

ELDAR TEMPEST SUPER HEAVY GRAV TANK



BS	Armor			Structure	Save	Points
	Front	Side	Rear			
4	12	12	11	2	4+ Inv	600

Type: Super Heavy Tank, Skimmer

Movement: May move up to 12" and fire all weapons. Does not benefit from the "Skimmers Moving Fast" rule.

Weapons:

- Multiple Hull-mounted Shuriken Catapults (Combined as one weapon)

Name	Range	S	AP	Mode
Shuriken Catapult	12"	4	5	Assault 12

- Turret-mounted Pulsar:

Name	Range	S	AP	Mode
Tempest Pulsar	60"	9	1	Heavy 2, Lance, Twin-Linked

- Turret-mounted Defensive Weapon (one or the other, not both)

- o Linked Shuriken Cannons

Name	Range	S	AP	Mode
Shuriken Cannons	24"	6	5	Assault 3, Twin-Linked

- o Linked Star Cannons

Name	Range	S	AP	Mode
Star Cannons	36"	6	2	Heavy 2, Twin-Linked

Special Rules:

- Eldar Field: 4+ Invulnerable Save on all four sides.
- Models *Tank Shocked* have a -1 to their Leadership value.
- Super Heavy vehicles may target different units with each weapon.

Super Heavy Glancing Hits

#	Result
1	Gun Crew Shaken. One weapon system may not be used next turn.
2	Gun Crew Shaken. One weapon system may not be used next turn.
3	Gyros Off-Balance. May not ignore low terrain next turn.
4	Driver Stunned. Lose 1" of movement next turn only.
5	Power Plant Damaged. Move at half rate next turn only. Round fractions up. Additional results of this type continue to halve the movement rate.
6	Vehicle Damaged. Lose one structure point. If already at 0 structure points, roll on Catastrophic Damage Table.

Super Heavy Penetrating Hits

#	Result
1	Driver Injured. Lose D3" of movement next turn only.
2	Targeting System Damaged. Only one ranged weapon may shoot next turn.
3	Power Plant Critical. Lose D3" of movement for the rest of the game.
4	Secondary System Damaged. One Defensive Weapon system is destroyed. Lose one structure point. If already at 0 structure points, roll on Catastrophic Damage Table. If there are no Defensive Weapons (i.e. Strength 6 or less) remaining on the vehicle, lose one weapon or field of the vehicle owner's choice.
5	Primary System Damaged. One weapon system or field is destroyed. Lose one structure point. If already at 0 structure points, roll on Catastrophic Damage Table.
6	Control Systems Damaged. Lose one structure point and roll again on this table. If already at 0 structure points, roll on the Catastrophic Damage Table.

Super Heavy Catastrophic Damage

#	Result
1	Repair Systems Engaged! Make a Leadership test for the vehicle using Leadership 10. If passed, one structure point is repaired. If failed, roll again on this table.
2	Power Plant Beyond Repair. The vehicle cannot move for the rest of the game. It is immobilized. The skimmer slowly lands.
3	Targeting System Destroyed. No ranged weapons may shoot for the rest of the game, and all close combat abilities are lost (except for Tank Shock).
4	Total Systems Failure. The vehicle is destroyed. Mark it as such with appropriate smoke effects, but leave it on the battlefield to block line of sight. The skimmer slowly lands.
5	Cascading Chain Reaction. The vehicle is destroyed, but a series of small explosions continue to fire, making the surrounding area a very dangerous place. All models within D6" take a wound on a 4+, with armor saves as normal. Vehicles are unaffected. The vehicle collapses in-place and should be left on the battlefield to block line of sight.
6	Power Core Meltdown. The energy systems and munitions stores inside the vehicle explode in a massive ball of plasma. Roll a D3 per original structure point for the range of the explosion in inches. Every model within this range suffers a wound on a 4+ with armor saves as normal. Vehicles take a glancing hit on a roll of 4+. The super heavy vehicle has been completely vaporized, so remove it from the battlefield.

ELDAR SCORPION SUPER HEAVY TANK (Type 1)



BS	Armor			Structure	Save	Points
	Front	Side	Rear			
4	12	12	11	3	4+ Inv	650

Type: Super Heavy Tank, Skimmer

Movement: May move up to 6" and fire all weapons. May move up to 12" and fire one. Does not benefit from the "Skimmers Moving Fast" rule.

Weapons:

- Turret-mounted Pulsar:

Name	Range	S	AP	Mode
Scorpion Pulsar	60"	9	1	Heavy 2, Blast, Lance, Twin-Linked

- Turret-mounted Pulse Laser

Name	Range	S	AP	Mode
Pulse Laser	48"	8	2	Heavy 2

Special Rules:

- Eldar Field: 4+ Invulnerable Save on all four sides.
- Models *Tank Shocked* have a -1 to their Leadership value.
- Super Heavy vehicles may target different units with each weapon.

Super Heavy Glancing Hits

#	Result
1	Gun Crew Shaken. One weapon system may not be used next turn.
2	Gun Crew Shaken. One weapon system may not be used next turn.
3	Gyros Off-Balance. May not ignore low terrain next turn.
4	Driver Stunned. Lose 1" of movement next turn only.
5	Power Plant Damaged. Move at half rate next turn only. Round fractions up. Additional results of this type continue to halve the movement rate.
6	Vehicle Damaged. Lose one structure point. If already at 0 structure points, roll on Catastrophic Damage Table.

Super Heavy Penetrating Hits

#	Result
1	Driver Injured. Lose D3" of movement next turn only.
2	Targeting System Damaged. Only one ranged weapon may shoot next turn.
3	Power Plant Critical. Lose D3" of movement for the rest of the game.
4	Secondary System Damaged. One Defensive Weapon system is destroyed. Lose one structure point. If already at 0 structure points, roll on Catastrophic Damage Table. If there are no Defensive Weapons (i.e. Strength 6 or less) remaining on the vehicle, lose one weapon or field of the vehicle owner's choice.
5	Primary System Damaged. One weapon system or field is destroyed. Lose one structure point. If already at 0 structure points, roll on Catastrophic Damage Table.
6	Control Systems Damaged. Lose one structure point and roll again on this table. If already at 0 structure points, roll on the Catastrophic Damage Table.

Super Heavy Catastrophic Damage

#	Result
1	Repair Systems Engaged! Make a Leadership test for the vehicle using Leadership 10. If passed, one structure point is repaired. If failed, roll again on this table.
2	Power Plant Beyond Repair. The vehicle cannot move for the rest of the game. It is immobilized. The skimmer slowly lands.
3	Targeting System Destroyed. No ranged weapons may shoot for the rest of the game, and all close combat abilities are lost (except for Tank Shock).
4	Total Systems Failure. The vehicle is destroyed. Mark it as such with appropriate smoke effects, but leave it on the battlefield to block line of sight. "Upright" vehicles should remain upright. Skimmers slowly land.
5	Cascading Chain Reaction. The vehicle is destroyed, but a series of small explosions continue to fire, making the surrounding area a very dangerous place. All models within D6" take a wound on a 4+, with armor saves as normal. Vehicles are unaffected. The vehicle collapses in-place and should be left on the battlefield to block line of sight.
6	Power Core Meltdown. The energy systems and munitions stores inside the vehicle explode in a massive ball of plasma. Roll a D3 per original structure point for the range of the explosion in inches. Every model within this range suffers a wound on a 4+ with armor saves as normal. Vehicles take a glancing hit on a roll of 4+. The super heavy vehicle has been completely vaporized, so remove it from the battlefield.

ELDAR COBRA SUPER HEAVY TANK



BS	Armor			Structure	Save	Points
	Front	Side	Rear			
4	12	12	11	3	4+ Inv	575

Type: Super Heavy Tank, Skimmer

Movement: May move up to 12" and fire its weapon. Does not benefit from the "Skimmers Moving Fast" rule.

Weapons:

- Turret-mounted Cobra Distortion Cannon:

Name	Range	S	AP	Mode
Cobra Distortion Cannon	G36"	-	2	Heavy 1, Ordinance Blast, <i>Distortion</i> : Always wounds on 2+, Instant Death on 6; Glances on 3-4, Penetrates 5+

Special Rules:

- Eldar Field: 4+ Invulnerable Save on all four sides.
- Models *Tank Shocked* have a -1 to their Leadership value.
- Super Heavy vehicles may target different units with each weapon.

Super Heavy Glancing Hits

#	Result
1	Gun Crew Shaken. One weapon system may not be used next turn.
2	Gun Crew Shaken. One weapon system may not be used next turn.
3	Gyros Off-Balance. May not ignore low terrain next turn.
4	Driver Stunned. Lose 1" of movement next turn only.
5	Power Plant Damaged. Move at half rate next turn only. Round fractions up. Additional results of this type continue to halve the movement rate.
6	Vehicle Damaged. Lose one structure point. If already at 0 structure points, roll on Catastrophic Damage Table.

Super Heavy Penetrating Hits

#	Result
1	Driver Injured. Lose D3" of movement next turn only.
2	Targeting System Damaged. Only one ranged weapon may shoot next turn.
3	Power Plant Critical. Lose D3" of movement for the rest of the game.
4	Secondary System Damaged. One Defensive Weapon system is destroyed. Lose one structure point. If already at 0 structure points, roll on Catastrophic Damage Table. If there are no Defensive Weapons (i.e. Strength 6 or less) remaining on the vehicle, lose one weapon or field of the vehicle owner's choice.
5	Primary System Damaged. One weapon system or field is destroyed. Lose one structure point. If already at 0 structure points, roll on Catastrophic Damage Table.
6	Control Systems Damaged. Lose one structure point and roll again on this table. If already at 0 structure points, roll on the Catastrophic Damage Table.

Super Heavy Catastrophic Damage

#	Result
1	Repair Systems Engaged! Make a Leadership test for the vehicle using Leadership 10. If passed, one structure point is repaired. If failed, roll again on this table.
2	Power Plant Beyond Repair. The vehicle cannot move for the rest of the game. It is immobilized. The skimmer slowly lands.
3	Targeting System Destroyed. No ranged weapons may shoot for the rest of the game, and all close combat abilities are lost (except for Tank Shock).
4	Total Systems Failure. The vehicle is destroyed. Mark it as such with appropriate smoke effects, but leave it on the battlefield to block line of sight. "Upright" vehicles should remain upright. Skimmers slowly land.
5	Cascading Chain Reaction. The vehicle is destroyed, but a series of small explosions continue to fire, making the surrounding area a very dangerous place. All models within D6" take a wound on a 4+, with armor saves as normal. Vehicles are unaffected. The vehicle collapses in-place and should be left on the battlefield to block line of sight.
6	Power Core Meltdown. The energy systems and munitions stores inside the vehicle explode in a massive ball of plasma. Roll a D3 per original structure point for the range of the explosion in inches. Every model within this range suffers a wound on a 4+ with armor saves as normal. Vehicles take a glancing hit on a roll of 4+. The super heavy vehicle has been completely vaporized, so remove it from the battlefield.

ELDAR TOWERING DESTROYER KNIGHT



WS	BS	S	Armor			I	A	Struct	Save	Points
			F	S	R					
3	4	10	12	12	10	3	2+3 +D3	2	4+ Inv	600

Type: Super Heavy Titan Walker

Movement: May move up to 12" and fire all weapons. May assault 6" into close combat.

Weapons:

- Turret-mounted Pulsar:

Name	Range	S	AP	Mode
Destroyer Pulsar	60"	9	1	Heavy 2, Lance

- Turret-mounted Scatter Laser

Name	Range	S	AP	Mode
Scatter Laser	36"	6	6	Heavy 4

- Destroyer Close Combat Weaponry

- o Allows assaulting and close combat against non-Monstrous models. If both CCW are destroyed, it may only assault or fight against vehicles, Monstrous Creatures, or buildings.

Name	Mode
Power Fist	Dreadnought CCW, adds +D3 attacks
Power Sword	First successful hit per round is a Titan Killer (D3 structure points, mass points, or wounds)

Special Rules:

- Eldar Field: 4+ Invulnerable Save on the front side only.
- Super Heavy vehicles may target different units with each weapon.
- Titan:* Non-monstrous infantry in close combat can only inflict *Glancing Hits*. Each weapon adds +1 attack (Fist adds D3) and is reduced when the weapon is damaged. May leave combat with non-monstrous infantry. *Tank Shock* causes a WS1 S6 Init10 power weapon hit on every model in base contact in the next assault phase in addition to normal close combat attacks, if applicable. Titans may shoot at different targets than they Tank Shock or assault.

Super Heavy Glancing Hits

#	Result
1	Gun Crew Shaken. One weapon system may not be used next turn.
2	Gun Crew Shaken. One weapon system may not be used next turn.
3	Gyros Off-Balance. May not ignore low terrain next turn.
4	Driver Stunned. Lose 1" of movement next turn only.
5	Power Plant Damaged. Move at half rate next turn only. Round fractions up. Additional results of this type continue to halve the movement rate.
6	Vehicle Damaged. Lose one structure point. If already at 0 structure points, roll on Catastrophic Damage Table.

Super Heavy Penetrating Hits

#	Result
1	Driver Injured. Lose D3" of movement next turn only.
2	Targeting System Damaged. Only one ranged weapon may shoot next turn.
3	Power Plant Critical. Lose D3" of movement for the rest of the game.
4	Secondary System Damaged. One Defensive Weapon system is destroyed. Lose one structure point. If already at 0 structure points, roll on Catastrophic Damage Table. If there are no Defensive Weapons (i.e. Strength 6 or less) remaining on the vehicle, lose one weapon or field of the vehicle owner's choice.
5	Primary System Damaged. One weapon system or field is destroyed. Lose one structure point. If already at 0 structure points, roll on Catastrophic Damage Table.
6	Control Systems Damaged. Lose one structure point and roll again on this table. If already at 0 structure points, roll on the Catastrophic Damage Table.

Super Heavy Catastrophic Damage

#	Result
1	Repair Systems Engaged! Make a Leadership test for the vehicle using Leadership 10. If passed, one structure point is repaired. If failed, roll again on this table.
2	Power Plant Beyond Repair. The vehicle cannot move for the rest of the game. It is immobilized.
3	Targeting System Destroyed. No ranged weapons may shoot for the rest of the game, and all close combat abilities are lost (except for Tank Shock).
4	Total Systems Failure. The vehicle is destroyed. Mark it as such with appropriate smoke effects, but leave it on the battlefield to block line of sight.
5	Cascading Chain Reaction. The vehicle is destroyed, but a series of small explosions continue to fire, making the surrounding area a very dangerous place. All models within D6" take a wound on a 4+, with armor saves as normal. Vehicles are unaffected. The vehicle collapses in-place and should be left on the battlefield to block line of sight.
6	Power Core Meltdown. The energy systems and munitions stores inside the vehicle explode in a massive ball of plasma. Roll a D3 per original structure point for the range of the explosion in inches. Every model within this range suffers a wound on a 4+ with armor saves as normal. Vehicles take a glancing hit on a roll of 4+. The super heavy vehicle has been completely vaporized, so remove it from the battlefield.

ELDAR REVENANT TITAN (Type 1)



WS	BS	S	Armor			I	A	Struct	Save	Points
			F	S	R					
3	4	10	13	12	10	3	2+2	4	4+ Inv	1200

Type: Super Heavy Scout Titan Skimmer

Movement: Moves as a Skimmer, but lands at the end of each move. May move up to 12" and fire all weapons. May move up to 24" and fire one weapon. May assault 6" into close combat and fight against vehicles, Monstrous Creatures, or buildings. Does not benefit from the "Skimmers Moving Fast" rule.

Weapons:

- Two (2) Turret-mounted Pulsars:

Name	Range	S	AP	Mode
Phantom Pulsar	90"	9	1	Heavy 2, Blast (as Barrage), Lance

- Torso Missile Launcher

Name	Range	S	AP	Mode
Wing Missile Launcher (Krak)	48"	8	3	Heavy 2, Linked
Wing Missile Launcher (Plasma)	48"	4	4	Heavy 2, Blast, Linked

- Underslung Scatter Laser

Name	Range	S	AP	Mode
Scatter Laser	48"	6	6	Heavy 4

Special Rules:

- Eldar Field: 4+ Invulnerable Save on all four sides.
- Super Heavy vehicles may target different units with each weapon.
- Titan:* Non-monstrous infantry in close combat can only inflict *Glancing Hits*. Each weapon adds +1 attack and is reduced when the weapon is damaged. May leave combat with non-monstrous infantry. *Tank Shock* causes a WS1 S6 Init10 power weapon hit on every model in base contact in the next assault phase in addition to normal close combat attacks, if applicable. Titans may shoot at different targets than they Tank Shock or assault.
- Scout Titan: May ignore enemy models while moving in an *Open Ground Sprint* (4x movement rate without firing any weapons or assaulting).

Super Heavy Glancing Hits

#	Result
1	Gun Crew Shaken. One weapon system may not be used next turn.
2	Gun Crew Shaken. One weapon system may not be used next turn.
3	Gyros Off-Balance. May not ignore low terrain next turn.
4	Driver Stunned. Lose 1" of movement next turn only.
5	Power Plant Damaged. Move at half rate next turn only. Round fractions up. Additional results of this type continue to halve the movement rate.
6	Vehicle Damaged. Lose one structure point. If already at 0 structure points, roll on Catastrophic Damage Table.

Super Heavy Penetrating Hits

#	Result
1	Driver Injured. Lose D3" of movement next turn only.
2	Targeting System Damaged. Only one ranged weapon may shoot next turn.
3	Power Plant Critical. Lose D3" of movement for the rest of the game.
4	Secondary System Damaged. One Defensive Weapon system is destroyed. Lose one structure point. If already at 0 structure points, roll on Catastrophic Damage Table. If there are no Defensive Weapons (i.e. Strength 6 or less) remaining on the vehicle, lose one weapon or field of the vehicle owner's choice.
5	Primary System Damaged. One weapon system or field is destroyed. Lose one structure point. If already at 0 structure points, roll on Catastrophic Damage Table.
6	Control Systems Damaged. Lose one structure point and roll again on this table. If already at 0 structure points, roll on the Catastrophic Damage Table.

Super Heavy Catastrophic Damage

#	Result
1	Repair Systems Engaged! Make a Leadership test for the vehicle using Leadership 10. If passed, one structure point is repaired. If failed, roll again on this table.
2	Power Plant Beyond Repair. The vehicle cannot move for the rest of the game. It is immobilized.
3	Targeting System Destroyed. No ranged weapons may shoot for the rest of the game, and all close combat abilities are lost (except for Tank Shock).
4	Total Systems Failure. The vehicle is destroyed. Mark it as such with appropriate smoke effects, but leave it on the battlefield to block line of sight.
5	Cascading Chain Reaction. The vehicle is destroyed, but a series of small explosions continue to fire, making the surrounding area a very dangerous place. All models within D6" take a wound on a 4+, with armor saves as normal. Vehicles are unaffected. The vehicle collapses in-place and should be left on the battlefield to block line of sight.
6	Power Core Meltdown. The energy systems and munitions stores inside the vehicle explode in a massive ball of plasma. Roll a D3 per original structure point for the range of the explosion in inches. Every model within this range suffers a wound on a 4+ with armor saves as normal. Vehicles take a glancing hit on a roll of 4+. The super heavy vehicle has been completely vaporized, so remove it from the battlefield.

ELDAR PHANTOM TITAN

WS	BS	S	Armor			I	A	Struct	Save	Points
			F	S	R					
3	4	10	13	12	10	3	2+2	8	4+ Inv	1500



Type: Super Heavy Titan Walker

Movement: May move up to 12" and fire all weapons. May assault 6" into close combat and fight against vehicles, Monstrous Creatures, or buildings.

Weapons:

- May take two turret-mounted weapons.

Name	Range	S	AP	Mode
Heat Lance	60"	8	2	Heavy 1, Large Blast, Melta, Lance, Titan Killer (D3 structure points, mass points, or wounds)
Phantom Pulsar	90"	9	1	Heavy 4, Blast (as Barrage), Lance
Power Fist	-	10	-	Dreadnought CCW, adds +D3 attacks instead of +1, Allows assaulting and close combat against non-Monstrous models. If CCW is destroyed, it may only assault or fight against vehicles, Monstrous Creatures, or buildings.

- Wing Missile Launcher

Name	Range	S	AP	Mode
Wing Missile Launcher (Krak)	48"	8	3	Heavy 4, Linked
Wing Missile Launcher (Plasma)	48"	4	4	Heavy 4, Blast, Linked

- Wing Scatter Laser

Name	Range	S	AP	Mode
Wing Scatter Laser	48"	6	6	Heavy 8

Special Rules:

- Eldar Field: 4+ Invulnerable Save on all four sides.
- Super Heavy vehicles may target different units with each weapon.
- Titan:* Non-monstrous infantry in close combat can only inflict *Glancing Hits*. Each turret weapon adds +1 attack and is reduced when the weapon is damaged. May leave combat with non-monstrous infantry. *Tank Shock* causes a WS1 S6 Init10 power weapon hit on every model in base contact in the next assault phase in addition to normal close combat attacks, if applicable. Titans may shoot at different targets than they Tank Shock or assault.

Super Heavy Glancing Hits

#	Result
1	Gun Crew Shaken. One weapon system may not be used next turn.
2	Gun Crew Shaken. One weapon system may not be used next turn.
3	Gyros Off-Balance. May not ignore low terrain next turn.
4	Driver Stunned. Lose 1" of movement next turn only.
5	Power Plant Damaged. Move at half rate next turn only. Round fractions up. Additional results of this type continue to halve the movement rate.
6	Vehicle Damaged. Lose one structure point. If already at 0 structure points, roll on Catastrophic Damage Table.

Super Heavy Penetrating Hits

#	Result
1	Driver Injured. Lose D3" of movement next turn only.
2	Targeting System Damaged. Only one ranged weapon may shoot next turn.
3	Power Plant Critical. Lose D3" of movement for the rest of the game.
4	Secondary System Damaged. One Defensive Weapon system is destroyed. Lose one structure point. If already at 0 structure points, roll on Catastrophic Damage Table. If there are no Defensive Weapons (i.e. Strength 6 or less) remaining on the vehicle, lose one weapon or field of the vehicle owner's choice.
5	Primary System Damaged. One weapon system or field is destroyed. Lose one structure point. If already at 0 structure points, roll on Catastrophic Damage Table.
6	Control Systems Damaged. Lose one structure point and roll again on this table. If already at 0 structure points, roll on the Catastrophic Damage Table.

Super Heavy Catastrophic Damage

#	Result
1	Repair Systems Engaged! Make a Leadership test for the vehicle using Leadership 10. If passed, one structure point is repaired. If failed, roll again on this table.
2	Power Plant Beyond Repair. The vehicle cannot move for the rest of the game. It is immobilized.
3	Targeting System Destroyed. No ranged weapons may shoot for the rest of the game, and all close combat abilities are lost (except for Tank Shock).
4	Total Systems Failure. The vehicle is destroyed. Mark it as such with appropriate smoke effects, but leave it on the battlefield to block line of sight.
5	Cascading Chain Reaction. The vehicle is destroyed, but a series of small explosions continue to fire, making the surrounding area a very dangerous place. All models within D6" take a wound on a 4+, with armor saves as normal. Vehicles are unaffected. The vehicle collapses in-place and should be left on the battlefield to block line of sight.
6	Power Core Meltdown. The energy systems and munitions stores inside the vehicle explode in a massive ball of plasma. Roll a D3 per original structure point for the range of the explosion in inches. Every model within this range suffers a wound on a 4+ with armor saves as normal. Vehicles take a glancing hit on a roll of 4+. The super heavy vehicle has been completely vaporized, so remove it from the battlefield.

ELDAR WARLOCK TITAN

WS	BS	S	Armor			I	A	Struct	Save	Points
			F	S	R					
3	4	10	13	12	10	3	2+2	8	4+ Inv -1 to-hit	2000



Type: Super Heavy Titan Walker

Movement: May move up to 12" and fire all weapons. May assault 6" into close combat and fight against vehicles, Monstrous Creatures, or buildings.

Weapons:

- May take two turret-mounted weapons:

Name	Range	S	AP	Mode
Psychic Lance	90"	-	3	Heavy 1, Large Blast, Sniper, Pinning, Ignores Invulnerable Saves, Always Glances, Titan Killer (D3)
Heat Lance	60"	8	2	Heavy 1, Large Blast, Melta, Lance, Titan Killer (D3)
Phantom Pulsar	90"	9	1	Heavy 4, Blast (as Barrage), Lance
Power Fist	-	10	-	Dreadnought CCW, adds +D3 attacks instead of +1, Allows assaulting and close combat against non-Monstrous models. If CCW is destroyed, it may only assault or fight against vehicles, Monstrous Creatures, or buildings.

- Wing Missile Launcher

Name	Range	S	AP	Mode
Wing Missile Launcher (Krak)	48"	8	3	Heavy 4, Linked
Wing Missile Launcher (Plasma)	48"	4	4	Heavy 4, Blast, Linked

- Wing Scatter Laser

Name	Range	S	AP	Mode
Wing Scatter Laser	48"	6	6	Heavy 8

Special Rules:

- Eldar Field: 4+ Invulnerable Save on all four sides.
- 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 without a Psychic Test. The Psychic Titan abilities count as a single weapon system which may be damaged as normal.
- Super Heavy vehicles may target different units with each weapon.
- Titan:* Non-monstrous infantry in close combat can only inflict *Glancing Hits*. Each turret weapon adds +1 attack and is reduced when the weapon is damaged. May leave combat with non-monstrous infantry. *Tank Shock* causes a WS1 S6 Init10 power weapon hit on every model in base contact in the next assault phase in addition to normal close combat attacks, if applicable. Titans may shoot at different targets than they Tank Shock or assault.

Super Heavy Glancing Hits

#	Result
1	<i>Gun Crew Shaken.</i> One weapon system may not be used next turn.
2	<i>Gun Crew Shaken.</i> One weapon system may not be used next turn.
3	<i>Gyros Off-Balance.</i> May not ignore low terrain next turn.
4	<i>Driver Stunned.</i> Lose 1" of movement next turn only.
5	<i>Power Plant Damaged.</i> Move at half rate next turn only. Round fractions up. Additional results of this type continue to halve the movement rate.
6	<i>Vehicle Damaged.</i> Lose one structure point. If already at 0 structure points, roll on Catastrophic Damage Table.

Super Heavy Penetrating Hits

#	Result
1	<i>Driver Injured.</i> Lose D3" of movement next turn only.
2	<i>Targeting System Damaged.</i> Only one ranged weapon may shoot next turn.
3	<i>Power Plant Critical.</i> Lose D3" of movement for the rest of the game.
4	<i>Secondary System Damaged.</i> One Defensive Weapon system is destroyed. Lose one structure point. If already at 0 structure points, roll on Catastrophic Damage Table. If there are no Defensive Weapons (i.e. Strength 6 or less) remaining on the vehicle, lose one weapon or field of the vehicle owner's choice.
5	<i>Primary System Damaged.</i> One weapon system or field is destroyed. Lose one structure point. If already at 0 structure points, roll on Catastrophic Damage Table.
6	<i>Control Systems Damaged.</i> Lose one structure point and roll again on this table. If already at 0 structure points, roll on the Catastrophic Damage Table.

Super Heavy Catastrophic Damage

#	Result
1	<i>Repair Systems Engaged!</i> Make a Leadership test for the vehicle using Leadership 10. If passed, one structure point is repaired. If failed, roll again on this table.
2	<i>Power Plant Beyond Repair.</i> The vehicle cannot move for the rest of the game. It is immobilized.
3	<i>Targeting System Destroyed.</i> No ranged weapons may shoot for the rest of the game, and all close combat abilities are lost (except for Tank Shock).
4	<i>Total Systems Failure.</i> The vehicle is destroyed. Mark it as such with appropriate smoke effects, but leave it on the battlefield to block line of sight.
5	<i>Cascading Chain Reaction.</i> The vehicle is destroyed, but a series of small explosions continue to fire, making the surrounding area a very dangerous place. All models within D6" take a wound on a 4+, with armor saves as normal. Vehicles are unaffected. The vehicle collapses in-place and should be left on the battlefield to block line of sight.
6	<i>Power Core Meltdown.</i> The energy systems and munitions stores inside the vehicle explode in a massive ball of plasma. Roll a D3 per original structure point for the range of the explosion in inches. Every model within this range suffers a wound on a 4+ with armor saves as normal. Vehicles take a glancing hit on a roll of 4+. The super heavy vehicle has been completely vaporized, so remove it from the battlefield.

ELDAR VAMPIRE RAIDER SUPER HEAVY FLYER



BS	Armor			Structure	Save	Points
	Front	Side	Rear			
4	10	10	10	3	4+ Inv	780

Type: Super Heavy Flyer

Movement:

- Movement Mode must be announced before the flyer moves.
- From Reserves:
 - Bombing Run:* May enter from a friendly table edge and move completely across the battlefield in a straight line, exiting off of the other side. It may fire all weapons at a single point along its path.
 - Air Brakes:* May enter from a friendly table edge and move across the battlefield in a straight line, stopping at a location anywhere on that line to remain on the battlefield. The distance moved must be specified. It may fire all weapons from a single point along its path.
- On-Table:
 - Rapid Evacuation:* Moves in a straight line exiting off of the battlefield. It may fire all weapons from a single point along its path.
 - VTOL:* May move 48" and fire all weapons as a Skimmer Tank.

Weapons:

- Underslung Pulsar:

Name	Range	S	AP	Mode
Vampire Pulsar	60"	9	1	Heavy 2, Blast, Lance

- Nose Mounted Scatter Laser

Name	Range	S	AP	Mode
Scatter Laser	36"	6	6	Heavy 4, AA mount

- Two (2) Wing Mounted Pulse Lasers

Name	Range	S	AP	Mode
Pulse Laser	48"	8	2	Heavy 2, Linked, AA mount

Special Rules:

- Eldar Field: 4+ Invulnerable Save on all four sides.
- Models *Tank Shocked* have a -1 to their Leadership value.
- Super Heavy vehicles may target different units with each weapon.
- Transport Capacity: 30 models. Wraithguard count as 2 models. Weapon Platforms count as 1 model.

Shooting At a Flyer:

Speed	When Does Shooting Occur	Range Measured	AA Mount hits on a:	Standard Weapon hits on a:
Bombing Run	Flyer Movement Phase	Any Point Along Path	6	N/A
Air Brakes (Moving)	Flyer Movement Phase	Any Point Along Path	4+	6 (Range +12")
Air Brakes (Stopped)	Enemy Shooting Phase	As normal	4+ (at worst)	As normal
Rapid Evacuation	Flyer Movement Phase	Any Point Along Path	4+	6 (Range +12")
VTOL	Enemy Shooting Phase	As normal	4+ (at worst)	As normal

Super Heavy Flyer Glancing Hits

#	Result
1-2	<i>Gun Crew Shaken.</i> One weapon system may not be used next turn.
3	<i>Stabilizers Damaged.</i> Performs a 90° turn to the right and completes its move. <i>VTOL:</i> Stunned.
4	<i>Stabilizers Damaged.</i> Performs a 90° turn to the left and completes its move. <i>VTOL:</i> Stunned.
5	<i>Power Plant Damaged.</i> Comes to an immediate halt (as if <i>Air Brakes</i>) and must VTOL next turn. <i>VTOL:</i> Must VTOL next turn and may only move 24".
6	<i>Vehicle Damaged.</i> Lose one structure point. If already at 0 structure points, roll on Catastrophic Damage Table.

Super Heavy Flyer Penetrating Hits

#	Result
1	<i>Driver Injured.</i> -1 to Reserves roll next turn only. Cumulative.
2	<i>Targeting System Damaged.</i> Only one ranged weapon may shoot next turn.
3	<i>Power Plant Critical.</i> <i>VTOL</i> movement reduced to 24". May not make <i>Bombing Runs</i> .
4	<i>Secondary System Damaged.</i> May only VTOL for the rest of the game. Lose one structure point. If already at 0 structure points, roll on Catastrophic Damage Table. If there are no Defensive Weapons (i.e. Strength 6 or less) remaining on the vehicle, lose one weapon or field of the vehicle owner's choice.
5	<i>Primary System Damaged.</i> One weapon system or field is destroyed. Lose one structure point. If already at 0 structure points, roll on Catastrophic Damage Table.
6	<i>Control Systems Damaged.</i> Lose one structure point and roll again on this table. If already at 0 structure points, roll on the Catastrophic Damage Table.

Super Heavy Flyer Catastrophic Damage

#	Result
1	<i>Repair Systems Engaged!</i> Make a Leadership test for the vehicle using Leadership 10. If passed, one structure point is repaired. If failed, roll again on this table.
2	<i>Power Plant Beyond Repair.</i> The vehicle cannot move for the rest of the game. It is immobilized and slowly lands.
3	<i>Targeting System Destroyed.</i> No ranged weapons may shoot for the rest of the game, and all close combat abilities are lost (except for Tank Shock).
4	<i>Total Systems Failure.</i> The vehicle is destroyed. Mark it as such with appropriate smoke effects, but leave it on the battlefield to block line of sight. The flyer slowly lands.
5	<i>Cascading Chain Reaction.</i> The vehicle is destroyed, but a series of small explosions continue to fire, making the surrounding area a very dangerous place. All models within D6" take a wound on a 4+, with armor saves as normal. Vehicles are unaffected. The vehicle collapses in-place and should be left on the battlefield to block line of sight.
6	<i>Power Core Meltdown.</i> The energy systems and munitions stores inside the vehicle explode in a massive ball of plasma. Roll a D3 per original structure point for the range of the explosion in inches. Every model within this range suffers a wound on a 4+ with armor saves as normal. Vehicles take a glancing hit on a roll of 4+. The super heavy vehicle has been completely vaporized, so remove it from the battlefield.

ELDAR VOID DRAGON PHOENIX FLYER



BS	Armor			Structure	Save	Points
	Front	Side	Rear			
4	10	10	10	-	4+ Inv	360

Type: Flyer

Movement:

- Movement Mode must be announced before the flyer moves.
- From Reserves:
 - o *Bombing Run*: May enter from a friendly table edge and move completely across the battlefield in a straight line, exiting off of the other side. It may fire all weapons at a single point along its path.
 - o *Air Brakes*: May enter from a friendly table edge and move across the battlefield in a straight line, stopping at a location anywhere on that line to remain on the battlefield. The distance moved must be specified. It may fire all weapons from a single point along its path.
- On-Table:
 - o *Rapid Evacuation*: Moves in a straight line exiting off of the battlefield. It may fire all weapons from a single point along its path.
 - o *VTOL*: May move 48" and fire all weapons as a Skimmer Tank.

Weapons:

- Top-mounted Shuriken Cannons

Name	Range	S	AP	Mode
Shuriken Cannon	24"	6	5	Assault 3, Linked

- Underslung Linked Star Cannons

Name	Range	S	AP	Mode
Star Cannons	36"	6	2	Heavy 2, Linked, AA mount

- Wing-mounted Missile Launchers (Combined as one weapon)

Name	Range	S	AP	Mode
Wing Missile Launcher (Krak)	48"	8	3	Heavy 4, Linked, AA mount
Wing Missile Launcher (Plasma)	48"	4	4	Heavy 4, Blast, Linked, AA mount

Special Rules:

- Eldar Field: 4+ Invulnerable Save on all four sides.

Shooting At a Flyer:

Speed	When Does Shooting Occur	Range Measured	AA Mount hits on a:	Standard Weapon hits on a:
Bombing Run	Flyer Movement Phase	Any Point Along Path	6	N/A
Air Brakes (Moving)	Flyer Movement Phase	Any Point Along Path	4+	6 (Range +12")
Air Brakes (Stopped)	Enemy Shooting Phase	As normal	4+ (at worst)	As normal
Rapid Evacuation	Flyer Movement Phase	Any Point Along Path	4+	6 (Range +12")
VTOL	Enemy Shooting Phase	As normal	4+ (at worst)	As normal

Flyer Glancing Hits

#	Result
1-2	<i>Gun Crew Shaken</i> . One weapon system may not be used next turn.
3	<i>Stabilizers Damaged</i> . Performs a 90° turn to the right and completes its move. <i>VTOL</i> : Stunned.
4	<i>Stabilizers Damaged</i> . Performs a 90° turn to the left and completes its move. <i>VTOL</i> : Stunned.
5	<i>Power Plant Damaged</i> . Comes to an immediate halt (as if <i>Air Brakes</i>) and must <i>VTOL</i> next turn. <i>VTOL</i> : Must <i>VTOL</i> next turn and may only move 24".
6	<i>Vehicle Destroyed</i> . Remove the flyer from the table.

Flyer Penetrating Hits

#	Result
1	<i>Driver Injured</i> . -1 to Reserves roll. Cumulative.
2	<i>Targeting System Damaged</i> . One weapon destroyed.
3	<i>Power Plant Critical</i> . <i>VTOL</i> movement reduced to 24". May not make <i>Bombing Runs</i> .
4	<i>Secondary System Damaged</i> . May only <i>VTOL</i> for the rest of the game.
5	<i>Primary System Destroyed</i> . Vehicle destroyed. Remove the flyer from the table.
6	<i>Massive Explosion</i> . Vehicle destroyed. Every model within D6" of the source of the explosion takes a wound on a 4+ from the rain of flaming metal. Armor saves as normal.

ELDAR NIGHT SPINNER

BS	Armor			Structure	Save	Points
	Front	Side	Rear			
3	12	12	10	-	-	160



Type: Fast Skimmer Tank

Movement: May move up to 12" and fire all of its weapons. May move up to 24" without firing any weapons.

Weapons:

- Turret-mounted Dual Shadow Weaver:

Name	Range	S	AP	Mode
Dual Shadow Weaver	G72"	6	-	Heavy 2, Blast (as Barrage), Linked (re-roll scatter)

- Shuriken Cannon Upgrade

Name	Range	S	AP	Mode
Shuriken Cannon	24"	6	5	Assault 3

Special Rules:

- Holo-field: Opponents roll 2 dice on vehicle damage tables, applying the lowest result.
- Spirit Stones: "Crew Stunned" is counted as "Crew Shaken."
- Vectored Engines: If the vehicle would crash due to being immobilized, it instead makes a forced landing as if it had not moved that turn.

ELDAR FIRE STORM

BS	Armor			Structure	Save	Points
	Front	Side	Rear			
3	12	12	10	-	-	210



Type: Fast Skimmer Tank

Movement: May move up to 12" and fire all of its weapons. May move up to 24" without firing any weapons.

Weapons:

- Turret-mounted Fire Storm Scatter Lasers:

Name	Range	S	AP	Mode
Fire Storm Scatter Lasers	54"	6	6	Heavy 6, Linked, AA mount

- Shuriken Cannon Upgrade

Name	Range	S	AP	Mode
Shuriken Cannon	24"	6	5	Assault 3

Special Rules:

- Holo-field: Opponents roll 2 dice on vehicle damage tables, applying the lowest result.
- Spirit Stones: "Crew Stunned" is counted as "Crew Shaken."
- Vectored Engines: If the vehicle would crash due to being immobilized, it instead makes a forced landing as if it had not moved that turn.
- Transport Capacity: 6 models (as a Falcon)

ELDAR DISTORTION DEFENSE PLATFORM



BS	Armor			Struct	Save	Points
	Front	Side	Rear			
3	12	12	12	-	-	200

Type: Tank, Skimmer, Platform

Movement: May move up to 6" without firing any weapons. May not increase its movement by using an "Open Ground Sprint."

Weapons:

- Turret-mounted Mega Distortion Cannon:

Name	Range	S	AP	Mode
Mega Distortion Cannon	G48"	-	2	Heavy 1, Ordinance Blast, <i>Distortion</i> : Always wounds on 2+, Instant Death on 6; Glances on 3-4, Penetrates 5+, AA Mount (Hits aircraft on a 4+)

Special Rules:

- Holo-field: Opponents roll 2 dice on vehicle damage tables, applying the lowest result.
- Spirit Stones: "Crew Stunned" is counted as "Crew Shaken."
- Platform: The defense platform has no crew. It is controlled by the player who last had the only models in base contact with the platform. *Example:* If player A has models in contact in turn 1, and then moves them away the platform remains under A's control until the enemy gets one or more of his models to be the only models in base contact with the platform.

ELDAR PULSAR DEFENSE PLATFORM

BS	Armor			Struct	Save	Points
	Front	Side	Rear			
3	12	12	12	-	-	200



Type: Tank, Skimmer, Platform

Movement: May move up to 6" without firing any weapons. May not increase its movement by using an "Open Ground Sprint."

Weapons:

- Turret-mounted Pulsar:

Name	Range	S	AP	Mode
Defense Pulsar	90"	9	1	Heavy 4, Blast (as Barrage), Lance

Special Rules:

- Holo-field: Opponents roll 2 dice on vehicle damage tables, applying the lowest result.
- Spirit Stones: "Crew Stunned" is counted as "Crew Shaken."
- Platform: The defense platform has no crew. It is controlled by the player who last had the only models in base contact with the platform. *Example:* If player A has models in contact in turn 1, and then moves them away the platform remains under A's control until the enemy gets one or more of his models to be the only models in base contact with the platform.

COMBINING PRISM CANNONS

# of Cannons	Focused	Dispersed
1	R60" S9 AP2 Heavy 1 Blast	R60" S5 AP4 Heavy 1 Large Blast
2	R60" S10 AP1 Heavy 1 Blast, <i>Twin-linked, AA Mount</i>	R60" S6 AP3 Heavy 1 Large Blast, <i>Twin-linked</i>
3	R60" S10 AP1 Heavy 1 Large Blast, <i>Twin-linked, AA Mount, Titan Killer, Lance</i>	R60" S7 AP2 Heavy 1 Large Blast, <i>Twin-linked</i>
4	R90" S10 AP1 Heavy 2 Large Blast (Multiple Blasts Resolved as Barrage), <i>Twin-linked, AA Mount, Titan Killer, Lance, Melta, "Death Ray"</i>	R90" S7 AP2 Heavy 1 <i>Twin-linked, Mega Blast (6" radius)</i>
5	R120" S10 AP1 Heavy 3, Large Blast (Multiple Blasts Resolved as Barrage), <i>Twin-linked, AA Mount, Titan Killer, Lance, Melta, "Death Ray," Uses Ordinance Penetrating Hit Table, "Satellite Redirection"</i>	R120" S7 AP2 Heavy 1 <i>Twin-linked, Mega Blast (9" radius), Re-roll wounds (as Doom), "Flaming Persistence"</i>
6+	+D3 ROF and +30" range per additional cannon	+30" range and +3" radius per additional cannon

Special Rules:

- ❑ Multiple Blasts Resolved as Barrage
 - Roll to-hit for every possible shot. For all those that score a hit after the first one, resolve using the method for Multiple Barrages (page 32 of the 40k4 rule book).
- ❑ Death Ray
 - The cannon can forgo normal shooting and fire as a continuous beam of fiery death.
 - Trace a line from the shooting cannon towards some units. For each Rate of Fire volley (i.e. blast marker) one unit may be hit, starting at the unit closest to the cannon and moving outward.
 - Friend or foe alike can be damaged.
 - Place a large blast marker over the target unit. If it is a friendly unit, the enemy gets to place the template. The template scatters 1D6", staying in-place on a 'hit' result.
 - If the unit taking the hit is a non-vehicle unit or a vehicle that is destroyed by this hit, the next unit in line will be hit provided there are more ROF volleys remaining and the next unit is within range.
 - Units engaged in close combat can be targeted, with all models caught under the template susceptible to damage.
 - *Example:* Five Prism Cannons combine fire and elect to shoot as a Death Ray. From the firing cannon a line is traced that passes through a unit of Terminators, a Defiler, and a unit of Havocs. Five Prism Cannons have a ROF of three large blast templates, so the Terminators (being infantry) and the Defiler are hit. If the Defiler is destroyed, the unit of Havocs can be hit. If the Defiler is not destroyed, no more damage is taken. Alternately, the five Prism Cannons could have targeted the Defiler in a normal firing mode, potentially hitting it three times. Firing as a Death Ray, the Defiler can only be hit at most once.
- ❑ Satellite Redirection
 - At this level, the combined beam has enough power to punch through the atmosphere and reactivate the matrix of crystalline satellites still in orbit over the planet.
 - The cannon can forgo normal shooting and fire indirectly as if it was Ordinance except that it always scatters 2D6" (use the arrow instead of the 'hit', even for the multiple barrages). Causes *Pinning*.
- ❑ Flaming Persistence
 - The sheer amount of energy being poured into the area ignites the very air surrounding the target.
 - After casualties are removed, roll a D6. On a result of a 4+, resolve a S4 AP5 Large Blast volley on the target unit. Continue rolling and resolving hits until the result is anything other than a 4+.

ELDAR ORBITAL DEFENSE LANCE

BS	Armor			Structure	Save	Points
	Front	Side	Rear			
4	12	12	12	4	Energy Field	700

Type: Super Heavy Tank, Skimmer, Platform

Movement: May move up to 6" without firing any weapons. May not increase its movement by using an "Open Ground Sprint."

Weapons:

- Turret-mounted Prismatic Defense Lance:

Name	Range	S	AP	Mode
Prismatic Defense Lance (Focused)	90"	10	1	Heavy 2, Large Blast (Multiple Blasts Resolved as Barrage), Twin-linked, AA Mount, Titan Killer, Lance, Melta, "Death Ray"
Prismatic Defense Lance (Dispersed)	90"	7	2	Heavy 1, Twin-linked, Mega Blast (6" radius)

- The Prismatic Defense Lance counts as four Prism Cannons (see *Combining Prism Cannons*).

Special Rules:

- Models *Tank Shocked* have a -1 to their Leadership value.
- Energy Field: Any ranged attack against the platform from any of the four directions with a strength of greater than 8 counts as Strength 8. In addition, all ranged attacks never roll more than +1D6 for their armour penetration.
- Platform: The defense platform has no crew. It is controlled by the player who last had the only models in base contact with the platform. *Example:* If player A has models in contact in turn 1, and then moves them away the platform remains under A's control until the enemy gets one or more of his models to be the only models in base contact with the platform.

Super Heavy Platform Glancing Hits

#	Result
1-2	Targeting Interface Shaken. May not shoot next turn.
3	Gyros Off-Balance. May not ignore terrain next turn.
4	Anti-grav Stunned. Counts as landed until the start of the next enemy Shooting Phase.
5	Power Plant Damaged. Move at half rate next turn only. Round fractions up. Additional results of this type continue to halve the movement rate.
6	Vehicle Damaged. Lose one structure point. If already at 0 structure points, roll on Catastrophic Damage Table.

Super Heavy Platform Penetrating Hits

#	Result
1	Anti-grav Power Drain. May not move next turn.
2	Focusing System Misaligned. May not combine shots with other Prism Cannons next turn only.
3	Power Plant Critical. May not use any special firing modes if acting as the shooting Prism Cannon for the rest of the game.
4	Secondary System Damaged. Counts as one less Prism Cannon for the rest of the game. Cumulative. Lose one structure point. If already at 0 structure points, roll on Catastrophic Damage Table.
5	Primary System Damaged. One weapon system or field is destroyed. Lose one structure point. If already at 0 structure points, roll on Catastrophic Damage Table.
6	Control Systems Damaged. Lose one structure point and roll again on this table. If already at 0 structure points, roll on the Catastrophic Damage Table.

Super Heavy Platform Catastrophic Damage

#	Result
1	Repair Systems Engaged! Make a Leadership test for the vehicle using Leadership 10. If passed, one structure point is repaired. If failed, roll again on this table.
2	Power Plant Beyond Repair. The vehicle cannot move for the rest of the game. It is immobilized. The skimmer slowly lands.
3	Targeting System Destroyed. No ranged weapons may shoot for the rest of the game, and all close combat abilities are lost (except for Tank Shock).
4	Total Systems Failure. The vehicle is destroyed. Mark it as such with appropriate smoke effects, but leave it on the battlefield to block line of sight. Skimmers slowly land.
5	Cascading Chain Reaction. The vehicle is destroyed, but a series of small explosions continue to fire, making the surrounding area a very dangerous place. All models within D6" take a wound on a 4+, with armor saves as normal. Vehicles are unaffected. The vehicle collapses in-place and should be left on the battlefield to block line of sight.
6	Power Core Meltdown. The energy systems and munitions stores inside the vehicle explode in a massive ball of plasma. Roll a D3 per original structure point for the range of the explosion in inches. Every model within this range suffers a wound on a 4+ with armor saves as normal. Vehicles take a glancing hit on a roll of 4+. The super heavy vehicle has been completely vaporized, so remove it from the battlefield.

ELDAR BONESINGERS

	Points	WS	BS	S	T	W	I	A	Ld	Save
Bonesinger	66	4	4	3	3	1	4	1	8	4+ inv
Jetbike Bonesinger	86	4	4	3	4	1	4	1	8	3+/4+ inv

Squad: An upgrade to any Warlock in an Eldar army.

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 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 Rule: Bonesinger

A Bonesinger is able to form a direct psychic connection with the living construction material called '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 within the Eldar force.

- ❑ If a Bonesinger ends his movement phase within range of a friendly Eldar vehicle or construct, he may spend his entire shooting phase attempting a repair song. Only one repair attempt may be made per vehicle/construct per turn per Bonesinger, with every additional Bonesinger within 24" of the vehicle/construct adding +1 to the repair roll.

Range to Vehicle	Repair Roll Needed
Less than 6"	3+
6" to 12"	4+
12" to 24"	6

- ❑ Successful Repair Options (pick one):
 - Standard Vehicle
 - Repairs all destroyed weapons.
 - Re-mobilizes an Immobile vehicle.
 - Removes a "Stunned" or "Shaken" result.
 - Super Heavy Vehicle or Titan
 - Repairs one destroyed weapon.
 - Repairs D3" of lost movement.
 - Removes a single "Stunned" result or any other single temporary effect.
 - Repairs one destroyed Structure Point
 - Wraithlord
 - Repairs one wound.
 - Armor saves improved to 2+ until next Eldar shooting phase.
 - Armor saves made invulnerable until next Eldar shooting phase.
 - Wraithguard unit
 - Armor saves improved to 2+ until next Eldar shooting phase. (no effect on accompanying Warlock).
 - Armor saves made invulnerable until next Eldar shooting phase.
 - Jetbike unit
 - Armor saves improved to 2+ until next Eldar shooting phase.
 - Armor saves made invulnerable until next Eldar shooting phase.
 - Warlock unit, Farseer (& Bodyguard), or individual Warlock or Bonesinger attached to another squad
 - Runic Armour saves improved to 3+ until next Eldar shooting phase.
- ❑ Bonesingers are considered Psykers, and the repair song is treated as a Warlock power for all circumstances.