anti-personnel Scatter Laser and fewer, heavier missiles. While it also gave the impression of being more solidly built, its battlefield performance was considered to be almost identical.



UNIT: 1 Revenant Titan

TYPE: Super-heavy walker

STRUCTURE POINTS: 3

WEAPONS AND EQUIPMENT:

- ☐ Two turret-mounted Pulsars
- ☐ One torso Revenant missile launcher
- ☐ One under-slung Scatter Laser

				ARMOUR			
WS	BS	S	FRONT	SIDE	REAR	I	A
3	4	10	12	12	10	2	1

WEAPON	RANGE	STR	AP	SPECIAL
Pulsar	60"	D	2	Heavy 2, 5" Blast, Destroyer, Primary Weapon
Scatter Laser	36"	6	6	Heavy 4
Revenant Missile Launcher				
Krak	48"	8	3	Heavy 2, twin-linked
Plasma	48"	4	4	Heavy 2, Blast, Pinning, twin-linked

SPECIAL RULES:

Eldar Titan Holo-field

Agile: **Agile:** In the Shooting phase the Revenant may divert some of the energy from its Primary Weapons towards its legs, so it can choose to either:

- Fire all available weapons as normal.
- Fire a single Primary Weapon and move an extra D6" (as per the Fleet of Foot rule).
- Fire no weapons at all and move an extra 2D6" (as per the Fleet of Foot rule).

Jump Jets: Instead of moving normally, the Revenant may engage its jump jets. This allows it to travel up to 36" in the movement phase, ignoring all terrain and models as it does so. It may not land on friendly units or difficult/ dangerous/impassable terrain, but it can land on enemy units, resolving this as a Tank-shock. If it uses its jump jets the Revenant may not fire its primary weapons nor use the Agile rule that turn, but it may assault as normal.

PHANTOM TITAN

POINTS: 2200

The Phantom Titan is the most common of all Eldar titans and has resilience on par with the Imperial Warlord Titan, although it only mounts two major weapon systems instead of the Warlord's four. The weapons themselves are the stuff of nightmares, from the reality-bending power of the Distortion Cannon to the ceramite-melting Heat Lance, and should never be taken lightly.

UNIT: 1 Phantom Titan

TYPE: Super-heavy walker

STRUCTURE POINTS: 7

WEAPONS AND EQUIPMENT:

- ☐ Two turret-mounted Phantom Pulsars
- ☐ One wing missile launcher
- ☐ One wing Scatter Laser

WEAPON	RANGE	STR	AP	SPECIAL
Phantom Pulsar	90"	D	2	Heavy 2, 7" Blast, Destroyer, Primary Weapon
Heat Lance	120"	10	1	Heavy 2, 10" Blast, Melta, Lance, Primary Weapon
Phantom Distortion Cannon	G48"	-	-	Heavy 1, Ordinance, 7" Blast, Distortion Vortex, Primary Weapon
Vibro Lance	36"	X	2	Heavy 3, Hellstorm Barrage, Pinning, Primary Weapon
Titan Power Fist	-	D	-	Titan Close Combat Weapon
Wing Scatter Laser	48"	6	6	Heavy 8
Wing Missile Launcher				
Krak	48"	8	3	Heavy 4, twin-linked
Plasma	48"	4	4	Heavy 4, Blast, Pinning, twin-linked

OPTIONS: Either Phantom Pulsar may be exchanged for any of the following weapons for free: Heat Lance, Phantom Distortion Cannon, Vibro Lance, Titan Power Fist.

SPECIAL RULES:
Eldar Titan Holo-field.

Vast Steps: The Phantom Titan may move up to 18" in the movement phase if it fires only one Primary weapon.

Distortion Vortex: The massive distortion cannon of the Phantom is capable of tearing holes in the fabric of reality, and is truly the most frightening example of the Eldar's advanced technology. After determining the final position of the marker, any models and removable terrain features touched by the blast are removed from the game (flyers are not affected). Don't even think about taking any form of save; and the Vortex is not



ARMOUR							
WS	BS	S	FRONT	SIDE	REAR	I	A
3	4	10	13	12	12	2	3

interested in your Adamantine Mantles, Synapse and other special rules either. Just remove them!

Gargantuan Creatures are not removed, but automatically lose D6 Wounds (no saves of any kind allowed!). Super-heavy Vehicles are not removed, but automatically lose D3 Structure Points.. It ignores all titan Power Fields, Void Shields, and Eldar Fields.

Hellstorm Barrage: The Vibro Lance is fired by placing a Hellstorm template such that no part of it is more than 36" away from the weapon's barrel. All targets touched by the template are wounded on a 3+ regardless of their toughness and the lance rolls 3D6 to penetrate vehicle armour. After the first template is resolved, place a second Hellstorm template touching the first template (but still within range) and resolve the damage as before. Place a third template within range and touching the second and resolve the final hit.

WARLOCK TITAN

POINTS: 2400

When an Eldar seers die their soul stones are placed in the craftworld's Infinity Circuit where they can communicate with the still-living. In times of dire war, the departed seers direct their contemporaries to remove their soul stones and to install them into the largest psychic entity in the Eldar battlefield arsenal; the Warlock Titan. Powered by a Phantom Titan's frame and piloted by a powerful seer in his own right, the Warlock's dozens of soul stones ponder the threads of fate directly and can predict where advantages may be found. The Psychic Lance, when carried by a Warlock Titan, assaults the soul of its target as much as its body and not even Invulnerable saves can protect against it.

UNIT: 1 Warlock Titan

TYPE: Super-heavy walker

STRUCTURE POINTS: 7

WEAPONS AND EQUIPMENT:

- ☐ Two turret-mounted Phantom Pulsars
- ☐ One wing missile launcher
- ☐ One wing Scatter Laser
- ☐ Psychic Titan

WEAPON	RANGE	STR	AP	SPECIAL
Phantom Pulsar	90"	D	2	Heavy 2, 7" Blast, Destroyer, Primary Weapon
Heat Lance	120"	10	1	Heavy 2, 10" Blast, Melta, Lance, Primary Weapon
Phantom Distortion Cannon	G48"	-	-	Heavy 1, Ordinance, 7" Blast, Distortion Vortex, Primary Weapon
Psychic Lance	180"	D	2	Heavy 3, Small Blast, Pinning, Ignores Invulnerable Saves, Psychic Titan, Primary Weapon
Titan Power Fist	-	D	-	Titan Close Combat Weapon
Wing Scatter Laser	48"	6	6	Heavy 8
Wing Missile Launcher				
Krak	48"	8	3	Heavy 4, twin-linked
Plasma	48"	4	4	Heavy 4, Blast, Pinning, twin-linked

OPTIONS: Either Phantom Pulsar may be exchanged for any of the following weapons for free: Heat Lance, Phantom Distortion Cannon, Psychic Lance, Titan Power Fist.

SPECIAL RULES:

Eldar Titan Holo-field.

Vast Steps: The Phantom Titan may move up to 18" in the movement phase if it fires only one Primary weapon.

Distortion Vortex: The massive distortion cannon of the Phantom is capable of tearing holes in the fabric of reality, and is truly the most frightening example of the Eldar's advanced technology. After determining the final position of the marker, any models and removable terrain features touched by the blast are removed from



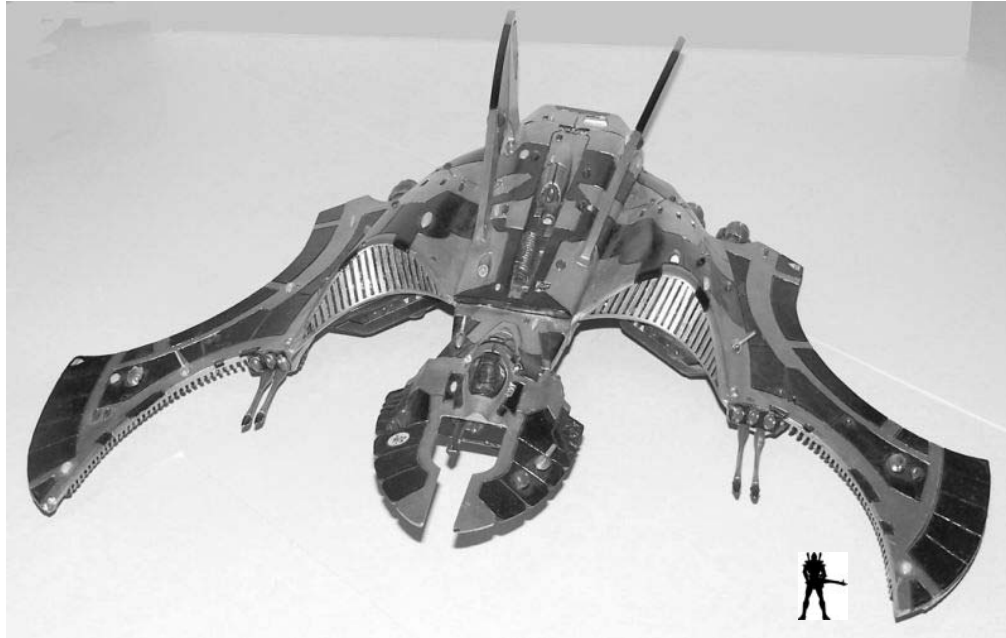
ARMOUR							
WS	BS	S	FRONT	SIDE	REAR	I	A
3	4	10	13	12	12	2	3

the game (flyers are not affected). Don't even think about taking any form of save; and the Vortex is not interested in your Adamantine Mantles, Synapse and other special rules either. Just remove them! Gargantuan Creatures are not removed, but automatically lose D6 Wounds (no saves of any kind allowed!). Super-heavy Vehicles are not removed, but automatically lose D3 Structure Points.. It ignores all titan Power Fields, Void Shields, and Eldar Fields. **Psychic Titan:** All shots at the titan are at -1 to hit. May cast *Doom*, *Fortune*, and *Guide* in the same turn at 4x range. Counts as a Psyker with a Leadership of 12, and may cast any or all psychic abilities each turn. **Psychic Lance:** The Warlock Titan may shoot this powerful psychic ability after a successful Psychic Test.

VAMPIRE PULSAR RAIDER

POINTS: 830

The Eldar Vampire orbital lander is a testament to their domination of the skies. In the situation where a strike from the Webway is impractical, the Eldar will deploy several Vampire Raiders full of infantry and quickly establish a strongpoint. After the troops have been deployed, the Vampires Raiders will join the Vampire Hunters in carrying out point strikes against enemy heavy vehicles. The Vampire Pulsar Raider mounts a massive Pulsar to the bottom of its fuselage, trading some of its transport capacity for a massive upgrade in firepower.



UNIT: 1 Vampire Pulsar Raider

TYPE: Super-heavy flyer

STRUCTURE POINTS: 3

TRANSPORT: The Vampire Pulsar Raider has a transport capacity of 20.

ACCESS POINTS: One access hatch on the rear.

FIRE POINTS: None.

WEAPONS AND EQUIPMENT:

- ☐ Two wing-mounted twin-linked Pulse Lasers
- ☐ One nose-mounted Scatter Laser
- ☐ One under-slung Pulsar

ARMOUR			
BS	FRONT	SIDE	REAR
4	10	10	10

WEAPON	RANGE	STR	AP	SPECIAL
Pulse Laser	48"	8	2	Heavy 2
Pulsar	60"	D	2	Heavy 2, 5" Blast, Destroyer, Primary Weapon
Scatter Laser	36"	6	6	Heavy 4

SPECIAL RULES:

Eldar Titan Holo-field.

Hover Mode.

Acrobatic Deployment: Up to three units may exit from the Vampire Pulsar Raider's rear hatch per turn. The Vampire Pulsar Raider may not transport vehicles, Wraithlords, or the Avatar.

BONESINGERS

The primary construction material used by the Eldar is a living psychically-active crystal called wraithbone. The Eldar that manipulate the wraithbone do so by establishing a psychic link with it and speak with it, "persuading" it to grow into specific patterns and shapes. The more intricate the shape desired, the more involved the communication must be. Some elder have an affinity for wraithbone communication and can weave long and complicated patterns out of the wraithbone using sophisticated equipment, body gestures, and intricate psychic commands. To nearby eldar, this communication is perceived on both the psychic and physical levels as a beautiful, peaceful song. The Bonesingers, those that spend their lives communicating and constructing with wraithbone, are sometimes brought from deep within the craftworld's core to sing their songs on the battlefield, making quick repairs or reinforcing nearby constructs' armour. It is only with great trepidation that an Autarch would call upon a Bonesinger to act in such a way, since they are more dearly needed once the battle is over.



	Points	WS	BS	S	T	W	I	A	Ld	Save
Bonesinger	100	4	4	3	3	1	4	1	8	4+ inv
Jetbike Bonesinger	120	4	4	3	4	1	4	1	8	3+/4+ inv

SQUAD: A replacement for any Warlock in an Eldar Army, maximum one per 1000 points.

EQUIPMENT: Shuriken Pistol, Witchblade, and Haywire Grenades. A Bonesinger has a 4+ Invulnerable Save from Runic Armour.

OPTIONS: For +20 points a Bonesinger may ride an Eldar Jetbike, but only if every other model in the unit is riding an Eldar Jetbike. The Jetbike is equipped with twin-linked Shuriken Catapults. The Bonesinger may exchange the Witchblade for a Singing Spear for +3 points or a Power Weapon for free. Bonesingers do not take Warlock Powers.

SPECIAL RULES:

Bonesinger: A Bonesinger is able to form a direct psychic connection with the living construction material wraithbone. By performing intricate rituals and beautiful telepathic songs, he or she is able to coerce the wraithbone into growing and forming into new shapes and, as such, is able to repair minor battlefield damage on the vehicles and units within the Eldar force. If a Bonesinger ends his movement phase within 6" of a friendly Eldar vehicle or unit, he may spend his entire shooting phase attempting a single repair song (called a Bonesong). Only one repair attempt may be made per vehicle/construct per turn. The Bonesinger must make a Psychic Test, and is able to re-roll a failed result if attached to the unit or in base contact with the model being sung to.

If successful, pick one of the following Bonesong options, based upon the target model/unit. (Only one Bonesong may be applied to a model in any single phase):

- **Modify Saves:** Make a normal save invulnerable OR improve a normal save to 2+. Eligible units: Wraithlord, Wraithguard, Jetbikes, Warlocks/Farseers/Bonesingers (rune armour improved to 3+). The effects last until the start of the Eldar player's next movement phase.
- **Repair vehicle:** Repair a destroyed weapon OR re-mobilize an Immobile vehicle (Super Heavy Vehicle may repair D3" of lost movement).
- **Rending Shurikens:** The psychic emissions of the Bonesinger can harden nearby reserves of Shuriken ammunition to phenomenal levels. Add the "Rending" special rule to all Shuriken weaponry (Pistols, Catapults, and Cannons) for the remainder of the shooting phase.

Psyker: Bonesingers are considered Psykers, and the repair song is treated as a psychic power in all circumstances.