

ELDAR VOID SPINNER GRAV TANK

POINTS 500

The Void Spinner is a sinister, barely known Engine of Vaul, unique to Biel-Tan and a handful of other craftworlds which follow the ideal of warrior supremacy. To most Eldar the Void Spinner is an abomination. To them it represents some of the most dangerous acts the Eldar capable of – the misuse of knowledge and power.

molecules of everything – flesh, bone, rock, metal – under the affected area. The slowly-floating clouds of barely-visible webbing are a bane to aircraft navigation as the filaments slice apart the engines and crew with equal ease.

The Eldar possess many ancient and powerful technologies, and not all of them are meant for war. To the Eldar of Biel-Tan, however, anything which they can use to destroy the usurpers who seek to take their empire from them is more than acceptable in the course of war. The Void Spinner is armed principally with the same kind of monofilament weaponry as the smaller Night Spinner, but within these barrages the Void Spinner unleashes the same bacteria and wraithbone parasites that the Eldar of old used in their seeding and nurturing of the Maiden worlds. The effect is to utterly scour all life from the target, not merely slaying them with the constricting and slicing threads of monofilament, but by breaking down the

To the minds of most Eldar, such methods were meant to create life – to shape worlds anew fit for the Eldar – not destroy it, and to such Eldar the Void Spinners are a thing of revulsion. To the Eldar of Biel-Tan, however, the destruction of their enemies is just the start, and after a successful campaign scores of Void Spinners are employed in scouring clean all the dirty remnants of Men, Orks or whatever other filthy race has tainted the world in the years since the Eldar's Fall. With such cleansing complete, the Eldar continue to restore the world, seeding new Exodite worlds as they continue their ultimately futile struggle to restore the lost Eldar Empire.



BS	FRONT	ARMOUR	
		SIDE	REAR
4	12	12	11

UNIT: 1 Void Spinner

TYPE: Super-heavy Tank, Skimmer, Fast

STRUCTURE POINTS: 3

WEAPONS AND EQUIPMENT:

- Voidspinner Array

WEAPON	RANGE	STR	AP	SPECIAL
Voidspinner Array	G60" (G120")*	5**	1	Apocalyptic Barrage (3), Air Burst, Primary Weapon

"We'll be right there, colonel. We just have to fly through this cloud."
 - Last transmission of Thunderbolt squadron leader at the battle of Thracia Secundus

* At ranges greater than 60", the Apocalypse Barrage Template scatters 1D6 feet in a random direction.

**Instead of wounding vs. a model's toughness, use their Initiative value. Roll 5+2D6 for armour penetration, ignoring the normal Primary Weapon/Ordinance method.

SPECIAL RULES:

Eldar Fields

Air Burst: Instead of shooting normally, the Voidspinner Array may be configured to fire in Air Burst mode. When in Air Burst mode the weapon gains the AA mount special rule and

may target flyers as if they are Skimmers (i.e. not hit on a 6 only). No models on the ground or flyers moving in hover mode may be hit by the weapon operating in Air Burst mode.