	ELDAR '	ГЕМРЕ	EST	
	SUPER HEAV			
B		Structure	Save	Points
,	Front Side Rear		Buve	
4		2	4+ Inv	600
	pe: Super Heavy Tank, Skimmer	2		000
		re all weapons. De	oes not benef	it from the "Skimmers Moving Fast" rule.
	eapons:	_		
	Multiple Hull-mounted Shuriken C			apon)
	NameRangeShuriken Catapult12"		ode ult 12	
	Turret-mounted Pulsar:	+ J Ass		
		S AP	Mode	
			2, Lance, Tw	/in-Linked
	Turret-mounted Defensive Weapon		not both)	
	Linked Shuriken Canno		Mada	
	NameRangeShuriken Cannons24"	S AP	Mode ault 3, Twin-I	Linked
	 Linked Star Cannons 	0 5 1155	aun 5, 1 win 1	
	Name Range S	AP	Mode	
_	Star Cannons 36" 6	2 Heavy 2,	Twin-Linked	<u>d</u>
Sp D	ecial Rules: Eldar Field: 4+ Invulnerable Save	on all four sides		
	Models <i>Tank Shocked</i> have a -1 to		alue.	
	Super Heavy vehicles may target d			l.
	per Heavy Glancing Hits			Super Heavy Catastrophic Damage
#	Result	ustam may not ha	ł	# Result Bangia Sustang Engaged / Make a Landarship test for
1	Gun Crew Shaken. One weapon sy used next turn.	stem may not be		<i>Repair Systems Engaged!</i> Make a Leadership test forthe vehicle using Leadership 10. If passed, one structure
	Gun Crew Shaken. One weapon sy	ystem may not be		point is repaired. If failed, roll again on this table.
2	used next turn.	-	Ī	Power Plant Beyond Repair. The vehicle cannot move
3	Gyros Off-Balance. May not ignor	e low terrain next		2 for the rest of the game. It is immobilized. The
4	turn. Driver Stunned. Lose 1" of movem	ant next turn only	ł	skimmer slowly lands. Targeting System Destroyed. No ranged weapons may
-	<i>Power Plant Damaged.</i> Move at ha		·	3 shoot for the rest of the game, and all close combat
5	only. Round fractions up. Addition		/pe	abilities are lost (except for Tank Shock).
-	continue to halve the movement rate			Total Systems Failure. The vehicle is destroyed. Mark
6	Vehicle Damaged. Lose one struct at 0 structure points, roll on Catastro			4 it as such with appropriate smoke effects, but leave it on the battlefield to block line of sight. The skimmer
Su	per Heavy Penetrating Hits	opine Damage Tao	ic.	slowly lands.
#	Result		Ī	Cascading Chain Reaction. The vehicle is destroyed,
1	Driver Injured. Lose D3" of move	ment next turn only	у.	but a series of small explosions continue to fire, making
2	Targeting System Damaged. Only	one ranged weapo	n	the surrounding area a very dangerous place. All models within D6" take a wound on a 4+, with armor saves as
	may shoot next turn. <i>Power Plant Critical.</i> Lose D3" of	movement for the		normal. Vehicles are unaffected. The vehicle collapses
3	rest of the game.	movement for the		in-place and should be left on the battlefield to block line
	Secondary System Damaged. One			of sight.
	system is destroyed. Lose one struc	1	2	Power Core Meltdown. The energy systems and munitions stores inside the vehicle explode in a massive
4	at 0 structure points, roll on Catastru If there are no Defensive Weapons		ie.	ball of plasma. Roll a D3 per original structure point for
	less) remaining on the vehicle, lose		ld	the range of the explosion in inches. Every model
	of the vehicle owner's choice.	_		within this range suffers a wound on a 4+ with armor saves as normal. Vehicles take a glancing hit on a roll of
_	Primary System Damaged. One we			4+. The super heavy vehicle has been completely
5	is destroyed. Lose one structure po structure points, roll on Catastrophi			vaporized, so remove it from the battlefield.
	Control Systems Damaged. Lose of			
6	and roll again on this table. If alrea	dy at 0 structure		
	points, roll on the Catastrophic Dan	nage Table.		



	E	ELD	AR S	SC	CORP	ION	ELDAR SCORPION										
	SU	PEF	R HE	EA		Par											
			(Ty	/pe	e 1)												
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	Front	Side	Rear														
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Mo	vement: May ving Fast" rule apons: Tur <u>ret-moun</u>			re all	weapons. Ma			and fire one	e. Does not benefit from the "Skimmers								
		ame on Pulsar	Range 60"	S 9	AP Heavy	Mo 2, Blast, La		T ' T ' 1	1								
	Turret-moun Nam Pulse L	ted Pulse I ne Ra		AP 2	```	2, Diast, Eu			•								
spe D	ecial Rules: Eldar Field:	4+ Invuln	erable Sav	e on a	all four sides.												
					r Leadership v												
	Super Heavy Der Heavy Gla			diffe	rent units with	each weapoi		nor Hoovy (Catastrophic Damage								
#	Result	neing me	5				#	Result	Catastrophic Damage								
1	Gun Crew Sh used next turn	l.	1		•		1	the vehicle	stems Engaged! Make a Leadership test for using Leadership 10. If passed, one structure								
2	Gun Crew Sh used next turn		e weapon	syster	m may not be				paired. If failed, roll again on this table. <i>Int Beyond Repair.</i> The vehicle cannot move								
3	Gyros Off-Ba turn.		ay not igno	ore lo	w terrain next		2	for the rest skimmer s	t of the game. It is immobilized. The lowly lands.								
4	Driver Stunne Power Plant I	Damaged.	Move at l	nalf ra	ate next turn		3	shoot for the	<i>System Destroyed.</i> No ranged weapons may he rest of the game, and all close combat								
5	only. Round t	lve the mo	ovement ra	te.				Total Syste	e lost (except for Tank Shock). ems Failure. The vehicle is destroyed. Mark								
6	Vehicle Dame at 0 structure	0			L		4	the battlefi	with appropriate smoke effects, but leave it on field to block line of sight. "Upright" vehicles								

Super Heavy Penetrating Hits

may shoot next turn.

of the vehicle owner's choice.

rest of the game.

Driver Injured. Lose D3" of movement next turn only.

Targeting System Damaged. Only one ranged weapon

Power Plant Critical. Lose D3" of movement for the

Secondary System Damaged. One Defensive Weapon

system is destroyed. Lose one structure point. If already

at 0 structure points, roll on Catastrophic Damage Table.

less) remaining on the vehicle, lose one weapon or field

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. *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.

If there are no Defensive Weapons (i.e. Strength 6 or

#

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2

3

4

5

6

Result

should remain upright. Skimmers slowly land.

5

6

of sight.

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

normal. Vehicles are unaffected. The vehicle collapses

in-place and should be left on the battlefield to block line

munitions stores inside the vehicle explode in a massive

ball of plasma. Roll a D3 per original structure point for

saves as normal. Vehicles take a glancing hit on a roll of

within D6" take a wound on a 4+, with armor saves as

Power Core Meltdown. The energy systems and

the range of the explosion in inches. Every model

4+. The super heavy vehicle has been completely

vaporized, so remove it from the battlefield.

within this range suffers a wound on a 4+ with armor

ELDAR COBRA SUPER HEAVY TANK Armor Structure Save **Points**

4 12 12 11 Type: Super Heavy Tank, Skimmer

Front

BS

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

3

4+Inv

Turret-mounted Cobra Distortion Cannon:

Side

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

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- Special Rules: Eldar Field: 4+ Invulnerable Save on all four sides.
- □ Models *Tank Shocked* have a -1 to their Leadership value.
- each weapon.

Rear

	Super Heavy vehicles may target different units with each per Heavy Glancing Hits
5u #	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	Gyros Off-Balance. May not ignore low terrain next turn.
4	Driver Stunned. 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.
Su	per Heavy Penetrating Hits
#	Result
1	Driver Injured. 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	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.
	Control Systems Damaged. Lose one structure point

Super Heavy Catastrophic Damage

#	Result
	Repair Systems Engaged! Make a Leadership test for
1	the vehicle using Leadership 10. If passed, one structure
	point is repaired. If failed, roll again on this table.
	Power Plant Beyond Repair. The vehicle cannot move
2	for the rest of the game. It is immobilized. The
	skimmer slowly lands.
	Targeting System Destroyed. No ranged weapons may
3	shoot for the rest of the game, and all close combat
	abilities are lost (except for Tank Shock).
	Total Systems Failure. The vehicle is destroyed. Mark
4	it as such with appropriate smoke effects, but leave it on
4	the battlefield to block line of sight. "Upright" vehicles
	should remain upright. Skimmers slowly land.
	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
5	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.
	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
6	the range of the explosion in inches. Every model
0	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.

								ERIN (NIG)		
WS	BS	S	A	rmo	or	Ι	Α	Struct	Save	Points
			F	S	R					
3	4	10	12	12	10	3	2+3	2	4+ Inv	600
							+D3			



Type: Super Heavy Titan Walker

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

Weapons:

Tur	ret-mounted Puls	ar:							
	Name		Ran	ge	S	A	P	Μ	lode
	Destroyer Puls	ar	60'	,	9	1		Heavy	2, Lance
Tur	ret-mounted Scat	ter	Laser						
	Name	R	ange	S	A	P	I	Mode	

- Scatter Laser 36" 6 6 Heavy 4
- Destroyer Close Combat Weaponry

 Allows assaulting and closed

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)
1 1	1	

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
1	used next turn.
2	Gun Crew Shaken. One weapon system may not be
4	used next turn.
3	Gyros Off-Balance. May not ignore low terrain next
3	turn.
4	Driver Stunned. Lose 1" of movement next turn only.
	Power Plant Damaged. Move at half rate next turn
5	only. Round fractions up. Additional results of this type
	continue to halve the movement rate.
6	Vehicle Damaged. Lose one structure point. If already
U	at 0 structure points, roll on Catastrophic Damage Table.
Su	per Heavy Penetrating Hits
#	Result
1	Driver Injured. Lose D3" of movement next turn only.
2	Targeting System Damaged. Only one ranged weapon
4	may shoot next turn.
3	Power Plant Critical. Lose D3" of movement for the
3	rest of the game.
	Secondary System Damaged. One Defensive Weapon
	system is destroyed. Lose one structure point. If already
4	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.
	Primary System Damaged. One weapon system or field
5	is destroyed. Lose one structure point. If already at 0
	structure points, roll on Catastrophic Damage Table.
	Control Systems Damaged. Lose one structure point
6	and roll again on this table. If already at 0 structure
	points, roll on the Catastrophic Damage Table.

Super Heavy Catastrophic Damage

#	Result
	Repair Systems Engaged! Make a Leadership test for
1	the vehicle using Leadership 10. If passed, one structure
1	point is repaired. If failed, roll again on this table.
	<i>Power Plant Beyond Repair.</i> The vehicle cannot move
2	for the rest of the game. It is immobilized.
	Targeting System Destroyed. No ranged weapons may
3	shoot for the rest of the game, and all close combat
3	
	abilities are lost (except for Tank Shock).
4	Total Systems Failure. The vehicle is destroyed. Mark
4	it as such with appropriate smoke effects, but leave it on
	the battlefield to block line of sight.
	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
5	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.
	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
6	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.

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	TITAN (Type 1)									
WS	BS	S	A	rmo	r	Ι	Α	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			Ν	Aode
	Phantom Pulsar	90"	9	1	Hea	vy 2,	Blast	(as Barrage), Lance
Tors	so Missile Launche	r						
	Nan	ne		Ra	ange	S	AP	Mode

Name	Kange	2	AP	Mode
Wing Missile Launcher (Krak)	48"	8	3	Heavy 2, Linked
Wing Missile Launcher (Plasma)	48"	4	4	Heavy 2, Blast, Linked
derslung Scatter Laser				

Underslung Scatter Laser

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

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
1	used next turn.
2	Gun Crew Shaken. One weapon system may not be
2	used next turn.
3	Gyros Off-Balance. May not ignore low terrain next
3	turn.
4	Driver Stunned. Lose 1" of movement next turn only.
	Power Plant Damaged. Move at half rate next turn
5	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.
Su	per 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
2	rest of the game.
	Secondary System Damaged. One Defensive Weapon
	system is destroyed. Lose one structure point. If already
4	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.
_	Primary System Damaged. One weapon system or field
5	is destroyed. Lose one structure point. If already at 0
	structure points, roll on Catastrophic Damage Table.
	Control Systems Damaged. Lose one structure point
6	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	<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	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.

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Type: Super Heavy Titan Walker

4

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

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Weapons:

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□ May take two turret-mounted weapons:

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Name	Range	S	AP	Mode
Psychic	90"	-	3	Heavy 1, Large Blast, Sniper, Pinning, Ignores Invulnerable Saves, Always Glances,
Lance				Titan Killer (D3)
Heat	60"	8	2	Heavy 1, Large Blast, Melta, Lance, Titan Killer (D3)
Lance				
Phantom	90"	9	1	Heavy 4, Blast (as Barrage), Lance
Pulsar				
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.

4+ Inv

-1 to-hit

2000

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
1 1					

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.

Suj	per 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
3	up. Additional results of this type continue to halve the movement rate.
6	Vehicle Damaged. Lose one structure point. If already at 0 structure
U	points, roll on Catastrophic Damage Table.
Su	per 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.
	Secondary System Damaged. One Defensive Weapon system is destroyed.
	Lose one structure point. If already at 0 structure points, roll on
4	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.
	Primary System Damaged. One weapon system or field is destroyed. Lose
5	one structure point. If already at 0 structure points, roll on Catastrophic
	Damage Table.
	Control Systems Damaged. Lose one structure point and roll again on this
6	table. If already at 0 structure points, roll on the Catastrophic Damage
~	able. If alleady at 6 structure points, for on the Catastrophic Damage

Super Heavy Catastrophic Damage # Result Repair Systems Engaged! Make a Leadership test for the vehicle using 1 Leadership 10. If passed, one structure point is repaired. If failed, roll again on this table Power Plant Beyond Repair. The vehicle cannot move for the rest of the 2 game. It is immobilized Targeting System Destroyed. No ranged weapons may shoot for the rest of 3 the game, and all close combat abilities are lost (except for Tank Shock). Total Systems Failure. The vehicle is destroyed. Mark it as such with 4 appropriate smoke effects, but leave it on the battlefield to block line of sight. 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 5 normal. Vehicles are unaffected. The vehicle collapses in-place and should be left on the battlefield to block line of sight. 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 6 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



10 Type: Super Heavy Flyer

Movement:

4

Movement Mode must be announced before the flyer moves.

10

10

- From Reserves:
 - Bombing Run: May enter from a friendly table edge and move completely across the battlefield in a straight line, 0 exiting off of the other side. It may fire all weapons at a single point along its path.

780

4+ Inv

Air Brakes: May enter from a friendly table edge and move across the battlefield in a straight line, stopping at a 0 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 0 along its path.
- VTOL: May move 48" and fire all weapons as a Skimmer Tank. 0

3

Weapons:

	Name	Range	S	AP	Mode			
	Vampire Pulsar	60"	9	1	Heavy 2, Blast, Lance			
Nos	Nose Mounted Scatter Laser							

				-	
Nos	e Mounted Sca	tter Laser			
	Name	Range	S	AP	Mode
	a	0.411	-	-	** 4 4 4

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

- Ū. 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.

Shoo	oting At a Flyer:									
Spee		When Does Shooting Occur	Range Meas	Measured			AA Mount hits on a:	Standard Weapon hits on a:		
	bing Run	Flyer Movement Phase	Any Point A				6	N/A		
Air I	Brakes (Moving)	Flyer Movement Phase	Any Point A	Any Point Along Path			4+	6 (Range +12")		
Air I	Brakes (Stopped)	Enemy Shooting Phase	As normal				4+ (at worst)	As normal		
Rapi	d Evacuation	Flyer Movement Phase	Any Point A	long Path			4+	6 (Range +12")		
VTC	DL	Enemy Shooting Phase	As normal				4+ (at worst)	As normal		
Sup	er Heavy Flyer Glancing Hit	s		_	Sup	er Heav	y Flyer Catastrophic Damage			
#	Result				#	Resul				
1-2	Gun Crew Shaken. One	weapon system may not be used nez	xt turn.			Repai	r Systems Engaged! Make a Lead	dership test for the vehicle using		
3		rforms a 90° turn to the right and co	ompletes its		1		rship 10. If passed, one structure	point is repaired. If failed, roll		
3	move. VTOL: Stunned.						on this table.			
4		rforms a 90° turn to the left and con	npletes its		2			cle cannot move for the rest of the		
	move. VTOL: Stunned.				-		It is immobilized and slowly land			
		Comes to an immediate halt (as if A			3			d weapons may shoot for the rest of		
5		h. VTOL: Must VTOL next turn and	d may only		the game, and all close combat abilities are lost (except for Tank Shock).					
	move 24".				Total Systems Failure. The vehicle is destroyed. Mark it as such with					
6		one structure point. If already at 0 s	structure		4	- Trr				
-	points, roll on Catastroph			-	sight. The flyer slowly lands.					
	er Heavy Flyer Penetrating l	lits				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				
#	Result				5					
1		es roll next turn only. Cumulative.			3					
2		Only one ranged weapon may sho					normal. Vehicles are unaffected. The vehicle collapses in-place and should be left on the battlefield to block line of sight.			
3		movement reduced to 24". May no	ot make	-				stems and munitions stores inside the		
	Bombing Runs.							sma. Roll a D3 per original structure		
		May only VTOL for the rest of the					point for the range of the explosion in inches. Every model within this			
		already at 0 structure points, roll on If there are no Defensive Weapons			6			or saves as normal. Vehicles take a		
4		on the vehicle, lose one weapon or				glancing hit on a roll of 4+. The super heavy vehicle has been completely				
	vehicle owner's choice.	on the vehicle, lose one weapon or	neid of the				zed, so remove it from the battlef			
		One weapon system or field is destro	wad Losa			-				
5										
3	5 one structure point. If already at 0 structure points, roll on Catastrophic Damage Table.									
		Lose one structure point and roll ag	ain on this							
6		e points, roll on the Catastrophic Da								
Ŭ	Table.	e pointe, ron on the Cutustrophic De								

ELDAR VOID DRAGON PHOENIX FLYER

 BS
 Armor
 Structure
 Save
 Points

 Front
 Side
 Rear
 4+ Inv
 360

 4
 10
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 10
 4+ Inv
 360



Type: 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:

Top-mounted Shuriken Cannons

-	Name	Range	S	AP	Mode
	Shuriken Cannon	24"	6	5	Assault 3, Linked
Und	lerslung 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	en Does Shooting Range Measured		Standard Weapon hits	
•	Occur	0		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	Gun Crew Shaken. One weapon system may not be			
	used next turn.			
2	Stabilizers Damaged. Performs a 90° turn to the right			
3	and completes its move. VTOL: Stunned.			
4	Stabilizers Damaged. Performs a 90° turn to the left			
Ŧ	and completes its move. VTOL: Stunned.			
	Power Plant Damaged. Comes to an immediate halt			
5	(as if Air Brakes) and must VTOL next turn. VTOL:			
	Must VTOL next turn and may only move 24".			
6	Vehicle Destroyed. Remove the flyer from the table.			

Fly	ver Penetrating Hits
#	Result
1	Driver Injured1 to Reserves roll. Cumulative.
2	Targeting System Damaged. One weapon destroyed.
3	Power Plant Critical. VTOL movement reduced to 24".
3	May not make Bombing Runs.
4	Secondary System Damaged. May only VTOL for the
4	rest of the game.
5	Primary System Destroyed. Vehicle destroyed. Remove
5	the flyer from the table.
	Massive Explosion. Vehicle destroyed. Every model
6	within D6" of the source of the explosion takes a wound
0	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:

 apono.		
Turret-mounted	Dual	Shadoy

Tur	ret-mounted Dual Sha	adow We	aver:				
	Name	Ra	nge	S	AP		Mode
	Dual Shadow Wear	ver G	2"	6	-	Heavy	2, Blast (as Barrage), Linked (re-roll scatter)
Shu	riken Cannon Upgrad	de					
	Name	Range	S	AP	N	Iode	
	Shuriken Cannon	24"	6	5	As	sault 3	

- 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	1	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			ge	S	AP	Mode
	Fire Storm Scatter	Lasers	54"		6	6	Heavy 6, Linked, AA mount
Shuriken Cannon Upgrade							
Name Rang			S	A	?	Mod	le
	Shuriken Cannon	24"	6	5		Assau	lt 3

- 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	A	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	G48"	-	2	Heavy 1, Ordinance Blast, Distortion: Always wounds on 2+, Instant Death on
	Cannon				6; Glances on 3-4, Penetrates 5+, AA Mount (Hits aircraft on a 4+)
I D	nlag				

- 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	I	Armor		Struct	Save	Points		
	Front	Side	Rear					



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:

	Traine	Kange	2	AP	Mode
Ι	Defense Pulsar	90"	9	1	Heavy 4, Blast (as Barrage), Lance

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

0

- 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 vo
 - 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 shear 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		•		<u> </u>	C C				
DS	I	Armor		Structure	Save	Points			
DS	Front		Rear	Structure	Save	Points			
4				Structure 4	Save Energy Field	Points 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	90"	10	1	Heavy 2, Large Blast (Multiple Blasts Resolved as Barrage), Twin-
(Focused)				linked, AA Mount, Titan Killer, Lance, Melta, "Death Ray"
Prismatic Defense Lance	90"	7	2	Heavy 1, Twin-linked, Mega Blast (6" radius)
(Dispersed)				

The Prismatic Defense Lance counts as four Prism Cannons (see Combining Prism Cannons). 0

- □ 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**

Supe	r Heavy Platform Glancing Hits
#	Result
1-2	<i>Targeting Interface Shaken.</i> 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	<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.
Supe	er Heavy Platform Penetrating Hits
#	Result
1	Anti-grav Power Drain. May not move next turn.
2	<i>Focusing System Misaligned.</i> May not combine shots with other Prism Cannons next turn only.
3	<i>Power Plant Critical.</i> 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	<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.

	i neavy i latior in Catasti opine 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	 <i>Power Plant Beyond Repair.</i> The vehicle cannot move for the rest of the game. It is immobilized. The skimmer 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	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	<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.					
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.					

Super Heavy Platform Catastrophic Damage

ELDAR BONESINGERS

	Points	WS	BS	S	Т	W	I	Α	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):

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- Standard Vehicle
 Repair
 Re-model
 - 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
- o Wraithlord
 - Repairs one wound.
 - Armor saves improved to 2+ until next Eldar shooting phase.
 - Armor saves made invulnerable until next Eldar shooting phase.
- o Wraithguard unit

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- Armor saves improved to 2+ until next Eldar shooting phase. (no effect on accompanying Warlock).
 Armor saves made invulnerable until next Eldar shooting phase.
- A o 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.