

Fandex: Eldar

Special Rules

Aspect Warrior

A unit with the "Aspect Warrior" Special rule can regroup as long as it is above 25% of its starting strength (rather than the usual 50%), all other conditions that prevent a unit from regrouping still apply.

Fleet

All units in this fandex with the "Fleet" special rule may roll 2D6 when attempting to run, and take the best result, they may then assault after running.

Weapons

Shuriken Cannon: Range 36" Strength 4 AP 5 Heavy 6

Scatter Laser: As now

Bright Lance: As now (but at least 10 points cheaper)

Star Cannon: Heavy 1 S6 Ap2 Blast

Units

Any unit that is in the current 4th edition codex, but not in this fandex will continue to use the exact same rules as are described in the codex. Some units that have been re-designed may have "As now" included in part of their profile, for example "Runes of Warding: As now" or "Stats - as now", this means you must consult the 4th edition codex for the existing rules or statistics to be used alongside the rules in this fandex. Anything that has not been amended, and is included in a list of things that are "as now" (such as the Banshee Mask in the Howling Banshee's Wargear section) has the exact same rules as in the 4th edition codex.

Phoenix Lord

An army may include one phoenix lord in addition to the 2 normal HQ units allowed by the force organization chart (unless a specific rule states you may take more than one Phoenix Lord). If a unit includes a Phoenix Lord they count as a scoring unit, have all of their aspects Exarch powers as well as a unique power and special wargear that is specified in their entry, In addition, they all have a 4+ Invulnerable save. The Phoenix Lords are: Asurmen, Jain Zar, Karandras, Fuegan, Baharroth and Maugen Ra.

Stratagems of War

Massed Reinforcements: xx points

Up to three units that are in reserve may be grouped together. You only make one reserve roll for the group, if it is successful all the units in the group must enter from reserve in the same way (outflank, deep strike, normally) within 12" of one another. If the roll is failed, none of the units in the group enter this turn.

Logistical Espionage: - xx points

Each turn you may make your opponent re roll up to D3 reserve rolls (successful or failed), these can include rolls to determine which board edge outflanking units enter from.

Vertical Assault: - xx points

All jet bikes and skimmers may enter from reserve by deep strike. In Addition any deep striking Eldar unit only scatters 1D6"

Perfect Timing: - xx points

You may +/- 1 to any or all reserve rolls as long as the Autarch is alive (although they do not have to be on the board). In addition The Eldar player will seize the initiative on a 5+ rather than on a 6

Ambush!: - xx points

One unit of Striking Scorpions, Warp Spiders, Rangers, Pathfinders or Harlequins (if joined by a Shadowseer) gets the Infiltrate and Scout USR. As long as no enemy model can draw line of sight to the infiltrating unit, it may deploy anywhere on the board as long as they remain more than 1" away from an enemy model.

Deception: - xx points

The Eldar player may re-deploy D3+1 units after all deployment has finished (this can include putting units into/out of reserves)

HQ

The Avatar of Khaine – xxx points

WS BS S T I W A Ld Sv
10 6 6 6 6 4 4 10 3+

Unit Type: Monstrous Creature, Unique

Special Rules: Fleet, Daemon, Molten Body, Fearless, Inspiring

War gear: The Wailing Doom

Molten Body – Any “Melta” type or fire based weapons (Flamers, Heavy flamers, Scorcha, Flamestorm cannons ect) have no effect against the Avatar.

Inspiring - Any friendly unit within 12” of the Avatar gains the fearless special rule. Any unit that can draw line of sight to the Avatar has the stubborn USR, even if they are more than 12” away.

Daemon – The Avatar is a Daemon and is therefore affected by any weapons with special rules against Daemons. This also confers a 4+ invulnerable save and the Eternal Warrior special rule.

Wailing Doom – As now

HQ

Farseer – xxx points

Stats: As now

Unit Type: Independent character, Infantry.

Special Rules: Fleet

War gear: Witchblade, Ghost helm, Rune Armour, Spirit Stones

Options:

The Farseer may replace their Witchblade with a singing spear for x points.

They may take Runes of Warding for xx points, Runes of Witnessing for xx points and/or Runes of Nullification for xx points.

They may take up to three of the following powers: Doom (xx points), Guide (xx points), Fortune (xx points), Eldritch Storm (xx points).

The Farseer may take a Jet bike for xx points (changes type from Infantry to Jet bike)

Guide: As now with range 12”

Fortune: As now with range 12”

Doom: As now

Eldritch Storm: Range 24”. Place a Marker on the board and check that it is in range, then you must roll a scatter dice and move the marker D6” in the specified direction, if a hit is rolled it does not move at all. This marker remains on the board until the start of the next Eldar turn, any enemy unit that deep strikes within 12” of this marker automatically suffers a deep strike mishap.

Runes of Warding: As now

Runes of Witnessing: As now

Runes of Nullification: Every time the enemy casts a psychic power that will affect a model with Runes of Nullification both players must roll a D6, if the Eldar player rolls equal or higher than the casting player the power is unsuccessful.

Spirit Stones: Spirit stones allow the Farseer to cast up to two psychic powers each turn. You may only cast each power once per turn.

Ghost Helm: If a model with a Ghost Helm can negate the wound caused by “Perils of the Warp” on a roll of 3+

HQ

Autarch – xxx points

Stats: As now

Unit Type: Independent character, Infantry.

Special Rules: Fleet, Master Strategist

War gear: Power Weapon, Shuriken Pistol, Force Shield.

Options: The Autarch may take a Warp Jump Generator for xx points, Hawk Wings for xx points or a Jet bike for xx points.

The Autarch may replace his shuriken pistol with a fusion pistol for xx points, a pyre-shuriken pistol for xx points or D-pistol for xx points.

You may replace his power weapon with a zephyr blade for xx points or staff of Isha for xx points.

The Autarch may choose to replace both its shuriken pistol and power weapon with an Eldanesh blade for xx points or a Spear of Khaine for xx points.

If mounted on an Eldar Jet bike the Autarch may replace both their Pistol and Power weapon with a Laser Lance for xx points.

The Autarch may take one of the following: Banshee mask for xx points, Mandiblasters for xx points, Tracker helm for xx points or Holo-projector for xx points.

Force Shield: Provides a 4+ invulnerable save

Master Strategist: The Autarch may take up to two options from the “Stratagems of War” section

Pyre-shuriken pistol - Range 12" S4 AP2 Pistol, Master Crafted

D-Pistol - as wraith guard but with 6" range and master crafted

Zephyr blade - Single handed master crafted power weapon that gives +2 initiative.

Staff of Isha - Single handed master crafted close combat weapon, each wound inflicted restores 1 wound to the Autarch.

Blade of Eldanesh- Two handed master crafted power weapon, provides +2 weapon skill

Spear of Khaine – A master crafted two handed power weapon, provides +1 strength and causes instant death, can be thrown with the following profile R12" S8 AP2

Tracker helm- See the Dark Reapers entry

Holo-projector- A holo-projector allows the Autarch to project another image of themselves in the mind of their foes. All models in base contact with the Autarch have their weapon skill and attacks reduced by 1 (to a minimum of 1) as they attempt to parry and attack the attacks of a person that is not even there.

Warlock – xx points

Stats: As now + Ld 9

Unit Type: Infantry.

Special Rules: Fleet

War gear: Witchblade

Options: A Warlock may replace their Witchblade with a Singing Spear for x points.
A Warlock may be upgraded to a Spiritseer for xx points.
A Warlock may take one of the following powers: Embolden (xx points), Enhance (xx points), Conceal (xx points), Destructor (xx points) or Mind War (xx points).

Embolden: As now

Enhance: As now

Conceal: Provides the Stealth universal special rule.

Destructor: As now

Mind War: As now, but no cover saves allowed.

Spiritseer: If a Warlock is upgraded to a Spiritseer, their unit can re-roll failed wraithsight tests.

Asurmen - xxx points

Stats: As now

Unit Type: Infantry

Special Rules: Aspect Warrior, Phoenix Lord, Blade Storm, Defend, Shuriken Rain.

Wargear: Asurmen's catapult, Asurmen's Dire sword, Asurmen's Shimmer shield.

Shuriken Rain: A unit that is accompanied by Asurmen may fire normally the turn after having used the blade storm power (although they may not use blade storm in two consecutive turns).

Asurmen's catapult: Range- 18" Strength 4 AP4 Assault 2 Rending

Asurmen's Dire sword: Single handed Power weapon, causes instant death.

Asurmen's Shimmer shield: Confers his unit a 5+ invulnerable save, even outside of combat. It also improves Asurmen's invulnerable save to 3+.

Jain Zar - xxx points

Stats: As now

Unit Type: Infantry

Special Rules: Aspect Warrior, Phoenix Lord, War Shout, Assault Drill, Furious Charge.

Wargear:

Karandras - xxx points

Stats: As now

Unit Type: Infantry

Special Rules: Aspect Warrior, Phoenix Lord,

Wargear:

Fuegan - xxx points

Stats: As now

Unit Type: Infantry

Special Rules: Aspect Warrior, Phoenix Lord,
Wargear:

Baharroth - xxx points

Stats: As now

Unit Type: Jump Infantry

Special Rules: Aspect Warrior, Phoenix Lord,
Wargear:

Maugen Ra - xxx points

Stats: As now

Unit Type: Infantry

Special Rules: Aspect Warrior, Phoenix Lord, Relentless, Ignores Night Fighting, Master
Crack Shot,
Wargear: Maugetar

Maugetar: Range 48" S6 AP3 Heavy 3, Split Fire

Ignores Night Fighting: Maugen Ra is unaffected by the night fighting rules

Master Crack Shot: All enemy cover saves caused by Maugen Ra's unit are reduced by 2
(4+ becomes 6+, 5+ and 6+ cover is ignored completely)

HQ

Iyanna Arienal, Chief Spiritseer of Iyanden - xxx points

WS/BS:5 S/T:3 2A I5 W2 Ld10 sv *

Wargear:

Spear of Teuthlas, Armour of Vault, Runes of Warding

Unit Type: Independent Character, Unique, Infantry

Special Rules:

Fleet, Spiritseer of Iyanden, Warlock

Options: Iyanna can be accompanied by her Wraithlord husband for xxx points.

Spear of Teuthlas - a singing spear which ignores armour saves

Armour of Vault - Instead of saving wounds in the normal way, Iyanna must take a leadership test every time she suffers a wound. If the leadership test is passed, the wound is saved. This save counts as invulnerable save. The Leadership test may not be modified in any way, but may be rerolled if it is forced or enabled to do so.

Spiritseer of Iyanden - An army which includes Iyanna may take Wraithguard units as troop selections. In addition, while Iyanna is alive, no units with the "Wraith" special rule automatically pass their Wraithsight tests.

Warlock - Iyanna has all of the warlock powers, and employs them all simultaneously. However, she may still only make one shooting attack per turn

Wraithlord husband: This is a normal Wraithlord and has access to any of the options from the Wraithlord entry, but does not take up a slot in the force organization chart. If Iyanna is assaulted by an enemy unit this Wraithlord must move towards (and join) the combat as quickly as possible (moving and running if out of assault range) as it attempts to rescue it's her.

HQ

Seer Council of Ulthwe - xxx points

Unit size: Eldrad Ulthran, 4 Warlocks

Special Rules: Fleet.

Unit Type: Unique, Infantry

Options:

Up to 5 Warlock's may be added for xx points each and up to 2 Farseer's may be added for xx points each.

Each warlock may take one of the psychic powers from the Warlock entry, or one of these special powers: Amplify or Distort.

Any Warlocks or Farseers (except Eldrad Ulthran) may replace their Witchblade with a singing spear for x points.

The Farseers may take any of the psychic powers from the Farseer entry

Eldrad Ulthran has all the Farseer powers, as well as Forewarn.

The Seer Council of Ulthwe may take a Wave Serpent dedicated transport. If the unit consists of 6 less models they may take a Falcon dedicated transport.

Amplify: The range of all Farseer powers in this unit are increased by 6", the effect of this power is cumulative.

Distort: The range of all enemy shooting attacks fired at the seer council are reduced by 6" When assaulting a unit with the distort warlock power the enemy may only move D6", the effects of this power are not cumulative.

Forewarn: This power can only be cast on a unit of guardians. If this power is successfully cast, the entire unit of guardians may fire in the enemy's assault phase when an assault is declared against them, but before the enemy models move into base contact. They must fire all possible weapons at the first unit that is attempting to assault them.

HQ

Hoec, Alaitoc's Master Pathfinder - xxx points

BS WS S T I A W Ld Sv
8 5 3 3 6 2 3 10 4+

Unit Type: Independent Character, Unique, Infantry

War gear: Silence, Defensive Grenades

Special Rules: Less Than a Shadow, Mentor of Guile

Silence- Range 48" S8 AP1 Heavy 1 Pinning
or
Range 48" S5 AP3 Assault 3 Pinning

Less Than a Shadow - Hoec and any unit he joins have all cover saves improved by 2 (4+ becomes 2+ for example). In addition, Hoec has a 4+ invulnerable save against any wounds inflicted by a weapon that ignores cover.

Mentor of Guile - Every ranger long rifle in an army that includes Hoec changes its type from "Heavy 1" to "Assault 1"

HQ

Nuadhu 'Fireheart', Wild Rider of Saim Hann - XXX points

WS: 6 BS: 6 S: 3(6) T: 5 I: 6 A: 4 W: 3 Ld: 10 Sv: 3+

Unit Type: Independent Character, Unique, Jet bike

War gear:

Alean, Holo-fields, Shuriken Cannon, Spear of Wind

Special Rules:

Hit and Run, Furious Charge, Brotherhood of the Wind

Spear of Wind - Ignores armour, double strength in CC (already included in profile)

Holo-fields - 4+ inv save

Alean - A special Vyper that is ridden as a jet bike, confers +2 toughness and a 3+ armour save (included in profile)

Reckless - Nuadhu confers all of his universal special rules to any unit that he is joined to.

Brotherhood of the Wind - The wild riders of Saim Han are the undeniable masters of the Eldar jet bike, perfectly equip to take on any foe from the back of their wraithbone steeds. For every 3 models in a unit of Guardian jet bikes in an army with Nuadhu, 1 may upgrade their shuriken catapult with a fusion gun or flamer for +6 points, as well as the normal shuriken cannon upgrade option

Troop

Defender Guardians: 75 points

Unit size: 5 Guardians, 1 Warlock, 1 Shuriken Cannon weapon platform

Unit Type: Infantry

Stats: as now

Special Rules: Fleet

Wargear: Shuriken catapult

Options:

Up to 5 more guardians may be purchased for 8 points per model

If 5 additional guardians are taken, another Shuriken Cannon weapons platform may be taken for +10 points.

Any shuriken cannon weapons platform may be upgraded to: Star cannon (x points), scatter laser (x points) Eldar Missile Launcher (x points) or Bright lance (x points).

The warlock may take any of the options from the warlock entry.

If the unit includes 2 heavy weapon platforms, both of them may be replaced with a single support weapon: D-Cannon (x points), Vibro-cannon (x points) or shadow weaver (x points)

May take Wave Serpent or Falcon dedicated transport.

Shuriken Catapult: Range 18" Strength 4 AP 5 Assault 2

Heavy Weapons Platform: Any weapon placed on a heavy weapons platform is able to fire even if it moved in the previous moving phase. A weapons platform takes up 2 transport capacity

Support Weapons Platform: Any weapon placed on a support weapons platform is able to fire after moving. A unit with a support weapon platform cannot embark in a vehicle.

Troop

Dire Avengers: 80 points

Unit size: 4 Dire Avengers, 1 Dire Avenger Exarch

Unit Type: Infantry

Stats: As now

Special Rules: Fleet, Aspect Warrior

Wargear:

Dire Avengers: Avenger Catapult

Exarch: Shimmer shield + 2 Avenger Catapults (fired as a single Assault 4 weapon)

Options: Up to 5 more Dire Avengers may be purchased for 12 points per model
May take Wave Serpent or Falcon dedicated transport. One Dire Avenger Exarch may be upgraded to Asurmen for xx points as long as the army does not contain any other phoenix lords.

Exarch Powers: The Exarch may take the Blade Storm (xx points) and/or Defend (xx points) Exarch powers

Avenger Catapult: Range 18" Strength 5 AP 5 Assault 2

Shimmer Shield: A Shimmer Shield provides the entire unit with a 5+ invulnerable save in close combat.

Blade Storm: As now

Defend: As now

Troop

Rangers: xxx points

Unit size: 5 Rangers

WS BS S T I W A Ld Sv
3 4 3 3 5 1 1 9 5+

Unit Type: Infantry

Special Rules: Fleet, Stealth, Move through Cover

War gear: Eldar Long Rifle.

Options: Any number of Rangers may be upgraded to Pathfinders for xx points per model.

Up to 5 additional Rangers may be added for xx points per model

May take Wave Serpent or Falcon dedicated transport

Eldar Long Rifle – As now

Pathfinders – A pathfinder has its cover saves improved by 2, rather than the +1 conferred by the stealth rule. They also have the Infiltrate special rule.

Troop

Guardian Jet bikes - XXX points

Unit Size: 3 Guardian Jet bikes + Warlock on Jet bike

BSWS S T I A W Ld Sv
3 3 3 3(4) 5 1 1 8 4+

Unit type: Jet bike

Wargear:

Twin Linked Shuriken Catapult

Options:

Up to 6 additional Jet bikes may be purchased for XX points each

The Warlock may take any of the Warlock powers from the Warlock entry

1 Guardian Jet bike in every 3 may upgrade its Twin Linked Shuriken Catapult to a Shuriken Cannon for XX points

Elite

Howling Banshees - xxx points

Unit Size - 4 Howling Banshees + Exarch

Unit Type: Infantry

Stats: as now

War gear: as now

Special Rules: Aspect Warriors, Furious Charge.

Options: Up to 5 additional Howling banshees may be purchased for xx points each. May take Wave Serpent or Falcon dedicated transport. One Howling Banshee Exarch may be upgraded to Jain Zar for xx points as long as the army does not contain any other phoenix lords.

Exarch powers:

The Exarch may take the "War shout" and/or the "Assault Drill" powers.

Exarch War gear:

The Exarch may replace their Power weapon and Shuriken pistol with an Executioner for xx points, or mirror swords for xx points.

Executioner - Two handed power weapon that allows the wielder to attack with +2 strength.

Mirror swords - Two single handed power weapons, they allow you to re-roll fails to hit.

War shout – When a unit is assaulted by a unit with the War shout Exarch power they must take an initiative test. If the test is failed the entire unit strikes at WS1 for the rest of the turn.

Assault drill - A unit with the Assault Drill Exarch power may disembark, shoot (or run) and assault as long as long as the vehicle they were embarked in has moved no more than 12" that turn

Elite

Striking Scorpions - xxx points

Unit Size - 4 Striking Scorpions + Exarch

Unit Type: Infantry

Stats - as now +1 attack

Wargear - as now

Special Rules - Aspect Warriors, Move Through Cover

Options - Up to 10 additional Striking Scorpions may be purchased for xx points each. One Striking Scorpions Exarch may be upgraded to Karandras for xx points as long as the army does not contain any other phoenix lords.

Exarch powers

The Exarch can take the Defend and/or Stalkers Exarch Powers

Exarch Wargear

As now

Defend – As in 4th ed Dire Avengers entry

Stalkers - A unit with this ability can come in from reserve from any piece of terrain rather than their board edge.

Elite

Fire Dragons - xxx points

Unit Size - 4 Fire Dragons + Exarch

Stats - as now

Unit Type: Infantry

War gear - as now

Special Rules – Fleet, Aspect Warriors

Options - Up to 5 additional Fire Dragons may be purchased for 20 points each
May take Wave Serpent or Falcon dedicated transport. One Fire Dragon Exarch may be upgraded to Fuegan for xx points as long as the army does not contain any other phoenix lords.

Exarch powers

The Exarch may take the Melta bomb Master and/or Meltdown Exarch powers

Exarch Wargear

As now

Melta bomb Master -Always hit walkers on a 4+ when using melta bombs in combat.

Meltdown - If a unit with this ability scores a total of over 6 (7+) on the vehicle damage chart, the strength of the hit inflicted on the unit being transported within the vehicle is increases to 6

Elite

Wraithguard - xxx points

Unit Size - 5 Wraithguard + Warlock

Unit Type: Infantry

Stats - as now

War gear - as now

Special Rules –

Wraithguard- Wraith, Extreme strength (not including Wraithsight)

Warlock - see Warlock entry

Options -

Up to 5 additional Wraithguard may be purchased for xx points each.

The Warlock may take any of the options specified in the Warlock entry

Wraith - Wraiths are not affected by poisoned weapons and have the fearless special rule. Unfortunately this great strength also has a downside; at the start of each Eldar the Wraith must take a Wraithsight test. To take this test you must roll a D6 for each unit with the "Wraith" special rule, on a roll of 1, the unit may not move, shoot or assault for the entire turn and will be automatically hit in close combat.

Extreme strength- The wraithguard are far taller than even the tallest of the living Eldar, because of their giant stature they are able to strike with such force that the enemies armour often proves to be no defence. Any model that suffers a wound from a wraithguard in close combat must re-roll all successful armour saves.

Elite

Harlequins - xxx points

Unit Size - 4 Harlequins + Troupe Leader

Unit Type: Infantry

Stats - as now

War gear –

Harlequin/ Troupe Leader: Shuriken Pistol, Harlequins Kiss

Shadowseer: As now

Death Jester: As now

Special Rules – Fleet

Options -

Up to 5 additional Harlequins may be purchased for xx points each.

For every 5 models in the unit, 1 Harlequin may replace their shuriken pistol with a fusion pistol for xx points.

The Troupe Master may replace its Harlequins Kiss with a power weapon for xx points and/or its shuriken pistol with a fusion pistol for xx points.

One Harlequin may be upgraded to a Shadowseer for xx points

One Harlequin may be upgraded to a Death Jester for xx points

Death Jester - Shrieker Cannon: As now, counts as a two handed power weapon in close combat.

Fast Attack

Swooping Hawks - xxx points

Unit size - 4 Swooping Hawks, 1 Exarch

Stats:

As now

Special Rules:

Aspect Warriors, Fleet.

Unit Type:

Jump Infantry

Wargear:

Hawk Wings, Haywire Blaster, Haywire Grenades.

Options:

Up to 5 Additional Swooping Hawks may join the unit for XX points each
The Exarch weapons discussed below quote. One Swooping Hawk Exarch may be upgraded to Baharroth for xx points as long as the army does not contain any other phoenix lords.

Exarch powers:

Sky leap - The unit has access to Turbo Boost universal special rule.

Airborne assault - A unit with this ability never requires more than a 4+ to hit a vehicle in close combat, regardless of the speed it moved in the previous turn.

Exarch weaponry-

The Exarch may replace their Haywire Blaster with a Sun Blaster for xx points or a Haywire Pulse for xx points.

Hawk Wings: A model with Hawk Wings is able to deep strike, instead of deploying in base to base contact after the first model has been placed (and any scatter is resolved), they may be placed however the controlling player wants as long as the unit remains in coherency

Haywire Grenades: Grenades that can be used in close combat against vehicles only. Instead of rolling to glance/penetrate consult the following: 1=nothing 2-5=glance 6=pen

Haywire Blaster: Range 24" Strength 4 AP4 Assault 1, Haywire. Instead of rolling to glance/penetrate when firing at a vehicle, consult the following: 1=nothing 2-5=glance 6=pen

Sun Blaster: Range 24", Strength 8, Ap2, Assault 1 Lance.

Haywire Pulse: Range 24", Strength 3, Ap4, Assault 2 Haywire.

Fast Attack

Shining Spears - xxx points

Unit Size: 2 Shining Spears, 1 Shining Spears Exarch

BSWS S T IAW Ld Sv
4 5 3 3(4) 6 2 2 9 3+

Unit type: Jet bike

War gear: Laser Lance, Shuriken Pistol, Close Combat Weapon

Special Rules: Hit and Run

Options:

Up to 2 additional Shining Spears may be purchased for 30 points each

The Exarch may upgrade his Laser Lance to a Star Lance for 8 points

The Exarch may purchase a Shimmer shield for 15 points

Exarch Powers: The Exarch may take one or more of the following powers, Masters of the charge for xx points or Master Riders for xx points.

Laser Lance - A Laser Lance is a two handed weapon that doubles the wielders strength and ignores armour saves on the turn they charge, They can also discharge a short range blast with the following profile Range 6" Strength 4 AP2 Assault 1

Star Lance - A Star lance is a two handed weapon that increases the wielders strength to 8 and ignores armour saves, they can also discharge a short range blast with the following profile Range 6" S5 AP2

Masters of the Charge - A unit with "Masters of the Charge" may assault 12" rather than the normal 6" - 20 points

Master Riders - The whole unit have the skilled rider USR and count as having plasma grenades - 5 points

Fast Attack

Warp Spiders - 115 points

Unit Size: 4 Warp Spiders + 1 Exarch

BS4 WS4 S3 T3 I5 A1 W1 Ld9 Sv3+

Unit type: Jump infantry

War gear: Warp jump generator, Death Spinner

Special Rules: Deep Strike

Up to 5 additional Warp Spiders may be added for + 20 points each

Exarch war gear options:

The Exarch may purchase an addition Death Spinner for +5 points (fired as 1 assault 6 weapon) or may exchange it for a Spinneret Rifle. A Spinneret Rifle is a stronger version of the Death Spinner that is S5 and has Rending USR for +10 points; additionally, the Exarch may be equipped with a pair of poisoned blades that provide an extra attack, wound on 4+ and have Rending USR for +10 points.

Exarch Powers:

Withdraw for 15 points, provides the unit with Hit & Run USR

Surprise assault for 10 points, when the Exarch's squad Deep Strikes from reserve, they scatter d6" instead of the usual 2d6"

Death Spinner: Range: 18" S4 AP6 Assault 3, Monofilament wire

The death spinner releases a barrage of shots of monofilament wires that covers the enemy, impairing movement and cutting through their flesh and bone should they move. Any squad hit with a Death Spinner is treated as if being in difficult terrain the next time it moves, every model in the squad must also roll a D6 - if a 1 is rolled they suffer a wound with no saves of any kind allowed, this is not a dangerous terrain test.

Warp jump generator: A unit equipped with a warp jump generator may make a 6" jump in the assault phase, they may choose to increase the distance of this jump by D6", but if a 1 is rolled one model in the squad is lost in the warp and removed as a casualty before moving the extra inch. This move may be used even if the unit is not in a position to assault.

Fast Attack

Vypers - XXX points

Unit Size: 1 Vyper

BSWSSTIAW Ld Sv
4 4 3 5 5 1 2 9 3+

Unit type: Jet bike

War gear: Twin Linked Shuriken Catapult, Shuriken Cannon

Special Rules: Scout

Upgrades:

Up to two additional Vypers may be purchased for xx points each

Any of the Vypers in the unit may upgrade their Shuriken Cannon to: Scatter Lasers for xx points, Star Cannon for XX points, Eldar Missile Launchers for XX points or Bright Lance for XX points.

Heavy Support

Wraithlord - xxx points

WS BS S T W I A Ld Sv
5 5 10 8 3 3 3 10 2+

Unit Type: Monstrous Creature

Special Rules: Wraith

War gear: two wrist mounted twin-linked shuriken catapults, wraithsword

The wrist mounted twin-linked shuriken catapults may be replaced with:
2 flamers (for free), 2 Heavy Flamers (for XX pts) or 2 Wraithcannons (for XX pts)

The wraithsword may be replaced with:
Shuriken Cannon (for free), Star Cannon (for XX pts), Scatter Laser (for XX pts),
Eldar Missile Launcher (for XX pts) or a Bright Lance (for XX pts)

They may also take:

A second wraithsword (+1A) (for xx pts), a Shuriken Cannon (for xx pts), a Star
Cannon (for XX pts) a Scatter Laser (for XX pts) an Eldar Missile Launcher (for xx
pts) or a Bright Lance (for xx pts)

Alternatively, all non-wrist mounted weapons may be replaced with:
A Pulse Laser (for xx pts), a D-Cannon (for xx pts), a Shadow Weaver (for xx pts) or
a Vibrocannon (for xx pts)

Heavy Support

Dark Reapers - xxx points

Unit size: Exarch + 4 Reapers

Unit Type: Infantry

Stats: As now

Wargear: Reaper Launcher, Tracker Helm

Special Rules: Slow and Purposeful, Aspect Warrior

Options: You can take up to 5 additional Reapers for xx points per model. May take Wave Serpent or Falcon dedicated transport. One Dark Reaper Exarch may be upgraded to Maugen Ra for xx points as long as the army does not contain any other phoenix lords.

Exarch Powers:

The Exarch may take the Relentless and/or Crack Shot Exarch powers.

Exarch Weapons: The Exarch may replace his Reaper Launcher with a Tempest Launcher for xx points or a Destroyer for xx points

Relentless: Unit replaces Slow and Purposeful with Relentless

Crack shot: All enemy cover saves caused by a unit with this ability are reduced by 1 (4+ becomes 5+)

Tempest Launcher: as now

Destroyer: Range 48" S8 AP3, Heavy 1, Split fire
Split fire allows this weapon to fire at a different unit as rest of squad

Tracker Helm: A model with a tracker helm ignores the shooting restrictions caused by night fighting, it also helps detect enemies movements giving them time to dodge their attacks, it provides a 6+ invulnerable save, any model that already has an invulnerable save has that save improved by 1 (for example, a 4+ invulnerable save would become 3+).

Dedicated Transport

Falcon - xxx points

Transport Capacity: 6 models

Stats: As now

Weapons: As now

Special Rules: Crystal Targeting Matrix

Options: As now

Crystal Targeting Matrix: This allows the Falcon to fire 2 weapons a turn as long as it has moved no more than 12", If it has moved flat out 1 may be fired.