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FARSEER ELDRAD ULTHRAN COMMANDS A WAR HOST FROM THE ULTHWE CRAFTWORLD



SPACE ORK GOFFS IN COMBAT WITH THE ELДАР

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ELDAR[®]

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CONTENTS

THE ELDAR 5

CRAFTWORLD TECHNOLOGY	5
THE WEBWAY	5
THE INFINITY CIRCUITS	6
THE ELDAR PATH	7
GUARDIANS	7
THE PATH OF THE WARRIOR	8
DIRE AVENGERS	8
FIRE DRAGONS	9
HOWLING BANSHEES	9
STRIKING SCORPIONS	9
WARP SPIDERS	10
DARK REAPERS	10
SWOOPING HAWKS	10
EXARCHS OF THE WARRIOR ASPECTS	11
THE PHOENIX LORDS	11

HARLEQUINS 12

THE BLACK LIBRARY	13
-------------------------	----

THE FALL OF THE ELDAR 14

SLAANESH	14
THE AVATARS	15



THE EXODITES 16

WORLD SPIRITS OF THE EXODITES	17
OUTCASTS AND THE EXODITES	17

THE PATH OF THE SEER 18

RUNES	18
WARLOCKS	18
FARSEERS	18

THE OUTCASTS 19

PIRATE FLEETS	19
SCOUTS	20
CHAOS	20

WRAITHGUARD & DREADNOUGHTS 21

ELDAR FORCES 22

AVATAR	22
ASPECT WARRIORS	23
GUARDIANS	24
WARLOCKS	24
FARSEERS	25
ELDAR SCOUTS	25
EXARCHS	26
SHADOW SEER	26
WRAITHGUARD	27
DREADNOUGHTS	27
WAR WALKERS	27
GREAT HARLEQUIN	28
HARLEQUINS	28
DEATH JESTER	29
SOLITAIRE	29
EXODITE DRAGON KNIGHTS	30
ELDAR PIRATES	30

EXARCH WARRIOR POWERS 50

ARMOUR 51

MESH ARMOUR	51
ELDAR ASPECT ARMOUR	51
ELDAR RUNE ARMOUR	51
ELDAR HOLO-SUITS	51

ELDAR WEAPONS 54

BANSHEE MASK	54
HARLEQUIN'S KISS	54
MANDIBLASTER	55
WAILING DOOM	56
SHURIKEN PISTOL	56
DEATH SPINNER	
MONOFILAMENT GUN	57
LASER LANCE	58
PACK GRENADE LAUNCHER	59
SWOOPING HAWK GRENADE PACK	59
SHURIKEN CATAPULT	60
WRAITHCANNON	60
SHURIKEN SHRIEKER CANNON	61
DISTORT CANNON	62
SCATTER LASER	63
VIBRO-CANNON	64

WARGEAR 65

SWOOPING HAWK WINGS	65
DARK REAPER RANGE FINDER	65
WARP SPIDER JUMP GENERATOR	65

**ELDAR ARMY LIST 68**

THE ARMY	68
CHARACTERS	68
SQUADS	69
SUPPORT	69
HARLEQUINS	69
PRESENTATION OF PROFILES	70
SPECIFIC LIMITATIONS	70
THE WARGEAR LISTS	70
THE WARGEAR CARDS	70
CHARACTERS AND HEAVY WEAPONS	70
SPECIAL CHARACTERS	70
WARGEAR LIST	71

ARMY SELECTION	72
----------------------	----

CHARACTERS:

AVATAR	72
FARSEER	72
EXARCHS	72
WARLOCKS	73
EXODITE LORDS	73
PIRATE CAPTAIN	73

SQUADS:

GUARDIAN SQUADS	74
DIRE AVENGER SQUADS	74
FIRE DRAGON SQUADS	74
DARK REAPER SQUADS	75
SWOOPING HAWK SQUADS	75
HOWLING BANSHEE SQUADS	75
SHINING SPEAR SQUADS	75
STRIKING SCORPION SQUADS	75
WARP SPIDER SQUADS	75
ELDAR SCOUTS	76
WRAITHGUARD	76
EXODITE DRAGON KNIGHTS	76
ELDAR PIRATES	77

SUPPORT:

ALLIES	77
DREADNOUGHTS	77
LASCANNON	77
SCATTER LASER	78
HEAVY PLASMA GUN	78
DISTORT CANNON	78
VIBRO-CANNON	78
WAR WALKER	79
JETBIKE	79
VYPER	79

HARLEQUINS:

GREAT HARLEQUIN	80
DEATH JESTER	80
SOLITAIRE	80
SHADOW SEER	81
HARLEQUIN SQUADS	81

SPECIAL CHARACTERS:

ASURMEN	82
MAUGAN RA	83
KARANDRAS	84
FUEGAN	84
BAHARROTH	85
JAIN ZAR	86
ELDRAD ULTHRAN	87



THE ELDAR

Lost in the vastness of space the Craftworlds float in utter isolation like scattered jewels upon a pall of velvet. No starshine illuminates their sleek towers. Distant from the warmth of sun or planet, their domes stare into the darkness of empty space. Inner lights glisten like phosphorus through semi-transparent surfaces. Within live the few survivors of planets abandoned aeons ago amidst terrifying destruction. These are the Eldar, a race that is all but extinct, the last remnants of a people whose mere dreams once overturned worlds and quenched suns.

It is impossible to say with certainty how many Craftworlds there are. They were built many millennia ago in great urgency and in times of unimaginable peril. The turmoil and confusion which preceded the destruction of the Eldar worlds was great. All higher government had long since ceased to operate, and it was only thanks to the heroic actions of a few far-sighted individuals that the Craftworlds were built at all.

During the final cataclysm these gigantic space-cities fled, carrying a proportion of the Eldar race to safety and permanent exile. Some Craftworlds survived for hundreds, or even thousands of years before their people faded and died, while others endure to this day. Many floated into the voids and were lost forever in regions of space that remain dark and unexplored. They may be there still, lonely and unheard voices in the wilderness of deep space.

Each Craftworld originates from one of the ancient Eldar planets. Its people are all that is left of a culture of great age and maturity. Over the centuries the Craftworlds' occupants sought out other surviving Eldar amongst the far flung Exodite colonies, and even began to settle new worlds of their own. In this way the paths of Eldar and mankind met for the first time and humans became acquainted with the most ancient and enigmatic of the galaxy's living races. The names of the greatest Craftworlds were soon heard upon human lips: Alaitoc, Iyanden, Biel-tan, Saim-hann and Ulthwé. All this was many thousands of years ago, yet to this day it is doubtful that more than a handful of humans have ever stepped within an Eldar Craftworld.

CRAFTWORLD TECHNOLOGY

The basis of Eldar technology is unique to the Eldar. No other race has ever succeeded in replicating their technology, nor have the Eldar adopted much from the 'primitive' races which have inherited the galaxy. In fact, Humans and Eldar have almost nothing in common despite a superficially similar physiology. As a result, there is little ground of common interest to unite the two races. The brutality and ignorance of mankind appalls the Eldar, whilst the aloof arrogance of the Eldar race has never fostered the trust of the Adeptus of Earth.

Eldar technology is based upon psycho-technic engineering, the manipulation of matter using mental energy. The materials they use are malleable psycho-plastics which can be readily formed into solid shapes under psychometric pressure. Such materials have many unusual qualities. In some respects they are more like living tissue than inert substances, growing and reacting with their environment in a similar way to plants.

Simple devices, including weapons like the shuriken catapults for which the Eldar are especially well known, function in the same way as the equivalent human items. Although formed from complex psycho-plastics, the completed device is a machine or component that works in a conventional manner. Of course, Eldar weapons usually store energy and use it far more efficiently than the human equivalent, but this makes little difference to their effectiveness.

The most unusual of these psycho-plastics is called wraithbone. All the Craftworlds are built upon a skeleton of wraithbone whose structure extends throughout the gigantic craft like a set of ribs. Wraithbone is an immensely resilient substance, far stronger than the strongest plasteel and more difficult to damage than adamantium. If it is damaged it will gradually repair itself, although the process can be accelerated under psychometric pressure.

A wraithbone core lies at the heart of every Eldar spacecraft and most large devices. As well as providing an underlying structure the wraithbone acts as a conduit for power and communication. In this respect the wraithbone may be thought of as similar to the blood vessels and nervous system of a living creature, pumping life-giving energy around the body and also transmitting the impulses which co-ordinate the body's many functions.

Although the Eldar utilise electro-chemical energies in a minor way, their principal power source is psychic energy. Wraithbone is psycho-conductive and the wraithbone core of a Craftworld acts as a self-replenishing reservoir of power. The invasive rib-like structures carry this energy throughout the entire length and breadth of the craft.

In a very real sense the Craftworld is a living entity, powered by psychic energy and responding in an organic way to the stimuli of psychic forces. Such power can be expended as light, heat and conventional electro-chemical impulses as need be, but most ship-board devices actually function within the psychic power grid. The Eldar refer to this grid as the infinity circuit. This is not a matter which Eldar discuss with lesser races, for the infinity circuits guard the greatest secrets of the Eldar race – matters of which Eldar do not speak openly, even amongst themselves.

THE WEBWAY

The Eldar Craftworlds float in deep space and move at only sub-light speeds. Their exact locations are not known by other races, and the Eldar themselves do not consider their physical positions to be of much importance. Eldar spacecraft can travel between the different Craftworlds by means of a system of what may be imagined as tunnels or bridges through warp space. These tunnels form a network which links the Craftworlds and some of the Exodite worlds together, and which supposedly extends to many other worlds throughout the galaxy. The gateways by which these tunnels are entered are not readily visible except for the main spatial gateway on every Craftworld. This takes the form of a swirling sphere of light and darkness held in stasis immediately astern the Craftworld.



It is by means of their network that the Eldar travel throughout the galaxy. The largest and most important tunnels are big enough to carry spacecraft, though most tunnels are much smaller and lead from one Craftworld to another, or directly to a planet's surface. Some of them are only big enough to allow Eldar or very small vehicles to pass. Every Craftworld contains some chambers which open directly onto these tunnels. Some lead to places long since abandoned or destroyed, or else inhabited by the daemons of the warp. These doors are sealed with runes of power, lest unknown horrors gain access to the Craftworld or some unwary traveller unwittingly open a doorway and be sucked into warp space.

The tunnel network is known as the Webway, although the title is in some ways misleading. If a map of the network were superimposed over the galaxy it wouldn't resemble a spider's web, with the pattern radiating from a single nodal point. Instead the map would resemble an almost random pattern, with many separate nodal points centred upon the largest Craftworlds.

Were an observer to see such a map he would immediately see that Craftworlds are not always directly connected to each other, so a traveller must often trace a route through several different Craftworlds or planets in order to reach his destination. Not all routes are sufficiently large to give access to spacecraft, so whilst individuals might be able to travel directly to a specific Craftworld or planet, a spacecraft might have to take a different route entirely, or be unable to reach that place at all. Breaks and fluctuating accessibility would make the map far from certain, whilst the loss of worlds in ages past would create dangerous dead ends.

In fact no such map exists, or at least not in the form described. The exact shape and form of the Webway is not fully understood by the Eldar, except perhaps by the strange wanderers known as Harlequins. Knowledge of the myriad

secret ways is considered of such importance that the Eldar are in no hurry to share its secrets with humans. Each Craftworld's place in the Webway is known only to its Seers. It is rumoured that a map was made many thousands of years ago, which is now kept in the Black Library. Although it is now no longer entirely accurate, it shows many secret ways which have since been lost or forgotten. If this is so then the Guardians of the Black Library have chosen to keep their secrets, and one can only imagine that they have good reason to do so.

When the Eldar go to war they travel through the tunnels of the Webway. Such journeys are relatively fast, enabling spacefleets to move easily between the network's major gateways. This enables the Eldar to move swiftly to places directly connected by the Webway, but makes it extremely difficult for them to reach worlds which have no gate into the network. Eldar spacecraft can travel through the warp using their warp drives, although this is a slow and dangerous process for them. Unlike humans, the Eldar have no Navigators who can steer through warp space. Furthermore, the daemons of the warp are attracted far more strongly to vibrant Eldar spirits than to the dull, shadowy minds of men. As a result of these factors the Eldar travel infrequently to places that lie more than a few light years from their Webway exits.

THE INFINITY CIRCUITS

The Eldar are a strange and enigmatic people who do not speak openly to aliens of their past or of what they see as their ultimate fate. Some humans have made a study of the Eldar and their history, but none have ever glimpsed the whole truth of the terrible fall and even more horrifying fate of that race. It is common knowledge that every Eldar wears upon his breast a shining gem or polished stone. This psycho-receptive crystal is called a spirit stone or waystone, and is attuned solely to the mind of its owner. Its purpose is to capture the psychic energy of the Eldar when it is released at the moment of death. As such energies carry with them a large part of an Eldar's sense of identity, personality, and memories, it is quite right to think of this psychic energy as a spirit.

If an Eldar's spirit is not captured by his spirit stone it is absorbed into the timeless depths of the warp, the shadow-realm composed of psychic force. To a human such a fate means nothing, for virtually no human mind is strong enough to retain a sense of consciousness after death – the psychic energy of the human mind being paltry compared to that of an Eldar. Yet to an Eldar to enter the Realm of Chaos as a conscious spirit represents the ultimate horror. In the warp there is nowhere an Eldar spirit can hide from the daemons. The nemesis of the Eldar awaits to consume and enslave them for all eternity. To perish in this way is the ultimate fear for the Eldar, so it is little wonder that they always wear their spirit stones.

When an Eldar's body is dead its spirit stone is implanted inside one of the Craftworld's bio-domes, in a place known as the Dome of Crystal Seers. Here the wraithbone core lies exposed underfoot, and the spirit stones placed there quickly take root. The psycho-plastic wraithbone grows into a tall wraithbone tree around the spirit stone. Once the wraithbone tree begins to root the spirit is released into the infinity circuit, where it joins the spirits of all the other dead Eldar. Once he is part of the infinity circuit an Eldar continues to exist forever.

His psychic energy becomes one with the Craftworld's wraithbone core, and his individual consciousness remains as a potential within the infinity circuit.

The infinity circuit is therefore far more than a power grid of energy, it is a place of refuge and eternal rest, from where the dead continue to watch over the living. Indeed, it is possible for an Eldar spirit to separate itself from the spiritual mass of the wraithbone core and flow into a spirit stone put aside for that purpose. Such a spirit stone can then be placed within the robotic body of a Wraithguard or an Eldar Dreadnought, or of any psycho-technic device, imbuing its artificial form with a living intellect. The consciousness of the dead is never fully as individual or alert as that of the living, for it exists at once in the real world and the spiritual world of the warp, and moves through reality as in a dream where thought and feelings are as tangible as steel and stone.

THE ELДАР PATH

The Eldar are extremely long lived by human standards, commonly surviving for over a thousand years before old age overtakes them. They also live at a pace and pitch of intensity many times greater than even the most talented and determined humans. An Eldar's heart beats almost twice as fast as a man's, his mind processes his thoughts and emotions with baffling speed, and his physical reactions are almost too fast for the human eye to follow. It is this speed and mental capability which make Eldar more different from humans than appearances might otherwise suggest.

It is hard for a human to understand the incredible potential of the Eldar mind. To an Eldar all of life's experiences are available to a heightened degree: the intellectual rewards of study, the exhilaration of battle, the creative impulses of art and music, and every imaginable pleasure of sensation. No creature, not even an Eldar, can taste of such fruits in an uncontrolled or undisciplined way. For an Eldar to yield absolutely to his desires would destroy him, for they have the ability to sate almost any intellectual whim, or to satisfy any physical appetite. Such was the fate of the ancient Eldar, who succumbed to the temptations of intellectual conceit and physical pleasure, and whose depravities brought about the fall of the Eldar worlds themselves.

The survivors, the Eldar of the Craftworlds, have developed a way to control their own inner natures. Every Eldar chooses for himself a discipline which he then makes it his task to master. It may take years to successfully accomplish this, perhaps more than a single human lifetime. Each discipline is rightly called a path, and each path may necessitate further choices and specialisations. For example, the Path of the Warrior has many Aspects, and whilst all enable the Eldar to master the skills of combat, each Warrior Aspect brings with it its own special techniques and abilities. There are innumerable paths, some chosen but rarely, each offering its followers a complete way of life. Other paths include that of the Bonesinger, as the psycho-technicians of the Craftworlds are called, who craft wraithbone and other psycho-plastic materials to fashion the material artifacts of the Eldar. Amongst the most arduous of all paths is that of the Seer, for the Seers manipulate psychic forces to foretell the future, and Seers of great accomplishment have fearsome powers.

Once an Eldar has mastered one path he chooses another, and in this way builds up a repertoire of abilities over which he has complete control. An Eldar may travel many different paths in

his life, and the skills he learns in each path serve to enrich further accomplishments. A few Eldar may be drawn so deeply along their chosen path that they can never leave it, and instead go on to a final, ultimate dedication of mind and body. This is a frightening fate for the Eldar, for anyone who is trapped in this way can never choose another path, but must live out the rest of their life as a living icon of achievement. Such individuals slowly deny the broad range of experience, concentrating increasingly on their path, until their self identity disappears and they become pure expressions of their path. In the case of the Warrior Aspects these individuals are known as Exarchs.

GUARDIANS

The Eldar race has suffered much over the centuries and its population continues to decline. The Craftworlds are embroiled in a battle for survival, primarily against the endless hordes of Chaos, but also against other forces such as Orks and even the Imperium. Amongst the most deadly of recent threats is the invasion of the aliens known as Tyranids, for mostly lacking any means to move their Craftworlds through warp space, the Eldar have no way of fleeing before their massive onslaught.

Every Eldar is trained and ready to fight as a Guardian if need be, so these troops are the most common of all Eldar warriors. They are primarily a defensive force, ready to defend their Craftworld against direct attack, but Guardians also accompany the formidable Eldar Aspect Warriors to larger battles elsewhere. Sadly, there are so few Eldar that their Aspect Warriors alone rarely constitute sufficient forces to undertake all but the smallest of missions.



Guardians wear a tight fitting thermo-plastic armoured suit. This is called mesh armour because it consists of many thousand of tiny cells woven together into a resilient fabric. Under the influence of blast pressure or a gunshot the thermo-plastic cells meld together into a rigid defence, but at other times they allow free movement.

Guardians carry lasguns or shuriken catapults as well as laspistols. Their tactical role and weaponry are flexible and they are able to perform many different kinds of task on the battlefield. As well as fighting in the Guardian squads, some Guardians man the Eldar's support weaponry such as D-Cannons and Scatter Lasers. These potent battlefield weapons are mounted onto floating platforms, and can be moved into position to cover vital areas of the battle.

Guardian squads are led by former Aspect Warriors, those who have trodden the Warrior Path but since left it. Their experience never deserts them, although without their Aspect costumes they cannot revive old skills. None-the-less they are an important part of the Guardians' organisation, and effectively form its officer corps.

Each Craftworld has a distinctive style of clothing typified by a colour or pattern. These are not fixed uniforms but vary from squad to squad, and even between individuals within a squad. For example, the Guardians of the Craftworld of Ulthwé are known as the Black Guardians after the predominant colour of their clothing. Black is the Eldar colour of mourning, and it is commonly said that Ulthwé has much to mourn, for it lies close to the Eye of Terror and has suffered the attacks of Chaos warbands many times in its history.

Other Craftworlds use equally distinctive colours or combinations of colours. Alaitoc Craftworld favours blue or a striking mixture of blue and yellow, for example, whilst Saim-Hann has red or fiery orange uniforms, and Biel-tan use white, grey, or pale green.

THE PATH OF THE WARRIOR

The Path of the Warrior calls to most Eldar at some time in their long lives. Both male and female Eldar may take this path, and warriors are as likely to be female as male. Unlike some of the other Eldar paths, that of the Warrior is divided into many separate ways. Each of these is called a Warrior Aspect, and represents a different facet of the Eldar War God Kaela Mensha Khaine. Every Aspect differs in its methods of warfare, and many offer specialist skills designed for specific battlefield roles. Exactly what draws an Eldar onto the Path of the Warrior is uncertain. Perhaps it is the recognition of an innate destructive impulse which only ritual training and combat can purge.

There are many Warrior Aspects. Some are unique to specific Craftworlds, many are common to all, whilst others are practised on some Craftworlds but not others. Each Warrior Aspect on a Craftworld is represented by a shrine. Within these shrines the Aspect Warriors are trained in the lore of combat. Their minds and bodies are honed with endless exercise, both physical and spiritual, until they become suffused with the Aspect of Kaela Mensha Khaine that their shrine represents.

The Aspect Warriors do not live in the shrines, and when they put aside their ritual masks and uniforms they can walk at

peace through their Craftworld. Only the keepers of the shrine live within them, the Exarchs, Aspect Warriors who have become so wholly one with their Aspect that they cannot leave the Path of the Warrior. Exarchs emerge from their shrines only in times of war or conclave, and are held in a mixture of fear and awe by other Eldar.

Although there are many different Warrior Aspects there are some which are common to all, or to most, of the largest Craftworlds. These are the Aspects of the Dire Avengers, the Howling Banshees, Striking Scorpions, Swooping Hawks, Fire Dragons, Dark Reapers and Warp Spiders. Each of these Aspects has its own warrior costume, a form of ritual battle suit, and distinctive weaponry. When the Eldar go to war the Warrior Aspects fight in a predetermined role associated with their shrine.

DIRE AVENGERS

The Dire Avengers represent the Aspect of the War God as noble warrior – merciless to his foes and unstinting in his devotion to his people. They are the least specialised and the most tactically flexible of all Warrior Aspects. They are also

THE MYTHIC CYCLES OF THE ELDAR



The Eldar cling very tenaciously to their ancient folklore. The characters and events of legend are commonly discussed and comparisons drawn between the mythic events and those of the present day. Every Eldar is familiar with the songs and dances which form their mythic cycles, and references to these tales are immediately understood by other Eldar. It is as if the myths are bound within the Eldar psyche, and contemporary events and decisions are constantly reinterpreting the ancient tales.

The principal characters of the mythic cycles are the gods and their mortal descendants the Eldar. The chief and oldest of all the gods is Asuryan, also known as the Phoenix King. Other important gods include Khaine, or Kaela Mensha Khaine, which means bloody-handed Khaine. Khaine is the god of both war and murder, and he symbolises wanton destruction and violence. Isha is the goddess of the harvest, and it is from Isha that the Eldar race is descended. Another powerful goddess is Lileath the Maiden, who is the goddess of dreams and fortune. The third of the trinity of Eldar goddesses is Morai-heg the Crone, an ancient and withered creature who holds the fates of mortals inside a skin rune pouch. Other gods include Kurnous the Hunter with his hounds, and Vul the crippled smith god who is often depicted chained to his own anvil.

As well as the many gods there are countless mortal heroes descended from the gods. These include the great hero Eldanesh who was slain by Khaine and whose blood is said to drip from his arms and hands. Eldanesh had many descendants, the Eldanar, of whom Inriam the Young was the last.

the most common, and their shrines are the largest amongst all the Craftworlds. Their ritual weapon is the shuriken catapult. Of all weapons this one is most distinctively Eldar and it is a fitting armament for the Dire Avenger as the most archetypal Eldar warrior.

In common with most other Aspect Warriors Dire Avengers wear a flexible armoured suit of Aspect armour. This is fashioned from a psycho-sensitive material which reacts to the movements of its wearer, moulding and reshaping itself to fit like a glove as the warrior moves and fights. The material itself is quite rigid when the warrior is still, and its surface is reactive to impact so that it stiffens even further if subjected to a blow. Some suits also include inflexible bone-like plates to protect vulnerable areas.

Each of the Warrior Aspects is associated with certain colours and themes which are reflected in the uniforms of their shrine. No shrines use exactly the same uniform, and some shrines have so many warriors that they have varied uniforms so that each fighting squad of warriors is visibly different. In the case of the Dire Avengers their uniforms are predominately blue, with strongly contrasting detailing.

THE FIRE DRAGONS

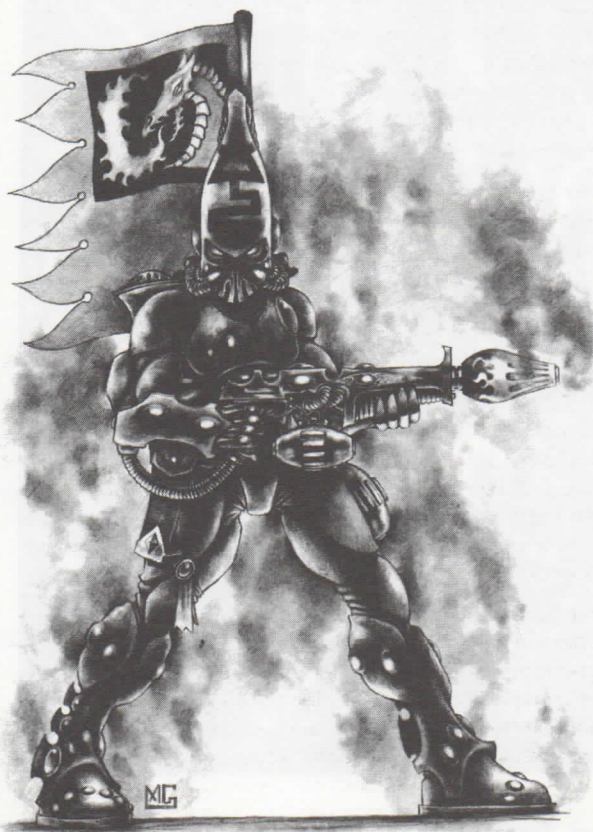
This Warrior Aspect is modelled upon the dragon of Eldar myth, the sinuous fire-breathing reptile which represents wanton destruction and devastation. Their armour is the colour of fire and flame, and they carry awesomely powerful melta-guns which spew deadly fire. Their Aspect armour is thicker than that of a Dire Avenger, and has many spiny protrusions which help to make it stiffer and more resilient. This is important because the Fire Dragon's weapons have a relatively short range, so they must close with their enemies in order to deliver a murderous blast from their melta-guns.

The ideal role of the Fire Dragons is to attack fixed fortifications or other stationary forces, using their deadly weapons to root out well armoured troops or emplaced weapons. Their melta-guns are powerful enough to deal with all but the heaviest of armoured vehicles or fortifications. Where speed and tactical flexibility are needed the short range of their armaments limits their effectiveness.

THE HOWLING BANSHEES

In Eldar legend the Banshee calls the dead spirit into the warp, and its eerie howl is said to be a certain premonition of death. The Banshee's call has an even more sinister implication, for it is said to call spirits from their spirit stones and so to lure them into the arms of the Chaos gods. Certainly the release of a spirit is often accompanied by a strange call, felt rather than heard, and it has been known for spirits to disperse unexpectedly into the warp when transferring between spirit stones.

Unlike most other Aspects the Howling Banshees are almost always female Eldar, for the Banshee is said to be a female spirit. The Howling Banshees are fast and mobile, and their warrior training is in swiftness of foot and mobility. Death, they say, will find you when your time is come, no matter where you may hide, and the same may be said of the Howling Banshees. These Aspect Warriors are armed with laspistols and power swords, weapons of the close quarter fighter, and it is at hand-to-hand combat that they excel. Their other weapon is the Banshee mask, an enclosing death's head helmet which



contains a psychosonic amplifier. This device intensifies the warrior's battlecry into a howling shriek of psychic rage. By means of their Banshee masks the warriors focus their enmity, flooding the central nervous system of their adversary with psychic energy and causing temporary paralysis.

STRIKING SCORPIONS

Though small the scorpion is deadly, and may sting and kill a creature many times its size. The Warrior Aspect of the Striking Scorpion epitomises the deadly attributes of its namesake, and they are one of the most potent of all close quarter fighting Aspect Warriors. Although not as swift as the Howling Banshees, the other common close quarter fighting Aspect, the Striking Scorpions are more heavily armoured.

The Striking Scorpions' Aspect armour is reinforced with rigid plates that offer more protection than most other Aspects. Their costumes are primarily green, but may incorporate bands of strongly contrasting colours such as black, yellow and orange. Their weapons are the shuriken pistol and chainsword, a combination which is deadly in its own right, but it is reinforced by the Striking Scorpions' unique mandiblasters.

The helmet of the Striking Scorpion incorporates a pair of weapon pods positioned and shaped much like the mandibles of a scorpion. Each pod houses a mandiblasters weapon, a unique and deadly device which the Aspect Warriors call the Sting of the Scorpion. The mandiblasters is an extremely short-ranged weapon, useful at a distance of only a few metres or so. It is fired by means of a psychic node within the helmet.

When fired the mandiblasters discharges a hail of tiny psycho-conductive crystals, like tiny needles only a few millimetres



long. These needles can tear and lacerate exposed flesh, but this is not their principal damaging effect. The deadly sting is actually a psychokinetic laser charge which energises the crystals and creates a tightly controlled plasma discharge. This sting is delivered as the Striking Scorpions enter combat, and often blasts their opponent into submission before they have a chance to fight back.

WARP SPIDERS

The Warp Spiders take their name from the tiny creatures which may be seen within the Dome of Crystal Seers amongst the wraithbone trees. These minute sparkling creatures can move anywhere within the Craftworld by means of the wraithbone core, melting their bodies into the infinity circuit and crystallising at a new location. They have evolved from the psycho-plastics of which the Craftworld is made, and are therefore able to assimilate with the Eldar's physical environment, moving through the infinity circuits much like the souls of dead Eldar.

The spiders are aggressive hunters of intrusive psychic forces, and are attracted in vast numbers to the presence of any invasive psychic entities. As the wraithbone core is supportive of psychic consciousness in a similar way to warp space, it is possible for it to become corrupted by the fragmented consciousnesses of lost human or other non-Eldar souls.

In theory at least, it would also be possible for a daemon of Chaos to find its way into the wraithbone core, although such a thing would be immediately apparent. The tiny warp spiders ensure that this doesn't happen, hunting and destroying alien psychic fragments much as white blood cells in the human body attack and neutralise foreign bacteria.

The Warp Spider Aspect Warriors epitomise the doctrine of aggressive defence. Their costumes and weaponry reflect the tiny warp spiders after which they are named. By means of a

compact warp-generator within their armoured shell, the warriors are able to make short warp-jumps, disappearing and reappearing some metres away. This enables them to make sudden and totally unexpected attacks upon their foes. Their ritual weapon is the Death Spinner, which projects a deadly cloud of mono-filament wire.

DARK REAPERS

The Dark Reapers are the most sinister and the most lethal of the Warrior Aspects. They portray the War God as Destroyer, and their skull-encrusted costume embodies death as the dark reaper of souls. Their Aspect armour is black or a midnight shade of blue, and it incorporates interlocking plates. Because it is so much heavier and more enclosing than the suits of most other Aspects, the Dark Reapers' armour offers more protection but also slows down the wearer. This effect is exacerbated by the Dark Reapers' heavy equipment, which includes a long ranged missile launcher and heavy limb supports which increase the Eldar's stability when firing. The Dark Reapers' armour also incorporates sensory and range-finding equipment, and the vanes on their helmets form part of this array. This enables the Dark Reapers to lock onto a fast moving target, and increases their already deadly accuracy still further.

The tactical role of the Dark Reapers is to provide heavy, long-ranged support. Dark Reapers usually take up positions in cover, often behind the main Eldar line of advance, from where they direct their deadly weapons against suitable enemy targets. Their unerring accuracy enables them to dominate the battlefield, pinning down enemy forces before they can advance, and destroying selected targets at will.

SWOOPING HAWKS

The Swooping Hawks take their name from the wild hunting birds of the Eldar myths that they are portrayed as birds of vengeance and retribution. In ancient times the Eldar believed that the spirit of a murdered person would pass into a hawk, in which form it would seek out the murderer, hovering above his head as a mark of guilt for all to see.

The Swooping Hawks are the most mobile of all Aspect Warriors as they have the ability to glide or even to fly high into the air. Their wings are made from vibrating feather plates and incorporate small jet motors and gravitic reaction lifters. When they fly their wings vibrate with such speed they turn into a blur of colour and emit a characteristic shrieking note. Their Aspect costumes are coloured like the sky, whether blue and clear or dark and grey, with contrasting bands of colour. Because of their highly mobile role their Aspect armour is not so thick as that of other Aspect Warriors and offers less protection, but this is more than made up for by their speed and agility.

The Swooping Hawks' ritual weapons consist of a laspistol and lasgun, and a special pack of grenades. These grenades are contained in a pack strapped to the warrior's leg. Grenades can be removed from the pack and thrown by hand, or discharged directly from the pack whilst in flight, scattering lethal charges over the enemy below. This combination of weapons is especially suited to the Swooping Hawks' role. They often attack the enemy ahead of the main Eldar army, flitting over their foes' heads and discharging grenades, and then attacking in close combat or retiring into cover to use their lasguns.

EXARCHS OF THE WARRIOR ASPECTS

To the Eldar all paths are strewn with dangers, for the Eldar mind is capable of depth and understanding which goes beyond the concept of mere human obsession. Such dangers are likened to traps or nets, waiting to catch the unwary upon the Eldar path and hold him fast forever. When an Eldar's mind become so tightly focused upon one thing that he can no longer make the change to another path then he is said to be lost upon the path. This is a terrible and frightening thing for all Eldar, as it is a fate which can befall any of them despite the discipline and training that they receive.

An Eldar who is lost upon the Path of the Warrior is called an Exarch. Such a fate does not befall an Aspect Warrior quickly, but the repeated exhilaration of battle can act like a dangerous drug upon a warrior's psyche. Aspect Warriors learn how to control their warrior-selves, putting on and casting aside their warrior-self as they don or discard their ritual costumes. An Aspect Warrior who becomes an Exarch loses this ability to dissociate himself. This has serious consequences because upon his death an Exarch's soul cannot be freed into the infinity circuit, for its only impulse is to wage war; all other feelings are subordinated to that single deadly desire.

When an Aspect Warrior becomes an Exarch he adopts an armoured suit from his shrine. Each shrine preserves the suits of its dead Exarchs, often the very suits worn by the shrine's founders. These suits are usually extremely elaborate and ancient. Once put on the suit is never removed and becomes a permanent part of the Eldar, its psycho-plastic form meshing with his tissues. If slain the warrior's costume will be found to be empty, the body having long since been consumed within the suit itself. Exarch suits are studded with the spirit stones of all the Eldar who have ever worn the suit. Their spirits continue to circulate through the psycho-supportive environment of the suit, like a miniature version of the infinity circuit of the Craftworld. It is the presence of this spirit-pool of raw psychic energy that gives the suit and warrior (for the two are indistinguishable) their special warrior powers.

Once he has become an Exarch a warrior is known by the ancient name associated with his armoured suit. The warrior's personality flows into the spirit-pool of the suit and is co-joined with the personalities of all the other Eldar who have ever worn it. Their lives and experiences meld with his own, and his name is added to the long list that constitutes the suit's full title. As a rule it is the first Exarch whose name alone denotes the warrior within, and whose personality remains strongest within the spirit-pool. Thus an Aspect Warrior who becomes an Exarch is reborn as an ancient warrior hero. His spirit breathes life into the suit once more, and the Exarch lives again, empowered by the reinvigorated spirit-pool.

Exarchs do not leave their shrines except in times of war or high conclave. Even the smallest shrines are extensive structures with areas dedicated to training, instruction, and ceremony. Each shrine has its own armoury, and its own inner sanctum where the Exarchs administer the rites of war before the altar of the Bloody-handed God. It is here that the Exarchs recite the battle songs of old and mark the warriors' bodies with runes of blood before they don their Warrior Aspects and armoured suits in readiness for war. In this way the Exarchs are the priests and guardians of the shrines, as well as armourers and instructors who will guide their fellow Eldar along the Path of the Warrior.

The Exarchs' ritual armoured costumes and weapons are unique and incredibly ancient. Invariably their weapons are extremely potent and their abilities are far more developed than even the finely-honed warrior skills of the Aspects. The spirit-pool of each armoured suit combines the lives and abilities of all the Eldar who have ever worn it, a sum total of energy which far outstrips that of any ordinary Eldar. The Exarchs' skills reflect the Aspect of the shrine to which they belong. Their armoured suits to some extent resemble those of their shrine uniform.

THE PHOENIX LORDS

A few of the most ancient Exarchs have no shrines, for they have no Craftworld to call home. They wander from world to world, instinctively driven by war, attracted by intuitive power to places of great danger and need. During moments of desperation they appear, sometimes just one but often several depending upon the perils faced. Using the Eldar Webway they move from Craftworld to Craftworld and from planet to planet, following in the path of the Bloody-handed God.

These Exarchs are known as the Phoenix Lords and they are great heroes amongst the Eldar race. Their names are well known throughout the Craftworlds, and their deeds form part of the legends of the Eldar. No-one knows exactly how many Phoenix Lords there are, for some are seen but rarely, while others disappear for millennia only to reappear suddenly and unexpectedly. Some have undoubtedly perished far away, their suits lying upon some hostile world awaiting discovery by some predestined Aspect Warrior doomed to don the armour and become the ancient hero for another cycle of his existence.

Some of the Phoenix Lords are as old as the Fall. They were heroes during the cataclysm, and were the first to bear the spirit stones of the Warrior Aspects. Perhaps they never reached the Craftworlds and so never founded their own shrines as others did, or maybe their shrines have since been destroyed along with their Craftworlds. Whatever their past they are the most fearsome of all Exarchs, and the most powerful warriors of all the Eldar.



THE HARLEQUINS OF THE LAUGHING GOD



Of all the Eldar the Harlequins of the Laughing God are the most mysterious. Many credit them with supernatural powers. Some claim that they guard the complete secret of the Webway's endless paths and tunnels. To other Eldar they are enigmatic, otherworldly creatures, whose origins and fate seem curiously different from that of the rest of their race. No-one knows where they come from.

Harlequins have no home Craftworld of their own. Instead, groups of them wander from one Craftworld to another, appearing and disappearing often without any clue as to where they might be going. In peacetime the Harlequins weave spells of song and dance, enacting the mythic cycles of the Eldar in mime and music. When war calls they lend their strength to the might of the Warrior Aspects and Guardians.

The Harlequins travel the Webway, moving between the Eldar Craftworlds as if guided from place to place by some unknown purpose. They always seem to appear upon the eve of momentous events, whether for good or ill, and their appearance is said to be a portent of the shifting tides of fate. Their travelling groups are small and rarely comprise more than a hundred individuals. Only a proportion of them are warrior Harlequins. The remainder are the young and the very old, and those whose duties include fashioning costumes and operating the psycho-projectors which shift scenes during performances. The warrior Harlequins make up what is known as the troupe, its body of warrior-troubadours.

Every Harlequin troupe consists of a formalised group of costumed players. For example, the brooding leader of the Harlequins is the Great Harlequin, and other characters include the Death Jester and the Shadow Seer. The majority of the troupe is made up of warriors called Chorus and Mimes who

are usually referred to simply as Harlequins. All Harlequins from the Great Harlequin to the merest Mime wear the mask and persona of the Harlequin player. They always go by the name and title associated with their role. Having no individual names or identities they have become the players of the troupe in a quite literal way. Thus Mimes never speak, whether during performance or battle, or at any other time, and always wear their expressive shape-shifting masks, never revealing their faces.

The Harlequins are talented performers, whose costumes enable them to adopt illusive shapes representing different characters within the Eldar mythic cycles. The traditions of the Eldar are very ancient and their plays and songs hark back to the old stories of the Eldar gods and primal ancestors. These stories are full of subtle meanings and significances which only the Eldar can fully appreciate. The roles within each performance are always taken by the same players, thus the role of the Laughing God is always played by the Great Harlequin himself, whilst that of Fate is played by the Shadow Seer, Death by the Death Jester and so on. The majority of roles are played by the Chorus and the Mimes, who are able to adapt to a wide variety of complex demands. It will come as no surprise to learn that it takes many years for a Harlequin to learn the parts of the countless mythic heroes in the Eldar dance: Asuryan, Eldanesh, Khaine, Lileath, and a thousand more.

The Death Jester is a sombre figure in armour of darkest black decorated with bone. His mask is a gruesome skull. It is said that the skull mask and the bones with which his costume is adorned are the very bones of his predecessor. When a Harlequin band loses its Death Jester and another steps forward to take his place, the old Death Jester's bones are used to make his successor's grim uniform.



The Solitaire is the most tragic of the Harlequins, forever apart from other Eldar even in death. When a Solitaire dies his soul belongs to Slaanesh and is consumed within the maw of the Chaos god. For this reason the Solitaire is said to tread the Path of Damnation and is shunned by other Eldar. According to the Harlequins' own tales the Laughing God sometimes succeeds in tricking Slaanesh out of a Solitaire's soul but not always and never easily. Sometimes Slaanesh is too powerful and all the Laughing God's wit and cunning are in vain.

Their role as wandering players is only part of the Harlequins' true purpose. They are also warriors, and their skills in dance and song are equalled by their skills in war. Just as their acrobatic feats, strength and endurance exceed the abilities of even other Eldar, so these unique talents make them the most deadly adversaries on the battlefield. Their speed and agility is beyond imagining. In combat they hurl themselves over the heads of their foes, and leap high barriers with a single bound. With a stroke of their swords they can sever head from shoulders and yet not break a stride.

Such grace and surety outmatches the most accomplished human swordsman and easily evades the clumsy brute-strength of Orks. In addition the Harlequins' holo-masks flash through visions of horror, frightening away the weak-hearted and unnerving even the most sturdy warrior with premonitions of doom.

The strangest of all Harlequins are the players known as Solitaires. A troupe has only one Solitaire and his role is to play the part of the Chaos God Slaanesh. Although he is part of the troupe he lives aside from the other Harlequins. He speaks and is spoken to only in ritual form, and when he is not performing he rarely communicates with the other Eldar. His role commands ultimate fear and complete respect, and also makes him the most dangerous of all Harlequins. It is said that to speak to a Solitaire or to cross his path is to invite damnation, and that if a person were to accidentally address or touch a Solitaire it would be better that he ended his life there and then rather than suffer the terrible doom that awaits him.

Each Craftworld has its own Avatar of the Bloody Handed God, and if the Eldar pray at all, it is to that embodiment of their murderous natures. The Harlequins have their own god, the Laughing God, also known as the Great Harlequin God. The troupe's own leader is also called the Great Harlequin because he represents the Laughing God himself, the leader of all Harlequins.

The story goes that once the Chaos God Slaanesh had destroyed the other Eldar gods he fought with Kaela Mensha Khaine, the Bloody-handed War God of the Eldar. But the Laughing God hid behind Kaela Mensha Khaine, and by means of his trickery and adroitness managed to avoid the gaze of Slaanesh. When the two struggling gods retired exhausted, the Bloody-handed God into the material universe in his Avatar forms, and Slaanesh into the orbit of the Chaos Gods, the Great Harlequin God escaped into the Webway and hid amongst its myriad tunnels. He lives there still, laughing at the gods of Chaos, emerging secretly to play his deadly tricks upon them or make his secret plans. He cannot be caught, for he is too fast and subtle, and he knows all the secrets of the Webway.

THE BLACK LIBRARY

The Webway is a labyrinth through the warp. Its tunnels lead to the Craftworlds, to the planets of the Exodites and to untold thousands of worlds throughout the galaxy. It is said that no-one knows all the routes through the Webway except for the Laughing God of the Eldar. The Craftworld Seers maintain there are many secret paths which lead through time and reality, though no living Eldar knows of any such route. Throughout the Webway there are many byways, dead ends, endless paths that deceive, and mazes that can entrap the unwary. However, the strangest place of all is the Black Library.

The Black Library is spoken of as a Craftworld, which in form it may be, yet it is very different from the other Craftworlds of the Eldar. Where the Craftworlds float through the firmament of the material universe, the Black Library exists only within the Webway itself. To reach the Black Library it is necessary to travel the secret passages through the warp, to pass the Guardians of the Black Library, and to find one of the hidden entrances that lead within. The Great Harlequins, the leaders of the Harlequin troupes, are said to know the secret ways which lead to the Black Library, just as their master the Laughing God knows all the secrets of the Webway.

The Black Library houses all the Eldar's most precious knowledge, and in particular all that they have learned about the perils of Chaos. It was Chaos that destroyed their once great civilisation, and which threatens them still from the warp. The secrets of the Library are not for the unwary or the merely curious. Within its psychically locked rooms lie grimoires of dark magic, black tomes of daemonic lore, and records of countless Chaos Cults throughout the galaxy. Very few can pass the Guardians of the Black Library and enter within. The Great Harlequins, the leaders of the Harlequin troupes, are said to know the key enchantments to open the doors of the Black Library, just as they know many of the dark secrets of the Eldar race.

Of all humans only certain Inquisitors of the Ordo Malleus have ever entered the confines of the Black Library, and then only in the company of Harlequins and under the closest supervision. None have ever described their experiences. These Inquisitors share a common bond with the Harlequins, for both are sworn enemies of Chaos and understand only too well the nature of the threat that faces Eldar and humanity. As the ultimate repository of arcana, the Black Library serves Harlequins and Inquisitors alike, although in the case of the latter the Library may only be entered under the guiding hand of others. As to the Guardians of the Library their true nature remains an unspoken secret, yet they are described as the most terrible of all perils in the Webway.



THE FALL OF THE ELDAR

Over ten thousand years ago the Eldar suffered the greatest tragedy ever to befall a prosperous and intelligent race. The Eldar civilisation was at its height and held domain over a significant portion of the galaxy. Their worlds were places of great peace and beauty, paradises of personal contentment and cultural achievement. However, all this was to end in the cataclysm of destruction which wiped out the inter-planetary civilisation of the Eldar at a single stroke. This cataclysm is known simply as the Fall. The events which led to the Fall are not a matter of record but of tradition and speculation. What follows is the story of the Fall as it is generally accepted by the Eldar.

The Eldar were a proud and arrogant people, confident in their superiority and dismissive of alien barbarians. Their technological achievements excelled those of all other races, and none amongst them doubted that this state of affairs would continue indefinitely. In many ways the Eldar had good reason to be confident, for no other race posed a serious threat to their wealth or stability. The Fall, when it came, took a form far more subtle and dangerous than that of an alien invasion.

In those times there were no Craftworlds, no Eldar path. All Eldar pursued their inclinations according to their own will, indulging every whim and investigating every curiosity. Their great minds turned as easily to art as to science. They created many beautiful things and learned much about the universe that is nowadays forgotten. Their lives were long, and when they eventually died their spirits dissolved peacefully back into the warp to be reborn again. There were no spirit stones to contain their undying spirits in those days, nor had they any need of such things, for the warp did not then hold the dangers that it does today.

Slowly but surely the worm of pride began to eat away at the Eldar race. They thought all secrets theirs to uncover, all pleasures theirs to partake. Heedlessly they plundered the precious resources of their marvellous minds. The Eldar had long outgrown the need for labour or simple manual agriculture. Society provided all that was required without individual effort, leaving a long life-time for the Eldar to spend satisfying their least desire. Some gave way to their most hedonistic impulses. Exotic cults sprang up all over the Eldar domains, each dedicated to a different aspect of esoteric knowledge or sensual excess. As these cults gained a tighter hold over the Eldar so their society became increasingly divided. The corruption turned quickly to wanton abandon. Gangs of sadistic killers prowled the streets in search of victims. No life was spared in the pursuit of pleasures both murderous and perverse. A sickness of concupiscence overtook the Eldar race. Blood flowed through the streets amidst the bestial roar of the crowd.

SLAANESH

Only a fool would pretend to understand the strange otherworld that is the warp for it is, by its very nature, inconstant and incomprehensible. Yet it was within the warp that the destruction of the Eldar race took shape. It was here amidst the swirling psychic energy that their corruption became manifest. Within the psychic other-realm of warp space their departing spirits began to coalesce into a gestalt

consciousness. What an unimaginably foul and sickening mind it was that the Eldar raised unknowingly in the warp. It was a shadow of themselves, of what they had become, of nobility and pride brought low by perversity and shamelessness. What the Eldar could only realise too late was that they had created a god in their own image, a god grown immense and potent upon the rich fodder of the Eldar spirit.

Within the warp thoughts and emotions swell and grow, fed by fellow feelings until they achieve a consciousness of sorts. They become spirits of greater or lesser potency, and their long gestation is followed by birthing pains which rock the warp and rupture the fabric of space. No creature of the warp was ever to be birthed that was as monstrous or as powerful as the Chaos God Slaanesh, the Great Enemy, and the Doom of the Eldar incarnate.



For years the Eldar were riven with madness as Slaanesh dreamed in the warp. Worlds burned and Eldar slew and laughed and feasted upon the corpses of the dead, and Slaanesh stirred uneasily into life. When the time came for Slaanesh to be born into divine consciousness there was not one Eldar anywhere who did not feel the agony. With a howl of psychic power Slaanesh rose into supernatural life and cried out in his pain. A psychic implosion tore at the universe. The spirits of the Eldar were drawn from their minds and consumed as their god took his first infernal breath. Intoxicated with this first draught Slaanesh laughed and looked upon a universe of gods.

The epicentre of the psychic implosion lay within the heart of the Eldar realms. All Eldar within thousands of light years were destroyed in an instant, their spirits sucked into the warp to feed the hungry god. Even the Craftworlds were overwhelmed as they fled, and only those furthest away from the epicentre survived. Upon the fringes of the galaxy the shockwave slew millions of Eldar Exodites, leaving only the remotest worlds largely untouched. In a moment the Eldar had become a doomed people, reduced to a tiny remnant of refugees scattered throughout space, knowing that their Great Enemy had been born and would pursue them for the rest of eternity.

The psychic shockwave focused upon the Eldar mind, but millions of humans and creatures from other races were destroyed too. Warp space was thrown into turmoil as a hurricane of psychic force raged and whirled for days. The fabric of space was torn apart and the warp spilled into the material universe. A vast black hole opened and the Eldar worlds were consumed within it. Spacecraft within the warp were destroyed instantly, and psykers of all races howled with pain as many died in madness.

The hole in space spread until it encompassed the Eldar realms of old, and reached the limits of its power. Today this rend in space is called the Eye of Terror, and is the largest zone of its kind in the entire galaxy. Here the warp and material universe overlap. Daemons bathe in the energy of the warp, whilst daemon princes and the Chaos Space Marines rule over planets turned into hell worlds of fire and darkness.

If there was one good which came from the birth of Slaanesh it was that the warp was thereafter becalmed. Before the advent of Slaanesh the warp was riven with storm and tempest making it almost impossible for spacecraft to travel between the stars. Now the warp became passive. A new equilibrium had been reached, and Slaanesh joined the ranks of major Chaos gods. For a while the powers in the warp waited whilst the new order established itself. For the first time in millennia human spacecraft flew from Earth. Human worlds throughout the galaxy were brought into contact once more. During the Great Crusade which followed the Emperor brought humanity together into the Imperium, and mankind replaced the Eldar as the galaxy's most vital race.

THE AVATARS

Despite the almost universal corruption of the Eldar there remained some traditions, some ideas and values, that were lodged so firmly into the Eldar psyche not even ultimate degradation could erase them from the racial consciousness. This part of the spirit energy of the Eldar race could never coalesce with the Chaos God Slaanesh. This incorruptible spirit of the Eldar is represented by the most powerful of the ancient Eldar gods. Some other gods, the weakest and smallest, were drawn by the power of Slaanesh and consumed. This is why the Eldar say that their gods are dead: Slaanesh destroyed them and absorbed their power.

Two Eldar gods of old survived the Fall. One was Kaela Mensha Khaine, the Bloody-handed God, the most powerful of all the Eldar deities. The Eldar maintain that Slaanesh and the Bloody-handed God fought a titanic battle in the warp. Slaanesh proved the stronger but was not powerful enough to destroy the Eldar god completely. Instead Kaela Mensha Khaine was broken into many fragments and driven out of the warp. Each fragment supposedly came to rest within the wraithbone core of a Craftworld, where it took root and grew into an Avatar of the Bloody-handed God.

Deep in the heart of every Craftworld is a sealed chamber. Inside, upon a smouldering throne, sits an Avatar of the Bloody-handed God, a statue of immobile iron. The Avatar's body is pitted with age and encrusted with the patina of corrosion. His eyes reveal an empty darkness as if his whole body were a hollow metal shell. The skeletal structure of the Avatar's wraithbone chamber stretches throughout the entire Craftworld, its strands connecting every part of the craft to his throne.

As the Craftworld prepares for war the psychically receptive wraithbone core pulses with the battle-lust of the Eldar. The Avatar begins to glow as the heat of his fiery blood is kindled. His iron heart quickens and his metal flesh pulses with life. Molten iron boils through his veins, so that he crackles and hisses like a furnace. The Avatar stirs upon his throne in response to the call to war. In their shrines the Exarchs and Aspect Warriors sense his awakening. Through the naked ribs of wraithbone a psychic roar of destruction echoes throughout the Craftworld.

Summoned by that battlecry the Exarchs gather at the gates of the Avatar's throne room. They bring the Young King, an Aspect Warrior chosen by the Farseers, who stands naked and unarmed, crowned with a garland of wraithornes, and painted with the blood runes of Kaela Mensha Khaine. A long chant is begun whilst from within the god's chamber comes the enraged crackling of burning metal and raging furnace. As the ceremony proceeds the Exarchs place an elaborate blue mantle upon the Young King's shoulders, and fasten it in place with a golden pin. In his right hand they place the Suin Daellae - the weapon of the Avatar, whose Eldar name means the Wailing Doom. In his left hand they place the Cup of Criel, the cup brimming with his own blood.

As the ceremony grows more intense so the Bloody-handed God stirs into life. His uncontrollable rage permeates the wraithbone core and radiates throughout the craft. Every single Eldar feels the Avatar's inhuman blood-thirst awakening in his own mind. At last the bronze gate of the Avatar's throne room swings open. The heat from within is scorching. The light is so bright that it burns through eyelids into the mind. The sound of splintering iron is deafening. Beyond the fire a shadow of darkness sits upon the throne. Into the throne room the Young King walks to his destruction, and the bronze gate closes behind him.

For several hours the furnace rumbles and booms. The infinity circuits writhe in torment whilst unimaginable powers encoil the chamber of the Bloody-handed God. At last there is an inhuman roar of agony and a psychic shock wave blows apart the bronze door of the Avatar's shrine. The Exarchs who wait outside are thrown to the floor, as a hurricane of unadulterated power rages throughout the Craftworld. Amidst the torrent of power the Avatar walks from his throne into the Craftworld.

The living Avatar is an ancient god incarnate, a creature of supernatural power, rivalled only by the incalculable energies of the mightiest of daemons. His eyes glow like coal and as he moves his body of burning iron crackles and spits fire. Molten iron flows through his veins and bubbles of fiery ichor burst and solidify upon his skin. Tendrils of smoke and flying cinders enwreath him like a dark crown. Upon his shoulders he wears the mantle of the Young King, miraculously grown many times over to encompass his massive shoulders. His long arms are covered with blood up to the elbows. Thick red blood oozes from his hands and drips from his fingers. In his right hand he carries the Wailing Doom, the weapon of the Bloody Handed God that shrieks as it tastes mortal flesh. The runes upon its blade writhe as they struggle to escape their bondage, as if tortured by the heat of the Avatar's grasp.

As to the fate of the Young King not even the Farseers will speak. Perhaps he lives on within the Bloody-handed God for all eternity, his spirit intermingling with the greater spirit that is Kaela Mensha Khaine. But maybe he is destroyed utterly, his spirit a sacrifice to the merciless Bloody-handed God.

THE EXODITES

During the Fall the degeneration of the Eldar did not go wholly without resistance. Some, the more far-sighted, began to openly criticise the laxity of their fellow citizens, and to warn against the effect of Chaos cults. These people were mostly ignored or else treated as narrow-minded fools and fanatics. Soon the general collapse of society convinced even the most resolute amongst them that there would be no end to the reign of death and depravity. Some decided to leave the Eldar worlds, and settle new planets free of the creeping corruption. They were the ones still untainted by the touch of Chaos, and by now they were few.

These Eldar are known as the Exodites. Of all the Eldar race they were uniquely far-sighted. Amongst a race naturally indulgent and hedonistic they were reviled as dour fanatics obsessed with misery and self-denial. There were some whose dire premonitions were perhaps yet another form of insanity, simply one more conceit taken to inhuman extremes. Others were genuine survivalists who chose exile over degradation and destruction. In an assortment of spacecraft the Exodites abandoned their homes. Many died out in open space. Some reached new worlds only to be slain by marauding Orks or natural predators. Many more survived. For the most part they headed eastwards as far away from the main concentration of Eldar worlds as they could reach.

Upon the fringes of the galaxy the Exodites made new homes. The worlds they settled were savage and life was often hard for a people unused to physical work and self-denial. When the final cataclysm erupted most of the Exodite worlds were far from the psychic epicentre and survived. The resultant psychic implosion wiped out the rest of the Eldar race and left a gaping hole in the fabric of space, but out on the fringes of the galaxy the Exodites were safe. Many Craftworlds rode out the psychic shock wave and survived that way, but the Exodites had already reached places of safety – or else they perished with the rest of their race and have been forgotten.

Since they were first settled the Exodite worlds have not changed a great deal. The Eldar that live there have learned how to cultivate crops and harvest other natural resources. The psycho-plastics necessary for Eldar technology are rare and precious on these remote planets so the Exodites utilise other substances and rely upon simpler ways and physical labour. The Craftworld Eldar regard the Exodites as rustic and rather simple folk, vigorous and wild in a way that is quite unlike their own introverted societies. Craftworlders and Exodites travel within each other's realms, but their different mental outlook and way of life means that they have their own concerns.

The Eldar path determines the way of life for all Craftworlders but not for the Exodites. Because of this they seem wild and individualistic compared to other Eldar, more independently minded and adventurous by far than their cousins. They can survive in this fashion because they are distant from the Eye of Terror, the hole in the fabric of space which still acts as a psychic focus for the destructive influence of Slaanesh. This alone is not enough to protect them, but it is a significant factor. More importantly, the Exodite societies are more rigorous and physical than those of the Craftworlds. Where the Craftworlds cling to the past and preserve all they can of their fallen civilisation, the Exodites have turned their backs upon

ancient traditions in favour of a simpler and harder way of life. Their minds are tougher and more straightforward but not so subtle and ultimately less powerful than the Craftworld Eldar. However, they have survived, and of all the Eldar they seem most likely to continue to do so.

The Exodite worlds are untamed and often dangerous planets. Mighty rivers roar unchecked over their natural flood plains. Massive forests stretch over thousands of miles of virgin woodland. The few meagre settlements co-exist with wild beasts of all kinds. The Exodites are too few to disturb the balance of nature. Their settlements are small and thinly scattered. Many are occupied only for a few months of the year, because on many worlds the Exodites are nomadic, moving with the seasons and the herds. They time their migrations so that they arrive at their camps in the late summer to collect crops planted in the spring, remaining until it is time to plant the following year's crop and move on.

The wild creatures that inhabit the Exodite worlds are many and varied. Most of the Exodite worlds are now home to large herds of megadons and other gigantic beasts which the Exodites know by the name of dragons. It is likely that these creatures are native to the region, but that the early settlers spread them throughout all their worlds so that they are now common. The Exodites follow the dragon herds as they graze the endless grasslands of the great plains. By carefully managing the herds the Eldar live upon them, eating their flesh and even drinking their blood, and utilising their skins to make clothing and leather. Even bones and horn have their uses, and these materials partly substitute for the psycho-plastic substances used by the Craftworld Eldar. Although this lifestyle is in many respects a primitive one, the Exodites have many advanced technologies and are familiar with all the sophisticated materials used on the Craftworlds. It is by choice that they live as they do, and their way of life has proven every bit as successful as that of the other Eldar.

There are many different kinds of dragons, some unique to specific worlds, and they are used in different ways according to their size and nature. The megadons are massive herbivores, slow-witted and easy to manage, although deadly if panicked or mistreated. These creatures provide most of the material resources of the Exodites, and small ones are used to transport cargos and people across the great plains. A large megadon can carry a massive structure on its back, and they bear the most enormous weights without concern. Smaller carnivorous dragons ridden by Exodite warriors are used to herd and control the megadons. Warriors are virtually born into the tall dragon saddles, and wield their long lances with consummate ease. A stab with a lance will turn or stop a megadon without causing it any harm, but the same blow would knock the most hardy Eldar to the ground dead. Warriors are an important part of Exodite societies. Their role is to protect each community as well as to safeguard its beasts from predators.

The Exodites are a tribal people. Each tribe owes allegiance to a local ruling tribe which in turn owes fealty to the planet's king and his royal tribe. As there are relatively few Eldar there are few territorial disputes. The tribes live within substantial areas which easily meet their grazing and cultivation

requirements. Open wars between tribes are rare but skirmishes between rival young Dragon Knights are common. Although not openly warlike, the Exodites are a robust, self-confident people and they have the legendary pride of the Eldar race. Knights frequently try to steal away a rival's beasts or may attempt to move their herds over the grazing areas of other tribes. Such matters are seen as part of a Knight's training, and the dangers of death or serious injury are an accepted part of a young warrior's life. These raids and occasional deaths do not embitter the tribes, and it is notable that no matter how hard fought their disputes might be no Eldar would despoil or steal the crops of a rival tribe even though these lie unprotected for months at a time.

War and battle is not uncommon on the worlds of the Exodites. Ork raids are a constant threat and human settlers are no respecters of Eldar territory. Amongst the most persistent foes are the human settlers of the Knight Worlds which lie closely intermingled with the planets of the Exodites. The human Knight Lords are aggressive, warlike people whose determined independence makes it impossible for even the Imperium to control them. Like the Exodites they are descendants of ancient settlers, raised amidst constant danger and proud of their autonomy. Their fierce war machines are a common sight on the Exodite worlds. Battles between giant war machines and valiant Eldar dragon warriors are always hard-fought and destructive. But the Eldar are capable of aggression too. They use the Webway to reach the Knight Worlds where their raids are often so devastating that entire planets are subsequently abandoned.

WORLD SPIRITS OF THE EXODITES

The wraithbone core of each Craftworld acts as a repository and conductor of psychic power. It is also the ultimate refuge for the spirits of its people in death. Every Exodite world has its own equivalent to the infinity circuit which is called the world spirit. This is an immense store of psychic energy where the minds of dead Eldar are preserved forever. Exodites too wear spirit stones and when they die they are taken beneath the earth into one of the great tribal barrows. They are laid to rest there and their spirit stones are broken upon the altars of the world spirit.

Each world spirit is a complex psychic energy grid which extends over the entire planet, stretching between the tribal barrows, stone circles and standing stones. These important places are where the spirit world and the material world can interact, where the spirits of the dead can flow together, and where the living can talk to the dead if they have the power.

The stone circles and standing stones are made from psychically interactive crystal. These towering stones are gigantic spirit stones which anchor psychic power into the earth. The links between them form part of the Eldar Webway, but the paths from the Webway into the world spirits are well hidden and protected. Eldar are able to move between the Craftworlds and Exodite Worlds by means of the Webway, and there are paths over the Exodite worlds themselves. The most potent link in the entire world spirit network is the royal circle of the planet's king. This impressive structure consists of a system of concentric circles connected by avenues of megalithic spirit stones. The royal circle is supported by outlying menhirs which carry power throughout the entire planet and focus the energy of the world upon that one spot.

Because their worlds are home to their departed spirits and shelter them from the predations of Chaos, the Exodites will fight very fiercely to protect their planets. To abandon a world is akin to abandoning the souls of your ancestors to the warp, for without constant replenishment the world spirits diminish slowly and become vulnerable. Just as the wraithbone core of a Craftworld can unwittingly harbour a daemonic intelligence, so the standing stones can provide egress to daemons from the warp should the psychic paths be left unguarded. For a daemonic army to pour from the barrows and standing stones of the Exodites would be the realisation of their worst nightmare, but such things have happened in the distant past and remain an ever-present danger today.

OUTCASTS AND THE EXODITES

Many Eldar take the Path of the Outcast during their lives, leaving their Craftworlds and seeking adventure in the wide universe. These Outcasts travel between the stars in their spacecraft. They search for Maiden Worlds to settle, and visit the Exodite worlds where they may live amongst their distant cousins.

Outcasts are common enough on the Exodite worlds, often seeking the patronage of one of the Eldar tribes. In return they fight alongside the tribe's warriors and, for a while at least, enjoy the freedom of mind which is impossible on the Craftworlds. Sometimes Outcasts settle permanently amongst the Exodites, or upon some uninhabited world, and become the first settlers of a new Eldar colony. To the Exodites the Outcasts are strange romantic figures, the masters of a hidden lore and way of life which is arcane and archaic. They bring skills which the Exodites value highly, and so are always made welcome at the courts of the tribal Eldar.



THE PATH OF THE SEER

The Eldar are a psychic race, and can all manipulate psychic energy to a greater or lesser degree. Their technology is based upon psychically sensitive materials such as wraithbone, and many devices of an otherwise ordinary nature are operated by means of psychic triggers and controllers. The vast majority of Eldar utilise only the most natural and inborn of their psychic powers. Eldar drawn onto the Path of the Seer are unique in that they explore their psychic potential and learn how to manipulate runes to gain mastery over the psychic universe.



The Path of the Seer is also known as the Witch Path. It is a dangerous path, for psychic phenomena are intimately connected with warp space with all its attendant perils. An Eldar Seer acquires his skills slowly and carefully, for to proceed too quickly would be to invite the most heinous damnation. Daemons lurk on the other side of the warp ready to pounce upon the mind of an overambitious Seer and devour his spirit.

RUNES

An Eldar Seer controls his psychic powers by means of psycho-receptive runes. Runes are like keys, locking and unlocking the power of the Eldar's mind as well as safeguarding them from the perils of the warp. Different rune shapes represent different powers and states of mind. The more powerful and experienced a Seer becomes the more runes he can use. His runes are kept in the special bag or case which most Seers hang from their waist belt.

Runes enable a Seer to draw power from the warp. If he draws too much power or attempts a task beyond his capability the rune will glow fiery hot and, if the Seer persists, the rune is destroyed. By using the runes to focus the raw psychic energies of the warp, the Seer avoids serious danger. Only if he attempts to utilise a rune which he has not fully mastered is the Seer in peril of his life and spirit.

It is said that the spirits of ancient Seers flow between a Craftworld's infinity circuit and the runes of its Seers. Thus the power of the infinity circuit lies behind the runic powers, and the spirits of the dead continue to guide the living along the Path of the Seer. This is why the Seers sometimes refer to the guiding spirits that assist them, meaning the ancient Seers whose sage advice comes to them through their runes.

A practised Seer learns how to use many different runes. If he is skilful he may even make new runes of his own and teach others how to use them. As his powers develop a Seer will usually favour some aspect of his art. Some develop their kinetic powers and use them to create living symphonies of shape and movement, they become the Eldar equivalent of artists and composers. Others learn how to use their empathic powers to heal and council, and they assume the roles of doctors and advisors. Still others learn how to foretell the future, and they become governors and policy makers, whose role is to safeguard the Craftworld's future.

WARLOCKS

Although there are many divisions of the Path of the Seer most Seers are peaceful members of their society. There is one aspect of the Seer which is belicose and aggressive, and individuals of this kind are called Warlocks. A Warlock learns the runes of battle and how to wield the powerful Eldar force weapon called the Witch Blade. A Witch Blade writhes and twists with living runes, and it focuses the power of the Warlock's mind into destructive energy. Of all the Seers the Warlocks are the most respected, and, except for the Farseers, the most potent.

Warlocks are Seers who have once trodden the Path of the Warrior. It is their previous experience as warriors that enables them to control their destructive impulses in battle. The enclosing helmets that are worn by Warlocks are kept in the shrines of the Warrior Aspects. A Warlock can only don his warrior-seer self by returning to his old shrine and receiving the helmet from an Exarch as part of the blood ritual of the Aspect Warrior. The Warlocks are both warriors and Seers, the most deadly combination imaginable.

When the Eldar go to war their Warlocks accompany them. They use their psychic powers both to protect the Eldar warriors and to bring havoc to their enemies. Few psykers of other races can equal the power of an Eldar Warlock or match them in battle. The Warlocks are one of the reasons that the Eldar armies are so successful, and why other races rarely choose to antagonise them.

FARSEERS

The Witch Path is almost as dangerous and enticing as the Path of the Warrior. The intricacies and challenges of runic lore can entrap a Seer, drawing his mind so far along the Witch Path that it becomes impossible for him to turn back. Just as warriors who are trapped on the Warrior Path become Exarchs, so Seers who are unable to leave the Witch Path become Farseers. Once an Eldar assumes the mantle of the Farseer the rest of his life is pre-determined; he can never tread any other path again.

Farseers are masters of divination. They explore the endless time streams of past and future, studying the manifold possibilities of the least decision or action. By predicting the most likely developments they are able to guide the Eldar people towards the wisest course of action. Farseers learn the predictive runes of the Eldar, the most complex and subtle of all runes because their shapes are constantly shifting and changing with the influence of time. Farseers divine the future by casting the mystic runes upon the wraithbone floor of the Dome of Crystal Seers, and interpreting changes in their glowing shapes.

It is usual for a large Eldar army to be accompanied by a Farseer. Just as the Farseers guide the fate of the Craftworlds, so they can guide the fighting armies of the Eldar. A Farseer can uncover the enemy's intentions or dispositions, he can calculate the likely effects of attacks made in many different places, and, to some extent, he can even influence the fortunes of war in favour of the Eldar.

THE OUTCASTS

Eldar society is very formalised and restrictive, and all Eldar pursue what is called the Eldar path. The Eldar path is a system of learning and experience which hones the Eldar mind and temperament in a carefully controlled way. There is no single path, but actually many individual and different paths offering a variety of experiences. Whatever path fate directs them onto, an Eldar is guided by accomplished masters and their progress is carefully watched as their skills develop. Such rigour and constrictions are unimaginable to a human, for it involves self control and mental discipline that they would find impossible.

OUTCASTS

Sometimes the rigid constraints of the Eldar path are intolerable even for an Eldar to bear; such individuals leave their Craftworlds and become known as Outcasts. Many Eldar spend years or decades as Outcasts before they return to the Eldar path. Outcasts must bear the terrible burden of their heightened Eldar consciousness without the protection of the Eldar path. Set free within the universe they are dangerously vulnerable. Their psychically sensitive minds are a beacon to predatory daemons and in particular to the Great Enemy Slaanesh. Only Eldar of especially strong character can survive for long as Outcasts. After years of adventure and wandering, or sailing the seas of space aboard the pirate fleets, most Eldar eventually return to the sanctuary of the Eldar path.

There are many kinds and degrees of Outcast. They leave their Craftworlds and live elsewhere, often wandering the galaxy and visiting the worlds of men or the Exodites. They are not

welcome aboard Craftworlds except briefly, for their minds are dangerously unbounded and attract predators from the psychic realms of the warp. Daemons or other warp entities can home in to the mind of an Outcast and lodge in the psycho-supportive environment of the Craftworld's wraithbone core. Outcasts are also disruptive in another sense, for their presence can distract the young and inexperienced from the Eldar path by their romantic tales of travel and freedom.

THE PIRATE FLEETS

Some Eldar yearn for the undiscovered vistas of open space. They join fleets of exploration and disappear into the untrammelled warp-space tunnels of the Webway. Most do not return, though a few come home laden with alien treasures. They bring tales of new worlds, fabulous discoveries, and courageous battles on the edges of the galaxy. It is not unknown for humans to come into contact with these adventurers, for these are the only Eldar a human is likely to meet other than on a battlefield.

The wildest of all the spacefaring Eldar become pirates and raiders. They often continue to trade and visit their Craftworld or the Exodite worlds whilst plundering the ships of humans, Orks and even other Eldar. They even sometimes hire out their services to alien races. The distinction between Eldar exploration fleets and pirates or raiders is not always a clear cut one as many voyages of exploration soon turn into military ventures. As home and the Eldar path become increasingly remote, the naturally wild and amoral character of the Eldar re-surfaces. Eldar pirates are quick tempered and unpredictable, equally inclined to magnanimity and wanton slaughter.

There are many Eldar pirates whose names have become infamous throughout the Eldar Craftworlds and beyond. Some of these are bloodthirsty individuals who fall prey to the same weaknesses of character which led to the Fall. Galadhar the Grey was one whose bloody deeds will live forever in the memories of the people of Duro. This was the Exodite world which he used as a base and from where he plundered a hundred planets before an Imperial fleet hunted his ship down and destroyed him. Such individuals will murder on a whim, devastate whole cities without a single qualm, yet sometimes display the greatest compassion to their defeated enemies if it pleases them to do so.

Of all the great pirates and raider chieftains Yriel of Iyanden is one of the few to return to the Eldar path. Formerly the admiral of all Iyanden fleet, Yriel was stripped of his position after leaving Iyanden prey to a Chaos fleet whilst leading an attack into the Eye of Terror. Although he arrived in the nick of time to save Iyanden, he was subsequently removed from office and disgraced. Enraged by the ingratitude of his fellow Eldar he became an Outcast. Together with a band formed from his old crew they took to the space lanes as Yriel's Raiders.

For years Yriel raided the nearby shipping routes. He also hired out his raiders to local planetary lords as mercenaries, and achieved considerable success as a power broker amongst



the nearby human worlds. His reputation grew with every fresh success, but he never fell prey to the excesses of wanton slaughter that characterises many pirate fleets. In the end he returned to Iyanden to save the Craftworld for a second time, destroying the Tyranid fleets and afterwards returned to the Eldar path.

SCOUTS

Although many Outcasts crave complete escape from the rigours of the Eldar path they are still Eldar, and most remain loyal to their Craftworlds and traditions. Many choose to accept a mission from their Seers so that they can continue to serve their people in a useful fashion. There are many tasks which would be impossible to accomplish were it not for the existence of these Scouts. They investigate alien worlds, search for hidden or lost Webway gates, explore new Maiden Worlds, and visit known but unsettled worlds to establish their suitability for future settlement. Sometimes Scouts are sent to recover lost artifacts, or to retrieve spirit stones which have been stranded far from home. The greatest need is for Scouts who simply watch and wait, keeping a close eye upon potential foes and reporting any source of danger to their Craftworld.

Scouts are frequent visitors to the Craftworlds and the Exodite worlds. As Outcasts they rarely stay for long on any one Craftworld. They spend their time far from home, often embroiled in some distant war on an alien world. In times of impending war Scouts flock back to their home Craftworlds to



THE CRONE WORLDS

When the Eldar worlds were overwhelmed by the rift in time and space known as the Eye of Terror they were not destroyed. They were drawn into the warp and horribly altered, so that they became abodes of daemons and other foul Chaos entities. These worlds still exist in this timeless limbo today, half real and half part of the warp. In this environment both daemons and mortals can survive, and the physical laws of the material universe intermix with the endless possibilities of Chaos to produce hellish nightmare planets. It is impossible to imagine more vile or outlandish places, where the skies burn with fire, rivers run with blood, and mortals are driven to torment by their daemonic masters. Every world is a hell whose form is a creation of a mighty Daemon Prince, the most favoured servants of the Chaos Gods.

To the Eldar these worlds are known as the Crone Worlds. According to tradition the Crone Worlds still preserve some of the Eldar's greatest treasures despite the changes that Chaos has wrought upon them. It is said that there are worlds where Eldar still live, the descendants of Chaos worshipping Eldar of ancient times, spared or re-created by Slaanesh to serve his evil purpose. Sometimes adventurous Eldar Outcasts visit these worlds, searching for some lost treasure or friend. They rarely return and those that do are often so badly wounded in mind and spirit that they soon seek the solace of the Infinity Circuits.

help defend them. At other times they wander through distant space upon their missions. They wear a practical costume derived from the Exodite worlds, and can be recognised easily by their weather-beaten and well travelled appearance. Most characteristic of all is the long coat often tied back so that they can move freely. The missions they undertake are dangerous, often extremely so, and Scouts always carry an array of deadly weaponry.

Scouts may wander for years, undertaking many adventures before they return home to reassume the Eldar path. Many of them die in remote places where their spirit stones are lost forever, whilst some become estranged from the Eldar path altogether, and become Outcasts of a far more lawless and fearful kind.

CHAOS

There are many dangers that an Outcast must face. Most are material dangers that can be fought and defeated. Much more insidious is the far greater peril of the Eldar mind. Adrift from the Eldar path and without the guidance of past masters, an Eldar can drift into the waiting arms of damnation. It is all too easy for a Eldar to embrace the obscene virtues of Chaos, for Slaanesh is nothing more than a manifestation of the Eldar mind in its most wild and unconstrained form. Human morality is meaningless to the Eldar, and to the dark side of the Eldar mind all life is worthless. Cruelty and generosity are but whims of a moment. Beauty and sensuality are virtues which can be expressed in bloodshed just as easily as in song. To an unfettered Eldar mind there is neither sanity nor madness, but merely a wave of perfect existence fulfilled by its own savage momentum.

Of all the servants of Chaos there are few as truly damned as the Eldar Chaos Champions, nor any as utterly at the mercy of their Chaos masters. They are lost to the Eldar race, unacknowledged and forever forgotten by their kinfolk, their souls eternally barred from peace.

WRAITHGUARD & DREADNOUGHTS

The wraithbone core of a Craftworld is a psycho-supportive environment where the spirits of dead Eldar continue to live in the infinity circuit. The many thousands of Eldar whose spirits form the infinity circuit exist both as a single gestalt consciousness and as many individual minds. A single consciousness can separate from the infinity circuit and enter a spirit stone, which can be placed within the shell of a machine, such as the robotic body of a Wraithguard or Dreadnought. Both Wraithguards and the larger Dreadnoughts are psycho-technical robots of humanoid shape. By inserting a spirit stone within them, they are imbued with the intellect of a long dead Eldar and are able to move and act much like living creatures.

The consciousness of a dead Eldar exists in a drifting dream-like state. To a spirit the material world is grey and shadowy, whilst the shape of other spirits is clear and bright. Even the thoughts and feelings of lesser races such as humans are as tangible as steel and stone.

Dreadnoughts are much larger and more powerful machines than Wraithguard, and only the strongest spirits can enter and control one. A Dreadnought stands over twice as high as a living Eldar and is armed with potent weapons of destruction. They tower over the battlefield like giants. Their limbs are long and spindly, but incredibly tough, and the spirit stone and animating mechanism is protected by a sturdy shell.

An Eldar army may be accompanied by several of these machines, but they cannot operate independently. Both Dreadnoughts and Wraithguard are dependent upon the presence of living Eldar for their sense of purpose. The mind of a living Eldar is like a bright beacon, a guiding light which enables the spirit to perceive the world around it.

Wraithguard are the Craftworld's last defenders, living-dead who can be awoken in times of great need. If large numbers of Wraithguard are created the infinity circuit is weakened, so it is unusual for many Wraithguard to be deployed at any one time. Sometimes roving armies are accompanied by Wraithguard, but only in relatively small numbers.



Wraithguard are humanoid in shape, but their bodies are incredibly resilient. Even if they are destroyed in battle the chances are that the spirit stone will survive within its armoured shell, and can be reinstalled inside the Craftworld's infinity circuit.

THE WORLD RUNES

Every Craftworld is represented by an Eldar rune. This rune is used to denote that Craftworld's spacecraft and warriors, and appears on its banners and as a badge on uniforms. The Eldar runes of some of the Eldar Craftworlds and their meaning and mythological significance are shown below.



The Eye of Isha. This rune depicts the sorrow of Isha, the Eldar harvest goddess from whom the Eldar race is said to have sprung. This is the symbol of the Ulthwé craftworld, whose name is a contraction of Ulthanash Shelwe, which means the Song of Ulthanash. This long and incredibly ancient song describes the deeds of Eldanesh, the most important of the Eldar folk heroes.



The Shrine of Asuryan. Asuryan is the oldest and greatest of the ancient gods of the Eldar, the father of gods, and the ultimate ancestor of all living things. This is the symbol of Iyanden craftworld, whose name means Light in the Darkness, another way of referring to the burning shrine of Asuryan.



The Cosmic Serpent. In Eldar myth the serpent represents knowledge and it was the only creature which was said to exist in the material and psychic universes simultaneously. Because of this the serpent knew all secrets of past and present. This is the symbol of the Saim-hann craftworld. Saim-hann means Quest for Enlightenment, for the Eldar word for snake and secret knowledge is the same: 'Saim'.



The Reborn. This rune stands for the ancient principle of reincarnation which was the fate of all Eldar before the Fall. The symbol denotes the Biel-tan craftworld, whose name means the Rebirth of Ancient Days.

ELDAR FORCES

AVATAR

At the heart of every Craftworld sits the Avatar, its own incarnation of the Bloody-handed God of the Eldar, Kaela Mensha Khaine. Aroused from his throne of smouldering iron, the Avatar leads the warriors of his Craftworld to battle. Huge and all-powerful, the Avatar is a god incarnate, the embodiment of the Eldar racial soul, and a deadly opponent even for the most mighty powers of Chaos.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Avatar	6	10	10	8	8	7	10	5	10

SPECIAL RULES

Commander. If the Avatar is included in the Eldar army he is always the commander, even if some other character has an equivalently high Leadership value.

Special Invulnerabilities. The Avatar's supernatural metabolism is based on molten metal at an incredible temperature. Weapons which are heat-based are therefore useless against them. These include melta weapons, plasma weapons, flamers, and equivalent grenade and missile types. The Avatar cannot be harmed by these weapons in any way.

Due to its unique nature, the Avatar is totally unaffected by gas weapons, poisons (including Hellfire shells and Toxin grenades), virus, and blinding attacks such as photon flash flares.

Psychology and Leadership. The Avatar cannot be affected by psychology in any form and will automatically pass any Leadership-based test he is called upon to take. The Avatar can never be broken and never needs to take a Break test. The Avatar does not count as a 'living' model, but he is vulnerable to psychic attacks which do not require a Leadership test.

Iron Body. The Avatar's body is fashioned from burning iron and its blood is glowing magma. As such it has a natural resistance to damage from ordinary weaponry. The Avatar has a saving throw of 2 or more on a D6 in the same way as armour. However, unlike ordinary armour, a weapon's saving throw modifier cannot reduce the Avatar's saving throw to worse than 4 or more. Even a hit from a weapon with a high saving throw modifier (eg, a lascannon with -6) cannot reduce the Avatar's saving throw to worse than 4.

Terror. The Avatar causes *terror* as described in the Psychology section of the Warhammer 40,000 Rulebook. Remember that any creature which causes *terror* automatically causes *fear* as well.



At the heart of every Craftworld there is a sealed chamber. Within this chamber, upon a throne of smouldering iron, sits an Avatar of the bloody-handed god, Kaela Mensha Khaine, the old god of the Eldar now driven into fragmented exile in the material universe by Slaanesh, the Bane of the Eldar. The Avatar sits as still as a statue of ancient metal, pitted with age and encrusted with the patina of corrosion. His eyes reveal only an empty shell. The chamber that surrounds him is built of gleaming wraithbone whose skeletal structure stretches throughout the entire Craftworld, its strands connecting every part to the throne of the Avatar.

When the Eldar prepare for war their thoughts and their souls are directed to their bloody purpose. The Avatar begins to glow as the heat of his fiery blood is kindled. His metal heart begins to quicken and his iron flesh begins to pulse with life. Liquid iron boils through his veins and his smouldering skin crackles and hisses like a furnace. As the Avatar stirs upon his iron throne the whole Craftworld reverberates with power. The Eldar Exarchs and Aspect Warriors sense the psychic vibrations beating through the wraithbone, spreading through the naked ribs of its caverns and chambers. The shrines of the Warrior Aspects begin the rituals of preparation as the battle-call of Kaela Mensha Khaine, the Bloody-handed God, fills the Eldar with an unquenchable thirst for blood.

ASPECT WARRIORS

There are many different types of Aspect Warrior, each served by its own shrine on its Craftworld. Every individual Aspect represents one, tightly delineated aspect of warfare. Some Aspects concentrate on proficiency in hand-to-hand combat, others on marksmanship, some use heavy armour, others are fast and rely upon mobility. It is impossible to say how many individual Aspects there are. Some, such as the weirdly terrifying Slicing Orbs of Zandros, are confined to a single shrine in only one Craftworld. Others represent warrior cults common to many Craftworlds. The Warrior Aspects common to all the most important Craftworlds are the Dire Avengers, Striking Scorpions, Dark Reapers, Fire Dragons, Swooping Hawks and Howling Banshees. The Warp Spiders and Shining Spears are also found on many Craftworlds. Each has its own distinctive style of dress and method of warfare, including a particular type of weapon. These are briefly described below.

Dark Reapers

The Dark Reapers are the most heavily armed of the common Aspects. Their black armour is made from heavy interlocked plates and they have heavy lower leg armour to stabilise their bodies so that they can aim and fire more accurately. Dark Reapers are armed with a deadly long ranged missile launcher and their role is to provide long range supporting fire. The weapon relays an enhanced targeting image into the warrior's helmet via the receptor vanes, making it almost impossible for a Dark Reaper to miss.

Fire Dragons

The Fire Dragons are less numerous than the Dire Avengers and their favoured mode of warfare is more specialised. They wear red, orange or other fiery colours and carry a meltagun which delivers a blast of intense heat.

Howling Banshees

The Howling Banshees are the most lightly equipped of the most common types of Aspect Warrior. They are swift and mobile troops who are most deadly in hand-to-hand fighting. Their banshee masks contain psychosonic amplifiers which magnify their battle screams into mind-destroying barrages. This inflicts a severe shock to the central nervous system of the Eldar's foe causing momentary paralysis. Their costumes are bone-coloured while their flaming shock of hair is orange. Most Howling Banshees are female, although any Warrior Aspects can be male or female.

Shining Spears

The Shining Spears ride sleek jet-bikes and carry the deadly laser lance. Their phenomenal speed enables them to carry the fighting directly to their enemy, whilst their weaponry is sufficiently powerful to pierce even the thickest armour.

Swooping Hawks

The Swooping Hawks wear cunningly constructed wings made up of vibrating feather plates. The pitch and vibration of these plates turns the wings into a blur of colour and carries the Eldar high into the air from where they can swoop down upon their enemies. The Swooping Hawks' costumes are coloured grey and blue to reflect the background colour of sky. Their wings are coloured in brilliant vibrant shades which create dazzling polychromatic patterns when in flight.



Striking Scorpions

The Striking Scorpions are amongst the most powerful of the hand-to-hand fighting Warrior Aspects. Their green armour is especially thick and resilient and every shrine has its own individual system of yellow, black or orange patterning. Striking Scorpions carry powered saw-toothed swords called chainswords as well as shuriken pistols, but their own unique weapons are the mandiblasters worn like tusks on either side of the warrior's helmet. These are short range laser weapons used to deliver a deadly energy sting in close combat.

Dire Avengers

The Dire Avengers wear blue costumes with distinctive high crested helmets. They are the most numerous of all the Aspect Warriors and they have shrines on all the Craftworlds. Dire Avengers are the most tactically flexible of all Aspect Warriors and they are armed with the shuriken catapult – a weapon perfected by the Eldar and especially deadly in the hands of the Dire Avengers.

Warp Spiders

The Warp Spiders are heavily armoured and use a compact warp-generator to leap short distances through the warp. Their favoured method of attack is to warp within a short distance of their foe and discharge their Death Spinner mono-filament guns. These weapons are deadly, but have a relatively short range, and are therefore well suited to the Warp Spiders' special abilities.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Dire Avenger	5	4	4	3	3	1	6	1	9
Fire Dragon	5	4	4	3	3	1	4	1	9
H. Banshee	6	4	4	3	3	1	6	1	9
S. Scorpion	5	4	4	3	3	1	6	1	9
Swooping Hwk	5	4	4	3	3	1	6	1	9
Dark Reaper	4	4	4	3	3	1	4	1	9
Warp Spider	4	4	4	3	3	1	4	1	9
Shining Spear	4	4	4	3	3	1	5	1	9

GUARDIANS



Every Eldar is trained and ready to fight if need be and the Guardians are the Craftworld's most numerous body of fighting troops. Every Craftworld has a distinctive style of clothing typified by the use of certain colours and patterns. These are not a fixed uniform as such and vary considerably from squad to squad and even between individuals within squads. For example, the Guardians of Ulthwé are known as the Black Guardians after the predominant colour of their uniforms.

Black is the Eldar colour of mourning and the Craftworld of Ulthwé has much to mourn, for it lies close to the Eye of Terror and has suffered the attacks of Chaos warbands many times in its long history.

Other Craftworlds use equally distinctive colours or combinations of colours. Alaitoc favours blue or a striking mixture of blue and yellow, for example, while Saim-Hann has red or fiery orange uniforms, and Biel-tan uses white, grey or pale green.



Troop Type	M	WS	BS	S	T	W	I	A	Ld
Guardian	5	3	3	3	3	1	4	1	8

WARLOCKS

The Eldar are a psychically sensitive race and have the inner strength to develop their powers in many extraordinary ways. Eldar who choose this path are called Seers. A Seer uses mystic runes to focus his powers, enabling him to foretell the future, and he carries spirit stones containing the spirits of long dead Seers as his spiritual guides. Some Seers' powers go far beyond prediction and these more powerful individuals are called Warlocks. A Warlock can focus energies in destructive as well as creative ways, sending psychic blasts hurtling from his mind. He can also carry a psychically attuned Witch Blade, a weapon which contains a helix-shaped psychic matrix through which he can channel his own energies.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Warlock	5	4	4	3	4	1	7	1	9
Warlock Champion	5	5	5	4	5	2	7	1	9
Warlock Master	5	6	6	4	5	3	8	2	9

SPECIAL RULES

Psyker. Warlocks have the following mastery levels: Warlock - 1; Warlock Champion - 2; Warlock Master - 3.



FARSEER

The most powerful Seers of all are the Farseers of which every Craftworld has only a very few. They do not normally wake, but spend their time in a state of trance, their spirits roaming at will through the wraithbone, directing the psycho-energy flow throughout the entire Craftworld. Their visionary skills enable the Eldar to avoid the dangers that beset the Craftworlds, exploring the possible future paths that lie ahead, and determining how those paths may be altered. A Farseer does not normally fight in the Eldar's wars, but in times of desperate need his incomparable powers will be employed on the battlefield.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Farseer	5	7	7	4	5	4	9	3	10

As Farseers grow older their minds become so closely linked with the wraithbone core of their Craftworld that their physical bodies grow dormant. Eventually a Farseer of great age will retreat to the Dome of Crystal Seers. Here the ship's wraithbone core breaks through into a broad bio-dome where groves of wraithbone trees reach out into space. Once inside the dome the Farseer's body gradually crystallises and takes root amongst the trees, until eventually he turns entirely to crystal. His spirit is freed into the Craftworld itself, preserved forever within the psycho-conductive wraithbone infinity circuit. Other Eldar sometimes wander through the Dome of Crystal Seers to look upon the Farseers of old whose forms are preserved forever amongst the glades of wraithbone trees.

SPECIAL RULES

Psyker. Farseers are level 4 psykers.



ELDAR SCOUTS

The confinement of the Craftworld homes can become oppressive for the Eldar, some of whom choose to spend part of their lives as wanderers away from their home worlds. These adventurers form the bulk of spacecraft crews, but many are lonely figures, travellers who often leave Eldar society altogether and travel amongst the worlds of men. These Eldar adventurers are the only Eldar likely to be encountered by men except on the battlefield. They are gaunt and haunted figures, torn between the love of their Craftworld homes and the greater glories of the forbidden universe. Their instincts lead them to lives of danger, seeking lost civilisations, rooting out the hidden threat of Chaos, and visiting the ancient Exodite clans on the far rim of the galaxy.

Eldar Scouts are resilient, independent, world-weary warriors used to looking after themselves. Those who survive often return to their Craftworld to settle down into a more conventional life, but most do not return, they die deep in space, alone with their secret anguish, their spirit stones drifting forever in the darkness. When a Craftworld is threatened its Scouts may hear its psychic distress call, take up their weapons and come home to war again.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Eldar Scout	5	3	3	3	3'	1	4	1	8



SPECIAL RULES

Infiltration. Eldar Scouts may use the Infiltration rule as described in the Warhammer 40,000 Rulebook.

Dispersed Formation. Eldar Scouts may use dispersed formation as described in the Squads section of the Warhammer 40,000 Rulebook.

EXARCHS



The Exarchs are the high priests of the Bloody-handed God and keepers of the shrines of the Aspect Warriors. They are warriors who have become trapped in their Warrior Aspects, unable to put aside their adopted mental perspective, so that their entire beings are now devoted to war and death forever. This is a danger every Aspect Warrior faces: his mind may become trapped upon the Warrior Path, and he may be unable to recover his full personality. To an Eldar the dangers of mental entrapment are real and horrifying, and the Exarchs are living embodiments of the dangers the Eldar face when they go to war.

An Exarch wears an elaborate and often ancient version of Aspect Warrior armour. From his shrine he takes the spirit stone that contains the departed spirits of all the past Exarchs. He assumes the sacred name associated with the stone and his spirit mingles with those of all the Eldar who have borne the stone since the shrine's inception. His personality is lost into the greater heroic being that bears the Exarch's name. Memories and experiences of the past merge with his own, his own life become just another stage in the life of the spirit stone, and the heroic warrior is reborn in new flesh.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Exarch	5	6	6	4	4	2	8	2	10

SHADOW SEER

The Shadow Seer plays the roles of fate and fortune, and is said to know the doom of all his companions, even the Great Harlequin. Shadow Seers are powerful psykers, and their abilities are every bit as great as the Farseers of the Craftworlds.

All Harlequins wear a face mask, but that of the Shadow Seer is uniquely blank and smooth. It is claimed that anyone who looks into the face of a Shadow Seer sees a different face, often his own face in some future or alternate time.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Shadow Seer	6	7	7	4	5	4	9	3	10

SPECIAL RULES

Harlequin. The Shadow Seer causes *fear* and can 'flip' out of combat as described for Harlequins. He is not affected by the Dispersed Formation rule because he is a character, but if he fights with a Harlequin unit the rule applies to him as well.

Psychic Powers. Shadow Seers have a mastery level of 4. They can use any of the Eldar runic powers in the Dark Millennium supplement for Warhammer 40,000, including those described as available to Farseers only.



WRAITHGUARD

Wraithguard are the spirits of the living dead enshrined within robotic bodies. The power that animates these warrior machines is drawn from the wraithbone core of the Craftworld. Only in times of great need are the dead called upon in this way, as the wraithbone core is a vital source of energy without which the Craftworld could not survive.

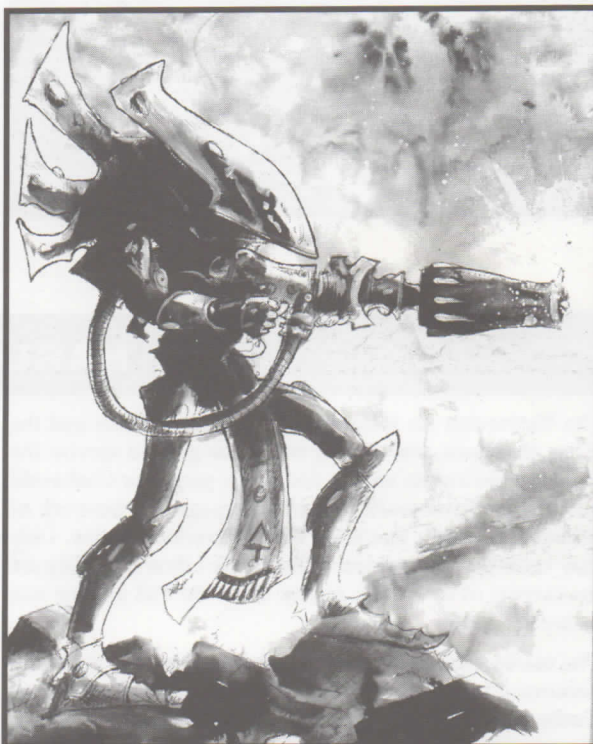
Troop Type	M	WS	BS	S	T	W	I	A	Ld
Wraithguard	4	5	5	5	(AV10)	2	4	1	9

SPECIAL RULES

Armour. A Wraithguard has no toughness (T) value but an armour value as if it were a vehicle. If the Wraithguard is hit roll to beat the armour in the same way as you would for a vehicle. The Wraithguard has only a single value and this is used for all attacks from front, sides or rear. If the armour is equalled or beaten then roll a D6.

- 1, 2 The Wraithguard is knocked to the ground but is unharmed. The model may not move in its following movement phase while it stands up.
- 3,4 The Wraithguard is damaged by the attack. Place a 'wound' marker by the model. If a Wraithguard sustains 2 'wounds' in this way it is destroyed.
- 5,6 The Wraithguard is destroyed and the spirit stone releases its energy into the warp with a horrific moan. There is a chance that models nearby may be sucked into the warp along with it. Roll a D6 for each model within 2". On a score of a 6 a model is consumed by the warp and destroyed. Only a living creature or a spirit powered Wraithguard or Dreadnought can be affected in this way – vehicles, support weapons, and other inanimate objects are immune.

Proximity to Eldar. Wraithguard are spirit creatures whose senses are fixed upon the immaterial universe. Only the proximity of shining Eldar minds allows them to see the material universe. So long as there are living Eldar on the battlefield they can function normally. In addition, if there is a Farseer or Warlock within 12" a Wraithguard may add +1 to any shooting to hit roll. If there are no living Eldar on the battlefield Wraithguard must immediately retreat to their table edge and may do nothing else – if engaged in hand-to-hand combat they will fight but will not strike any blows if they win the combat. Note that neither Dreadnoughts nor the Avatar count as living Eldar.



DREADNOUGHTS

An Eldar Dreadnought has no living warrior within it but is merely a robotic shell, the repository for the animating spirit of a dead Eldar. A spirit is drawn from the infinity circuit and resides within the Dreadnought until such time as its power begins to fade and it can no longer function. Only the most potent spirits can control a Dreadnought, for even the act of consciousness is a major drain upon the resources of the dead. A spirit's natural realm is the warp, where time and place are meaningless, so that even to hold its consciousness in a single place at a given time is exhausting.

Dreadnoughts are represented by a datafax card in the same way as vehicles and for this reason have no profile. A card datafax for the Eldar Dreadnought can be found in the Dark Millennium supplement.

WAR WALKERS

The War Walker is a vehicle of extremely unusual design. It resembles a Dreadnought in that it is massive and humanoid, with long but tremendously powerful limbs. It has a single crewman who operates the machine by means of sensors attached to its arms and legs. It is an ideal means of moving over steep or broken ground, as the limbs have all the agility of a living body. It is also a potent weapon of war, carrying a deadly armament which is the equal of many more heavily constructed vehicles.

War Walkers are represented by a datafax card in the same way as vehicles and for this reason have no profile. A card datafax for the Eldar War Walker can be found in the Dark Millennium supplement.

GREAT HARLEQUIN



The Great Harlequins of the Laughing God are the leaders of the Harlequins and the most powerful of all those wandering warriors. The Great Harlequin represents the Laughing God, and he wears a grotesque face mask in the image of the god. It is said that only the Great Harlequins know the twisting routes through the Webway which lead to the Black Library, where the darkest Eldar secrets are kept. The Great Harlequins are also formidable warriors, the greatest of all their kind.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Great Harlequin	6	7	7	4	4	3	9	3	10

SPECIAL RULES

Harlequin. The Great Harlequin causes *fear* and can 'flip out' of combat as described for Harlequins. He is not affected by the Dispersed Formation rule because he is a character, but if he fights with a Harlequin unit the rule applies to him as well.

HARLEQUINS

The Harlequins are followers of the strange Eldar god the Great Harlequin, one of only two Eldar gods to survive the Fall. The Harlequins are not tied to any particular Craftworld but wander from world to world through the network of interspatial tunnels that binds the Craftworlds together. Only they know the whereabouts of the Black Library, for they are the keepers of its terrible secrets about the Fall and the true nature of Chaos.

The Harlequins are warrior troubadours whose carefully constructed masques and impressive displays of mime and acrobatics tell the many strange stories of Eldar mythology. They wear exotic multi-coloured costumes, brightly patterned to represent figures from the Eldar myth cycles. They never show their real faces but conceal them beneath a shifting costume mask which can assume any image at the will of the Harlequin. When the Harlequins fight in battle their masks are said to reflect the worst nightmares of all those who gaze upon them, causing their foes to quail with supernatural fear.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Harlequin	6	5	5	3	3	1	7	1	10

SPECIAL RULES

Dispersed Formation. Harlequins may use dispersed formation as described in the Squads section of the Warhammer 40,000 Rulebook.

Fear. Because of the effect of their horrifying shape-shifting masks the Harlequins cause *fear* as described in the Warhammer 40,000 Rulebook.

Flip. Harlequin models which are already engaged in hand-to-hand combat at the start of their turn may 'flip out' of combat during their movement phase. This allows models to remove themselves from the combat engagement without breaking or suffering blows from their enemy. The Eldar warriors use their incredible athleticism to back flip away from danger. A Harlequin who flips out of combat may move his full normal move away from his opponent and may be placed facing in any direction ready to shoot as normal. A Harlequin may not flip out of one combat engagement into another.



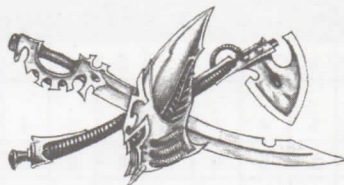
The Eldar Harlequins wear a holo-suit called a *dathedi* which means 'between colours'. The suit incorporates a programmable hologram field which breaks up the outline of the wearer as he moves. When the Harlequin activates the suit his outline is broken into a cloud of tiny, multi-coloured fragments which coalesce into a solid image when the suit is deactivated. These holo-suits are also called jigsaw or domino fields. On the battlefield the suits are programmed to activate as the Harlequin moves so that he is very hard to see or shoot at. It is also difficult to fight a Harlequin in close combat because his image is constantly fragmenting and shifting.

DEATH JESTER



The Death Jester wears the costume of Death. His mask is a skull, and the bones which decorate his costume are said to be made from the bones of the Harlequin group's previous Death Jester. In battle he is heavily armed, unlike the other Harlequins, providing the force's long range weaponry. Death, it is said, strikes from afar and with great surety.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Death Jester	6	6	6	4	4	2	9	2	10



SPECIAL RULES

Harlequin. The Death Jester causes *fear* and can 'flip out' of combat as described for Harlequins. He is not affected by the Dispersed Formation rule because he is a character, but if he fights with a Harlequin unit the rule applies to him as well.

SOLITAIRE

The Solitaire is the most strange and certainly the most deadly of all the Harlequins. He stands apart from the other Harlequins both on the battlefield and at other times, for his chosen role forbids him from associating with or even talking to other Eldar. During the Harlequin ritual recitations he plays the part of Slaanesh, the Great Enemy, and to do so he must tread upon the most dangerous path of all, the Path of Damnation. When he dies his soul must be fought over by the Laughing God and the Chaos God Slaanesh, an uneven match which is likely to be won by Slaanesh unless the Laughing God can somehow trick the Great Enemy out of his prize.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Solitaire	6	8	8	4	4	3	9	3	10

SPECIAL RULES

Harlequin. The Solitaire causes *fear* and can 'flip out' of combat as described for Harlequins. He is not affected by the Dispersed Formation rule because he is a character and cannot fight alongside other units.

Fights Alone. The Solitaire always fights alone. He cannot join the Harlequin unit to fight with it.

Psychology. The Solitaire is immune to psychology. He is not affected by terror, etc, no matter how it is caused.



EXODITE DRAGON KNIGHTS

The Dragon Knights are the warrior caste of the Exodite worlds. They ride fearsome carnivorous reptiles which they call dragons. There are many different kinds of dragon, from creatures somewhat larger than a horse to monsters as big as a house, but only the smaller and more agile are ridden to war. The kind most favoured by the Eldar Knights are common to most of the Exodite worlds.

The leaders amongst the Knights are known as Exodite Lords, and these are represented by Champions, Heroes and Mighty Heroes as shown on the profiles below.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Dragon Knight	5	3	3	3	3	1	4	1	8
Exodite Champion	5	4	4	3	3	1	4	1	9
Exodite Hero	5	5	5	4	4	2	6	2	9
Exodite Mighty Hero	5	6	6	4	4	3	7	3	10
Dragon	8	3	0	4	4	1	1	2	3

SPECIAL RULES

Cause Fear. Exodite Knights ride huge reptiles called dragons which cause *fear* in their opponents. See the Fear rules in the Psychology section of the Warhammer 40,000 Rulebook for details.



Cavalry. Exodite Knights are cavalry of a very special sort. This means that the dragon's Toughness and wounds characteristics are never used, as attacks against cavalry always use the rider's Toughness and wounds values. However, whereas other cavalry gain only a +1 armour save bonus, or +2 in the case of Ork Boarboyz, Dragon Knights receive a +3 armour save bonus.

Remember that a cavalry model always adds the attack value of the mount to that of the rider when fighting in hand-to-hand combat. A Dragon Knight therefore has a total of 3 attacks and an Exodite Lord Mighty Hero a total of 5.

ELDAR PIRATES



Eldar Pirates are the wildest of all the Outcasts. They are quick tempered and unpredictable raiders whose ships are fast and well armed. Eldar Pirates fight and trade with other races, and will even hire out their services for a price. Throughout Eldar history the Pirates have lived apart from other Eldar but on occasions they have come to the rescue of Eldar Craftworlds or Exodite planets. To the vulnerable human worlds of the galactic rim they are a terrifying curse, plunderers and destroyers who appear at will and leave nothing behind but ruin.

Pirate squads are always led by a Pirate Captain, represented by either a Champion, Hero or Mighty Hero as shown on the profiles below.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Eldar Pirate	5	3	3	3	3	1	4	1	8
Pirate Champion	5	4	4	3	3	1	5	1	9
Pirate Hero	5	5	5	4	4	2	6	2	9
Pirate Mighty Hero	5	6	6	4	4	3	7	3	10

SPECIAL RULES

Leaders. Eldar Pirates are fiercely independent of other Eldar. No other Eldar characters can join or lead Eldar Pirate squads. Each Pirate squad always has a single Pirate Captain leader who can be either a Champion, Hero, or Mighty Hero. Pirate Captains only fight as squad leaders; they never fight independently of their squads regardless of level.

Karadryel looked out at the ruined city and shivered. The young Eldar always found that there was something ominous about the cities of man. At best they loomed brutally out of their settings, their ugly hard-edged buildings like naked attempts to dominate the landscape. At worst, like now, when they had been devastated by months of constant battle, they resembled vast haunted gravesites. Each massive skyscraper was a tombstone for thousands. The skeletal bulk of that burned out refinery was like some undead monster waiting to reach down and scoop up any living thing that passed.

Karadryel turned and looked at the rest of his unit. The Eldar warriors sat cross-legged, in positions of meditation, beside their long sleek jet-bikes. Their tall, oval helmets made them seem blank-faced and intimidating as stinging insects. It was hard to imagine the faces of his friends and relatives lay behind those face-plates, the faces of people he had known for years, had laughed and talked and worked with. When the time of war came every Eldar on a Craftworld changed, assuming the personality of a warrior, of someone completely different from his everyday self.

Lorizael there was no longer a prankster but a grim determined warrior who saw humour in nothing. Peaceful, garden-loving Aya turned from a gentle man who would carefully remove an aphid from his beloved moonroses into a bloodthirsty killer who could not slaughter enough of the enemy. Karadryel himself could barely remember his vocation as a singer. It seemed a lifetime ago that he had composed songs on his microharp. It was barely two weeks.

Two weeks could be a lifetime when the Avatar was called forth from the core of the Craftworld and the Eldar went to war. As with everything they did, when they made a commitment to fight, the Eldar made it totally. What had gone before the Warsong had been sung and Khaela Mensha Khaine had been invoked was irrelevant. For the moment the Eldar lived in the Now, and this now meant war.

Karadryel scanned the ruined street, noticing the blasted shop fronts where once merchants had plied their wares. He looked at the burned out remains of groundcars that once might have been their owners' proudest possession and were now coffins of melted plasteel. He studied a playground in which children had once played. It was now a killing ground for any who tried to pass this way.

He wondered when the order telling them to move would come. He and his men should be aloft, scouting out the enemy positions. This constant waiting was stretching his nerves to the breaking point. Now every noise seemed a warning of imminent danger. Every shattered window could conceal a lurking sniper.

Karadryel told himself not to let his imagination run wild. He told himself he just felt insecure because he stood beneath the vast and distant sky of a planet rather than within the comforting curved halls of his Craftworld. He told himself that there was nothing to worry about. In his heart of hearts he knew he was lying to himself. There was everything to worry about.

This world teetered on the edge of annihilation. The forces of Chaos had come, urging the people to rise against their human masters and throw off the rulership

of the Imperium. The uprising had been executed with all the brutality and madness that one would have expected from the worshippers of the Powers of Chaos. The slaughter of the ensuing civil war had been immense judging by the condition of this vast half-empty city.

Karadryel had no idea why the Craftworld had committed its forces here. He knew that the Farseers had advised that it would be necessary, their divinations had revealed that this place was a locus of destiny. That events here would have a knock-on effect, cascading through many worlds and many possible futures. The consequences of Chaos victorious here meant some catastrophe for the Eldar in the future. Karadryel had no idea what. He did know that he personally would fight without needing any more reason than his hatred of the Chaos worshippers.

At first finding that hatred in his heart had surprised him. He had thought of himself as a gentle being, bearing malice to nothing that lived. That had been before he had seen what the forces of Chaos were capable of. If Karadryel had not seen the evidence himself he would not have believed it. But he had seen the pits of charred and cracked human bones where the dark feast had been observed. He had seen the makeshift altars bloody from human sacrifice. He had seen the howling, frothing bloodstained fanatics wearing the tattered livery of the Planetary Defence Force. He had seen the black armoured Chaos Marines that led them.

A faint chiming sounded in his left ear, where the comm-jewel was placed. He heard the small distant voice of Farseer Kelmon tell him that now was the time to get aloft and advance across the city. Unconsciously Karadryel nodded. Seeing his changed stance his warriors were already rising and taking up position astride their machines. Karadryel leapt into the saddle.

Sensing his weight the machine let out a smooth low tone and rose into the air till it hovered an arm's length above the ground, bobbing slightly like a small boat in a swell. Karadryel reached out and grasped the handlebars, the small patches of psychotropic crystal in his gauntlets coming into contact with the control gems on the handgrips. Instantly he was aware of the machine's status. He sensed its readiness for flight. With a mental command he switched the weapon systems to ready. Then he gunned the engines.

The howl of the jets rose like a banshee shriek. The jetbike rushed forward like a rocket. Karadryel rocked back in the saddle, pulling the handlebars back and aiming the vehicle's long nose towards the sky. The jetbike zoomed upward, barely missing the wall that loomed before him.

Karadryel found himself smiling. The sheer joy of riding his vehicle was exhilarating. He leaned to the left and tugged the handlebars once more, sending the jetbike into a long looping curve that took it past the edge of the nearest building and sent it racing down the abandoned street.

He willed the vehicle to move ever faster and shifted his weight to send it jinking from side to side. Speed and an erratic flight pattern were now his best defences against enemy fire. There was no cover now that he was airborne.

He tossed a glance back over his shoulder and saw his unit strung out in a long line behind him. They seemed oddly stationary as the buildings flashed by, but he knew their velocity matched his own. He looked at the ground blurring below his boot where it lay on the footrest. Shattered groundcars came and went as if on a conveyor belt. It was hard to resist the illusion that they were moving and he was standing still so well did his armour and helm insulate him against the wind.

He willed the jetbike to move faster and the resistance of the air pushed him back into his padded seat. The wind's ghost voice was now audible as a keening whine. He glanced around and became aware of a glittering point of light in a nearby window. All too aware that it might be the barrel of a sniper's rifle catching the sun, he threw his weight to one side and pushed the nose of the jetbike down. The muscles of his arm tensed as he felt his vehicle resist. Its shape naturally inclined it to level or upward flight. A searing flash of light passed overhead. Las-rifle, he told himself. It was gone now too fast to worry about. He threw himself to the right and pulled the nose up, sending the jetbike arcing to the right into another street. Following his hasty command his men did likewise.

Now he felt fully alive, mounted on a fast moving jetbike, racing against death from enemy fire. He was on the edge. This was a sensation he could never get in peacetime. This was a thrill that no song could ever give him. He knew now the full attraction of Khaela Mensha Khaine to the Eldar. There was part of their psyche that craved danger and violence and speed even while other parts of their soul rejected it. This was the secret mystery of Khaine's attraction.

He brought the jetbike down till it skimmed just above ground level. Here and there burned out vehicles, both military and civilian, littered the road. He had to jink left and right to avoid them, and he had only a fraction of a second to make the decision. He told himself that he was doing it for the extra cover but he knew that he was really doing it because he wanted to. The sound of engines coming from behind him told him that the others in his unit felt the same way.

Control yourself, he told himself. This is not a joyride. It is a military mission and you have just entered enemy territory. He pulled himself up just enough to skim above the wrecked cars and raced on.

It was like rushing down the base of a vast plascrete canyon. Buildings flickered by on either side. Occasionally there was a sudden blaze of light as he emerged from the shadow of one of the skyscrapers into a patch of light created by the collapse of some building.

Up ahead now, he could see small figures moving behind barricades. They were not Eldar. They were the enemy. He spoke a hurried command into the comm-net and cut back the throttle a little, giving his unit time to form up in the great V of the attack formation. He was at the point. Formation achieved he gunned the engine once more.

Karadryel had hoped that the attack would be so swift that the enemy would be taken by surprise and his hopes were exceeded. They flashed ever closer to the unsuspecting humans and then as soon as they were in range they opened fire.

Shuriken catapults accelerated their deadly projectiles towards their targets. Karadryel watched his weapons kick up twin streams of dust as they came ever closer to the barricade, then they shredded the wood and rubble as if they were papier maché. Karadryel caught the team of a heavy bolter in his sights and let fly. As he watched the humans were ripped apart by shuriken. It was as if they were torn apart by an invisible shredder. They simply seemed to disintegrate.

Other men fell, some clutching the stumps of amputated limbs, others with their heads exploded, as Karadryel's fellows let fly. Karadryel kept firing until the last second as they whizzed above the barricade. He saw men duck and throw themselves flat even though he was well above their heads.

The jetbikes pulled into a steep climb. G-force pushed Karadryel back and tugged at his cheeks. He felt his eyes bulging within his helmet. He brought the jetbike round and pulled into tight left turn, struggling against losing control as he did so. Other members of his unit flashed by, unable to maintain their formation in the stress of making such a tight turn. Karadryel gave the command to break and make individual attacks.

This pass was not the easy one the first had been. Karadryel dived through a hail of las-fire. Laser bolts flashed past on either side of him. He jinked and weaved, knowing it was more down to luck than skill whether he avoided the incoming fire. He willed his jetbike's weapons to open fire once more and sent a stream of death down to play over his foes. More men died before they knew what hit them.

Out of the corner of his eye, Karadryel saw that Aya was hit. A plume of oily black smoke emerged from the broken carapace of his jetbike. His armour was melted and fused in a dozen places. Even as his vehicle fell from the sky, he kept firing and accelerating, aiming for the largest concentration of enemy troops. His jetbike clipped the top of the barricade, and tumbled end over end for hundreds of yards down the street before exploding. Karadryel offered up a silent prayer for Aya's soul. There was no way anyone could have survived a crash like that.

Down the street behind the barricades Karadryel could see plumes of dust rising as other vehicles approached. His keen eyes quickly deduced that they were Rhinos bearing human reinforcements. Without a second thought he gave the order to retreat and raced back along the streets down which he had come, all the time fearing to feel the white hot blast of lasfire between his shoulder blades. He did not relax till he had pulled round the corner out of sight.

He pulled his vehicle to rest, letting it slide down till it floated just above the ground. The rest of his unit flashed into view, slowed and came down to join them. Aya had been the only casualty. Already Karadryel had conceived a plan. They would circle round this building and attack the humans from a different direction. They had the rest of the day to make hit and run attacks against the human line, and with any luck they would tie up far more than their number of troops. Swiftly Karadryel outlined his plan, sensing eagerness in all his comrades. Soon they were aloft once more, this time filled with grim purpose.

It was going to be a long day.

THE AVATAR



THE BLOODY HAND



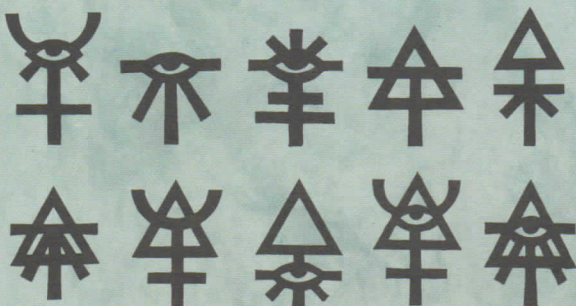
At the heart of every Craftworld sits the Avatar, its own incarnation of the Bloody-Handed God of the Eldar, Kaela Mensha Khaine. Aroused from his throne of smouldering iron, the Avatar leads the warriors of his Craftworld to battle.

The Avatar glows with supernatural heat as molten iron flows through its metal body. Huge and all powerful, the Avatar is a deadly opponent for even the mighty powers of Chaos.



ELDRAD ULTHRAN FARSEER OF ULTHWÉ

Eldrad Ulthran ranks among the most powerful Farseers of Ulthwé. He is near the end of his long life span, and even now the Dome of Crystal Seers calls ever more strongly to him. Soon he will retire from his flesh and his soul will be free to mingle with the souls of his ancestors. Eldrad has saved thousands of Eldar lives with his accurate predictions of the future and has vowed to dedicate his remaining years to leading the armies of Ulthwé to victory on the battlefield.



A SELECTION OF THE MANY RUNES USED BY
ELDAR WARLOCKS AND FARSEERS



ELDAR GUARDIANS



ALAITOC

Alaitoc lies upon the frontiers of the galaxy, a great sprawling zone of border empires and outlaw worlds. Its Guardians wear blue costumes with yellow or blue helmets.



IYANDEN

Iyanden was once the largest of the Craftworlds, but is now partly ruinous due to a devastating Tyranid attack. Its proud Guardians wear yellow uniforms with helmets in a contrasting colour of which blue is the most popular.



BIEL-TAN

For the people of Biel-Tan the way of the warrior is considered the first and most important step upon the Eldar path. Guardians wear light grey or pale green uniforms with dark green helmets.



SAIM-HANN

Saim-Hann is the most wild and barbaric of the large Craftworlds where the way of the warrior is least stringent. Its Guardians wear red or bright orange costumes, with contrasting helmets of black or white.



GUARDIANS OF ULTHWÉ

Constant warfare against Chaos has hardened the people of Ulthwé, and the Guardians of Ulthwé are known as the Black Guardians. Their uniforms are predominantly black with golden yellow helmets.



ULTHWÉ GUARDIAN SQUAD ARMED WITH SHURIKEN CATAPULTS



ULTHWÉ GUARDIAN SQUAD ARMED WITH LASGUNS



ULTHWE GUARDIANS SQUAD ARMED WITH CLOSE COMBAT WEAPONS



Each squad of Guardians is distinguished by a minor variation in its uniform - often in the colour of helmets, sashes, and weapons. A squad will often have its own unique helmet patterning, and a selection of common styles is illustrated here. Although we have chosen Ulthwé Guardians, the same applies to all the Craftworlds.



ULTHWE JET BIKE



ULTHWE ANTI-GRAV PLATFORM WITH LASCANNON



WARLOCK WITH SINGING SPEAR

WARLOCKS OF ULTHWE

The traditional colours of each Craftworld are reflected in the uniforms of its Guardians. These same colours commonly appear on the robes of the Craftworld's leaders and psykers. Together with the use of the Craftworld rune, these theme colours identify the Craftworld to which any Eldar belongs.

Farseers and Warlocks can easily be identified by their force weapons and distinctive Wraithbone helmets.



WARLOCK WITH FORCE SWORD

ELDAR PHOENIX LORDS



JAIN ZAR - The Storm of Silence

The Phoenix Lord Jain Zar is extremely devoted to the shrines of the Warrior Aspects throughout the Craftworlds. She travels the Webway, visiting the shrines and nurturing her spiritual descendants. Selected by Asurmen for her speed and ferocity Jain Zar was the first of the Children of Asur. Jain Zar carries a deadly power blade in the form of the Blade of Destruction. She also uses the fearsome Jainas Mor, the Silent Death, a triple-bladed throwing weapon that always returns to her hand.



THE SILENT DEATH



THE BLADE OF DESTRUCTION



BAHARROTH - The Cry of the Wind

Baharroth is the oldest of the Swooping Hawks, the first of the winged Exarchs. He learned the arts of war from Asurmen himself, in the first and greatest Shrine of Asur, when the Fall was a living memory in the minds of the Eldar. Since then he has been reborn many times.

Baharroth carries a potent lasblaster as well as a power sword and shuriken pistol. He also has Swooping Hawk wings and a grenade pack.



DETAIL OF WINGS



MAUGAN RA - The Harvester of Souls

Altansar was one of the many Craftworlds, both large and small, which survived the Fall. Although the Eldar of Altansar fought valiantly against the encroachment of Chaos, they were unable to escape their inevitable doom, and within five hundred years of the Fall their Craftworld was swallowed into the warp. Of that world nothing now remains except for the Phoenix Lord known as Maugan Ra, the Harvester of Souls, most mighty Exarch of the Shrine of the Dark Reapers.

Maugan Ra is armed with an archaic weapon called the Maugetar, which consists of a Shuriken Shrieker Cannon combined with a deadly scythe - shaped power blade.



ELDAR PHOENIX LORDS



FUEGAN - The Burning Lance

Fuegan learned the art of war in the Shrine of Asur under the eyes of Asurmen. He later founded the Shrines of the Fire Dragons, and schooled them in the art of war with fire and flame. Fuegan is armed with a massive and deadly



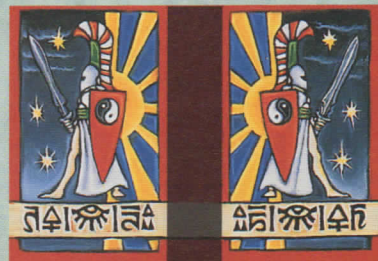
DETAIL OF FIRE AXE

Firepike and carries the Fire Axe. This ancient weapon glows with the heat of its forging. It has never cooled since the day it was made, and the runes upon its surface writhe in fiery agony.



ASURMEN - Hand of Asuryan

Of all the Phoenix Lords the oldest and most honoured is Asurmen. It was he who created the path of the warrior in the years following the fall of the Eldar. Asurmen carries into battle the potent Sword of Asur.



ASURMEN'S BANNER



KARANDRAS - The Shadow Hunter

Karandras is one of the most mysterious of the Phoenix Lords. No-one knows where his Shrine originally lay, but perhaps it was one of the small Craftworlds which survived the fall only to be destroyed soon after. The oldest and most sinister of the Exarchs of the Striking Scorpions is the fallen Phoenix, Arhra the Father of Scorpions. Karandras wears a unique and very potent mandiblaster helmet called the Scorpion's Bite. This ancient weapon is far more effective than the mandiblaster worn by the Striking Scorpion Aspect Warriors, and can inflict much more damage.



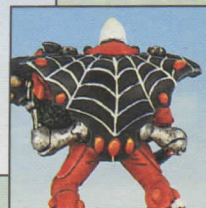
SCORPION'S BITE

FUEGAN'S BANNER
DEPICTS THE
ICON OF THE FIRE
DRAGON SHRINE



ELDAR ASPECT WARRIORS

WARP SPIDERS



Unlike Guardians, Aspect Warriors do not display the colours and symbol of their Craftworld on their armour. Instead they display their allegiance to their individual shrines regardless of which Craftworld they are from. Each Aspect Warrior shrine has its own distinctive rendition of the traditional colours and markings of its Aspect, with further variations designating different squads from the same shrine.



The Warp Spiders Warrior Aspect adorn their armour in the colours of red and black, often offset with white. Commonly the armoured shell of their jump generator has a marking unique to their shrine, with further variants being applied to the markings of different squads from the same shrine.

TYPICAL VARIANTS OF THE WARP SPIDERS COLOUR SCHEME

SHRINE MARKINGS

DARK REAPERS



Dark Reapers use the rune *Dralth* to mark their helms, showing their role within the Path of the Warrior as the harbingers of death and destruction.

Dark Reapers Aspect Warriors wear heavy armour of interlocking plates and carry sleek but deadly missile launchers. They embody the aspect of the War God as Destroyer, the dark reaper of souls, most sinister and lethal of all the warrior aspects. Their armour is predominantly black or midnight blue to signify their embrace of the dark and destructive forces of the Eldar psyche. This is offset by the colour red, which symbolises red ruin and fury, on their helmets and weapons. Some shrines favour back-banners or weapon pennants marked with skulls or the triple-bladed scythe, though this is by no means universal.



SOME COLOUR SCHEME VARIATIONS FOR DARK REAPERS

ELDAR ASPECT WARRIORS

DIRE AVENGERS



The Dire Avenger Aspect Warriors traditionally wear deep blue or blue-grey armour suits which are closest to the uniforms of conventional Guardians. Their helmets and distinctive crests are usually in contrasting colours - white, red, yellow or black.



HOWLING BANSHEES



The Howling Banshee Aspect Warriors use the colours of bone white and flaming red. The red proclaims their ferocity and passion of their path. The bone white colour symbolises the eternal death the spirit of the Banshee brings.

ELDAR ASPECT WARRIORS

STRIKING SCORPIONS



The insect-like armour of the Striking Scorpion Aspect Warrior is predominantly green, often banded alternately with black, orange or yellow across its plates and ridges.

FIRE DRAGONS



Fire Dragon Aspect Warriors all wear a distinctive scaled and spined armour which always reflects the colour of fire and flames. Combinations of red, orange and yellow mark the armour of the different shrines of Fire Dragons.



TYPICAL VARIATIONS OF THE FIRE DRAGONS COLOUR SCHEME



SWOOPING HAWK ASPECT WARRIORS

These graceful flyers wear armour in the colours of the sky itself. Most often these are blues and greys but even the darkness of the night sky is used by some Swooping Hawk Shrines.



SCORPION EXARCH



HARLEQUIN



DARK REAPER EXARCH



DIRE AVENGER EXARCH



HARLEQUIN



ELDAR SCOUT



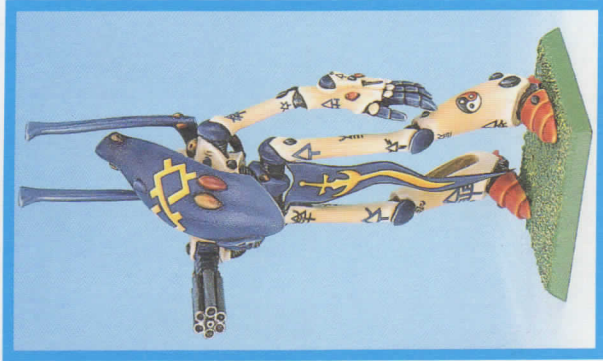
ELDAR SCOUT



This is a selection of the immensely varied and colourful warrior types which can be found in an Eldar War Host.



ELDAR DREADNOUGHT



VEHICLE DATA

M	WS	BS	S	I	A	LD
8	6	6	5	6	3	8

CREW: SPECIAL

RAM VALUE:

STRENGTH 6 -3 SAVE D8 DAMAGE

WEAPONS:

Two arms fitted with **power fists**, each with either a built in **shuriken catapult** or **flamer** with targeter, with a 90° arc of fire to the front.

One arm may be upgraded to carry **one** of the following weapons fitted with a targeter: **distortion cannon +25 pts; lascannon +30 pts; missile launcher** with frag and krak missiles +30 pts; **heavy plasma gun +30 pts; scatter laser +30 pts.**

Alternatively, instead of replacing the arm the weapon may be fitted to a shoulder mount with a 90° arc of fire to the front at a cost of +15 points.

WEAPON DATA

WEAPONS	RANGE SHORT LONG	TO HIT SHORT LONG	STR.	DAM.	SAVE MOD.	ARMOUR PENE.	SPECIAL
D-Cannon	0-16 16-32	- see special rules	-	-	-	-	See main rules
Lascannon	0-20 20-60	- - 9	2D6	-6	-6	3D6+9	
Frag Missile	0-20 20-72	- - 4	1	-1	-1	D6+4	2" Blast Marker
Krak Missile	0-20 20-72	- - 8	D10	-6	-6	D6+D10+8	
Power Fist	Close combat only	8	1	-5	-5	D20+D6+8	
Scatter Laser	0-20 20-60	- - 6	1	-1	-1	D6+6	See main rules
Heavy Plasma Gun							*One turn to recharge after firing on max power
Low Energy	0-20 20-40	- - 7	D4	-2	-2	D6+D4+7 1 1/2"	Blast Marker
Max Power*	0-20 20-72	- - 10	D10	-6	-6	D10+D6+10 1 1/2"	Blast Marker

POINTS COST: 160 points

D6	LOCATION	ARMOUR FRONT SIDE/REAR
1-2	Legs	18 18
3	Left Arm	18 18
4	Right Arm	18 18
5-6	Head	22 18

D6 Leg Damage Table

1 The inch thick armour plates on the dreadnought's leg hold, but the force of the blow slows it down. The dreadnought may not move in its next turn.

2 The dreadnought is knocked sprawling. It staggers D3" in a random direction, colliding with anything moved into.

3-4 The leg is seriously damaged. The dreadnought may now only limp 1D3" per turn.

5-6 The leg is blown off and the dreadnought crashes to the ground. It may not move or attack for the rest of the game, and is effectively destroyed.

D6 Arm Damage Table

1 The arm is hit and partially paralysed. Any ranged weapons incorporated into the arm may still be used, but the arm cannot be used to fight in hand-to-hand combat. Reduce the dreadnought's Attacks characteristic by 1 point.

2 Any weapons mounted on the arm are jammed or partially damaged and can only be used if you first roll a 4+ on 1D6.

3-5 The arm is torn from the dreadnought's body. Any weapons mounted on the arm are destroyed, and the dreadnought's Attacks characteristic is reduced by 1 point.

6 The arm is destroyed and any weapons mounted on it explode! The explosion flashes back to the dreadnought's hull, bypassing all armour, and causing a secondary explosion. Roll on the Head Damage Table to find out what effect this second explosion has.

D6 Head Damage Table

1 The dreadnought's controls are damaged making it difficult to control. The dreadnought may only move or attack if you first roll a 4+ on a D6.

2 The Spirit Stone controlling the dreadnought is badly damaged. All of the dreadnought's characteristics are halved for the rest of the game.

3 The cooling pipes for the dreadnought's engine are destroyed and the engine starts to overheat. Roll a D6 at the beginning of each player's turn: the machine explodes on a roll of 1 or 2. Any models within 3" suffer D6 Strength 10 hits with a -3 saving throw modifier.

4-5 The Spirit Stone controlling the dreadnought is destroyed. The dreadnought staggers D3" in a random direction, colliding with anything moved into, and then collapses to the ground. The sudden release of psychic energy will inflict D3 wounds (no save allowed) on any Eldar psyker within D6" of the dreadnought as it collapses.

6 The dreadnought's ammunition explodes. The dreadnought is destroyed and any models within 3" suffer D6 Strength 10 hits with a -3 saving throw modifier.

ELDAR JETBIKE

D6		ARMOUR	
LOCATION	FRONT	SIDE/REAR	
1-2	Eldar Rider	see below	
3-6	Jetbike	12	10

Bike Damage Table

- 1 The jetbike's weapons are destroyed and may no longer be used.
- 2 The bike's jet is damaged, reducing its power output. From now on the bike's maximum speed is reduced to its slow rate only.
- 3 The jetbike's controls are damaged, making it difficult to control. Roll a D6 at the start of each of the bike's movement phases. On a roll of 4, 5 or 6 the rider is able to control the jetbike and it moves normally. On a roll of 1, 2 or 3 the bike moves out of control for that turn.
- 4 The jetbike's engine cuts out and it crashes to the ground D6" away in a random direction. Anybody under the bike when it lands takes D3 S6 hits with a -2 saving throw modifier. The rider is able to leap from the jetbike before it crashes, but will suffer damage if the bike was moving at more than 10" in its previous move.
- 5 The jetbike's engine explodes, killing the rider. The wreck comes crashing to the ground 2D6" away in a random direction. Anybody under the bike when it lands takes D3 S6 hits with a -2 saving throw modifier.
- 6 The jetbike's fuel catches fire, killing the rider. The flaming wreck hurtles out of control next turn and then explodes, showering wreckage all around and causing D3 Strength 8 hits with a -3 saving roll modifier on all models within 3".

Rider Damage Table

Roll to see if the rider is killed using the normal shooting rules. The rider has a Toughness of 3 and is wearing mesh armour which confers a 5+ armour saving throw, and has 1 Wound. If the rider is killed then the jetbike will move out of control until it leaves the table, crashes, or is destroyed.



VEHICLE DATA

CREW:

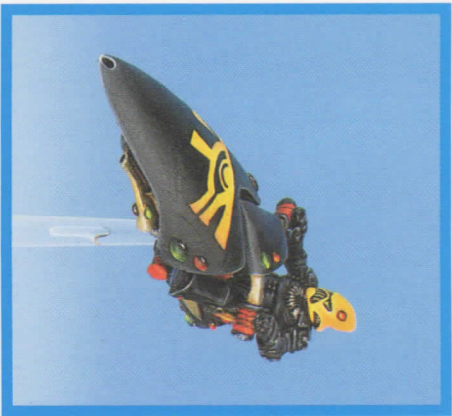
ONE ELDAR RIDER

RAM VALUE:

STRENGTH 5
D4 DAMAGE
-2 SAVE

MOVEMENT:

SLOW SPEED: 10"
COMBAT SPEED: 18"
FAST SPEED: 35"
TYPE: SKIMMER / BIKE



WEAPONS

Twin linked shuriken catapults fitted with a targeter firing forward in a 90° arc of fire. The shuriken catapults may be replaced with a single shuriken cannon at a cost of +5 points.

WEAPON DATA

WEAPONS	RANGE		TO HIT		STR.	DAM.	SAVE		ARMOUR	SPECIAL
	SHORT	LONG	SHORT	LONG			MOD.	PENE.		
Shuriken Catapult	0-12	12-24	+1	-	4	1	-2		D6+4	Sustained fire (2 dice)
Shuriken Cannon	0-20	20-40	+1	-	5	D4	-2		D6+D4+5	Sustained fire (2 dice)

POINTS COST: 20 points + rider



WARGEAR CARD



WARGEAR CARD



WARGEAR CARD



WARGEAR CARD

THE SWORD OF ASUR 10 Points

The Sword of Asur is a massive power blade of ancient origin. It can be wielded in one or both hands, permitting its user the option of fighting with two weapons or inflicting a single devastating attack. The Sword of Asur is imbued with the psychic power of Asurmen so it negates daemonic saving throws just like a force weapon.

RANGE	TO HIT		STR.	DAM.	SAVE MOD.	ARMOUR PENE.	SPECIAL
	SHORT	LONG					
One handed Close combat			6	1	-3	D6+6+D12	Parry
Two handed Close combat			7	1	-4	D6+7+D12	Parry

ELDAR ONLY

THE STAFF OF ULTHAMAR 18 Points

This ancient force staff is carried by the chief of the Farseers of Ulthwé, and forms a hyperspatial link with the infinity circuit of that Craftworld. At the end of the psychic phase unused force cards may be stored in the staff instead of discarded. There is no maximum number of force cards that can be stored in this way. Stored cards enhance the wielder's Strength and can be expended in future psychic phases by adding them back to the player's hand. In hand-to-hand combat the staff may be used as a weapon and increases the wielder's Strength by his mastery (ie 4) plus 1 for each card stored in the staff. NB: stored cards are not expended when used to enhance hand-to-hand combat. In combat against daemons the wielder wounds daemons automatically with no saving throw possible.

ELDAR FARSEERS ONLY

THE MAUGETAR 45 Points

The Maugetar is a scythe-shaped weapon built into a Shuriken Shrieker Cannon. It is an ancient weapon of unknown origin. The Maugetar can fire normal ammunition or Shrieker ammunition using the same profile. See the Warhammer 40,000 Rulebook for the full Shrieker ammunition rules. The Maugetar is exceptionally well made so any 'jam' results rolled on the sustained fire dice are ignored. The weapon requires two hands to use and cannot be used to parry in hand-to-hand combat.

RANGE	TO HIT		STR.	DAM.	SAVE MOD.	ARMOUR PENE.	SPECIAL
	SHORT	LONG					
Close combat only			8	D3	-6	D6+8+D3+D20	-
0-20 20-40 +1 -			6	D4	-4	D6+D4+6	Sustained fire -2 dice
Shuriken Cannon							

ELDAR ONLY

THE FIRE AXE 10 Points

The Fire Axe is a power weapon of ancient construction and incredible potency. It was forged in fire during the Fall and the heat of its creation has never left it. Entrapped runes writhe in the smouldering flames that dance on its surface.

RANGE	TO HIT		STR.	DAM.	SAVE MOD.	ARMOUR PENE.	SPECIAL
	SHORT	LONG					
Close combat only			6	D3	-3	D6+6+D3+12	-

ELDAR ONLY



WARGEAR CARD



WARGEAR CARD



WARGEAR CARD



WARGEAR CARD

THE SCORPION'S BITE

18 Points

The Scorpion's Bite is a vastly superior mandiblaster constructed in ancient times. It takes the form of a sinister helmet which incorporates two mandible-shaped laser weapons. The Scorpion's Bite automatically shoots before close combat is resolved, in the same way as a mandiblaster. Work out shooting exactly as normal. If the Scorpion's Bite hits roll two D6 and pick the highest. If the score is equal to or more than the target's Toughness D3 wounds are sustained. Saving throws are at -3.

RANGE		TO HIT		STR.	DAM.	SAVE		ARMOUR	PENE.	SPECIAL
SHORT	LONG	SHORT	LONG			MOD.				
Close combat only				Special	D3	-3		None		Shooting

ELDAR ONLY

THE BLADE OF DESTRUCTION

12 Points

This long and elegantly curved blade was made in the distant past and retains much of its original power. It is amongst the most potent of all Eldar weapons that survive from the time of the Fall. It is light and easy to wield with blurring speed. An Eldar armed with the Blade of Destruction may make two parries against opponents in hand-to-hand combat.

RANGE		TO HIT		STR.	DAM.	SAVE		ARMOUR	PENE.	SPECIAL
SHORT	LONG	SHORT	LONG			MOD.				
Close combat only				7	1	-4		D6+7+D12		Parry twice

ELDAR ONLY

THE SILENT DEATH

25 Points

The Silent Death is a triple-bladed throwing weapon whose edges were forged in the anti-flame of the warp. Black fire licks around its keen surfaces, sharper than any mortal substance. When the weapon is thrown it may strike several targets. Nominate your first target and roll to hit. If successful, nominate a further target within 2" of the first; if this is hit nominate a further target within 2" of the second, and so on. Continue rolling to hit until you miss or until there are no further targets within the weapon's range and/or within 2" of the last target, after which the Silent Death automatically returns to the thrower's hand.

RANGE		TO HIT		STR.	DAM.	SAVE		ARMOUR	PENE.	SPECIAL
SHORT	LONG	SHORT	LONG			MOD.				
0-12	12-24	-	-1	5	1	-2		D6+5		-

ELDAR ONLY

THE MASK OF JAIN ZAR

20 Points

This is the first and greatest of all Howling Banshee masks after which all others were merely copies. It functions in a similar way to an ordinary Banshee mask but is more effective. An enemy who is charged may not fire overwatch at the charging Eldar and must hold his ground. During the first round of close combat, when the Eldar charges, his opponent rolls no attack dice because of the mask's paralysing effect. In addition, in the second round of combat the enemy must roll 4+ on a D6 to escape the mask's effect – otherwise he rolls no attack dice again. The mask has no effect in the third and subsequent rounds. If the Eldar wearing the Mask of Jain Zar is charged by an enemy the mask has no effect.

ELDAR ONLY



WARGEAR CARD



WARGEAR CARD



WARGEAR CARD



WARGEAR CARD

LASBLASTER

25 Points

The lasblaster is a tri-barrelled laser weapon with a powered blade attached to the stock. The weapon can fire three shots per shooting phase in the same way as the Eldar scatter laser. All three targets must be within 6" of each other, roll to hit as normal and resolve any damage using the weapon profile given below. The powered blade in the stock may be used in hand-to-hand combat using the profile given below.

RANGE		TO HIT		STR.	DAM.	SAVE MOD.	ARMOUR PENE.	SPECIAL
SHORT	LONG	SHORT	LONG					
0-12	12-24	+1	-	6	1	-1	6+D6	3 Shots
Close combat only				5	1	-3	2D6+5	-

ELDAR ONLY

SEER RUNES

20 Points

Seer runes are complex wraithbone shapes used by Eldar Farseers to predict the future and the flow of the warp. Seer runes may also be used to temporarily sever an enemy's connection with the warp and so nullify a psychic power. When an enemy uses a psychic power you may immediately counter its effects by using the seer runes. The power is nullified automatically. The seer runes are temporarily disrupted after use and may not be used again in the same battle.

**ELDAR FARSEERS ONLY
DISCARD AFTER USE**

ELDAR SPIRIT STONE

30 Points

A spirit stone is a special crystal containing the psyche of a long-dead Eldar. Often the spirit stones of Eldar seers are carried by their living compatriots to lend them extra psychic strength. A spirit stone can be tapped for additional psychic energy once per battle, enabling the Warlock or Farseer to draw one extra warp card per mastery level from the warp deck immediately.



**ELDAR PSYKERS ONLY
DISCARD AFTER USE**

THE FIREPIKE

25 Points

The Firepike is an intricate and elegant Eldar heat weapon, an ancient artifact created before the Fall of the Eldar. A Firepike is a form of long-range melta-gun which can blast holes through armour and flesh with ease. Its profile is shown below.

SHORT	LONG	SHORT	LONG	STR.	DAM.	MOD.	PENE.	SPECIAL
0-12	12-24	+1	-	8	D6	-4	2D6+8	1" Blast

ELDAR ONLY

ELDAR WAR WALKER

VEHICLE DATA

M	WS	BS	S	I	A	LD
8	3	3	5	4	2	8

CREW:

ONE ELDAR GUARDIAN

RAM VALUE:

STRENGTH 6 -4 SAVE

D6 DAMAGE

WEAPONS

The War Walker is armed with two weapons chosen from the following list:

- scatter laser (+35 points);
- lascannon (+35 points);
- heavy plasma gun (+30 points);
- missile launcher with frag and krak missiles (+35 points);

Both weapons are fitted with targeters and have a 90° field of fire to the front.

WEAPON DATA

WEAPONS	RANGE SHORT LONG	TO HIT SHORT LONG	STR.	DAM.	SAVE MOD.	ARMOUR PENE.	SPECIAL
Lascannon	0-20 20-60	- -	9	2D6	-6	3D6+9	-
Scatter Laser	0-20 20-60	- -	6	1	-1	D6+6	See main rules
Frag Missile	0-20 20-72	- -	4	1	-1	D6+4	2" Blast Marker
Krak Missile	0-20 20-72	- -	8	D10	-6	D6+D10+8	
Heavy Plasma Gun							*One turn to recharge after firing on max power
Low Energy	0-20 20-40	- -	7	D4	-2	D6+D4+7	1 1/2" Blast Marker
Max Power*	0-20 20-72	- -	10	D10	-6	D10+D6+10	1 1/2" Blast Marker

POINTS COST: 80 points

D6	LOCATION	FRONT	ARMOUR SIDE/REAR
1-2	Legs	18	18
3-4	Weapon*	18	18
5-6	Eldar / Engine**	Special	18

*The weapon nearest to the attacker is hit
**Eldar is hit from front, Engine from rear

Leg Damage Table

- 1 The inch thick armour plates on the War Walker's leg hold, but the force of the blow slows it down. The War Walker may not move in its next turn.
- 2 The War Walker is knocked sprawling. It staggers D3" in a random direction, colliding with anything moved into.
- 3-4 The leg is seriously damaged. The War Walker may now only limp 1D3" per turn.
- 5-6 The leg is blown off and the War Walker crashes to the ground. It may not move or attack for the rest of the game, and is effectively destroyed.

Weapon Damage Table

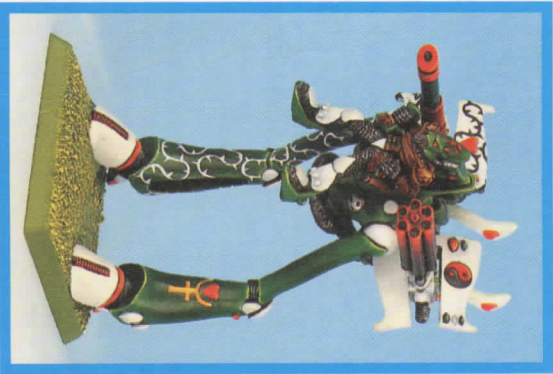
- 1 The weapon is jammed or partially damaged and can only be used if you first roll a 4+ on 1D6.
- 2-5 The weapon is torn from the War Walker's body and destroyed.
- 6 The weapon explodes! The explosion flashes back to the War Walker's engine bypassing all armour, and causing a secondary explosion. Roll on the Engine Damage Table to find out what effect this second explosion has.

Engine Damage Table

- 1 The War Walker's controls are damaged, making it difficult to control. The War Walker may only move or attack if you first roll a 4+ on a D6.
- 2-3 The cooling system for the War Walker's engine is destroyed and the engine starts to overheat. Roll a D6 at the beginning of each player's turn: the machine explodes on a roll of 1 or 2. Any models within 3" suffer D6 Strength 10 hits with a -3 saving throw modifier.
- 4-6 The War Walker's engine explodes, killing the Eldar and causing D3 Strength 8 hits with a -3 saving roll modifier on all models within 3".

Eldar Damage Table

Roll to see if the Eldar is killed using the normal shooting rules. He has a Toughness of 3 and is wearing mesh armour that confers a 5+ saving roll, and has 1 wound. In addition, he is protected by a special power field which confers a 2+ saving throw against shooting which is never modified for any reason. The power field does not protect against hits from hand-to-hand combat. If the Eldar is killed then the War Walker moves out of control for one turn and then collapses to the ground.



ELDAR VYPER



VEHICLE DATA

CREW:

1 ELДАР DRIVER
1 ELДАР GUNNER
or 1 PASSENGER

MOVEMENT:

SLOW SPEED: 10"
COMBAT SPEED: 18"
FAST SPEED: 35"
TYPE: SKIMMER

RAM VALUE:
D6 DAMAGE
STRENGTH 6
-3 SAVE

WEAPONS

Twin linked shuriken catapults with targeter and a 90° field of fire to the front, and one of the following weapons with a targeter and 180° field of fire to the front if a gunner is carried: a shuriken cannon (+15 points); a heavy plasma gun (+30 points); a lascannon (+35 points); a scatter laser (+35 points). The shuriken catapults may be exchanged for a single shuriken cannon at a cost of +5 points.

VARIANTS

The gunner may be replaced with a fighting platform which can carry a single, mansize character model for no extra points cost.

WEAPON DATA

WEAPONS	RANGE		TO HIT			SAVE		ARMOUR		SPECIAL
	SHORT	LONG	SHORT	LONG	STR.	DAM.	MOD.	PENE.		
Lascannon	0-20	20-60	-	-	9	2D6	-6	-	3D6+9	-
Scatter Laser	0-20	20-60	-	-	6	1	-1	-	D6+6	See main rules
Shuriken Cannon	0-20	20-40	+1	-	5	D4	-3	-	D6+D4+5	Sustained fire 2D
Shuriken Catapults	0-12	12-24	+1	-	4	1	-2	-	D6+4	Sustained fire 2D
Heavy Plasma Gun										*One turn to recharge after firing on max power
Low Energy	0-20	20-40	-	-	7	D4	-2	-	D6+D4+7	1 1/2" Blast Marker
Max Power*	0-20	20-72	-	-	10	D10	-6	-	D10+6D+10	1 1/2" Blast Marker

POINTS COST: 45 points

D6	LOCATION	ARMOUR	
		FRONT	SIDE/REAR
1-3	Crew*	See below	10
4-6	Vyper	12	

* Hit the one nearest to the attacker

D6 Vyper Damage Table

- 1 The Vyper's shuriken catapults are destroyed and may no longer be used.
- 2 The gunner's heavy weapon is destroyed and may no longer be used. If no heavy weapon is carried the passenger is knocked off the fighting platform by the impact and will suffer damage as noted below in the crew damage table.
- 3 The Vyper's controls are damaged making it difficult to control. Roll a D6 at the start of each of the Vyper's movement phases. On a roll of 4, 5 or 6 the driver is able to control the Vyper and it moves normally. On a roll of 1, 2 or 3 the Vyper moves out of control for that turn.
- 4 The Vyper's engine cuts out and it crashes to the ground, 2D6" away in a random direction. Anybody under the Vyper when it lands takes D3 S6 hits with a -2 saving throw modifier. The crew are able to leap from the Vyper before it crashes, but will suffer damage if it was moving at more than 10" in its previous move.
- 5 The Vyper's engine explodes, killing the crew. The wreck comes crashing to the ground 2D6" away in a random direction. Anybody under the Vyper when it lands takes D3 S6 hits with a -2 saving throw modifier.
- 6 The Vyper's fuel catches fire, killing the crew. The flaming wreck hurtles out of control next turn and explodes, showering wreckage all around and causing D3 Strength 8 hits with a -3 saving roll modifier to models within 3".

Crew Damage Table

Roll to see if the crewman is killed using the normal shooting rules. An Eldar driver and gunner has a Toughness of 3 and wears mesh armour that confers a 5+ saving roll, and has 1 wound. If a character is being carried use his Toughness, Armour Save, Wounds and so on for any hits against him. If the driver is killed then the Vyper will move out of control for the remainder of the game or until it hits terrain it cannot cross, collides with another vehicle or building, leaves the game table, or until the gunner or passenger takes over. In order for the gunner or passenger to take over control of the Vyper he must clamber forward, ditch the driver's body, and then gain control of the bike. This is a difficult manoeuvre to say the least, and in order to carry it out the gunner or passenger must roll 4 or more on a D6. If he fails the roll then he falls off the Vyper, and will suffer damage if the Vyper was moving at more than 10" in its previous move. If the gunner is killed then his heavy weapon may no longer be used, although the driver may still fire the vehicle's forward armament.

The sun's dim red light shone fitfully through the angry black clouds, turning the great hab-blocks into giant crypts, each window the colour of blood. Here and there among the rubble of the ruined city there were signs of movement as the Eldar forces arrived. From his place atop the city's tallest tower Farseer Karhedron watched and was satisfied.

He pulled his long thick robes tighter against the cold breeze, and offered up thanks for the sealed crystal eyepieces of the Warlock mask that protected his eyes from the stinging wind. His hand tightened on the hilt of the rune-covered witch blade that had served him so well in a hundred other conflicts. His mind felt the tug of the psychic currents, as eddies set up by the presence of the Avatar disturbed the warp tides.

Overhead Swooping Hawks drifted, crucified on the thermals. As he watched they played a terrifying game, rushing directly at the black, burned out buildings with frightening speed. At the last moment, just as Karhedron was convinced that they were about to dash their brains out on the plascrete walls they would catch the updraft where the sides of the building forced the rushing wind upward and ride the air currents up the side of the building. Karhedron shuddered. There had been a kind of madness in the air ever since the Eldar force had arrived on this ravaged world.

It was always the same when they fought against Chaos. Ancient primordial hatreds and fears, long buried in the Eldar psyche, came to the fore. The terrible knowledge that in death their souls could be devoured by the daemon god Slaanesh became foremost in every warrior's mind. Somehow, at times like this, even the promised protection of the spirit stone seemed somehow a fragile thing.

Still, Karhedron was proud of his people. They had come here to fight on a world that was not theirs, to take part in a struggle that seemed only tangentially related to their lives on the Craftworld. They had come on the word of Karhedron and other Farseers like him when the runes had revealed that this conflict was necessary, and they had done it without question, trusting to their implicit faith in the Farseers' vision.

There were times when Karhedron wondered about that. Sometimes, in his darker moods, he speculated that there might be another reason why the Eldar were so ready to follow their prophets to war. Sometimes he suspected that the peaceful life of the Craftworld hung heavy on their hands, and that the Eldar craved the excitement only warfare could give them. There were times when he suspected that ennui was the curse of their centuries-long lives and that they would seek any means to combat this.

Karhedron cursed, knowing that it must be the presence of the forces of Chaos so close to hand that put such thoughts in his mind. He knew that his speculations were coming dangerously close to the sort of heresy that had caused the long ago fall of the Eldar, when most of the Eldar race had followed the seductive path of gratifying their every whim. That path had led to the darkness and the birth of Slaanesh.

Karhedron knew that the universe was not neutral, that

one was called upon to take a side. He knew that you were either against the dark thing that was Chaos, or you were its tool. Inaction was not an option. It merely meant standing by and letting evil grow. Karhedron also knew that the Eldar were few in number now, and could not afford the massive commitment of troops that the human Imperium could. It was best not to think of warfare as a release from boredom. It was best to see this operation as a piece of surgery.

The Eldar were here because if the cancer of Chaos was not excised from this world it would swiftly spread to others and would, consequently, be ever more difficult to deal with in the future. It was best to commit troops now, when the foe was fewer and the risks less than to wait for some day of universal Armageddon further down the line.

Here on Mazoth there had been a rebellion by human supporters of Chaos. They had overthrown their lawful government in violent civil war, and now the entire planet had descended into anarchy and despair. It would be months before the Imperium could respond to this threat, so the Eldar would deal with it now.

On the rooftops across the way a squad of Dark Reapers surveyed the street, training their huge missile launchers on anything they suspected was a potential threat. In the streets below formations of Guardians spread out in loose lines ready to move out and confront the enemy. On the street's edge columns of Fire Dragons Aspect Warriors prepared to advance in support, clearing any dug-in enemy from the path of the advance.

Karhedron knew that it would not be long now before the order to move out came.



EXARCH WARRIOR POWERS

The Exarchs of the Warrior Aspects are figures of living legend. They are the masters of battle-skills honed to perfection over centuries, or in many cases millennia, of combat. To other Eldar they stand half way between the Eldar and the old gods, partly mortal yet also immortal and everlasting.

The following Warrior Powers represent the special skills of the Exarchs. Any Exarch may have up to two different skills,

but does not have to do so, he may have none if you prefer. Each skill gives a bonus or a special ability, and costs a fixed number of points as indicated below. An Exarch can have a specific power only once; it is not possible to gain multiple bonuses by repeating the same power.

A Phoenix Lord may have up to three different skills, and some Phoenix Lords have skills unique to themselves. These are described in the Army List section on special characters.



Crack Shot 15 points

An Exarch with the Crack Shot power adds +1 to his D6 dice rolls to hit when shooting. He may also shoot at targets at extreme range – this being defined as between normal maximum range and half as far again. For example, a shuriken catapult has a normal maximum range of 24" and an extreme range of 24-36". Shots at extreme range suffer the same 'to hit' penalty as long range and the extra +1 to hit does not apply.

Turn Aside Blow 5 points

An Exarch with the Turn Aside Blow power may parry in hand-to-hand combat even if he does not have a sword or another weapon suitable for parrying. The Exarch knocks aside blows using the flats of his hands, absorbing any damage by special armoured inserts. In addition, the Exarch may force his enemy to re-roll up to two attack dice when parrying rather than just one.

Disarm 5 points

If an Exarch wins a hand-to-hand combat (ie he has the highest combat score) then he may disarm his enemy rather than strike any hits that turn. The Exarch causes no hits, but the enemy automatically loses one weapon of the Exarch's choice. This weapon is destroyed and can no longer be used.

Crushing Blow 5 points

An Exarch with Crushing Blow skill has a +1 Strength bonus in hand-to-hand combat. This bonus applies not only to the Exarch's own Strength value, but also to the Strength value of any close combat weapon he is using.

Bounding Leap 10 points

The Exarch may leap 4" in addition to his movement during the move phase. He may make a normal move and leap, run and leap or charge and leap, but he can only leap once during the turn. A leap will take the Exarch over any man-high obstacle without penalty, including enemy models. In addition, the Exarch can leap out of hand-to-hand combat at the end of any hand-to-hand combat phase without suffering any penalty whatsoever.

Battle Fortune 10 points

The Exarch with this skill is protected from death by fate itself. He may re-roll any failed saving throw for his Exarch armour. Note that this power applies only to the Exarch's Exarch armour and not to other defences he may have.

War Shout 5 points

An Exarch with this skill cries a fearsome War Shout as he charges. This causes *fear* and the enemy must take a psychology test for fear as appropriate.

Fighting Fury 5 points

An Exarch with this skill receives a +1 Attack bonus. His Attacks characteristic value is increased by +1.

Mighty Strike 5 points

If the Exarch inflicts 2 or more hits then he may choose to exchange all hits for a single hit with a Strength bonus. The bonus equals +1 for each extra hit scored, so you could exchange 2 S4 hits for a single S5 hit, or 3 S4 hits for a single S6 hit, and so on.

Distract 5 points

The Eldar weaves an entrancing rune to distract his foe in hand-to-hand combat. All the Exarch's foes count double the value of any fumbles. When they roll a 1 on their attack dice this adds +2 to the Exarch's combat score rather than the usual +1.

Sustain Attack 5 points

If an Exarch has this power he may increase the range of his follow-up attacks to 4".

Fast Shot 25 points

If an Exarch has Fast Shot skill then he may shoot twice in the shooting phase. He can shoot at the same target or at two separate targets as you wish.

Tough 10 points

The Exarch is incredibly resilient. His Toughness characteristic is increased by +1.

Stealth 10 points

The Exarch moves with the psychic forces of nature, disguising his presence amidst the greater psychic flow. To mortal eyes he appears shadowy and ghost-like, and is very hard to hit. Any enemy shooting at short range suffer a -1 to hit penalty, while any enemy shooting at long range suffer a -2 penalty.

Resolve 10 points

An Exarch with this skill is immune to all psychology and need never take a Break test.

ARMOUR

MESH ARMOUR

Mesh armour is formed from tens of thousands of individual pieces of thermoplas bonded together to produce a tightly woven material rather like reptile scales or archaic chainmail. When struck the mesh becomes momentarily rigid, spreading the impact across a larger area. The thermoplas material also disperses heat very rapidly, giving reasonable protection against energy weapons. Models wearing mesh armour have a basic saving throw of 5 or 6 on a D6. Mesh armour is most commonly used by Eldar Guardians.

ELDAR ASPECT ARMOUR

Eldar Aspect armour is a unique product of their highly advanced technology in the realm of psychic engineering. The Eldar manipulate psychic energy in the same way that the Tech-priests of the Adeptus Mechanicus use electricity or plasma fission as an energy source. Aspect armour is constructed of a psycho-sensitive material which reacts to movements of the wearer, moulding and reshaping itself to fit like a glove as the warrior moves and fights. Like mesh armour, Aspect armour stiffens with the impact of a shot or blow to spread the energy of the hit across the body of the wearer, though the armour also includes rigid plates to further reinforce it.

Models wearing Aspect armour have a basic saving throw of 3+, 4+ or 5+ on a D6 depending on the type of Aspect armour they are equipped with.

ELDAR RUNE ARMOUR

Rune armour is used only by the mystic Eldar Warlocks and Seers, powerful psykers who use their highly developed abilities in support of the terrifying Eldar Aspect Warriors. Rune armour is specially constructed of wraithbone, a material conductive to psychic energy.

The protective psychic energy in the armour deflects a shot or blast before it even touches the Warlock. Rune armour gives the wearer a basic saving throw of 4, 5 or 6 on a D6. This saving throw is *not* affected by saving throw modifiers: the Warlock or Seer always has a saving throw of 4+ regardless of what type of attack hit him. Even the ravaging energies of lascannon and plasma weapons can be diverted by Rune armour.

ELDAR HOLO-SUITS

The holo-suit, (Eldar: *dathedi*, "between colours") is a programmable hologram field which breaks up the outline of its wearer as they move. Every time the wearer moves his outline appears to explode into a cloud of tiny, multi-coloured fragments and when he stops his image coalesces back together into a solid image like the pieces of a jigsaw. For this reason the holo-suit is also known as a jigsaw or domino field.

The faster the wearer moves, the more widely dispersed his image becomes. Whenever he stops the suit mimics the nearby terrain so that he seems to fade out of view. While strictly

speaking a holo-suit is a form of personal force field, it is included in the armour category because it is normally used instead of armour and may be combined with a personal force field.

Unlike most armour types holo-suits work by making the target harder to hit instead of directly protecting against damage. All shots fired at a model equipped with a holo-suit suffer a -1 to hit modifier in addition to the normal to hit modifiers for cover, target speed etc. If the model hides he can only be *detected*. Troops moving within their Initiative distance or into a position to see the hiding model will only detect him rather than spot him, though the model will be detected by scanners etc as normal.

In hand-to-hand combat it is extremely difficult to locate an opponent in a holo-suit amongst the shifting cloud of coloured shards. Thus hand-to-hand opponents must roll 2D6 and score equal to or less than their Leadership characteristic or suffer a -1 WS penalty. Test before attack dice are rolled each hand-to-hand combat phase.

Holo-suits are used almost exclusively by the Eldar Harlequins, deadly warrior-dancers who combine art and war in a lethal performance on the battlefield. Holo-fields that mimic the effects of the holo-suit are also fitted to some Eldar vehicles and all Eldar Titans.



Elshar clambered up and threw himself flat just before he reached the brow of the hill. From this vantage point he surveyed the surrounding terrain. The place had been a park before the uprising, before the followers of Chaos had raised their standard on this world. Once there had been green trees and flowerbeds and shady nooks there.

Elshar did not care. He was an Exarch, and beauty and peace meant nothing to him. For him a tree was only another piece of cover, a valley was place where he could be temporarily out of an enemy's line of sight, a shadow was a place where death might lurk. For an Exarch there could be no peace; there were simply times when the killing stopped, when a warrior could hone his skills before the next battle.

Once, so long ago he could barely remember, it had been different. He had lived in his own chambers and followed a different destiny. He had memories of a time when he had known friendship, and joy, and laughter. But that was before he had heard the call of the Avatar, before he had become locked into the role of the Eternal Warrior. Those memories really belonged to someone else, to the being he had once been, a person that had no relevance to his life today.

He caught sight of movement up ahead. He ducked back and gestured for his squad of Striking Scorpions to halt. Years of constant training under

his supervision had taught them to respond instantly to his commands. They froze, becoming still as statues, into an immobility that would draw no watching eye.

Elshar threw himself flat and scuttled, like a scorpion, up the slope on his hands and knees. He kept himself flat and low as he crossed the top of the slope, and found cover in the moonberry bushes on the other side. Instantly he froze, watching. Any second he expected a blast of enemy fire to cut him down. He felt no fear at the idea, only a dim sense that it would be a waste for him to die without taking any of the enemy with him.

His eyes studied the ravaged landscape, indexing the craters and the bushes and the burned out trees, noting the points where enemy might lurk, where lethal crossfires might be set up, where the killing grounds were. Once he might have been appalled at this waste of beauty, and the torment the land had been put through. He could remember a time when the sight of a dead body had made him sick, but that had happened to that other person when he was young, after his first battle, when the horror and the fear had combined in a terrible reaction. There could be no such reaction now. A dead body was simply that. A husk that no longer contained a soul, a vehicle without a driver.

He wondered when the slow irreversible process of emotional petrification had begun. Perhaps when he had first donned his Aspect suit, when he had been like young Gharonael back there, just beginning to study the path of the Scorpion. That had certainly marked the beginning of the change but it was not what had changed him into an Exarch.

No, he thought, that had probably come on Taneloth, when he had witnessed the daemonic Keeper of Secrets devour the soul of the Howling Banshee called Shiera, and his entire squad had been slain save for him. He had known others who had gone mad after that battle but he had not. He had chosen to preserve his sanity in the only way he knew. He had elected to become as proficient a death-dealer as it was possible for him to become.

His patience was rewarded, he caught sight of human figures moving forward through the trees. Their battered armour and ill-maintained weapons marked them as rebels. The Eye of Horus sign on their banner re-inforced that impression. They advanced cautiously. As he watched he saw their leader kneel and speak into a comm-net mouth piece. They seemed unaware of his presence.

His hand tightened involuntarily on the grip of his Web of Skulls. It was the sight of the Chaos banner that did it.

In the frozen core of his mind, he felt the icy hatred flare. Taneloth had been a watershed for him, as it had been for so many others aboard the Light in Infinite Darkness. All of the Craftworld's warriors had been changed by their encounter with the



daemon and his minions. It had been the point when he had first realised that death, and worse than death, was possible for him. Till that fateful day he had been used to the idea that when he died his soul would be taken into a soulstone, and patched into the infinity circuit aboard the Craftworld. He had thought that after his body died his soul would be preserved forever, in constant contact with the millions of other Craftworld dead. After Taneloth he had known that there was a worse fate waiting. He had seen Shiera's soulstone devoured by the daemon as surely as Slaanesh had devoured the souls of the ancient Eldar. He had known that not even the final refuge of the Eldar race was safe, and since that day he had been troubled.

The humans advanced now. They moved warily, their heads scanning from side to side, as they moved into the little valley. Their weapons were held in positions of exaggerated wariness. Occasionally they exchanged nervous words in their guttural, croaking language. They all seemed young and clumsy to him. Their movements lacked grace, just as their language lacked beauty. Mankind seemed such an ill-made race to him. Nonetheless he knew that their weapons were deadly.

In the distance he heard the rumble of tracks, and knew that some sort of tank was on the move. The Farseer's predictions were accurate then, he realised. There was to be a major thrust across this parkland towards the Eldar landing site. He knew it was imperative for them to stop the humans here, so that more warriors and materials could be transported down from the Craftworld's ships and a beach-head established.

It struck him that at this moment, across this vast city, this scene was being replicated a thousand times. In buildings and parklands, in ruined temples and twisting alleys Man and Eldar waited and watched, each prepared to deal violent death to his enemy. The thought seemed irrelevant to him so he dismissed it. The important thing here was to fight and to win. Nothing else mattered.

He took deep regulated breaths. His muscles were loose, ready to respond in an instant to his mind's commands. Once, at a time like this, he would have been tensing and relaxing his muscles to keep them limber, to ease out the nerve-wracking tension. Now he was relaxed, in a state of constant readiness. For all the difference it made he might as well be back in the Temple Chamber practising with his weapons. And he knew, as a master fencer knows the strengths and weaknesses of his blade, that such relaxation would make a great difference. He knew he would not freeze when the moment to fight came. He knew that he would not stand muscles locked, mind numb with terror waiting for the killing blow to fall. The nearest human was within striking distance now. It was time.

Elshar sprang, whirling the Web of Skulls in his hand. He felt the killing power in the weapon even



as he released it. It spun through the air like an enchanted bolas. Each heavily weighted skull smashed into a target smashing bone and crushing heads. Three men fell and with an eerie whine the Web returned to his hand. The humans stood frozen in shock. Their leader shouted a hasty order to them and they began to swing their weapons to bear. They were too slow.

Elshar leapt among them focusing all his rage and hatred, and using it to propel his weapon. The Web lashed out like a great whip. The human sergeant fell with his head smashed to jelly. A second man went down as the Exarch chopped him with his chainsword. His mandiblasters spat death into the face of a third. The humans started screaming, unable to cope with this juggernaut of death that raged among them, its movement too swift for them to follow.

Elshar lashed out with the Web of Skulls once more it whirled among the men, sending them flying unconscious to the ground. The last survivor turned to run. Elshar watched him go. He twitched his weapon in his hands feeling the weight of it. The human had almost reached the cover of the trees when Elshar let fly. The bolas surged out wrapping themselves round the man's throat, choking the very life out of him.

When the Aspect Warriors of Elshar's squad arrived there was nothing for them to do except to dispatch the wounded.

ELDAR WEAPONS

BANSHEE MASK

Hand-to-hand weapon

Banshee masks contain a special psychosonic amplifier which intensifies the Eldar's screaming battle cry to a piercing shriek. Howling Banshees are trained how to release their rage as they charge into combat, and taught how to focus and project the resultant psychic scream against their enemies. Enemies exposed to this psychic scream suffer almost total paralysis as their central nervous system is flooded with unbearable levels of psychic energy.



SPECIAL RULES

The target may not fire overwatch at the charging Banshee warrior, but is obliged to hold his ground. Furthermore, during the first round of combat the target rolls no attack dice because of the paralysing effect.

The Banshee mask is only effective when the Howling Banshee charges – it has no effect if the Howling Banshee is itself charged by an enemy model. In the second and subsequent rounds of a close combat engagement the Mask has no further effect.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour Penetration	Special
Close combat only					Enemy rolls no attack dice in first round of charge			Close combat

HARLEQUIN'S KISS

Hand-to-hand weapon

The Harlequin's Kiss is used only by the Eldar Harlequins, and its Eldar name means 'Kiss of Evil'. It is a tubular weapon that straps to the back of the forearm. By punching forward, the Harlequin activates the weapon and releases a tightly curled 100 metre long monofilament wire (a wire only one molecule thick). If the tip of the weapon touches the enemy the wire filament pierces armour and flesh and instantly uncoils inside the victim's body. Within the space of a heartbeat the enemy's insides are reduced to the consistency of soup, and the wire whips back into the Harlequin's Kiss.

SPECIAL RULES

Determine hand-to-hand combat hits as normal. If a hit is scored the target makes an immediate armour saving throw. If the save is passed the target is unharmed, and the wire fails to penetrate the armour. If the save is failed the model is automatically killed.

The Harlequin's Kiss may be used against armoured targets such as dreadnoughts and vehicles, but it cannot cause damage unless it is able to penetrate the armour protecting the crew. The Harlequin's Kiss has its own special rule for penetrating armour. To determine how many points of armour are penetrated roll a D6. If the score is 1 to 5 then that is the amount of armour penetrated, but if the score is 6 then roll another D6 and add this score to the

first. If this second dice roll is also a 6 add the score of a further D6, and so on until a number of less than 6 is rolled. The chances are that the Kiss won't penetrate even the most weakly protected vehicle (as most vehicles have at least 8 points of armour) but if the player is very lucky a small chink may be found which allows the wire to wreak devastation inside. If the target is penetrated roll a D6 and refer to the chart below.

VEHICLE CREW PENETRATION CHART

- 1 One randomly determined crewman is caught and killed by the wire.
- 2-4 Roll a D6 for each crewman. On a score of 1, 2 or 3 the individual is unaffected. On the score of a 4, 5 or 6 the crewman is killed.
- 5 Roll a D6 for each crewman. On a score of a 1 the individual is unaffected, on the score of a 2 or more the crewman is killed.
- 6 All crew are killed.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour Penetration	Special
Close combat only							Special	Close combat. See above

MANDIBLASTER

Hand-to-hand weapon

The helmets of the Striking Scorpions incorporate a pair of weapon pods positioned and shaped much like the mandibles of a scorpion. Each pod houses a mandible blaster, or Mandiblasters, a unique and deadly device also known as the Sting of the Scorpion. The Mandiblasters are an extremely short range weapon, useful only at a distance of a foot or so.



The weapon is activated by a psychic pick-up in the helmet, and fires a stream of tiny metallic needles straight forward into the target. These needles cannot do much damage themselves, although in the case of unarmoured targets they can tear and lacerate flesh, but they act as a conductive medium through which the Striking Scorpion delivers an intense laser energy sting.

This laser energy vaporises the tiny slivers of metal into plasma which rips straight into the target. The Mandiblasters are a highly effective first strike weapon which is designed to be used to disorientate or kill an opponent before combat is joined. It is brought into play while the Aspect Warrior's opponent is still a metre or two away, enabling the Eldar to get in close to deliver a vital attack before the enemy can recover and while he is most vulnerable.

SPECIAL RULES

The Mandiblasters automatically shoots before the combat proper is worked out. This is worked out in exactly the same way as shooting, representing the model blasting away at short range before its opponents close. Once close combat has been started Mandiblasters have no effect, so you don't roll extra dice because your model is carrying them.

If a hit is scored, searing laser arcs leap from the Striking Scorpion's helmet mandibles and send jets of laser energy into the already weakened target. Roll a D6, and if the score is equal to or more than the target's Toughness 1 wound is sustained. Saving throws from Mandiblasters attacks are resolved with a -2 dice modifier.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour Penetration	Special
Close combat only				—	1	-2	D6+4	

THE MAIDEN WORLDS

When their civilisation was all-powerful the Eldar settled many new worlds. They learned how to turn barren, lifeless places into planets suitable to live on. Hundreds of otherwise uninhabitable places blossomed into life and became paradises ripe for settlement. Most of these worlds were destroyed during the fall, swallowed into the Eye of Terror. Their Eldar populations were eradicated by the psychic shock-wave of the warp-space rift and destroyed or else changed in ways too horrible to contemplate.

The process of discovering, seeding, and nurturing worlds was a slow one. First simple bacteria were introduced to establish an atmosphere and fix the bio-system into place, then more complex organisms were introduced, and gradually the planet's ecology was advanced so that it became inhabitable. Once the initial seeds had been planted these processes were self-governing, but the time scales were enormous, often taking thousands of years to reach fruition. When the Eldar worlds were destroyed there were many worlds on the distant fringes of Eldar space which had been

seeded, but which were not yet ready to inhabit. These worlds were not touched by the Fall, and continued to develop in the manner intended by the now dead Eldar.

The Eldar of modern times refer to these now habitable planets as the Maiden Worlds or Lilcathan Worlds after Lilcath the good goddess of Eldar folklore. As far as the Eldar are concerned the Maiden Worlds are Eldar planets, created by their forefathers for them to settle. In most cases these worlds are incredibly bountiful, as the ancient Eldar engineered evolutionary processes which would prevent diseases and harmful lifeforms developing. Of course, ten thousand years is a long time even for the Eldar, and many of the Maiden Worlds have since been discovered and settled by other races, especially humans. The Eldar regard this as nothing less than theft and invasion, and the settlement of the Maiden Worlds by humans is the most common cause of conflict between the two races.



WAILING DOOM

Hand-to-hand weapon

Each Avatar of Kaela Mensha Khaine, the Bloody Handed God of the Eldar, carries a mighty weapon known as the Wailing Doom. This massive blade shrieks as it tastes mortal flesh, wailing and crying as the Avatar strides across the battlefield cutting down his enemies. Upon its surface ancient runes writhe as they struggle to escape from their bondage as if tortured by the heat of the Avatar's grasp.

The Wailing Doom is no mortal weapon but the manifestation of a dark and sinister god – a part of the Avatar imbued with his power. If the Avatar attacks a daemon with the weapon then the victim does not get its daemonic saving roll (ie, just as if the daemon had been attacked by another daemon or by a force weapon).

The Wailing Doom can also be used to shoot a powerful energy bolt up to 12" in the shooting phase. Roll to hit and work out damage as you would with any shooting weapon. If the target is a daemon then it does not get its daemonic saving roll in the same way as for hand-to-hand attacks.



THE SPIRIT STONES

Spirit stones are a crystallisation of psychic forces caused by the interface of the warp and the material universe. Such materials are only found where the warp intrudes upon the material universe, such as round the Webway gates and within the Eye of Terror. The Crone Worlds are made almost entirely from these substances, but they are far too dangerous for any Eldar to visit. Some Outcasts travel to the Crone Worlds, but few return and none return entirely unchanged.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour. Penetration	Special
0-6	6-12	–	–	8	D3	-4	D6+D3+8	Negates Daemonic saves

SHURIKEN PISTOL

Pistol

The shuriken pistol [Eldar: *Murehk*] is a pistol version of the shuriken catapult. The shorter barrel length and smaller capacity reduces the weapon's efficiency and so limits the range, rate of fire and power.

The missiles are identical to those used in the larger weapon: a spinning disc which can slice straight through flesh and bone. Amongst humans these weapons are sometimes referred to as slingers or sling pistols.



Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour. Penetration	Special
0-6	6-12	+2	–	4	1	-2	D6+4	Close combat

DEATH SPINNER MONOFILAMENT GUN

Basic weapon

This weapon is usually known simply as the Spinner. It is of similar concept and design to the deadly Harlequin's Kiss and the much larger Doom Weaver support vehicle. All of these weapons project a long thread of single-molecule chain, or mono-filament wire. This kind of device and the technology used to create it are unique to the Eldar. The Spinner's magnetic containment field spools the wire together and hurls it towards the enemy in a rapidly expanding mist-like mass called a spinner cloud. The wire strikes its target and its own tension causes it to writhe and lash as loose ends seek out tiny loopholes in the victim's armour. Where it touches flesh or soft tissue the wire uncoils inside the victim's body, severing tissues and turning flesh into pulp.

SPECIAL RULES

Template. The Death Spinner uses the large teardrop-shaped template from the Warhammer 40,000 game (the same template that is used for a heavy flamer). Position the template in the normal manner. Any models either wholly or partially under it are considered targets and may be hit by the spinner cloud as described below. Note that this is slightly unusual: normally models which are partially under a template are not automatically targets. However, the spinner cloud's tendrils reach out and ensnare their victims, so models on the edge of the template are almost as likely to be affected.

Spinner Cloud. No conventional 'to hit' roll is made against targets in the spinner cloud. Instead the Eldar player rolls to see if the spinner cloud catches the target before it has time to leap aside. The Eldar player rolls a dice for each target. If the target is wholly within the spinner cloud template then the Eldar players adds +1 to his dice roll. If the score is more than the model's Initiative value the target is hit by the spinner cloud. If the score is the same as or less than the model's Initiative value then the model avoids the spinner cloud and is



safe. A total score of 6 always hits the target, even if its Initiative value is 6 or greater, so there is always a chance of hitting your target. Bear in mind that you receive a +1 modifier for targets entirely covered by the spinner cloud, so a dice roll of 5 or 6 will automatically hit such targets.



A model which avoids the spinner cloud is immediately moved to the closest point on the outside edge of the template. This is extra movement and does not compromise the model's shooting, hand-to-hand fighting or further movement except as noted below.

If a model is successfully hit by a Death Spinner then it is pinned in place for the duration of the shooting phase, assuming it is not slain. This means that it will not be able to avoid further Death Spinner shots, for example. If the target is shot at again by another Death Spinner it is therefore hit automatically. Note that it is possible for a target to avoid several Death Spinner shots during the same turn, so long as the Death Spinners fail to cause hits.

Resolve Hits. A target hit by a Death Spinner is automatically slain unless it can make a successful armour save with a -2 modifier. Take any armour saves including saves for field defences exactly as if hit by a conventional weapon. If armour saves are failed the target is dead regardless of how many wounds it may have – the long mono-filament wire has penetrated the target's armour and uncoiled hideously inside his body.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour Penetration	Special
			Special			-2	Special	Roll against I to hit (+1 if target wholly covered). Score of 6 hits. See above.

Vehicles

The Death Spinner has special rules for penetrating vehicle armour. These are the essentially the same as the rules for the Harlequin's Kiss, another deadly spinner weapon.

When you place the Death Spinner template over the vehicle you automatically determine which locations on the vehicle are hit. Compare the vehicle datafax location charts to the model. Any locations either wholly or partially covered by the template are hit on the D6 roll of a 4, 5 or 6.

In the case of exposed crew, for example the crew of a Land Speeder, if they are hit then proceed straight to any armour saving roll exactly as for foot troopers. In this case no roll is made against the target's Initiative.

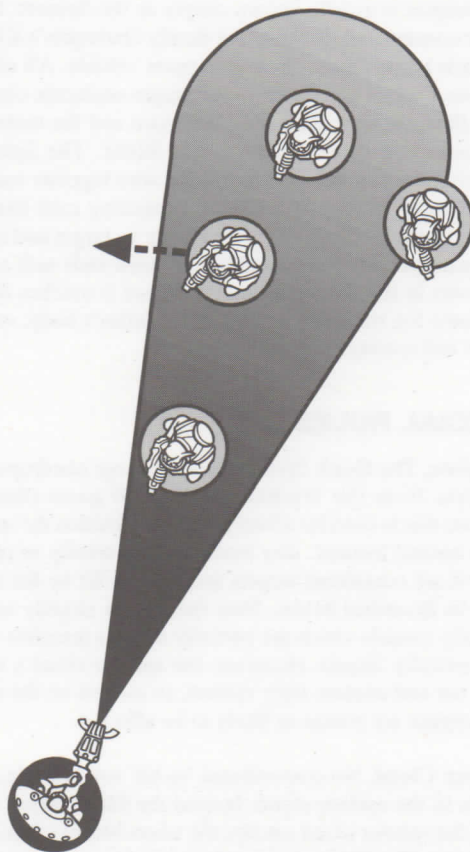
To determine how much armour is penetrated roll a D6. If the score is 1-5 then whatever you roll is the amount of armour penetrated. If the score is 6 then roll a further D6 and add its score to the first. If this second D6 roll is also 6 add the score of a further D6, and so on, until a number less than 6 is rolled. This means the chances of scoring highly are low, but there is always a chance of penetrating even the thickest armour. If the target is penetrated roll a D6 and refer to the chart below.



VEHICLE CREW PENETRATION CHART

- 1 One randomly determined crewman is caught and killed by the wire.
- 2-4 Roll a D6 for each crewman. On a score of 1, 2 or 3 the individual is unaffected. On the score of 4, 5 or 6 the crewman is killed.
- 5 Roll a D6 for each crewman. On the score of a 1 the individual is unaffected. On a score of a 2 or more the crewman is killed.
- 6 All crew are killed.

DEATH SPINNER DIAGRAM



The Warp Spider fires his Death Spinner. Three Orks are wholly within the template while the fourth is partially covered. A dice is rolled for each Ork to determine if he is hit. Orks have an I value of 2 so a score of 3 or more is needed. As +1 is added to the dice for models wholly covered by the spinner cloud, the first three Orks are hit on a roll of 2+, while the fourth is hit on a 3+. The dice score 1, 3, 4 and 4 for each Ork in turn, which means the first target avoids the spinner cloud whilst his comrades are less lucky and are hit.

The Ork which has avoided the spinner cloud is moved to the edge of the template. The Orks which have been hit must make successful armour saves to survive. With only flak armour to protect them, the Orks have no save and are removed as casualties.

LASER LANCE

Basic weapon

The laser lance is the tall laser carried by the Shining Spear Aspect Warriors and Exodite Dragon Knights. It has a short range but it is very powerful. It can be discharged upon physical contact making it ideal for a close pass. The laser lance can be used in hand-to-hand fighting to make a close combat hit and run attack or when charging. It cannot

otherwise be used in hand-to-hand fighting. It can be used to shoot at short range.

Note that a Shining Spear rides an Eldar jetbike and so has the option of using either the jetbike's armament or the laser lance in the shooting phase.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour Penetration	Special
0-6	6-12	+1	-	5	D3	-3	D6+D3+5	Close combat

PACK GRENADE LAUNCHER

Basic weapon

The Pack Grenade Launcher (Eldar: *Creidann*) consists of a light pack harness that fits onto the shoulders. The harness is loaded with grenades which are fired over the wearer's shoulder. The grenades are fitted with whistles which make a strange shrieking noise as they climb into the air and a sombre drone as they descend on their target.

SPECIAL RULES

The Creidann is an exception to the normal shooting rules in that it can be fired in addition to a hand-held weapon, allowing the model to fire twice in the same turn. The grenade launcher must be pre-loaded with a single type of grenade before the game. The types of grenade available are detailed in the appropriate army lists.

Ammunition expenditure is not considered, and the harness holds enough to last the battle. Only preloaded grenades may be fired, and grenades may not be loaded during the game. Krak or frag grenades are the most commonly carried type.

Krak Grenade. This grenade is designed specifically to crack open heavily armoured targets. It can also be used against foot troopers and is effective against armoured troops.

Strength	Damage	Save Modifier	Blast Area
6	D6	-3	None

Frag Grenade. The fragmentation grenade is designed to explode and fragment causing havoc among unprotected troopers.

Strength	Damage	Save Modifier	Blast Area
3	1	-1	2" Radius

Others. Most grenade types can theoretically be adapted to fit into a grenade launcher. Other types available are covered by the army lists and have the same game details as their standard grenade types.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour Penetration	Special
0-8	8-16	—	-1	—	—	—	—	See above

SWOOPING HAWK GRENADE PACK

Basic weapon

This weapon is used exclusively by Swooping Hawk Aspect Warriors. It is a basic launcher which is strapped to the warrior's leg, allowing him to release grenades downwards as he flies overhead. Single grenades can also be taken from the pack and thrown normally. When the Swooping Hawk is in

flight he can drop one grenade anywhere directly underneath his flight path.

It is easiest to work out dropped grenades during the movement phase. Roll to hit and if necessary scatter as for a thrown grenade. Dropping a grenade does not prevent the Swooping Hawk firing his weapon in the shooting phase, though he may not drop a grenade and throw a grenade during the same turn. The Swooping Hawk grenade pack may only be loaded with frag and krak grenades and carries a supply of both types sufficient to last the entire battle.

Krak Grenade. This grenade is designed specifically to crack open heavily armoured targets. It can also be used against foot troopers and is effective against armoured troops.

Strength	Damage	Save Modifier	Blast Area
6	D6	-3	None

Frag Grenade. The fragmentation grenade is designed to explode and fragment causing havoc amongst unprotected troopers.

Strength	Damage	Save Modifier	Blast Area
3	1	-1	2" Radius



Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour Penetration	Special
Special	—	—	—	—	—	—	—	As grenade type. See main rules

SHURIKEN CATAPULT

Basic weapon

The shuriken catapult (Eldar: *Tuelean*) and related weapons are weapons almost unique to the Eldar, their technology is extremely advanced and very difficult to replicate. The shuriken catapult is built around a gravitic accelerator similar to the gravitic motors which power vehicles like the Imperial land speeder. The accelerator creates a peristaltic shift from the front to the rear of the firing chamber, hurling the shuriken missiles forward at tremendous velocity. A burst of several missiles can be fired in a fraction of a second in this way. For this reason, Shuriken weapons are sometimes known as star slingers or just as slingers or sling guns.

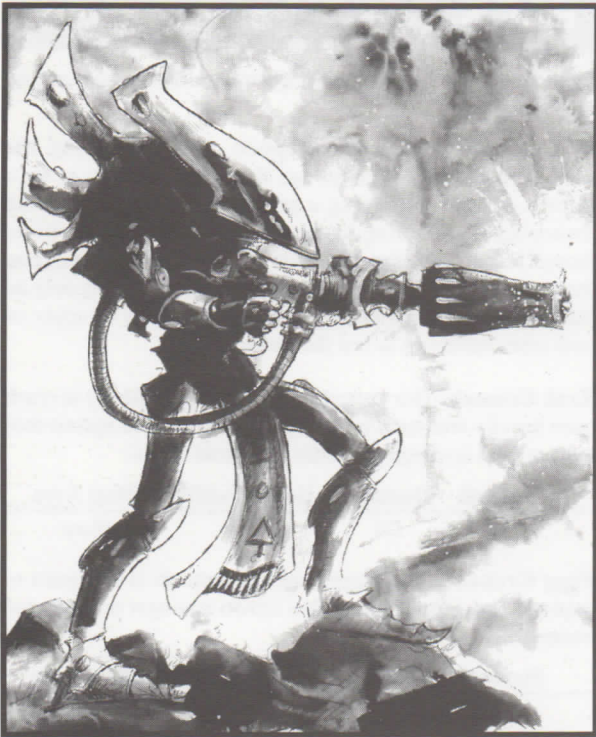
The individual missiles are solid discs of razor-sharp metal, and are usually star-shaped, but may be triangular or circular. A spinning shuriken disc can slice straight through flesh and bone and can penetrate a considerable thickness of metal or plasteel armour.



Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour Penetration	Special
0-12	12-24	+1	-	4	1	-2	D6+4	Sustained fire – 1 dice

WRAITHCANNON

Basic weapon



This weapon is unique to the Eldar Wraithguard and is powered by the psychic energy of the Wraithguard's spirit stone. This energy is focused to open a temporary rift between reality and warp space within the target, tearing it apart or warping it a distance away. The effects of the Wraithcannon are very similar to that of the D-cannon but the results are more tightly controlled and far more accurate.

SPECIAL RULES

Roll to hit as normal, taking into account all normal to hit modifiers. If the target is a vehicle or a building the Wraithcannon penetrates armour automatically – roll for hit location and damage immediately. Any other target must take a Distort test on the table below.

D6	Result
1-3	Destroyed. The target is destroyed, regardless of its armour save and how many wounds it has.
4-6	Moved. The target is unharmed but is moved 2D6" in a random direction.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour Penetration	Special
0-8	8-16	-	-	Special		-	Auto	

SHURIKEN SHRIEKER CANNON

Heavy weapon

The Shuriken Shrieker Cannon (Eldar: *Buanna*) is an upgraded version of the shuriken catapult with a longer barrel. It has been constructed so that it can fire either normal shuriken ammunition or shrieker ammunition (Eldar: *Margrech*).

The special shrieker ammunition is hollow and contains a genetically tailored enzyme-based serum. As the missile hits its target the centripetal forces created by the spinning disc force the toxin through microscopic holes in the shuriken's spines and into the target. The characteristic shrieking noise is caused by the rush of air into the hollow missile as serum is forced into the victim. This noise prompted the Imperial troops to give the weapon its name of Shrieker. The effect of the serum is discussed in the special rules.

SPECIAL RULES

With normal ammunition, the cannon may use sustained fire. The special shrieker ammunition must be individually loaded and so may not use sustained fire. Decide which ammunition type you want to use before firing.

Normal shuriken ammunition is fired in the usual manner. Work out hits, damage and remove casualties in the usual way. This ammunition may be used against vehicles.

Shrieker ammunition is worked out differently: it can only affect living creatures, and has no effect on vehicles. Roll to hit as normal. If the target is hit make any permitted saving throw with a -3 modifier. If this is failed the shrieker has delivered its lethal serum into the victim.

The serum works in a very complex and unpleasant manner, combining with the victim's own genetic material, twisting and distorting tissues, and causing organs to malfunction in a spectacular fashion. Eventually the victim is driven into a



violent delirium as the serum reaches his brain and he loses control of his body. Afterwards the pace of the constantly replicating genetic serum reaches a fever pitch and the tissues react explosively, killing the victim in a particularly horrifying and untidy manner.

Once a target has been affected roll 2D6 during his movement phase and move the victim this number of inches in a randomly determined direction; squad coherency is ignored. If the 2D6 roll result is either a 7 or any double, the serum has reached its potential and the victim explodes.

Place a 1" radius area effect marker over the exploding victim: any target within the area automatically takes a single automatic Strength 3 hit causing 1 point of damage if effective. If the victim does not explode during his first turn of random movement, he will continue to stagger around randomly during his subsequent movement phases until he either explodes or leaves the table. The victim may do nothing else.

Any squad which has one or more of its members within 2" of a shrieker victim at the start of their movement phase must take a Break test. This applies to troops from either side, and will inevitably apply to the target's own unit assuming that normal squad coherency has been maintained.

THE ELDAR MOONS

Although the whereabouts of the original Eldar homeworld is unknown, it is said that this world had three moons. These were called Lileath the Maiden Moon which was purest white, Kurnous the Hunter's Moon which was greenish and dim, and Eldanesh the Red Moon. In Eldar legend when Khaine slew Eldanesh the dead Eldar Lord was set into the sky, and the colour red was a constant reminder of his bloody death. The red moon is a symbol of bad fortune amongst the Eldar and even today Eldar regard the emblem of the red moon as a portent of disaster.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour Penetration	Special
0-20	20-40	+1	-	5	D4	-3	D6+D4+5	Sustained fire - 2 dice

DISTORT CANNON ON ANTI-GRAV PLATFORM

Support weapon

The distort or D-cannon is an Eldar weapon that makes use of the same warp-technology that enables spacecraft to move in and out of warp space. The weapon emits a low droning noise which builds in pitch until it fires with a high-pitched shriek, spewing a beam of impenetrable blackness towards its target – a momentary rift between real space and the warp. The target is enmeshed in blackness and wrenched momentarily between warp space and reality.

The massive internal distortion this causes tears the target apart, and usually destroys it. Living creatures are instantly burst apart, while vehicles and other constructions are ripped to pieces and wrecked. Local spatial distortion around the target may also cause some apparent movement of nearby troops as part of the fabric of reality is twisted and distorted. The only disadvantage of the weapon is its inaccuracy, inevitable with a weapon which distorts space as it is fired. The D-Cannon is mounted on a special anti-grav platform, enabling its crew of two to move it easily into position.

SPECIAL RULES

The D-cannon is so heavy that it can only move under its own gravitic power. It may be turned to face any direction and moved up to 4" in the movement phase and requires only one of its two crew members to move it. The weapon may not move through difficult terrain or over obstacles. The D-Cannon requires a reasonable time to prepare for firing, so it cannot move and fire during the same turn.

Because the weapon is a distinct piece of equipment it is considered to be a separate target from its crew. At short range an enemy may select either of the crewmen or the weapon itself as the target. At long range shots are randomised between the gun and crew. If either crewman is killed the weapon may still continue to move and fire so long as the other crewman is alive. If both crewmen are killed the weapon remains on the table but is effectively useless.



If the weapon is shot at it is considered to have an armour value of 10 as if it were a vehicle. The attacking player rolls to penetrate the weapon's armour and if the armoured casing is penetrated the weapon is automatically destroyed. Crewmen whose weapon has been destroyed may continue to fight independently, join other Eldar Guardian support weapons as spare crew or take over Eldar support weapons which have no crew.

The inherent inaccuracy of the distort cannon means that it is equally likely to hit whether used by skilled or raw troops. To an extent there is always a degree of unpredictability, as should be expected when dealing with a device which affects the spatial fabric of the universe. The special distort hit system is used to determine hits as follows:

- 1 Place the 2" radius Distort Area template over the intended target.
- 2 Roll a scatter dice. A hit means the template remains where it is. If you roll an arrow move the template D6" in the direction indicated.
- 3 Now roll another scatter dice and repeat step 2.

The final position of the template indicates where the cannon hits and all targets wholly in the area are hit automatically; those partially within it are hit on the D6 roll of a 4, 5 or 6. Most vehicles are so large that they will nearly always be partially affected – and each hit location covered will therefore be hit on a 4, 5 or 6. This gives vehicles a degree of protection and makes up for the loss of the armour penetration roll to some extent. All targets which are hit must make an immediate Distort test to determine if they survive. Survivors may suffer further effects of spatial displacement as shown later.

DISTORT TEST

D6 Roll	Result
1-4	<i>Destroyed.</i> Target entirely destroyed.
5	<i>Displaced.</i> Target unharmed but moved physically by spatial displacement. See Displacement test.
6	<i>Moved.</i> Target unharmed but moved physically 2D6" in a random direction.

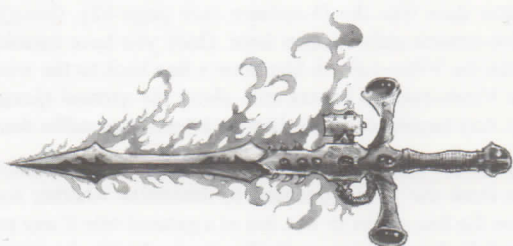
On a Distort test result of a 5 the model is unharmed but moved to a totally new position on the tabletop, possibly into the air or even under the ground surface.

Although unharmed by the distortion of space, the target may suffer damage as a result of its displacement. Roll a D6 and consult the Displacement Test Chart, opposite.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour Penetration	Special
0-16	16-32	—	—	See special rules		—	Auto	Move or fire. See above 2" Distort area

DISPLACEMENT TEST CHART (Roll a D6)

- 1 Target moved to a random position on a randomly determined table edge.
- 2 Target moved 4D6" in a random direction.
- 3 Target moved 6D6" in a random direction.
- 4 Target moved D6" and inverted. If the target is a vehicle it is unharmed but upside down. Any weapons mounted on the top of the vehicle are unusable; side mounted weapons may be used normally. The vehicle is immobile but may continue to fight. Troops on board may dismount as normal. If the target is a foot model it must spend its following movement phase standing up again.



- 5 Target moved 2D6" in a random direction and into the air approximately 10 metres. The target drops to the ground like a stone, sustaining an automatic hit with a Strength of 10 causing D6 damage. If the target is a vehicle or part of a building, any models directly underneath are hit on the D6 roll of 4, 5 or 6.

Any models hit automatically sustain a Strength 10 hit causing D6 damage. Vehicles suffer collision damage. In both the case of the target and any models caught by falling material, no armour saving throws are allowed.

Hit	Strength	Damage	Save
Automatic	10	D6	None

- 6 Target moved 2D6" in a random direction and under the ground to a depth of approximately 10 metres. As the target attempts to warp into the space occupied by solid rock, the co-existence of molecules causes a massive explosion. Place a 2" radius blast template over the spot. All models in the blast area are automatically hit and sustain a Strength 6 hit causing D6 damage and with a save modifier of -2 on any saves.

SCATTER LASER ON ANTI-GRAV PLATFORM

Support weapon

The scatter laser (Eldar: *Sierbahn*) was originally devised by the Eldar for use by War Walkers and Dreadnoughts, though the Eldar Guardian support units use a version fitted to the Eldar anti-grav platform. The weapon comprises six separate laser chambers which can be fired simultaneously, at the same or different targets. The scatter laser is similar to the multilaser, but more refined, and is only used by the Eldar. The Eldar anti-grav platform is used to mount heavy weapons which are too heavy to be carried by foot troopers, such as the lascannon and the heavy plasma gun.

SPECIAL RULES

The scatter laser is so heavy that it can only move under the power of its anti-grav platform. It may be turned to face any direction or moved up to 4" in the movement phase and requires only one of its two-man crew to move it. The weapon may not move through difficult terrain or over obstacles.

The platform-mounted weapon is considered to be a separate target from its crew. At short range an enemy may select either of the two crewmen or the weapon itself as the target. Long range shots are randomised between the gun and crew. If either crewman is killed the weapon may still continue to

move and fire so long as the other crewman is alive. If both crewmen are killed the weapon remains on the table but is effectively useless. If the weapon is shot at it is considered to have an armour value of 10 as if it were a vehicle. The attacking player rolls to penetrate the weapon's armour and if the armoured casing is penetrated the weapon is automatically destroyed. Crewmen whose weapon has been destroyed may continue to fight independently, join other Eldar Guardian support units as spare crew, or take over an anti-grav platform that has no crew.

The scatter laser may fire up to six shots during its shooting phase. Each shot may be fired at a different target if the player wishes, but the second and any subsequent targets must lie within 6" of the first. The player must designate how many shots he's going to take at each target before he rolls any dice to hit: "Three shots at that Space Marine squad and three at the Land Speeder" for example.

If you want to use lascannon or heavy plasma guns on this platform then all the rules for crews and mobility apply as described above. Lascannon and heavy plasma guns mounted in this way may move and fire, but heavy plasma guns must still recharge as normal.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour. Penetration	Special
0-20	20-60	+1	-	6	1	-1	D6+6	See above

VIBRO-CANNON ON ANTI-GRAV PLATFORM

Support weapon

The Vibro-cannon is a uniquely Eldar weapon which uses resonant force as a powerful means of destruction. A vehicle hit by a Vibro-cannon shakes violently and may fall apart, troops are flung to the ground quivering uncontrollably, and even the ground itself is ripped asunder by shock waves. The weapon can be directed against a specific point on the battlefield, but its forces are transmitted at ground level, and targets between the weapon and its aiming point can be affected. It is as if a huge plow were cutting a mighty furrow deep into the earth, casting aside rocks and soil, and scattering troops and tanks to either side.

A particularly frightening aspect of the Vibro-cannon is revealed when two weapons cross their line of fire over the same target. When this happens the results are often very spectacular as the ground is torn apart explosively.

SPECIAL RULES

The Vibro-cannon is so heavy that it can only be moved under its own gravitic power. It may be turned to face any direction and moved up to 4" in the movement phase and requires only one of its two crew members to move it. The weapon may not move through difficult terrain or over obstacles.

The platform-mounted weapon is considered to be a separate target from its crew. At short range an enemy may select either of the two crewmen or the weapon itself as the target. Long range shots are randomised between the gun and crew. If either crewman is killed the weapon may still continue to move and fire so long as the other crewman is alive. If both crewmen are killed the weapon remains on the table but is effectively useless. If the weapon is shot at it is considered to

have an armour value of 10 as if it were a vehicle. The attacking player rolls to penetrate the weapon's armour and if the armoured casing is penetrated the weapon is automatically destroyed. Crewmen whose weapon has been destroyed may continue to fight independently, join other Eldar Guardian support units as spare crew, or take over an anti-grav platform that has no crew.

To fire the Vibro-cannon first nominate any point within range as the aiming point. This may be a conventional target, but it does not have to be, you could just aim at an area of ground. Although the Vibro-cannon has no blast marker you will need to mark the aiming point with a suitable counter.

There is no roll 'to hit' – instead you roll a scatter dice to see if you are on target. Make a scatter roll using a D6 and a scatter dice like the D-cannon (see page 62), though the Vibro-cannon only scatters once. Once you have established where the Vibro-cannon hits draw a line back to the weapon. The Vibro-cannon beams cuts along the ground along this line. Any targets along this line are hit and may suffer damage.

Any model which lies under the line of is hit automatically. You must use your judgement to determine whether models lie on the line of fire or not, but as a general rule if any part of a model's base lies across the line it may be hit. An extending tape measure is the best way to gauge the line of fire, but even so you must be prepared to be reasonable as it is almost impossible to draw a dead straight line with a flexible tape across a crowded battlefield. As a matter of convention, we normally assume that the line is as wide as the tape measure (ie about 1cm) as this allows you to draw the tape between two points and most easily judge which models lie beneath.

Any models hit by a Vibro-cannon suffer 1 hit at a Strength equivalent to the target's own Toughness (ie, causes damage on the D6 roll of a 4, 5 or 6).

A vehicle that is struck by the Vibro-cannon automatically suffers 1 hit to the first location in the path of the beam that is touching the ground (ie, tracks and legs). Because the Vibrocannon transmits its power through the ground it cannot affect aerial targets or skimmers. The effect of the Vibro-cannon is more if the target is particularly massive, so heavily armoured targets are more likely to suffer than lightly armoured ones. The chart below summarises armour penetration for the Vibro-cannon.

Armour	1-5	6-8	9-11	12-14	15-17	18-20	21-23	24-26
Penetration	D6	2D6	3D6	4D6	5D6	6D6	7D6	8D6

CROSS BEAM RULES

If two Vibro-cannon beams cross then the effect is spectacular. If a model is hit by a Vibro-cannon beam and has already been hit by another Vibro-cannon that turn, then save modifiers are doubled (ie -4 rather than -2). In the case of vehicles a further D6 is added to the penetration dice.



Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour Penetration	Special
0-20	20-72	Special		Special	1	-2	Special	See above

WARGEAR

SWOOPING HAWK WINGS

Swooping Hawk wings are a special form of jump pack used exclusively by Eldar Swooping Hawk Aspect Warriors. In addition to an anti-gravity lifter and jet propulsion motors the harness has large wings which allow the user to glide longer distances and even soar high into the air.

Eldar Swooping Hawk wings work exactly like jump packs except in the following respects.

1. A Hawk leap must be in a straight line between 6" and 36" long. There is no penalty to the movement distance for moving over tall obstacles as there is for jump packs.
2. No roll is made for scatter on landing but no model using Hawk wings may land within 1" of any cover, building, vehicle, obstacle or other model, including other Swooping Hawks. Such features would interfere with the wing membranes and make them crash. When leaping into hand-to-hand combat Swooping Hawks may move within 1" of the enemy model they intend to fight but must still remain 1" clear of any other obstacles, models or features as noted above. When charging Swooping Hawks do not receive the extra 4" move that ordinary jump packers do.
3. Shots fired at Swooping Hawks suffer a -1 to hit penalty for the target's speed regardless of the actual distance of the leap they are making. Swooping Hawks carry a special grenade pack which they can use to drop grenades on models they leap over. For more details see the weapons entry for the Swooping Hawk Grenade Pack.

Swooping Hawks can also use their wings to soar high above the battlefield in order to evade or bypass an enemy. The following rules apply.

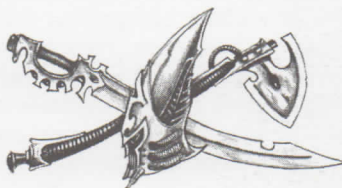
1. At the start of its movement phase a Swooping Hawk squad declares that it is flying away from the battlefield and the models are removed from the table. They may make no other movement on the table that turn.
2. Models may fly away from hand-to-hand combat in this way without incurring any blows against them.
3. While off the table Swooping Hawks may not do anything. They are too high up to fire or drop grenades.
4. A Swooping Hawk squad which left the battle in a previous turn may land back on the table anywhere it wishes during its next movement phase, even landing in hand-to-hand combat if desired. It may not make any other movement that turn. A Hawk squad landing this way can shoot as normal but cannot use grenades. Swooping Hawks diving into hand-to-hand combat count the +1 WS bonus for charging.

DARK REAPER RANGE FINDER

Eldar Dark Reaper Aspect Warriors are the most heavily armed of all the Aspect Warrior cults. They traditionally use missile launchers and their special armour includes a complex array of sensory and range-finding equipment linked to their weapons. This gives them +1 to hit with their missile launchers just like a targeter. The range finder can also lock on to track fast moving targets. This means the normal negative to hit modifier for firing at fast moving targets is ignored.

WARP SPIDER JUMP GENERATOR

The Warp Spider Aspect Warriors use a warp generator to distort space, enabling them to jump from one place to another. When Warp Spiders jump they disappear from one place and instantaneously reappear elsewhere. A Warp Spider squad may jump instead of making a normal move, but cannot jump and move normally during the same turn as the process of jumping absorbs all the time they have for movement. A Warp Spider squad may also make a jump immediately after the shooting phase, allowing them to jump, shoot, and then jump again. The jump ignores terrain and Warp Spiders may jump inside buildings, battle bunkers and so on. However, Warp Spiders may not move into or onto vehicles.



The maximum total range that a squad can jump during a turn is normally 18". This distance can be divided between the movement phase and after the shooting phase. So, for example, you could jump 12" in the movement phase and 6" after the shooting phase. To jump the squad, take any one model and move it the desired distance. Once the first model has jumped the rest of the squad automatically follow – place the remaining models within 6" of the first, and with normal squad coherency (ie, all models within 2" of another). Some models in the squad may move slightly more or less than the first model. This is fine as long as the restrictions above are followed.

It is possible to jump into hand-to-hand combat during the movement phase or after the shooting phase in which case hand-to-hand combat is initiated as normal. Note that in this case an enemy on overwatch will be unable to shoot as the Warp Spiders materialise instantly beside their prey, allowing no time to see them. The Warp Spiders receive the usual +1 combat score modifier for charging – this represents the sudden surprise as much as anything!

It is also possible for Warp Spiders to extend the total jump distance, but this is dangerous as prolonged exposure to the warp will quickly destroy an Eldar. The maximum permitted distance is 30", and the longer the jump the greater the risk.

When attempting a jump which will exceed your normal maximum distance roll a D6 for each Warp Spider. You may need to roll before moving in the movement phase if attempting a long jump or you may need to roll after the shooting phase if extending your total jump distance that turn. On a score as indicated below the Warp Spider has been caught in the warp and destroyed.

Range	Destroyed on Score of
18-24"	6
24-30"	5 or 6

Alarielle walked softly, aware that death watched and waited close at hand. The city was quiet but it was not the quiet of death that lay over the place. It was the quiet of a hunting beast, lying in wait for its prey. He felt like a fly walking along a twitching spider web. The difference, he told himself, was that he was a fly who was aware of his situation, and who could deal death as well as receive it.

His shuriken catapult rested comfortably in his hands. His comrades were strung out in a long line behind him. All around the remains of the burned out hab units showed signs of recent battle. The scorch tracks of lasers marred the walls. Bolter shots marked the doorways. This was the last great hab-area of the hive city to be cleared.

The sound of stealthy movement close at hand drew his attention. In a movement too fast for a human eye to follow, he whirled, bringing his weapon to bear on the source of the noise. For a moment he tensed, then he realised that it was another Eldar squad – Warp Spiders. Their movements were sinister and scuttling, their strange four-armed battlesuits making them look like daemons from ancient legend.

Alarielle eased his grip on the trigger. The Warp Spider made a strange flowing gesture, indicating that Alarielle and his squad of Guardians should move on, and that they would follow. It was typical of the Spiders. When they took on their Aspect they

became obsessed with stealthiness and surprising their prey.

Alarielle wondered what it must be like to enmesh your mind in the strange tangled path of the Spider Warriors. Of all the Aspect warriors he knew they were the furthest removed from the normal Eldar mindset. There was something strange and frightening about them, even to their fellow Eldar. Many had become lost in the Spider Path, caught in its web, lost forever to their kin, as they locked themselves into their Exarch persona. Still he knew, that was ever the danger for any who became too enamoured of their Aspect path, that they would become addicted to the alien perspective they assumed, and not wish to return to their everyday selves.

Even Alarielle had felt something of that seductive tug. Even as a Guardian, he knew what it was like to put aside certain aspects of himself. When he donned the armour and the mask it became necessary for him to suppress that side of personality that knew fear, and any part of him that might feel the slightest empathy for the enemy. When he donned his armour and put on his mask he became a killing machine, ruthless, fearless, deadly. It was a necessity in these kill-or-be-killed situations.

Behind him the others in his squad moved cautiously, gliding their feet forward carefully, testing the ground on which they walked before putting their weight on it. Two days ago they had almost lost Kethrian when he fell through a floor that had been weakened by the ruin of the building.

Ahead of them was a doorway. Alarielle gestured for Kethrian to go forward on point. Moving in a fighting crouch, his weapon held ready, the youth advanced and moved through the doorway. Alarielle counted slowly to three and then followed him.

The chamber he had entered was a huge one. Obviously it had been some sort of assembly hall for this section of the hive city, perhaps even a temple of sorts. Dust motes danced in the columns of light that filtered in through the stained glass roof, illuminating an area full of debris. Alarielle inspected the roof. It was astonishing. Somehow the enormous stained glass representation of the Emperor of Mankind had remained intact, through the long months of civil war, and the subsequent Eldar strike. It was a work of beauty to compare with any his people had ever created. He was surprised that the Chaos spawn had not destroyed it as they had destroyed so much else. He knew also that when this battle was over, he would draw inspiration from the sight of it, and use it as the basis for one of his own paintings.

He pushed that thought aside. It was a thought for when the war was over, not now when he was a Guardian. Through other arches Eldar warriors entered the ruined temple. He saw a squad of



Howling Banshee Aspect Warriors, and an Exarch armed with a Web of Skulls. They advanced into the temple and as they did so other Eldar squads entered. Suddenly Alarielle caught sight of a flicker of movement around the ruined altar. Without thinking he brought his gun up and fired. He was rewarded with a scream of pain and the sight of a raggedly clad cultist tumbling backward out of cover. His men opened fire round about him, chipping bits of plascrete from the altar and reducing the image of the Emperor to a shapeless outline.

Laser fire ripped up the air as the humans responded, their ambush sprung prematurely. Alarielle heard Kethrian scream as his armour bubbled and melted, and his head exploded, brains evaporating in a cloud of super-heated steam. Alarielle threw himself forward, seeking cover behind one of the enormous plascrete pillars, hoping that his warriors would do the same.

He took a moment to check the situation. From their position of cover behind the altar about a dozen shabbily dressed humans fired with laser weaponry. Others were entering through the far archways of the chamber. Among them were many heavily armed Beastmen. They were led by a group of black armoured Chaos Marines who advanced, bolters spitting death. There was even an enormous construct that looked like some sort of daemonic robot save for the fact that it rolled forward on two great wheels.

All was bedlam now. The howling of the Banshees increased as they cart-wheeled towards their enemy, in an eye-blurring dance of evasion that took advantage of every shred of cover. The Exarch hurled his Web of Skulls at the wheeled thing and was rewarded by seeing it entangled. Alarielle took careful aim at one of the Chaos Marines and let fly. His shots glanced off the Chaos worshipper's baroque, ornate armour.

Laser bolts crackled through the air. Bolter shells carved great gouges out of the pillar behind which Alarielle sheltered. He heard the demented screams and chants of the Chaos worshippers as they invoked their daemon gods to watch over them while they fought. Their screams turned to howls of agony as the Banshees leapt among them, striking left and right with their weapons, sending men toppling headless, blood fountaining from their necks.

Heavy treads came ever closer. Alarielle watched as the Chaos Marine raced towards him, a mighty chainsword brandished in his black-gauntleted fist. The weapon's eerie wail filled the air like the scream of a soul in torment. Alarielle took a quick snap shot but was driven back into cover by hail of fire from the newly arrived humans. He suddenly realised that the Eldar here were outnumbered and that things looked grim. This had all the hallmarks of a trap.

The Chaos Marine sprang into view, chainsword swinging. Alarielle ducked. The great teeth of the chainsword's blade took an enormous bite out of the pillar. Chips of plascrete, thrown off by the rotating blades, pinged off Alarielle's armour.

Old Saarine sprang to his sergeant's assistance, swinging the butt of his shuriken catapult in a huge arc to connect with the Chaos Marine's head. There was a great clang, like the pealing of a hellish bell as he made contact. The Chaos Marine did not even sway. He simply turned his burning red-eyed gaze on the Guardian for a moment before his chainsword cleaved away Saarine's arm. With a shout of rage Alarielle threw himself forward, sweeping his weapon up to fire at the Chaos worshipper from point blank range.

He never had a chance to fire. The Chaos Marine lashed out with his mighty mailed fist and sent the sergeant tumbling to the ground. All around silver stars mingled with the laser blasts flickering across Alarielle's vision. He looked up at the towering black-armoured form of his foe, suddenly aware of even the tiniest of details.

He noticed as if for the first time the tiny brazen skulls worked into the Marine's armour, and the eldritch runes that blazed with their own internal fire on his chestplate. He saw the little flecks of blood and gristle on the blades of the chainsword as the Chaos Marine raised it high above his head. He saw the strange expression on the face of the stained glass Emperor who glared down over the daemon-worshipper's shoulder.

Desperately Alarielle tried to force his battered body to move. Slowly, far too slowly his body began to respond. Alarielle knew that he was going to die.

Then it happened.

The air shimmered and a weird four-armed figure materialised from the empty air beside the Chaos Marine. Before the enemy could respond he was entangled in a spinning web of monofilament wire. All features were temporarily obscured in the glistening silver haze, then the Warp Spider made a tugging gesture with the hand that held the monofilaments, and the Chaos Marine simply fell apart, cut into tiny pieces by the incredibly sharp edges of the mono-filament weapon.

Alarielle wiped the blood from his faceplate and looked up gratefully into the enigmatic mask of the Warp Spider. The Spider made a cryptic gesture with its right lower hand and then the air around it shimmered as it vanished again.

Hastily Alarielle pulled himself to his feet and opened fire at the distant altar. There was still a battle to win and the situation looked desperate.

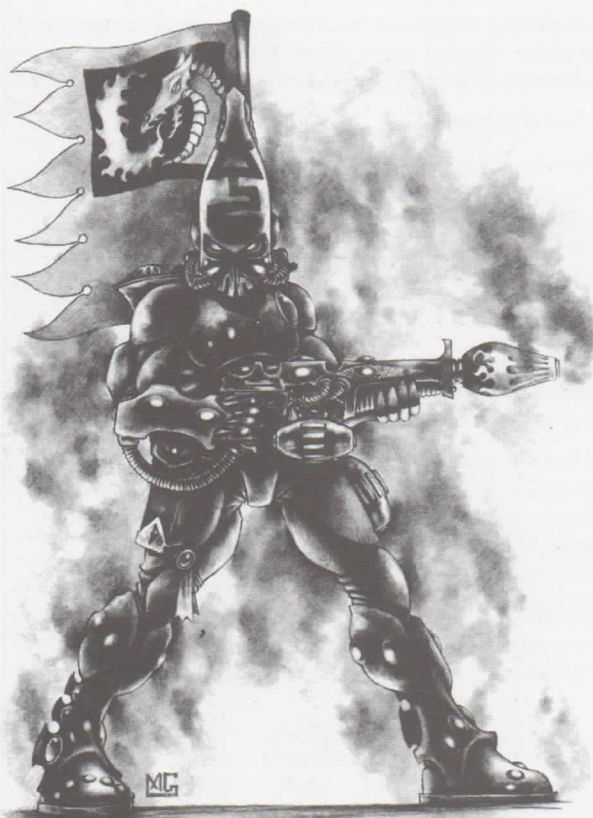


ELDAR ARMY LIST

The Eldar army list has been designed so that you can choose an army to a pre-set points value agreed by you and your opponent. There is no upper limit to the size of an army, but 1000 points is about the smallest size for a battleworthy force. A 2000 point battle will usually last an entire evening, while 3000 points will give you a battle that will take most of a day to fight, and the army lists have been designed to suit battles of about this size. If you wish to fight extremely large battles (say more than 6,000 points a side) you may wish to introduce additional restrictions on the number of characters and support items otherwise these will tend to dominate the battle to the exclusion of other troops – this is left to experienced players to agree amongst themselves.

Most players prefer to collect their armies in blocks of 500 or 1000 points worth of troops. For example, you might begin with a core force of 1000 points and build it up by adding 500 points at a time. This allows you to conveniently plan your purchases and gives you time to paint the models and try them out on the tabletop before deciding what to add next.

It is usual for each side to begin with an equal points value of troops, say 2000 points a side. Each player picks his force from the appropriate Warhammer 40,000 Codex army list, up to the agreed points value. The total points value of your army may be less than the agreed amount but it cannot be more – you will often be a few points short simply because there is nothing left to spend the last few odd points on.



THE ARMY

When you choose your Eldar army you can spend your points on four categories of troops: Characters, Squads, Support and Harlequins. You are permitted to spend only a proportion of your total points on each of these categories. For example, you may spend up to a maximum of 50% of your points on Support. These limitations are designed to ensure armies are reasonably balanced and don't consist entirely of character models, dreadnoughts, or tanks. The proportion of points which can be spent on each category is summarised immediately before the army list under the heading 'Army Selection'.

CHARACTERS

You are free to spend up to 50% of your army's points total on characters. Your army must be commanded by either an Avatar or a Farseer (unless it is an exclusively Harlequin force in which case it is commanded by a Great Harlequin as explained below). Because you need a commander you must always spend some points on characters.

The points value of characters includes the value of the characters' wargear and wargear cards. In the case of Exarchs their value also includes the cost of Warrior Powers. The points values of wargear and Exarch Warrior Powers is included on the Wargear list which appears immediately before the main army list.

The points values of wargear cards is indicated on the cards themselves. The maximum number of wargear cards a character can have is indicated in its army list entry. In some cases these vary from the standard number permitted in Warhammer 40,000. This is to take into account unusual individuals such as the Eldar Harlequin characters, Pirate Captains, and so forth.

Any character other than an Avatar or Exodite Dragon Lord may ride a jetbike. If an Eldar character rides a jetbike or Vyper jetbike, the points value of the bike is added to the character's points cost. This means the points spent on jetbikes for characters is allocated to the Characters portion of your army's points value and not the Support portion. In the case of a Vyper jetbike which has two crew, the character displaces the usual pillion crewman and heavy weapon. With all jetbikes the vehicle is treated as if it were wargear belonging to the character, so its cost is added to the character's own points value.

Note that in the case of a Pirate Captain he may only ride a jetbike if his squad also rides jetbikes, and then he must do so too. This is because Pirate characters always act as squad leaders. Obviously this would be impossible if he were riding a jetbike whilst his squad was on foot, or vice versa.

Note also that some wargear cards are restricted to certain races or types of character. The wargear cards in Warhammer 40,000 and Dark Millennium indicate any restrictions which apply.

SQUADS

At least 25% of your army's points must be spent on squads, unless you want an army that consists entirely of Harlequins. You can choose to form your army entirely of Harlequins if you wish. In this case the army contains no other troops and all your army is chosen from the Harlequins section.

Most troops fight in squads. In the case of Eldar the most common type of squad is the Guardian squad. Squad sizes vary and you are free to choose a squad within the limits indicated in the list: for example a Guardian squad may have between 5 and 10 models whilst a Dark Reaper squad may have between 3 and 7. Although each squad is assumed to have a leader, the leader has identical characteristics to the rest of the squad and if he is killed the next in seniority takes over command. The leader is not a character model, and he cannot be given wargear cards. In the case of some squads he may have weapons and equipment that differ from those of his fellow troopers as indicated in the army lists.

Note that Pirate and Exodite squads differ from most Eldar squads in that they may have specific leaders who are characters. Pirate squads always have a character as leader. In both cases these character leaders are paid for as characters, but are included in the squad's total size – ie, 9 troopers + 1 character = a squad of 10 models. Pirate and Exodite squad leader characters are armed and equipped as individuals and do not have to carry identical weapons to their squads.

SUPPORT

You can spend up to half the army's points on Support. The Support section of the army list describes support weapons, vehicles, dreadnoughts and allies. In the case of support weapons the number you can have is restricted by the number of Guardian squads in your army.

Note that we have not included all the profiles or additional details for the different kinds of support weapons, vehicles and dreadnoughts. Refer to the Warhammer 40,000 Wargear Book or the Dark Millennium supplement for the vehicle data cards. The data cards also indicate the points values for the different kinds of vehicle, although these are summarised on the lists for your convenience.

As described under Characters, any vehicles ridden by characters are costed to the Characters section rather than the Support section (Harlequin characters are an exception as noted below). This is done to restrict the number of super-mobile characters, and in some army lists it discourages players from putting all their characters into tanks or other inappropriate vehicles.

The points allocated for Support are used to buy allied troops, as well as weapons and vehicles. To choose allies refer to the Warhammer 40,000 Codex for the allies that you wish to include. You may include allies from a single army, or from several armies, it is up to you.

When choosing allies there is no further restriction on the army selection, eg, if you are spending, say, 500 points on allies you can choose from the Character, Squad and Support sections of the allied army list. You could include 500 points of characters, or 500 points of vehicles, for example. Normal obligations regarding compulsory troops do not apply to allies (you do not need to choose an army commander for example) but unit sizes must be correct and other restrictions on the



numbers of troop types, characters and support items available do apply. For example, you cannot pick two allied army commanders! Obviously, you may not pick further allies from the allied army's own Support section.

Including allies in your Eldar army is a good way of expanding your forces. It enables you to build up the core of a completely different army, and it enables you to vary your painting routine. By including allies it is also possible for several players to combine their forces and fight substantially larger battles.

HARLEQUINS

You may spend up to 50% of your points on Harlequins. Alternatively, you may spend *all* your points on Harlequins in which case you must spend 100% of your points in this way.

The Harlequins section of the army list is unique in that it contains character models as well as squads. Harlequin characters may be equipped with wargear cards just like other characters. The points cost of Harlequin characters, their wargear cards and any jetbikes they ride, is all part of the Harlequins' points allocation.

Some Eldar players like to use an army which consists entirely of Harlequins, which is why we allow this option. For larger battles such a force may prove rather unbalanced. If you wish to field a force exclusively composed of Harlequins then ignore the normal 25% minimum for squads. You may include jetbikes for your Harlequin squads, but not Vypers, dreadnoughts, war walkers etc. Your force will be commanded by a Great Harlequin. Most players will prefer to field Harlequins as part of a mixed force, in which case the 25% minimum for squads applies as normal.



PRESENTATION OF PROFILES

Profiles are presented in the standard manner and include all the characteristic values. Cavalry models, such as Exodite Dragon riders, have a separate profile for rider and mount.

This book contains details for most weapons, and the remainder are described in the Warhammer Wargear book. Similarly, players must refer to the data cards for the points values and complete details of vehicles and dreadnoughts. Some data cards are included in Warhammer 40,000, whilst Dark Millennium contains many more. As new models are released new data cards will be published in the pages of White Dwarf magazine.

SPECIFIC LIMITATIONS

The Eldar army list describes the troops, characters and support items that the army may contain. In most cases there is no upper limit to the number of squads or characters, other than the points available. However, certain types of squad, character, and support item are limited in number or their availability is governed in some other way. It is only permitted to include one Farseer for your army, for example, and support weapons may only be included if your force already includes Guardian squads. Restrictions of this kind are indicated in the lists.

THE WARGEAR LISTS

The army list entries for characters and squads often indicate that models may be equipped with more weapons or equipment at extra cost. This cost is indicated in the Wargear list given just before the army list. The Wargear list is divided into different categories, and in some cases there are

additional restrictions which apply – for example, a model may only ever carry a single special weapon. In addition, not all weapons or equipment are available to all troops – for example grenades may only be chosen for characters. These restrictions are all indicated on the Wargear list.

THE WARGEAR CARDS

Character models are allowed to carry special items of equipment in the form of wargear cards. The number of wargear cards a character is allowed to carry is indicated in the entry for the character. The points values of wargear cards is included on the cards themselves.

A number of wargear cards is included in the Warhammer 40,000 game, whilst a whole lot more are available in the Dark Millennium supplement. Further examples will be printed occasionally in White Dwarf magazine and in future Warhammer 40,000 Codex books.

Note that the number of wargear cards of a particular type is deliberately intended to restrict the number of such items available in an army. When choosing your army you cannot allocate a wargear card more than once. This does not affect your opponent, who presumably has his own set of cards; so it is perfectly possible for individual models on opposing sides to have the same item. Note also that some wargear cards are restricted to certain races or troop types as indicated on the cards themselves. Other items can be used once only, and must then be discarded – such as Vortex grenades.

CHARACTERS AND HEAVY WEAPONS

Note that the Eldar are unusual in that some Eldar characters have heavy weapons, for example Harlequin Death Jesters who carry shuriken cannons. Because heavy weapons are weighty and clumsy they are usually avoided by mobile characters depending upon their agility and quick reactions rather than static firepower.

If a character is shooting a heavy weapon then the model is restricted by the normal targeting rules in the same way as any other model (see the section 'Choosing a Target' in the Warhammer 40,000 Rulebook). The rule which allows characters to shoot at whatever target they wish does not apply to characters shooting with heavy weapons – the weapon is simply too heavy and cumbersome to permit the character to do so. Note that this applies to all characters armed with heavy weapon, not just Eldar characters, but Eldar are unusual in that some characters have heavy weapons as standard. This rule is designed specifically to prevent players exploiting the agility and accuracy of characters in an inappropriate way to create infallible long-range snipers who sit back on the table edge and pick off targets from afar. Real heroes get stuck in!

SPECIAL CHARACTERS

After the main army list there is a section of special characters. This describes some famous Eldar, and provides game details and points values for each of them. Your army may include these characters if you wish, either as additional character models, or, in some cases, as the army commander in place of the regular Farseer or Avatar. Their points cost is included in the points paid for your characters.

WARGEAR LIST

The following charts list additional wargear that may be carried by Eldar characters or troops. Any limitations as to availability are indicated on the charts themselves. Note that some items are also available as wargear cards – these items are available to the Eldar much more readily than to some other armies, hence they are included as wargear which you can purchase. Such items are not wargear cards and do not affect a character's ability to carry other equipment in the form of wargear cards.

ASSAULT WEAPONS

Assault weapons may be carried by any models as indicated in the lists and each model may carry an unlimited number.

Chainsword	2
Laspistol	1
Power Axe	7
Power Fist	10
Power Sword	6
Hand Flamer	7
Needle Pistol	10
Shuriken Pistol	3
Harlequins only:	
Harlequin's Kiss	10

SPECIAL WEAPONS

Special weapons may be carried by any models as indicated in the lists. A model may carry only a single special weapon.

Flamer	9
Meltagun	8
Lasgun	2
Shuriken Catapult	5

EXARCH WARGEAR

The following items are available for Exarchs. An Exarch may have one of the following items or combinations of items.

Banshee Mask	12 points
Mandiblaster Helmet	2 points
Dark Reaper Range Finder Helmet	5 points
Dark Reaper Range Finder Helmet + Shuriken Cannon	40 points
Dark Reaper Range Finder Helmet + Missile Launcher with krak and frag shells	50 points
Swooping Hawk Wings + Swooping Hawk Grenade Pack with krak and frag grenades	20 points
Warp Spider Jump Generator	20 points
Warp Spider Jump Generator + 2 Death Spinners	40 points

EXARCH WARRIOR POWERS

Any Exarchs may have up to two Exarch Warrior Powers. These are described in this book (see page 50), and the points cost is summarised below.

Crack Shot	15
Turn Aside Blow	5
Disarm	5
Crushing Blow	5
Bounding Leap	10
War Shout	5
Fighting Fury	5
Mighty Strike	5
Distract	5
Sustain Attack	5
Fast Shot	25
Tough	10
Stealth	10
Battle Fortunes	10
Resolve	10

GRENADES

The following grenades may be carried by any character models as indicated in the lists. They are not available to other models except where they are included as equipment within the lists themselves. A model may carry any number of these grenade types. A model which is carrying one or more of the following grenade types is assumed to have sufficient individual grenades to last for the duration of the battle.

Blind Grenades	2
Frag Grenades	2
Krak Grenades	3
Melta Bombs	5
Plasma Grenades	3
Photon Flash	2

ARMOUR

Armour may only be taken by character models, and each character model may only take one kind of armour.

Refractor (5+ save)	6
Conversion (4+ save)	14
Displacer (3+ save)	24

ARMY SELECTION

Characters	50%	Up to half of the points value of the army may be chosen from the Characters section of the army list.
Squads	25%+	At least a quarter of your points must be chosen from the Squads section of the army list. You may spend more if you wish.
Support	50%	Up to half of the points value of the army may be chosen from the Support section of the army list.
Harlequins	50%	Up to 50% of an Eldar army may consist of Harlequins. Alternatively 100% of the army may consist of Harlequins (ie, no characters, squads or support).

CHARACTERS

0-1 AVATAR 300 points

The Eldar army must be commanded by either a Farseer or an Avatar. If an Avatar is present he is automatically the commander. Every Craftworld contains a shrine in which sits an Avatar of the Bloody Handed God, awaiting the call to battle.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Avatar	6	10	10	8	8	7	10	5	10

WEAPONS The Wailing Doom.

STRATEGY The Avatar has a strategy rating of 4.

SPECIAL If your army contains an Avatar then he is automatically its commander.
Note that the Avatar is permitted no Wargear cards.

0-1 FARSEER 170 points

The Eldar army must be commanded by either a Farseer or an Avatar. If an Avatar is present he is automatically the commander. Farseers form the guiding council of the Craftworlds, and they command the Eldar forces in battle.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Farseer	5	7	7	4	5	4	9	3	10

WEAPONS Laspistol.

ARMOUR Rune armour (4+ unmodified save).

WARGEAR The Farseer may be given up to 3 Wargear cards.
The Farseer may be given additional equipment chosen from the Armour, Assault Weapons, Special Weapons, and Grenades sections of the Wargear list.

STRATEGY The Farseer has a strategy rating of 4.

SPECIAL A Farseer may command your army if it does not also include an Avatar. A Farseer is a psyker with a mastery level of 4.



EXARCHS 50 points

The Eldar army may include up to one Exarch for each Aspect Warrior squad it contains. Exarchs are the keepers of the shrines of the Bloody Handed God and the most powerful of all Eldar warriors.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Exarch	5	6	6	4	4	2	8	2	10

WEAPONS Laspistol.

ARMOUR Exarch armour (3+ save).

WARGEAR An Exarch may have up to 2 Wargear cards.
An Exarch may be given additional equipment chosen from the Exarch Wargear, Assault Weapons, Special Weapons and Grenades sections of the Wargear list.

SPECIAL Note that although Exarchs are associated with specific shrines there is no need to match the costume or weaponry of individual Exarchs to specific Aspect Warrior squads in your army. Your army can include a Dark Reaper squad and a Swooping Hawk Exarch, for example.

An Exarch may be given up to two special Exarch warrior powers as described in this book. The points cost for these is summarised on the Wargear list.

The mind of the Farseer is utterly inhuman in its depth and complexity. Without mercy or moral feeling his consciousness stands upon the edge of spiritual destruction. That he does not fall must be a result of constraints and balances which only an Eldar could understand. To a mere human it is yet another reminder that we are but children in comparison to that ancient and powerful race.

Inquisitor Czevak - description of Eldar Farseer



EXODITE LORDS

Champion	38 points
Hero	64 points
Mighty Hero	102 points

The Eldar army may include up to one Exodite Lord for each squad of Exodite Dragon Knights it contains. Exodite Lords are powerful leaders from the Exodite worlds who ride fearsome carnivorous reptiles. There are three levels of Exodite Lord: Champions, Heroes and Mighty Heroes. If you choose an Exodite Champion then he must fight with an Exodite Dragon Knight squad as its leader – other characters may fight as individuals or join any Eldar squads.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Exodite Champion	5	4	4	3	3	1	4	1	9
Exodite Hero	5	5	5	4	4	2	6	2	9
Exodite Mighty Hero	5	6	6	4	4	3	7	3	10
Dragon	8	3	0	4	4	1	1	2	3

WEAPONS Laser lance.

ARMOUR Mesh armour (5+ save).

WARGEAR An Exodite Lord may have up to 1 Wargear card irrespective of level. Technology and artifacts are less common on the Exodite worlds than they are on Craftworlds.

An Exodite Lord may be given additional equipment chosen from the Assault Weapons, Special Weapons and Grenades sections of the Wargear list.

WARLOCKS

Warlock	51 points
Warlock Champion	97 points
Warlock Master	152 points

The Eldar army may include any number of Warlocks, the powerful battle psykers of the Craftworlds.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Warlock	5	4	4	3	4	1	7	1	9
Warlock Champion	5	5	5	4	5	2	7	1	9
Warlock Master	5	6	6	4	5	3	8	2	9

WEAPONS Laspistol.

ARMOUR Rune armour (4+ unmodified save).

WARGEAR A Warlock may carry up to 2 Wargear cards.

The Warlock may be given additional equipment chosen from the Armour, Assault Weapons, Special Weapons and Grenades sections of the Wargear list.

SPECIAL Warlocks are powerful psykers with the following levels of mastery. Warlock – mastery level 1; Warlock Champion – mastery level 2; Master Warlock – mastery level 3.



PIRATE CAPTAIN

Champion	13 points
Hero	33 points
Mighty Hero	64 points

If your Eldar army includes Eldar Pirates then each Pirate squad must be accompanied by a single Pirate Captain to lead it. Eldar Pirate Captains always lead Pirate squads regardless of their level, they never act as independent characters. These include Pirate Champions, Heroes and Mighty Heroes.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Pirate Champion	5	4	4	3	3	1	5	1	9
Pirate Hero	5	5	5	4	4	2	6	2	9
Pirate Mighty Hero	5	6	6	4	4	3	7	3	10

WEAPONS Laspistol.

ARMOUR Mesh armour (5+ save).

WARGEAR Pirate Captains may have more wargear than most characters as their adventures often give them the opportunity to acquire such items. A Champion may have up to 2 Wargear cards, a Hero up to 3, and a Mighty Hero up to 4.

A Pirate Captain may be given additional equipment chosen from the Armour, Assault Weapons, Special Weapons and Grenades sections of the Wargear list.

SQUADS

GUARDIAN SQUADS

..... 11 pts per model

Your army may contain any number of Guardian squads. A Guardian squad may consist of between five and ten models.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Guardian	5	3	3	3	3	1	4	1	8

SQUAD A Guardian squad consists of between 5 and 10 models, one of which will be the squad's leader.

WEAPONS Lasgun.

ARMOUR Mesh armour (5+ save).

WARGEAR The entire squad may substitute its lasguns for two laspistols at no cost.

The entire squad may substitute its lasguns for shuriken catapults at a cost of 3 points per model.

The entire squad may be given additional weapons chosen from the Assault Weapons section of the Wargear list.

The entire squad may be given Frag grenades at a cost of 2 points per model and/or Krak grenades at a cost of 3 points per model.

In addition, the squad's leader and/or one other model may be given weapons from the Special Weapons sections of the Wargear list.

SUPPORT The entire Guardian squad may be mounted on jetbikes chosen from the Support section of the army list. Jetbikes may either carry two shuriken catapults (20 points per model) or up to one in three may upgrade to a single shuriken cannon (25 points per model). A squad may ride jetbikes with mixed armament if you wish, or the whole squad may ride identically armed machines – it is up to you.



DIRE AVENGER SQUADS

..... 22 pts per model

Your army may include any number of Dire Avenger squads. The Dire Avengers are the most common of all Aspect Warriors.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Dire Avenger	5	4	4	3	3	1	6	1	9

SQUAD A squad consists of between 3 and 7 models.

WEAPONS Shuriken catapult and laspistol.

ARMOUR Avenger Aspect armour (4+ save).

FIRE DRAGON SQUADS

..... 28 pts per model

Your army may include any number of Fire Dragon squads. The Fire Dragons are heavily armoured and employ deadly meltaguns.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Fire Dragon	5	4	4	3	3	1	4	1	9

SQUAD A squad consists of between 3 and 7 models.

WEAPONS Meltagun and laspistol.

ARMOUR Fire Dragon Aspect armour (3+ save).

DARK REAPER

SQUADS 67 pts per model

Your army may include any number of Dark Reaper squads. The Dark Reapers are heavily armoured and use heavy weaponry.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Dark Reaper	4	4	4	3	3	1	4	1	9

SQUAD A squad consists of between 3 and 7 models.

WEAPONS Missile launcher with Krak and Frag missiles; laspistol.

The entire squad may be equipped with Melta missiles at a cost of 5 points per model, Anti-plant missiles at a cost of 5 points per model, or Plasma missiles at a cost of 5 points per model.

WARGEAR All Dark Reapers have the Dark Reaper range finder.

ARMOUR Dark Reaper Aspect armour (3+ save).

SWOOPING HAWK

SQUADS 28 pts per model

Your army may include any number of Swooping Hawk squads. The Swooping Hawk Aspect Warriors are equipped with Swooping Hawk wings that allow them to fly over the battlefield.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Swooping Hawk	5	4	4	3	3	1	6	1	9

SQUAD A squad consists of between 3 and 7 models.

WEAPONS Lasgun, laspistol and Swooping Hawk grenade pack with Frag and Krak grenades.

WARGEAR All Swooping Hawks have Swooping Hawk wings.

ARMOUR Swooping Hawk Aspect armour (5+ save).



HOWLING BANSHEE

SQUADS 27 pts per model

Your army may include any number of Howling Banshee squads. The Howling Banshees are mobile and lethal hand-to-hand fighters.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Howling Banshee	6	4	4	3	3	1	6	1	9

SQUAD A squad consists of between 3 and 7 models.

WEAPONS Power sword, laspistol and Banshee mask.

ARMOUR Howling Banshee Aspect armour (4+ save).

SHINING SPEAR

SQUADS 50 pts per model

Your army may include any number of Shining Spear squads. The Shining Spears ride Eldar jetbikes and carry a laser lance.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Shining Spear	4	4	4	3	3	1	5	1	9

SQUAD A squad consists of between 2 and 5 models.

WEAPONS Laser lance and laspistol.

ARMOUR Shining Spear Aspect armour (3+ save).

SUPPORT Shining Spears ride Eldar jetbikes armed with two shuriken catapults.

STRIKING SCORPION

SQUADS 26 pts per model

Your army may include any number of Striking Scorpion squads. The Striking Scorpions are heavily equipped hand-to-hand fighters.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Striking Scorpion	5	4	4	3	3	1	6	1	9

SQUAD A squad consists of between 3 and 7 models.

WEAPONS Shuriken pistol, chainsword and mandiblasters.

ARMOUR Striking Scorpion Aspect armour (3+ save).

WARP SPIDER

SQUADS 41 pts per model

Your army may include any number of Warp Spider squads. The Warp Spiders wear the unique warp jump packs and carry Death Spinners.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Warp Spider	4	4	4	3	3	1	4	1	9

SQUAD A squad consists of between 3 and 7 models.

WEAPONS Death Spinner with hand-to-hand combat blade.

ARMOUR Warp Spider Aspect armour (3+ save).

WARGEAR Warp Spiders carry Warp Spider jump generators.

ELDAR SCOUTS 23 pts per model

An Eldar army may contain any number of Scout squads. Eldar Scouts are Outcasts who live far from their Craftworld homes, exploring the galaxy and undertaking dangerous missions on behalf of the Eldar.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Eldar Scout	5	3	3	3	3	1	4	1	8

SQUAD A squad consists of 5-10 Scouts.

WEAPONS Needle sniper rifle.

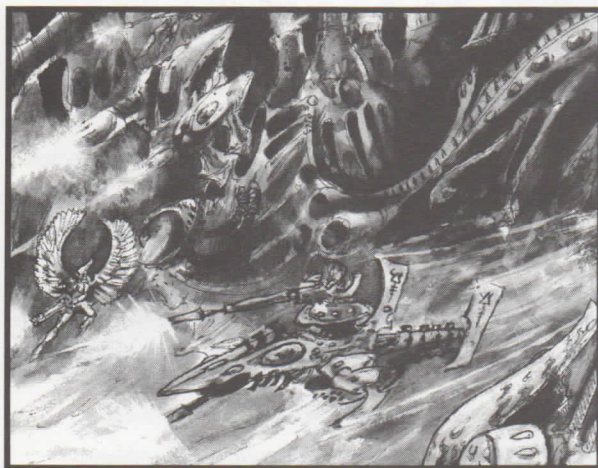
ARMOUR Mesh armour (5+ save).

WARGEAR All Scouts wear cameleoline cloaks, long coats, or cameleoline-covered armour (-1 to hit).

Any models may have additional weapons chosen from the Assault Weapons section of the Wargear list.

The entire squad may be given Frag grenades at a cost of 2 points per model, and/or Krak grenades at a cost of 3 points per model.

SUPPORT The entire Scout squad may be mounted on jetbikes chosen from the Support section of the army list. Jetbikes may either carry two shuriken catapults (20 points per model) or up to one in three may upgrade to a single shuriken cannon (25 points per model). A squad may ride jetbikes with mixed armament if you wish, or the whole squad may ride identically armed machines, it is up to you.



WRAITHGUARD 35 pts per model

An Eldar army may contain any number of Wraithguard squads. The Wraithguard are robotic devices animated by the power of an Eldar spirit stone. They are drawn from the Craftworld's infinity circuits ready to do battle alongside the living.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Wraithguard	4	5	5	5(AV10)	2	4	1	9	

SQUAD A squad consists of between 5 and 10 models.

WEAPONS Wraith cannon.

ARMOUR Wraithguard have an armour value (AV) in the same way as vehicles. The AV of a Wraithguard is 10.



EXODITE DRAGON

KNIGHTS 36 pts per model

An Eldar army may contain any number of Exodite Dragon Knight squads. The Exodites are brave warriors who ride fearsome carnivores. They come from the Exodite worlds and must often fight to protect their planets from humans, Orks and Chaos raiders.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Knight	5	3	3	3	3	1	4	1	8
Dragon	8	3	0	4	4	1	1	2	3

SQUAD A squad consists of between 2 and 5 models, one of which will be the squad leader. If the leader is a Champion chosen from the Characters section he is included in the squad's number (ie, 4 Dragon Knights + an Exodite Lord = a squad of 5 models).

WEAPONS Laser lance.

ARMOUR Mesh armour (5+ save).

WARGEAR Any models may have additional weapons chosen from the Assault Weapons section of the Wargear list.

Any models may have lasguns at a cost of 2 points per model or shuriken catapults at a cost of 6 points per model.



ELDAR PIRATES 9 pts per model

An Eldar army may contain any number of Eldar Pirate squads. Eldar Pirates are ferocious raiders and merciless fighters. They are independent, wild and unpredictable, in many ways like the Eldar of old. They are always led by their own Pirate characters.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Pirate	5	3	3	3	3	1	4	1	8

SQUAD

A squad consists of between 5 and 10 models, one of which must be a Pirate Captain chosen from the Characters section of the army list. A Pirate squad must always include a Pirate Captain to lead it and may never include more than one. The size of the squad includes this character (eg, 9 Eldar Pirates + 1 Pirate Champion = a squad of 10 models).

WEAPONS

None.

ARMOUR

Mesh armour (5+ save).

WARGEAR

Any models may have additional weapons chosen from the Assault Weapons section of the Wargear List.

Any models may have lasguns at a cost of 2 points per model or shuriken catapults at a cost of 5 points per model.



SUPPORT

The entire Pirate squad may be mounted on jetbikes chosen from the Support section of the army list. Jetbikes may either carry two shuriken catapults (20 points per model) or up to one in three may upgrade to a single shuriken cannon (25 points per model).

A squad may ride jetbikes with mixed armament if you wish, or the whole squad may ride identically armed machines, it is up to you.

If the squad rides jetbikes then the Pirate Captain leading it must also ride either a jetbike or a Vyper jetbike. If the Captain rides a Vyper jetbike then the other rider is an additional Eldar Pirate who does not count towards the squad's maximum size (eg, 9 Pirates on jetbikes + a Pirate Captain on Vyper = 10 models).

SPECIAL

Note that it is not necessary for all Pirates to be armed identically. You may arm some with laspistols, others with shuriken pistols, some with both – it is up to you to choose how you arm individual models.



SUPPORT

ALLIES

An Eldar army may be accompanied by allied troops chosen from the following Warhammer 40,000 Codex lists. See the Warhammer 40,000 Codex for each individual army for details.

Any Space Marine lists, Imperial Guard, Squats.

DREADNOUGHT 160 points

Your army may include Eldar Dreadnoughts. An Eldar Dreadnought contains the spirit stone of a dead Eldar warrior. See the Eldar Dreadnought datacard for details.

WEAPONS

Two arms each with power fists and either a built-in shuriken catapult with targeter or a flamer.

OPTIONS

An Eldar Dreadnought may carry one of the following weapons either instead of one arm or in addition. If fitted in addition the weapon will cost an extra +15 points. The weapon comes with a targeter.

Distortion Cannon	+25 points
Lascannon	+30 points
Missile Launcher	+30 points
with frag+krak	
Heavy Plasma Gun	+30 points
Scatter Laser	+30 points

LASCANNON ON

ANTI-GRAV PLATFORM 59 points

The lascannon is a powerful anti-tank weapon which is adept at destroying heavily armoured targets of all kinds. It is mounted on a mobile anti-grav platform and includes a targeter (+1 to hit). Your army may not include more support weapons on anti-grav platforms than it includes numbers of Guardian squads. For example, if your army includes five Guardian squads then you may include up to five support weapons on anti-grav platforms.

Weapon	Range		To Hit		Save			Armour	
	S	L	S	L	S	D	Mod	Pene.	
Lascannon	20	60	-	-	9	2D6	-6	3D6+9	

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Guardian	5	3	3	3	3	1	4	1	8

CREW

The lascannon has a crew of two Eldar Guardians.

WEAPONS

The Eldar crew carry a laspistol.

ARMOUR

The Eldar crew wear mesh armour (5+ save).

WARGEAR

Crew models may have additional weapons chosen from the Assault Weapons or Special Weapons sections of the Wargear list.

SCATTER LASER ON ANTI-GRAV PLATFORM 59 points

Your army may include Scatter Lasers on anti-grav platforms, but may not include more support weapons on anti-grav platforms than it includes numbers of Guardian squads. The Scatter Laser is a unique Eldar weapon that fires a salvo of laser shots. It is particularly effective against a numerous but lightly armoured targets. It is mounted on a mobile anti-grav platform and includes a targeter (+1 to hit).

Weapon	Range		To Hit		S	D	Mod	Save Armour	
	S	L	S	L				Pene.	
Scatter Laser	20	60	+1	-	6	1	-1	D6+6	

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Guardian	5	3	3	3	3	1	4	1	8

CREW The Scatter Laser has a crew of two Eldar Guardians.

WEAPONS The Eldar crew carry a laspistol.

ARMOUR The Eldar crew wear mesh armour (5+ save).

WARGEAR Crew models may have additional weapons chosen from the Assault Weapons or Special Weapons sections of the Wargear list.

HEAVY PLASMA GUN ON ANTI-GRAV PLATFORM 55 points

Your army may include heavy plasma guns on anti-grav platforms, but may not include more support weapons on anti-grav platforms than it includes numbers of Guardian squads. The heavy plasma gun is one of the most powerful of all weapons, and is hampered only by its relatively slow rate of recharge. It is mounted on a mobile anti-grav platform and includes a targeter (+1 to hit).

Weapon	Range		To Hit		S	D	Mod	Save Armour	
	S	L	S	L				Pene.	
Heavy Plasma Gun									
Low energy	20	40	-	-	7	D4	-2	D6+D4+7	
Max. power	20	60	-	-	10	D10	-6	D6+D10+10	

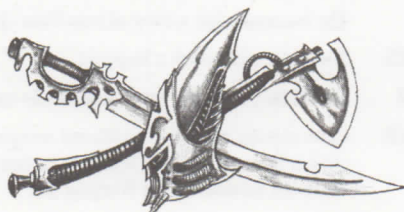
Troop Type	M	WS	BS	S	T	W	I	A	Ld
Guardian	5	3	3	3	3	1	4	1	8

CREW The heavy plasma gun has a crew of two Eldar Guardians.

WEAPONS The Eldar crew carry a laspistol.

ARMOUR The Eldar crew wear mesh armour (5+ save).

WARGEAR Crew models may have additional weapons chosen from the Assault Weapons or Special Weapons sections of the Wargear list.



DISTORT CANNON ON ANTI-GRAV PLATFORM 55 points

Your army may include Distort cannons on anti-grav platforms, but may not include more support weapons on anti-grav platforms than it includes numbers of Guardian squads. The Distort cannon is a unique Eldar weapon that distorts space, opening up a momentary rift in the warp. It is extremely powerful but not very accurate and therefore most useful when employed against large targets. It is mounted on a mobile anti-grav platform.

Weapon	Range		To Hit		S	D	Mod	Save Armour	
	S	L	S	L				Pene.	
D-cannon	16	32	-	-				Special rules	

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Guardian	5	3	3	3	3	1	4	1	8

CREW The Distort cannon has a crew of two Eldar Guardians.

WEAPONS The Eldar crew carry a laspistol.

ARMOUR The Eldar crew wear mesh armour (5+ save).

WARGEAR Crew models may have additional weapons chosen from the Assault Weapons or Special Weapons sections of the Wargear list.



VIBRO-CANNON ON ANTI-GRAV PLATFORM 59 points

Your army may include Vibro-cannons on anti-grav platforms, but may not include more support weapons on anti-grav platforms than it includes numbers of Guardian squads. The Vibro-cannon is a uniquely Eldar weapon projecting a subsonic energy beam. It is effective against both large, well armoured targets and unarmoured infantry. It is mounted on a mobile anti-grav platform and includes a targeter (+1 to hit).

Weapon	Range		To Hit		S	D	Mod	Save Armour	
	S	L	S	L				Pene.	
Vibro cannon	20	72	Special		1	-2		Special	

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Guardian	5	3	3	3	3	1	4	1	8

CREW The Vibro-cannon has a crew of two Eldar Guardians.

WEAPONS The Eldar crew carry a laspistol.

ARMOUR The Eldar crew wear mesh armour (5+ save).

WARGEAR Crew models may have additional weapons chosen from the Assault Weapons or Special Weapons sections of the Wargear list.

WAR WALKER..... 80 points + weapons

Your army may include Eldar War Walkers. War Walkers have a single Guardian crewman and a choice of weaponry as indicated on the data card. See the data card for details.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Guardian	5	3	3	3	3	1	4	1	8

WEAPONS

A War Walker may carry two weapons chosen from the following list. All weapons include a targeter.

- Scatter Laser +35 points
- Lascannon +35 points
- Heavy Plasma Gun +30 points
- Missile Launcher +35 points
- +frag and krak missiles

JETBIKE +20 points

Any squads indicated may ride jetbikes as described in the army list entry.

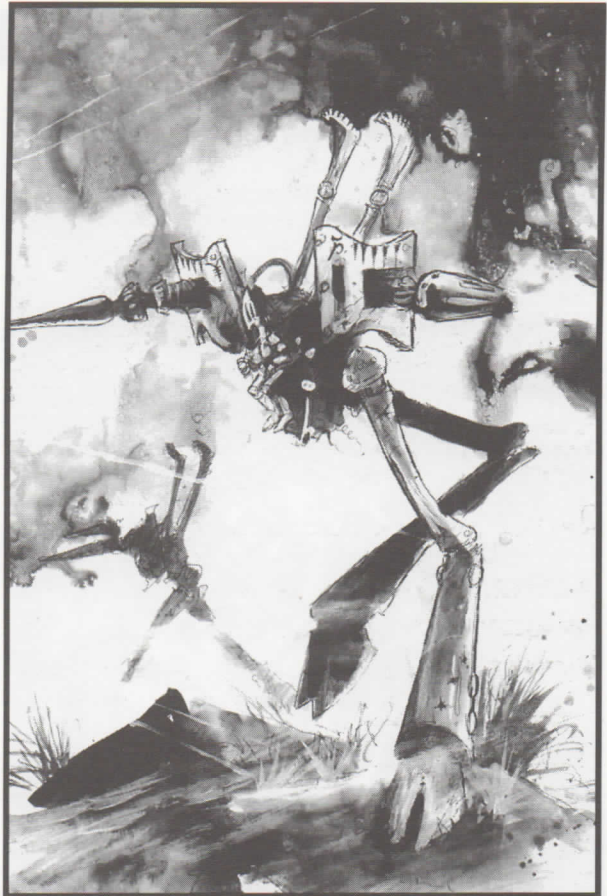
Any Eldar character other than the Avatar and Exodite Lords may ride a jetbike. This includes Harlequin characters (Great Harlequins, Solitaires, Death Jesters and Shadow Seers). If a character rides a jetbike its cost is added to that of the character and included as part of the Characters points allowance. If a Harlequin character rides a jetbike its cost is included as part of the Harlequins points and not the Support points allowance.

WEAPONS

Jetbikes are equipped with twin shuriken catapults and a targeter (+1 to hit).

OPTIONS

A jetbike may replace its standard armament of twin shuriken catapults with a single shuriken shrieker cannon at a cost of +5 points per model.



VYPER 45 points

Your army may include Vyper jetbikes. Vypers have a crew of two Guardians and are armed with twin shuriken catapults. See the data card for details.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Guardian	5	3	3	3	3	1	4	1	8

WEAPONS

A Vyper is equipped with twin shuriken catapults with a targeter (+1 to hit).

OPTIONS

A Vyper may replace its standard armament of twin shuriken catapults with a single shuriken shrieker cannon at a cost of +5 points per model.

A Vyper may be equipped with an additional pintle-mounted weapon operated by the gunner. This weapon has a targeter. Vypers may carry any one of the weapons shown below.

- Shuriken Shrieker Cannon +20 points
- Heavy Plasma Gun +30 points
- Lascannon +35 points
- Scatter Laser +35 points

SPECIAL

Any Eldar Character other than the Avatar or an Exodite Lord may ride on a Vyper on a special fighting platform. He is carried into battle and fights from the Vyper. In this case the usual gunner is lost and the points value of the Vyper is included as part of the character's cost. A Vyper mounting a fighting platform may not be equipped with a pintle-mounted weapon.



HARLEQUINS



GREAT HARLEQUINS..... 93 points

Your army may include any number of Great Harlequin characters up to the number of Harlequin squads in your army. It follows that you must have at least one Harlequin squad to include a single Great Harlequin in your army.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Great Harlequin	6	7	7	4	4	3	9	3	10

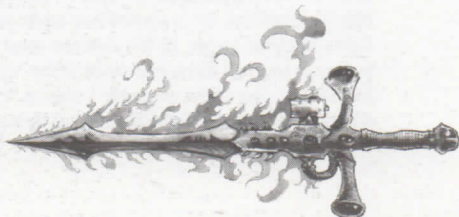
WEAPONS None.

ARMOUR Holo-suit.

WARGEAR A Great Harlequin may have up to 3 Wargear cards.
A Great Harlequin may be given additional equipment chosen from the Armour, Assault Weapons, Special Weapons and Grenades sections of the Wargear list.

STRATEGY The Eldar Great Harlequin has a strategy rating of 4.

SPECIAL If your army is entirely composed of Harlequins it must be led by a Great Harlequin.



DEATH JESTER 125 points

Your army may include any number of Death Jester characters up to the number of Harlequin squads in your army. You must have at least one Harlequin squad to include a single Death Jester.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Death Jester	6	6	6	4	4	2	9	2	10

WEAPONS Shuriken shrieker cannon.

ARMOUR Holo-suit.

WARGEAR A Death Jester may have up to 3 Wargear cards.
A Death Jester may be given additional equipment chosen from the Armour, Assault Weapons and Grenades sections of the Wargear list.

SOLITAIRE 93 points

Your army may include any number of Solitaire characters up to the number of Harlequin squads in your army. You must have at least one Harlequin squad to include a single Solitaire.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Solitaire	6	8	8	4	4	3	9	3	10

WEAPONS None.

ARMOUR Holo-suit.

WARGEAR A Solitaire may have up to 3 Wargear cards.
A Solitaire may be given additional equipment chosen from the Armour, Assault Weapons, Special Weapons and Grenades sections of the Wargear list.





SHADOW SEER 193 points

Your army may include any number of Shadow Seer characters up to the number of Harlequin squads in your army. You must have at least one Harlequin squad to include a single Shadow Seer.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Shadow Seer	6	7	7	4	5	4	9	3	10

WEAPONS None.

ARMOUR Holo-suit.

WARGEAR A Shadow Seer may have up to 3 Wargear cards.

A Shadow Seer may be given additional equipment chosen from the Armour, Assault Weapons, Special Weapons and Grenades sections of the Wargear List.

A Shadow Seer may be given a Pack Grenade Launcher with Frag and Krak grenades at a cost of 10 points. You may include Blind grenades at an additional cost of 2 points, and/or Photon Flash grenades at a cost of 2 points, and/or Hallucinogen at a cost of 2 points.



HARLEQUIN SQUADS .. 25 points a model

Your army may include any number of Harlequin squads. Each squad must consist of at least 10 Harlequins, or 5 Harlequins on jetbikes, and can consist of more if you wish.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Harlequin	6	5	5	3	3	1	7	1	10

SQUAD A Harlequin squad consists of 10 or more models on foot, one of which is the squad's leader. Alternatively, a squad may consist of 5 or more models on jetbikes, one of which is the squad's leader.

WEAPONS None.

ARMOUR Holo-suit.

WARGEAR Any models may be given additional equipment chosen from the Assault Weapons section of the Wargear list. There is no need to arm the entire squad in the same way, you may arm individual models as you wish.

The entire squad may be given Frag grenades at a cost of 2 points per model, and/or Krak grenades at a cost of 3 points per model, and/or Melta grenades at a cost of 5 points per model, and/or Blind grenades at a cost of 2 points per model, and/or Photon grenades at a cost of 2 points per model. Note that the entire squad always carries the same type of grenade.

The entire squad may be equipped with refractor fields at a cost of 6 points per model.

The squad's leader may carry additional weapons chosen from the Special Weapons section of the army list.

The squad's leader may be given a Pack Grenade Launcher with Frag and Krak grenades at a cost of 10 points.

SUPPORT

The entire Harlequin squad may be mounted on jetbikes chosen from the Support section of the army list. Jetbikes may either carry two shuriken catapults (20 points per model) or up to one in three models may upgrade to a single shuriken cannon (25 points per model). A squad may ride jetbikes with mixed armament if you wish, or the whole squad may ride identically armed machines – it is up to you.

When an Eldar dies his spirit is trapped within a crystal spirit stone and so escapes the Chaos God Slaanesh who would otherwise consume it. The Eldar who live on Craftworlds release this spirit into the Craftworld's infinity circuit, and the spirits of the Exodites find similar refuge within the world spirit of their planet. But the Harlequins belong to the Laughing God himself. Their dying spirits merge together with their patron, strengthening his power, so that he may continue to watch over the living. The power of the Laughing God hides within the warp tunnels of the Webway, where not even the mightiest Chaos god can find it. The only Harlequin not protected in this way is the Solitaire, who plays the role of Slaanesh in the ritual recitations, and whose spirit belongs to the Chaos God.

SPECIAL CHARACTERS

THE PHOENIX LORDS

The Phoenix Lords are the most ancient of the Eldar Exarchs. Like the Exarchs of the shrines of the Warrior Aspects, the Phoenix Lords are immortal after a fashion. When a Phoenix Lord dies his place is taken by another Eldar who assumes his costume and identity. In this way the Phoenix Lord is reborn into a fresh cycle of existence. His suit includes a spirit stone which contains the spirits of all the Eldar who have become that Phoenix Lord. Yet, no matter how many different individuals a Phoenix Lord may have been, his mind is forever the same, driven by the dominant personality of the first and greatest to wear the suit.

Unlike the Exarchs of the Aspect shrines the Phoenix Lords have no shrines. Once, long ago, they may have belonged to shrines, but now these are long gone. Amongst the most powerful of all Phoenix Lords are those who founded the Warrior Aspects immediately after the Fall. They were the first Aspect Warriors, they became the first Exarchs and founded the very first shrines. In time their Craftworlds were destroyed, or else their shrines were overtaken with disaster. The Aspect Warriors nurture the many stories of their heroic deeds. But they live not only in legend but in reality. Sometimes a Phoenix Lord vanishes for centuries, or millennia, and reappears at times of need, following the path of the Bloody Handed God across the universe.

ASURMEN – 155 points

+10 points Sword of Asur

Of all the Phoenix Lords the oldest of all is Asurmen, whose name means the Hand of Asuryan. He is also known as the Hand of the Phoenix King. In the Eldar mythic cycles Asuryan, the Phoenix King, is the chief and greatest of all Eldar gods. Where Asurmen walks the foes of the Eldar quail in their terror, for his extraordinary powers place him at the Pinnacle of Might.

In the time of the Fall, Asurmen led his people into exile, abandoning his world to the horrors of the warp. He founded the first of the Aspect Warrior shrines, the Shrine of Asur, upon a barren world his people settled. From the Shrine of Asur sprang the first Aspect Warriors, and the Path of the Warrior was opened for the very first time. Those Eldar learned at the feet of their master, and in their turn they assumed the mantle of Exarchs before spreading throughout the galaxy.

The first Exarchs, the Asurya, the children of Asur, founded the shrines of the Warrior Aspects as we know them today. It was then that the different Warrior Aspects were formalised, taking as their model the skills and teachings of their founders. Shrines were built on the Craftworlds as they took to deep space so the warrior skills of the Asurya were preserved in exile.

The planet of Asur was destroyed during the Fall and Asurmen's first incarnation ended in battle against the Chaos legions of Slaanesh. But it was not the end of Asurmen. There would always be heroes drawn to his mould, heroes who would take up the armoured suit and battle-gear again. Asurmen joined the Asurya in founding shrines and founded more shrines on more Craftworlds than any other Exarch. His shrines were all dedicated to his own multi-complex skills, and his Aspect Warriors became the Dire Avengers. Soon he vanished again, but tales of his deeds persisted. He was

reported fighting against the Great Enemy Slaanesh in the depths of the Eye of Terror. He was seen on the galaxy's rim, and tales of his valour spread from Craftworld to Craftworld.

Asurmen's armour carries a specially adapted shuriken weapon which is connected to each of his vambraces in such a way that it can be fired either handed without loss of accuracy. This arrangement also leaves his hand free so that he can grasp his power sword with two hands. This itself is no ordinary power sword but the potent Sword of Asur. Asurmen also carries a shuriken pistol, so he has the option of fighting in close combat with the Sword of Asur and pistol, or else the sword alone grasped in two hands.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Asurmen	6	7	7	5	5	3	10	3(+1)	10

WEAPONS. Shuriken catapult, two shuriken pistols.

ARMOUR. Exarch armour (3+ save).

WARGEAR. Asurmen can have up to two wargear cards. One of these must be the Sword of Asur.

SPECIAL. Asurmen has the following three Exarch Warrior Powers: Battle Fortune (re-roll save), Fighting Fury (+1 A giving a total A value of 4), and Fast Shot (shoots twice).

SPECIAL RULES

Leadership. All Phoenix Lords are immune to psychology and need never take a Break test. They cannot be broken by any means, and are always assumed to pass any Leadership-based test they are required to take.

MAUGAN RA – THE HARVESTER OF SOULS

134 points

+45 points Maugetar

Altansar was one of the many Craftworlds, both large and small, that survived the Fall. Altansar rode out the psychic shock-waves that destroyed the Eldar realms but was subsequently caught in the gravity well of the Eye of Terror. Although the Eldar of Altansar fought valiantly against the encroachment of Chaos, they were unable to escape their inevitable doom, and within five hundred years of the Fall their Craftworld was swallowed into the warp. Of that world nothing now remains except for the Phoenix Lord known as Maugan Ra, the Harvester of Souls, most mighty Exarch of the Shrine of the Dark Reapers.

Maugan Ra carries an archaic weapon called the Maugetar, which means The Harvester in the Eldar tongue. It consists of a Shuriken Shrieker Cannon combined with a deadly scythe-shaped power blade. This weapon can be wielded in two hands in the same way as a power axe.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Maugan Ra	5	7	7	5	5(+1)	3	8	3	10

THE WAR IN HEAVEN

Vaul secured the release of Isha and Kurnous from the dungeons of Khaine by promising the war god one hundred swords. When the time came to complete the bargain Vaul had only finished ninety nine blades, but made up the shortfall with an ordinary mortal blade. By this means he deceived Khaine for long enough to free the captive god and goddess and flee with them to safety. This was the beginning of the long struggle between Khaine and Vaul which is called the War in Heaven.

The War in Heaven lasted for years, and there are many tales of the battles between the gods and the immortal demi-god giants called the Yngir. Gods took sides and changed sides, struck bargains of mutual support and broke them, and the heavens shook with the noise of battle. Asuryan refused to take sides, for he had begun to regret his hasty anger with Isha and despaired of the war god's destruction.

Vaul reforged the final blade, the sword that he had failed to finish for Khaine, and he made it the mightiest sword of all. He called it Anaris, which means dawnlight, and with this weapon in his hand he strode to do battle with Khaine. The fight was long and Vaul did Khaine much hurt, Anaris darted as swift and deadly as lightning, but in the end Khaine overpowered the smith god and toppled him from heaven. It was as a result of this long battle that Vaul is said to have suffered the injuries which left him crippled. Khaine chained Vaul to his own anvil with chains of iron and War in Heaven was won by the war god.



WEAPONS. Shuriken pistol and Maugetar – see the Wargear cards.

ARMOUR. Exarch armour (3+ save).

WARGEAR. Maugan Ra can carry up to two Wargear cards one of which must be the Maugetar/Harvester.

SPECIAL: Maugan Ra has the following three Exarch Warrior Powers: Tough (+1 T giving a total T value of 6), Turn Aside Blow (Parries in hand-to-hand combat), and Crack Shot (+1 to hit, extended range).



SPECIAL RULES

Leadership. All Phoenix Lords are immune to psychology and need never take a Break test. They cannot be broken by any means, and are always assumed to pass any Leadership-based test they are required to take.

KARANDRAS – THE SHADOW HUNTER

132 points

+18 points Scorpion's Bite

Karandras is one of the most mysterious of the Phoenix Lords. No-one knows where his shrine originally lay, but perhaps it was on one of the small Craftworlds which survived the Fall but was destroyed soon after. He is not the oldest of the Exarchs of the Striking Scorpions, for that honour belongs to Arhra the Father of Scorpions, the most sinister of all the Phoenix Lords, the Fallen Phoenix who burns with the dark light of Chaos.

Karandras has the most potent sting of any Striking Scorpion, for the mandiblasters of the Aspect Warriors are but a pinprick compared to the fearsome bite of this Phoenix Lord. These twin weapons are called the Scorpion's Bite.

WEAPONS. Chain sword, power fist, shuriken pistol.

ARMOUR. Exarch armour (3+ save).

WARGEAR. Karandras may carry two Wargear cards. One of these must always be the Scorpion's Bite.

SPECIAL: Karandras has the following three Exarch Warrior Powers: Tough, Sustain Attack, and Stealth.

SPECIAL RULES

LEADERSHIP. All Phoenix Lords are immune to psychology and need never take a Break test. They cannot be broken by any means, and are always assumed to pass any Leadership-based test they are required to take.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Karandras	6	7	7	5	5(+1)	3	10	3	10



FUEGAN THE BURNING LANCE

141 points

+25 points Fire Pike, +10 points Fire Axe

Fuegan learned the arts of war in the Shrine of Asur, under the eyes of Asurmen in the distant time when the Warrior Aspects were born. The first of the Exarchs, the Asurya, established the shrines of the Aspect Warriors which are found throughout the Eldar Craftworlds. Fuegan founded the shrines of the Fire Dragons, and schooled them in the art of war with fire and flame. After the destruction of Asur Fuegan disappeared for many centuries, before reappearing during the final battle of Haranshemash, the world of blood and tears. After that conflict Fuegan vanished into the Webway, and has travelled its secret tunnels ever since, tracking down the enemies of his ancient forebears. Tradition has it that he will be the last of the Phoenix Lords to die when they all gather for the final battle, the Rhana Dandra.

Fuegan is armed with a massive and deadly Firepike, and carries the Fire Axe. This ancient weapon glows red with the heat of its forging. It has never cooled since the day it was made, and the runes upon its surface writhe in fiery agony.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Fuegan	6	7	7	5	5	3	8	3	10

WEAPONS. Fire Pike and Fire Axe (see Wargear cards).

ARMOUR. Exarch armour (3+ save).

WARGEAR. Fuegan may carry two Wargear cards which must be the Fire Pike and the Fire Axe.

SPECIAL: Fuegan has the following three Exarch Warrior Powers: Turn Aside Blow, Mighty Strike and Fast Shot.

SPECIAL RULES

Leadership. All Phoenix Lords are immune to psychology and need never take a Break test. They cannot be broken by any means, and are always assumed to pass any Leadership-based test they are required to take.

BAHARROTH – THE CRY OF THE WIND

161 points

+25 points Lasblaster

Baharroth is the oldest of the Swooping Hawks, the first of the winged Exarchs, and the founder of the Warrior Path that is represented today by Swooping Hawk shrines throughout the Craftworlds. He learned the arts of war from Asurmen himself, in the first and greatest Shrine of Asur, when the Fall was a living memory in the minds of the Eldar. Since then he has been reborn many times. Innumerable battlefields have felt his anger. Countless foes have fallen before his might.

Baharroth means the Cry of the Wind, for he is the master of flight. It is said that his final death will come fighting alongside the other Phoenix Lords at the Rhana Dandra, the battle between Chaos and the material universe that will end with the destruction of both. He carries a potent lasblaster as well as a power sword and shuriken pistol. He also has Swooping Hawk wings and a grenade pack.

WEAPONS. Power sword, shuriken pistol, and lasblaster (see Wargear card).

Baharroth also has Swooping Hawk wings and a Swooping Hawk grenade pack.

ARMOUR. Exarch armour (3+ save).

WARGEAR. Baharroth may carry up to two Wargear cards. One of these must always be the lasblaster.

SPECIAL: Baharroth has the following three Exarch Warrior Powers: Stealth (-1/-2 to hit), Disarm (disarms opponent), and Battle Fortune (re-roll saves).

SPECIAL RULES

Leadership. All Phoenix Lords are immune to psychology and need never take a Break test. They cannot be broken by any means, and are always assumed to pass any Leadership-based test they are required to take.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Baharroth	6	7	7	5	5	3	10	3	10

THE TEARS OF ISHA

One of the oldest and most important Eldar myths is called the Tears of Isha. It recalls how the Eldar race was born as the mortal children of Isha, the goddess of the harvest, and Kurnous, the god of the hunt. Lileath dreamed that Khaine would be torn into a hundred pieces by a great mortal army. When Khaine learned of this he resolved to destroy the Eldar. He pursued them through the universe trapping and slaying many before Asuryan heard the weeping of Isha and so learned of Lileath's dream and Khaine's plan. To save the few who remained Asuryan placed a great barrier between mortals and gods, dividing them for all eternity and forbidding any further contact between them.

This went very hard with Isha, who now wept all the more because her mortal children had been separated from her. Isha and Kurnous pleaded with Vaul the smith to help them. Vaul knew that Asuryan would never change his mind, but his heart was softened by Isha's plea and he promised to help all he could. From the tears of Isha Vaul made rune stones, by means of which Isha could see and talk to her children the Eldar. Isha taught the Eldar much, how to farm the land, whilst Kurnous instructed them how to hunt for food.

One day Khaine overheard Isha as she spoke to her children and he immediately told Asuryan. The Phoenix King was very angry that his commands had been disobeyed. He told Khaine that as Isha and Kurnous had betrayed him he no longer considered them worthy of his protection, and Khaine could do with them as he wished. This suited Khaine very well, as he still feared that Lileath's prophesy would be fulfilled. He made the god and goddess his prisoners, and though he could not slay them he ensured that they endured constant torment and confinement.



JAIN ZAR – THE STORM OF SILENCE

132 points

+25 points Silent Death, +10 points Blade of Destruction, +20 points Mask of Jain Zar



When Asurmen raised the first Aspect Warriors he selected Jain Zar for her speed and ferocity, and she became the first of the Asurya, the Children of Asur. Jain Zar travelled the Webway, teaching her warrior skills to the Eldar, and leading others along the Warrior Path. Soon there were shrines to the Howling Banshees on all the large Craftworlds, and many Exarchs to teach the warrior skills of Jain Zar to future generations.

Of all the Phoenix Lords Jain Zar is the most devoted to the shrines of the Warrior Aspects throughout the Craftworlds. She travels the Webway, visiting the shrines and nurturing her spiritual descendants. Although she might disappear for centuries at a time, she always returns, and the shrines maintain a vigil for their deadly mistress.

Jain Zar carries a deadly power blade in the form of the Blade of Destruction. She also uses the fearsome Jainas Mor, the Silent Death, a triple-bladed throwing weapon that always returns to her hand. Her Banshee mask is also a unique weapon of which the masks of the Howling Banshees are but pale imitations.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Jain Zar	7	7	7	5	5	3	10	3	10

WEAPONS. Blade of Destruction and the Silent Death.

ARMOUR. Exarch armour (3+ save).

WARGEAR. Jain Zar may carry three items of wargear. These are the Silent Death, the Blade of Destruction and the Mask of Jain Zar.

SPECIAL: Jain Zar has the following three Exarch Warrior Powers: Bounding Leap (extra 4" move and can leap out of combat), Distract (double fumbles), and Battle Fortune (re-roll saves).

SPECIAL RULES

Leadership. All Phoenix Lords are immune to psychology and need never take a Break test. They cannot be broken by any means, and are always assumed to pass any Leadership-based test they are required to take.

THE SWORDS OF VAUL

Isha and Kurnous suffered the fiery torments of Khaine's confinement. Bound with bonds of flame and scorching iron, the god and goddess were cast into a burning pit out of the sight of mortals and gods. Of all the gods only Vaul the Smith pleaded for them, and eventually he agreed to make a hundred swords for their release, for Vaul was the greatest swordsmith of all eternity and a single blade of incalculable value. A date was fixed one year hence for the completion of the bargain.

When the time came for Vaul to deliver the weapons he had still one unfinished blade. To conceal the shortfall Vaul took an ordinary mortal blade and mixed it amongst his own work. At first Khaine was so pleased with the weapons that he failed to spot the deception. Only when Isha, Kurnous and Vaul were far away did he discover the forgery. He roared with anger, calling Vaul a cheat and crying out for vengeance.



ELDRAD ULTHRAN

202 points

+18 points Staff of Ulthamar

The Farseers of the Eldar Craftworlds are the most powerful mystics in the galaxy. Their minds move upon the silent threads of destiny which form all possible futures. Events of the least significance change and rearrange the infinite possibilities that lie ahead. The Farseers guide the Craftworlds through a mire of potential extinction. It is a path that must be walked with care, for one wrong step could easily lead to the destruction of the Eldar race.

Whenever cataclysm has threatened the Eldar it has always been foreseen and vanquished, redirected, or ameliorated. The Farseers guide the armies and fleets of the Eldar against the nascent peril, and often end a threat even before it has begun. A pre-emptory strike against a small Ork Warlord may prevent him growing in power and thereby stop the full force of a Waaagh! An unexpected attack on a human outpost could slay a Chaos brood even before its masters have struck their unholy allegiance. To outsiders these attacks are random acts of aggression, but in reality they are all part of a careful strategy of manipulation.

Chief amongst the Farseers of Ulthwé is Eldrad Ulthran, which means Eldrad the foremost of Ulthwé. Eldrad has lived for many years, and had successfully guided his people through the twisting paths of fate. It was his prognostications which resulted in the armies of Ulthwé moving suddenly and unexpectedly against the Orks. As a result of Eldar raids the balance of power amongst rival factions was changed to favour one powerful Ork Warlord rather than another whose ambitions were more directly perilous to the Eldar. As a consequence it was the human world of Armageddon that felt the full wrath of the Warlord Ghazghkull Thraka. Neither Orks nor humans ever suspected that this was the fulfilment of a deliberate Eldar policy to direct Orkish aggression away from the Craftworlds. Such is the way that the Farseers manipulate the time-stream, with great skill and subtlety, without ever raising the suspicion of other races.

The most important prediction of Eldrad Ulthran was the sudden opening of the massive warp-space rift which preluded the many battles on the Exodite world of Haran. Ulthran foretold how the Chaos gods would force a great rupture in space, creating a hole through which the forces of Chaos could pour into the universe. The place where they would attempt this was the Exodite world of Haran. Why this place rather than any other was difficult to guess, but it may be that the Chaos Gods planned to infiltrate the Webway from Haran, using the warp-tunnels to reach other planets and Craftworlds.

When the rift opened the Eldar were prepared. Chaos Space Marines joined the daemons that poured through the rift and battles raged across the planet. The Eldar forces were mustered in strength, but could barely contain the forces of Chaos. Eldrad himself led the warriors of Ulthwé. From all over the galaxy came Phoenix Lords and Outcasts to fight the Eldar cause. The rift grew bigger as more daemons infiltrated the world, but as the Eldar destroyed them the rift closed up again. The war for Haran went on for many long months. Sometimes Chaos won the upper hand and the rift threatened to engulf the entire planet and become a permanent warp-real space overlap. At other times the Eldar pushed back the forces of Chaos and the rift almost closed, banishing the daemons



forever. Eventually, the Eldar triumphed, though at terrible cost, and Haran was denied to Chaos. The planet was known thereafter known as the Haranshemash, the world of blood and tears.

Although ancient in years Eldrad Ulthran is immensely resilient and very powerful. Like many of the most ancient Farseers he is growing apart from the world of flesh and blood, and he spends long days in the Dome of Crystal Seers. Soon he will retire from the flesh and his soul will mingle with the souls of his ancestors. His movements are slow compared to the natural speed of the Eldar, and eventually his body will turn to transparent crystal.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Eldrad	4	6	6	4	6	4	5	3	10

WEAPONS. Laspistol.

ARMOUR. Rune armour (4+ unmodified save).

WARGEAR. Eldrad may carry three items of wargear. One of these must always be the Staff of Ulthamar.

STRATEGY: Eldrad is a Farseer and may command your army. He has a strategy rating of 4. In addition, if you take Eldrad Ulthran as commander of your force, his potent precognitive powers mean that you are dealt one extra strategy card at the start of the game. For full rules on strategy cards see the Dark Millennium supplement.

SPECIAL RULES

Eldrad is a psyker with a mastery level of 4.

PHOENIX LORDS

KARANDRAS – THE SHADOW HUNTER



KARANDRAS BODY
71501/1

THE COMPLETED KARANDRAS
CONSISTS OF:
1 x KARANDRAS BODY
1 x KARANDRAS HEAD



KARANDRAS HEAD
71501/2



EXAMPLE OF COMPLETED KARANDRAS

ASURMEN – THE HAND OF ASURYAN

THE COMPLETED ASURMEN CONSISTS OF:
1 x ASURMEN BODY
1 x ASURMEN BANNER POLE



ASURMEN BODY
71503/1



ASURMEN
BANNER POLE
71503/2



EXAMPLE OF COMPLETED ASURMEN

FUEGAN – THE BURNING LANCE

THE COMPLETED FUEGAN
CONSISTS OF:
1 x FUEGAN BODY
1 x FIRE AXE



FUEGAN
71502/1



FIRE AXE
71502/2



EXAMPLE OF COMPLETED FUEGAN

PHOENIX LORDS

MAUGAN-RA – THE HARVESTER OF SOULS



**MAUGAN-RA
BODY**
71504/1



MAUGETER
71504/2



**MAUGAN-RA
BACKPACK**
71504/3

THE COMPLETED MAUGAN-RA CONSISTS OF:
1 x MAUGAN-RA BODY
1 x MAUGAN-RA BACKPACK
1 x MAUGETER



**EXAMPLE OF COMPLETED
MAUGAN-RA**

JAIN ZAR – THE STORM OF SILENCE



JAIN ZAR
71505/1



**LEFT ARM AND BLADE
OF DESTRUCTION**
71505/2



**RIGHT HAND AND
SILENT DEATH**
71505/3

THE COMPLETED JAIN ZAR
CONSISTS OF:
1 x JAIN ZAR BODY
1 x LEFT ARM AND BLADE OF
DESTRUCTION
1 x RIGHT HAND AND SILENT DEATH



EXAMPLE OF COMPLETED JAIN ZAR

BAHARROTH – THE CRY OF THE WIND



BAHARROTH BODY
71506/1



**SWOOPING HAWK
EXARCH WINGS**
71570/6

THE COMPLETED BAHARROTH
CONSISTS OF:
1 x BAHARROTH BODY
1 x SWOOPING HAWK EXARCH WINGS



EXAMPLE OF COMPLETED BAHARROTH

ELDAR AVATAR

AVATAR



EXAMPLE OF THE COMPLETED ELDAR AVATAR

THE COMPLETED ELDAR AVATAR

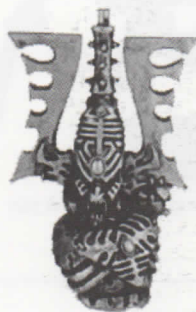
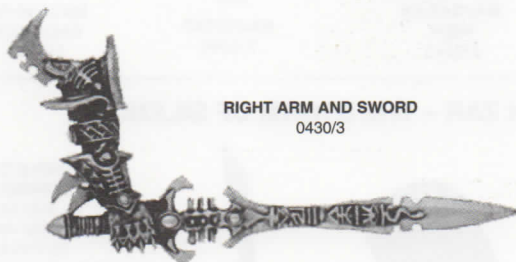
CONSISTS OF:

- 1 x AVATAR TORSO
- 1 x AVATAR LEGS
- 1 x AVATAR MANE
- 1 x BLOODY HAND
- 1 x RIGHT ARM AND SWORD

BLOODY HAND
0430/4



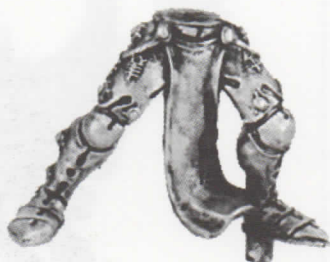
RIGHT ARM AND SWORD
0430/3



AVATAR TORSO
0430/2



AVATAR MANE
0430/5



AVATAR LEGS
0430/1



ELDAR

FARSEER



FARSEER
071604/3

ELDRAD ULTHRAN – FARSEER OF ULTHWE



ELDRAD ULTHRAN
71500/1



WARLOCKS



WARLOCK AND
FORCE ROD 1
071604/4



WARLOCK AND
FORCE ROD 2
071604/2



WARLOCK AND
SINGING SPEAR
71604/7



WARLOCK AND
WITCH BLADE 1
071604/5



WARLOCK AND
WITCH BLADE 2
071604/1



WARLOCK AND
WITCH BLADE 3
71604/6

ASPECT WARRIORS

DARK REAPERS



DARK REAPER 1
071560/7



DARK REAPER 2
071560/14



DARK REAPER 3
071560/25



MISSILE LAUNCHER
071560/8

HOWLING BANSHEES



HOWLING BANSHEE 2
71620/9



HOWLING BANSHEE 1
71620/1



HOWLING BANSHEE 3
71620/15



HOWLING BANSHEE 4
71620/20

STRIKING SCORPIONS



STRIKING SCORPION 4
71623/21



STRIKING SCORPION 1
71623/2



STRIKING SCORPION 2
71623/10



STRIKING SCORPION 3
71623/16

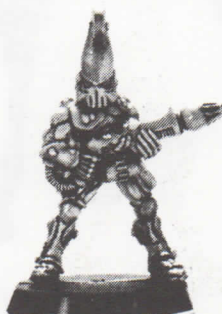
FIRE DRAGONS



FIRE DRAGON 1
71622/6



FIRE DRAGON 2
71622/13



FIRE DRAGON 3
71622/19



FIRE DRAGON 4
71622/24

ASPECT WARRIORS

WARP SPIDERS



WARP SPIDER 1
71635/1



WARP SPIDER 2
71635/2



WARP SPIDER 3
71635/3

SWOOPING HAWKS

THE SWOOPING HAWK IS SUPPLIED WITH HAWK WINGS AS STANDARD



SWOOPING HAWK 1
71621/3



SWOOPING HAWK 2
71621/11



SWOOPING HAWK 3
71621/17



SWOOPING HAWK 4
71621/22



HAWK WINGS
71621/4

THE COMPLETE SWOOPING
HAWK CONSISTS OF:
1 x SWOOPING HAWK
1 x HAWK WINGS

DIRE AVENGERS



DIRE AVENGER 1
71624/5



DIRE AVENGER 2
71624/12



DIRE AVENGER 3
71624/18



DIRE AVENGER 4
71624/23

EXARCHS

WARP SPIDER EXARCH



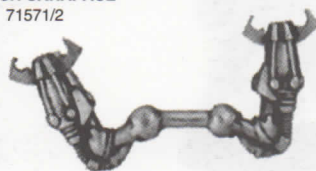
EXAMPLE OF COMPLETED
WARP SPIDER EXARCH



WARP SPIDER
EXARCH BODY
71571/1



WARP SPIDER
EXARCH CARAPACE
71571/2



WARP SPIDER
DEATH SPINNER
71571/3

THE COMPLETED WARP SPIDER
EXARCH CONSISTS OF:
1 x WARP SPIDER EXARCH BODY
1 x WARP SPIDER EXARCH
CARAPACE
1 x WARP SPIDER
DEATH SPINNER



DIRE AVENGER EXARCH
WITH POWER SWORD
071572/7



FIRE DRAGON EXARCH
WITH FIREPIKE
071572/8



HOWLING BANSHEE EXARCH
WITH POWER AXE
071572/3



SWOOPING HAWK EXARCH
WITH LASBLASTER
071572/5



EXARCH WINGS
071572/6



DARK REAPER EXARCH WITH
WEB OF SKULLS
071572/9

THE SWOOPING HAWK EXARCH IS
SUPPLIED WITH EXARCH WINGS
AS STANDARD



STRIKING SCORPION EXARCH
WITH CHAINSWORD
071572/4



HEAVY WEAPONS

GUN CREW



GUNNER WITH
SHURIKEN CATAPULT
071533/13



GUNNER WITH SHURIKEN
CATAPULT AND HELMET
071533/17

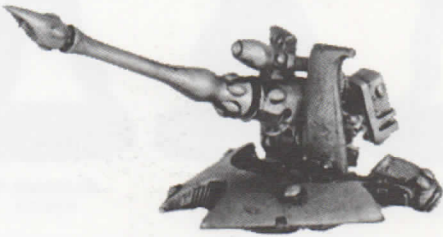


SPOTTER WITH
HELMET
071533/16

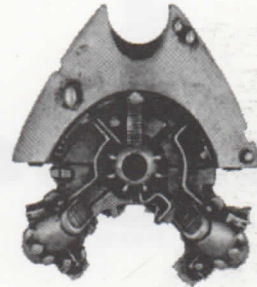


SPOTTER WITH
GOOGLES
071533/12

ANTI-GRAV WEAPONS PLATFORM



EXAMPLE OF COMPLETED
ANTI-GRAV WEAPONS PLATFORM



ANTI-GRAV PLATFORM
071617/1

THE COMPLETED ELDAR
ANTI-GRAV WEAPONS
PLATFORM CONSISTS OF:
1 x ANTI-GRAV PLATFORM
1 x WEAPON SHIELD
1 x HEAVY WEAPON
1 x GUNNER
1 x SPOTTER



D - CANNON
071617/2



WEAPON SHIELD
071521/12



SCATTER LASER
71610/1



LAS CANNON
71610/2



MISSILE LAUNCHER
71610/3



HEAVY PLASMA GUN
71610/4

ELDAR GUARDIANS



GUARDIAN 1
RTB17/3

GUARDIAN 2
71584/21

GUARDIAN 3
71584/20

GUARDIAN 4
71584/30

GUARDIAN 5
RTB17/4

GUARDIAN 6
71584/19



GUARDIAN 7
71584/25

GUARDIAN 8
71584/18

GUARDIAN 9
71584/26

GUARDIAN 10
71584/23

GUARDIAN 11
71584/28

GUARDIAN 12
RTB17/1



GUARDIAN 13
71584/22

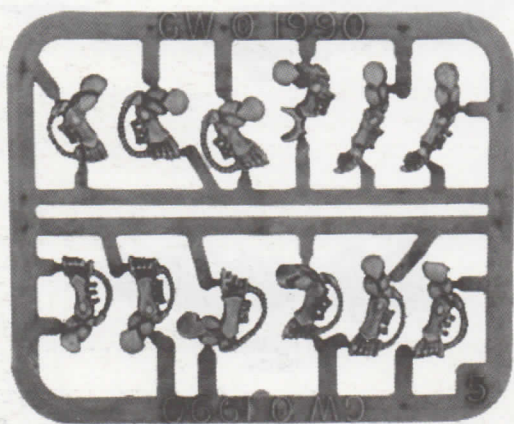
GUARDIAN 14
71584/29

GUARDIAN 15
71584/17



EXAMPLES OF COMPLETED ELDAR GUARDIANS

THESE MODELS ARE SUPPLIED WITH AN ELDAR ARMS SPRUE AND AN ELDAR WEAPONS SPRUE AS STANDARD



ELDAR ARMS SPRUE 100825



ELDAR WEAPONS SPRUE 100813



AN ELDAR WAR HOST OVERRUNS A BLOOD ANGELS SPACE MARINE OUTPOST

CODEx ELDAR[®]

The Eldar are an ancient and sophisticated race, immersed in a continuous battle for survival in a galaxy overrun by barbaric usurpers. The deadly warriors of the Eldar race fight back with their advanced weaponry and ritualised battle skills. The fighting forces are guided by powerful Eldar psykers who trace the myriad skeins of probability for the best path to take into the future. This essential companion to the Warhammer 40,000 game describes the history and armies of the Eldar in complete and exhaustive detail.

The Ancient Civilisation of the Eldar

The rise and fall of the Eldar race is described together with the surviving Craftworlds and the primitive Exodite worlds. The advanced technologies of psychic engineering and the limitless energies of the Infinity Circuit are also described in detail along with the intricacies of the Eldar psyche and the mysteries of the Eldar Path.

Army List

A complete army list for the Eldar army including the diverse Aspect Warriors, Harlequins, Pirates, Exodite Dragon Knights and Wraithguard plus many more war machines and warriors. Details are also provided for Eldar characters such as the Eldar Avatar, Farseers, Warlocks and Exarchs. A separate section introduces Eldar heroes who are the stuff of legend, the mighty Phoenix Lords - Asurmen, founder of the Aspect Warriors, Maugan Ra, the harvester of souls, and others.

Special Rules

Complete game rules are provided for all Eldar weapons, vehicles and wargear including Wraith Cannon, the Wailing Doom, the Laser Lance, Vibro-cannon, Vyper jetbikes, the Sword of Asur and much more.

'Eavy Metal

Photographs and uniform guides painted by the Games Workshop 'Eavy Metal team.



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