

# Wraithgate Strike

**POINTS: 200 + models**

*To the Eldar race, the reclamation of ancient outposts is a matter of survival. Whether they are crone worlds (former homeworlds recently released by the Eye of Terror) or terraformed maiden worlds finally eligible for settlement, they all must be cultivated. Sometimes the damage that the settlement has suffered over the millennia since it was abandoned is actually quite minimal and most of the facilities can be reactivated remotely from orbit. Larger settlements will have had large wraithbone portals to the webway for use to quickly transfer workers and equipment between the planet and vastly remote locations such as craftworlds or even other planets. These wraithgates provide significant advantages to the returning Eldar, enabling them to quickly return their outpost to full working order or to land troops and vehicles in support of a battle with the trespassing lower life forms.*

## Forces

1 Fixed Wraithgate

0-1 Storm Serpent Super-heavy grav-tank upgrade

0+ Wraithgate Portals

## Special Rules

**Fixed Wraithgate:** The Wraithgate is a fixed piece of terrain with a base up to the size of a 5" blast template. It can be increased to the size of a 10" blast template for +200 points. It is placed anywhere on the table after objectives have been placed although it must not be within 24" of any enemy models. A single Eldar unit coming onto the battlefield through Strategic Reserves may enter from the Wraithgate per turn (two units for the 10" template). Non-vehicle units may deploy within 4" of the Wraithgate. Eldar vehicles (including titans!) small enough to fit completely inside the template must be deployed in contact with the Wraithgate and cannot move off during the turn of their deployment. The Wraithgate counts as Impassible Terrain for all units. The Wraithgate provides a 5+ cover save as level 1 area terrain and any vehicles exiting the gate are obscured during the turn in which they are deployed. A Wraithgate may only be used by units in the owning player's force unless agreed upon before hand.

**Storm Serpent Upgrade:** A single Eldar Super Heavy grav-tank in the player's force may be upgraded with a Storm Serpent Portal for +100 points. The tank with the portal has a portable Wraithgate installed between the engine exhausts on the rear of the grav-tank. A single non-vehicle Eldar unit coming onto the battlefield through Strategic Reserves may be deployed within 4" of the rear of the portal. This deployment takes place before the grav-tank moves. The grav-tank may operate as normal through the rest of the turn. The gate ceases to function only once the tank is destroyed.

**Wraithgate Portals:** To the force reclaiming a maiden world for the Eldar race man-portable Wraithgates are available to any Eldar independent character in the army except for the Avatar for +100 points. A character may activate the Wraithgate during his shooting phase instead of firing a weapon. Place a counter or piece of terrain the size of a small blast marker in base contact with the character. For the rest of the game the counter acts as a Fixed Wraithgate (see above).

**At the Ready:** The Eldar army that purchased the Wraithgate Strike has the *Careful Planning* strategic asset for no additional cost.